Usenet Newsgroup Archive: comp.sys.atari.st

1992-01 - 1992-06

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Date span: 1992-01-01 through 1992-06-30

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 6,969

Message records with no readable body available in the source text: 5

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st
Date: 1992-01-01 04:24:40 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <TRsuDB2w164w@ersys.edmonton.ab.ca>
Source record: 227401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For a long time, I've been wanting to replace one of the ST functions with one of my own. For example, a critical error handler that tells you what the error is in words, and what might have caused the problem. Or I'd like to be able to press a key from the desktop and run a program. Or even just make the screen invert colors after a period of mouse inactivity. The point is that the method of doing this escapes me. The screen inverter could be done with an accessory, but that would waste a slot. I suppose a practical example might be this:

When the user presses TAB from a GEM program, an alert appears telling the total ammount of free memory available. Again, this could be done using an accessory, but it shouldn't have to be. I've seen all kinds of programs that install themselves in the AUTO folder and activate themselves when a key is pressed.

Does anyone know how I could do this? I use Personal Pascal mainly for programming, but I also have access to Sozobon C and Modula-2. Or even assemmbly, although I can't write anything in assemmbly. The assembler is the german Shareware one recently released.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

2. VME and expansions

Newsgroup: comp.sys.atari.st
Date: 1992-01-01 05:46:26 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jan1.054626.8017@usenet.ins.cwru.edu>
Source record: 227402

Hi, I'm kind of confused about what VME actually is and would like
to know some things about expansions slots.

I hear VME is almost a standard in Europe. Expansion slots are the
way PCs are expanded in the U.S.

I hear there are 3U boards which the TTs have. I've been told that
they are not the complete version.

I'm also told that there are 6U and 9U boards. What is the
difference between the boards?

How much do each cost if you want to buy one or want to buy them
in quantities?

If Atari did some rearranging with the 1040 STe, could a VME be placed
in it or would it fit? Are there just plain VME bus or are they cards?

Would it be nice if Atari had a few VME boards in the TTs and Mega STes
or is one enough?

Why is there one port on the Mega STe on back of the VME and two ports
on back of the TT/030?

Ok, now on to my expansion questions. I know this isn't an Amiga
newsgroup but if anyone knows, I'd appreciate an answer. What type
of cards does the Amiga 2000 accept? PC cards?

Also, how many expansion slots are there on an Amiga 2000 and 3000?

And lastly, which is better and why, VME or expansion slots?

THANKS. I know many people would also appreciate an answer to these
questions.

Len Stys

--

3. 512 color games? Any out there?

Newsgroup: comp.sys.atari.st
Date: 1992-01-01 11:16:48 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <12449@vela.acs.oakland.edu>
Source record: 227403

Are there any games in the world of the STe and Rainbow TOS that use the good resolution 512 color pictures that the spectrum graphics do?

would appreciate any replies...

thanks

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

4. Sozobon 2.0 and 8bit chars

Newsgroup: comp.sys.atari.st
Date: 1992-01-01 13:30:50 UTC
From: jan@janhh.hanse.de
Message-ID: <2950.01.92@janhh.hanse.de>
Source record: 227408

Why do some people belive that the 8th bit in char doesn't matter ?

It always puts a little salt into otherwise good software when I see
that eg. in german special characters the hi bit is stripped off for
no reason at all.

I couldn't reach the authors of Sozobon C, but maybe somebody can tell
them (and all other Amercican software writers) that there are people
out there who care for that extra bit!

Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

5. Re: Atari TTM195 Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-01-01 14:50:28 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jan1.145028.17894@usenet.ins.cwru.edu>
Source record: 227405

Can someone tell me what TT color monitor handles the ST modes
and the new TT color modes? These resolution include:

320x200 16 colors
640x200 4 colors
640x400 2 colors
640x480 16 colors

And maybe 320x480

I'm not too familiar with the TT/030 since there aren't that many
in the U.S. yet.

Also, are these monitors capable of anything above these resolutions.

The 1280x960 resolution requires the TTM194 or I guess the new one--TTM195.

And how much do each of these monitors cost around (U.S. money)? Thanks.

.
--

6. Wanted: PC-Ditto][

Newsgroup: comp.sys.atari.st
Date: 1992-01-01 16:39:53 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Jan1.163953.22541@usenet.ins.cwru.edu>
Source record: 227406

If anybody has a pc-ditto 2 board that they don't want any more, please contact me at <be824@cleveland.Freenet.Edu>. I may take boards that are non-functional for a good price :-)

7. Re: Calamus/PostScript

Newsgroup: comp.sys.atari.st
Date: 1992-01-01 17:45:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1571559457@thelake.mn.org>
Source record: 227407
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <1992Jan01.020044.7773@demon.co.uk>,
ksommerville@cix.compulink.co.uk (Keith Sommerville) writes ...]

> Can anyone explain why Pagestream is SOOOOOOO SLOOOOOOOW. Its not as if it doe-
> s anything radicly different from Calamus oes
> anything radically different from all the other DTP packages, so why does it l-
> oload and run so slowly?

This (and the other recent DTP discussion) is not a proper question for
the .tech newsgroup, so I've crossposted this answer to comp.sys.atari.st
and ask that any further discussion take place there.

I don't regard PageStream as ``SOOOOOOO SLOOOOOOOW'' in comparison to
similar PostScript-capable programs running on other comparable machines.
In fact, if you'll go spend some time playing with PageMaker on a PC
running Windows with anything less than a '386-16, you'll come to regard
PageStream a a real piece of greased lightning. You'll also come to regard
PageStream as a very capable, very stable program that need not be
embarrassed in any crowd.

Calamus is a very different animal. It uses a single proprietary imaging
method to generate screen and output images. This is much simpler than
having to support several different output methods, as does PageStream.
The program's internal data representation can be more closely matched
to the standardized output. The result is that Calamus can generate
pages faster than PageStream -- in fact, faster than any other publishing
program I've seen on any computer -- but it comes at a cost, which is
the well-known and oft-lamented inability of Calamus to drive industry-
standard PostScript devices.

Issue #9153 of Z*Net, one of the weekly online Atari magazines, has an
excerpt from the Seybold Report on Desktop Publishing that is worth reading
if you're interested in desktop publishing on Atari hardware. The file
can be obtained from atari.archive.umich.edu.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

8. HELP!!! I need an ATARI 800 keyboard... PLEASE!

Newsgroup: comp.sys.atari.st
Date: 1992-01-01 21:31:12 UTC
From: jdz1@Ra.MsState.Edu
Message-ID: <1992Jan1.213112.25258@ra.msstate.edu>
Source record: 227409
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sources.wanted,misc.wanted,misc.forsale.wanted

Hi friends,
I _REALLY_ need your help!!! One of my mothers TEN cat
has managed to render my Atari 800 in-operable. Some of my
keys don't work correctly on my poor, poor machine. As you
know it's almost impossible to communicate with a computer
without a fully working keyboard 8-(. The deal is that the
cat pissed on the computer and I belive it has success fully
ruined the keyboard. It might be too much corrosion in the
keyboard section of the main board.
Well, I am hoping that someone out there has pieces and
parts of one of these machines out there and they just want
to get rid of it. Of course I'll pay shipping and a little
more if you really need it! I'm also looking for schematics
on this Atari. Maybe someone out there has an Atari 8-bit
packed away somewhere like the attic, and they wouldn't miss
it! I belive you get the general Idea, so I'll close with
that thought. PLEASE E-Mail me _ANY_ responses!!!

--John Zitterkopf
EE major at Mississippi State University

jdz1@ra.msstate.edu

9. Re: Rom-moth?

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 00:52:17 UTC
From: adamd@rhi.hi.is
Message-ID: <4451@krafla.rhi.hi.is>
Source record: 227410

In <1991Dec26.221455.12523@paramount.nikhefk.nikhef.nl> paulm@paramount.nikhefk.nikhef.nl (Paul Molenaar) writes:

>But all of a sudden this stopped working. The diskettes the
>Atari produces are unreadble on a PC. I had to run Norton
>on the floppy to 'repair' it. Norton claims the disk have
>a wrong media descriptor byte. I thought that was the problem
>with the old TOS!

Looks like it could be a badly written virus at work messing up the disks.
If you don't have a program to check for viruses, it is worth getting one.
Of course, if you have one then use it.

--
Adam David.

10. Chaos S. B. Help

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 02:18:26 UTC
From: 34ZDFYS@CMUVM.CSV.CMICH.EDU
Message-ID: <92001.21182634ZDFYS@CMUVM.CSV.CMICH.EDU>
Source record: 227412

Hi there. I've been playing CSB all break now and have run into a slight impass. I'm on the level with the flying serpents (Dain). Anyhow, I've opened up the secret doors, found the gate by the vorpial blade (by placing an object in the alcove, I opened up the wall) and have found the door which needs a winged key. Now for my problems:

1) How do I get the key in the middle alcove? (I'm in the room with the map which describes the doors each of the buttons a, b, and c open)?

2) What type of key do I need to open up the door in the Cistern? I had some gold keys but I've long since lost them.

3) Same question for the gate by the vorpial blade.

4) I've gotten to the Dragon den and back (alive after 2 nights of frustrated reloading of past saved games). I was wondering where I can find the 'power tower' I need to show to they eye?

5) I've been through 'Fighters Charge' in the DDD room. How do I follow the way of the Wizard?
(i.e. how do I get past those damn pits to see what else is on that level?)

6) I've gotten 3 different 'gem' keys, Saphire, emerald, turquois. I assume that the key in the flying serpent room is another gem which I'll have to use someplace else. What are they used for? (o.k. I know I'm getting ahead of myself here, but school starts in another week, and I don't want to spend ALL of my time playing games ;)

7) Are there any help files/maps available? If so, could someone please send me locations (ftp sites) and instructions for dl-ing them?

8) Last question!!! I've gotten an encoded scroll. Does the code mean anything, or can I stop trying to figure it out?

Boy, this list got long in a hurry. Any help would be most appreciated.
Thanx in advance

bob

11. Calamus/Outline

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 03:46:00 UTC
From: ursulus@status.gen.nz
Message-ID: <DZiXDB1w164w@status.gen.nz>
Source record: 227102

Does anybody know where I can get my hands on an English version of OUTLINE it is a software package that works with |Calamus to allow some very fancy type text operations, ie circling text, fading text out to a point etc The version I've seen is a demo, very impressive, but completely in German, I've managed to get some sence out of it, and what I've seen I like, I have not seen the software advertised anywhere and hope that someone reading this will know of the program, Where can I get an English Version, What sort of price can I expect tp pay?

Thanking you'all in advance...
Fletch..
PS Happy New YEARs

And now for a word from the sponcer...

*=> malcolm fletcher , (Where is Runicman? somewhere near Taupo?)
*-> The Atari box in Auckland NZL. Return mail via kcbbs.gen.nz!status!ursulus

12. History of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 05:36:16 UTC
From: Uwe_Poliak@s2.maus.de
Message-ID: <A1123@S2.maus.de>
Source record: 227411

```
Hello Jim,

t>To wit: what differentiates the STfm and the STe from the straight ST? How
t>are
t>the Megas different (as well as Mega STe)?

STFm <-> ST:
The STFm has a TV-modulator on board.

MEGA STE <-> TT:
The MSTE has no SCSI-Port, the TT has one.

MEGA STE <-> ST:
16MHz-68000-processor (switchable to 8MHz) , 16kB-Cache-Memory,
external 16-bit-, internal 32-bit-Bus, 24-bits adressable,
floating-point-processor-socket (68881/2)
2/4 MB RAM, 256 kB internal ROM, 128 kB external ROM using the ROM-Port,
TT-Desktop (TOS 2.05?)
Blitter-Graphics-Chip,
Resolutions: 640 * 400 -> monochrome
640 * 200 -> 4 colors +
320 * 200 -> 16 colors +-- out of 4096 colors
integrated Harddisc,
Stereo-DMA-Sound for digitized music,
Genlock-connenctor, DMA/LAN-Port,
Stereo OUT-Connector,
2 serial ports,
TV/Video-modulator,
VME-Port

MEGA ST <-> ST:
Slot for System-Bus - all processor signals are connected here
new housing

May be there are some more differences...

t>commercial arcade games before his home machines? What are the significant
t>featuers of the XE/XL 8-bit machines?
^^^^^^^^
64 kB RAM, ROM-Slot for 16/32 (?)kB-EPROMs
16 colors out of 256

XE<->XL:
XE: 128 kB, XL: 64kB (?)

I hope, I've helped you a bit.
```

Bye, -up-

13. How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 13:59:50 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <1992Jan2.135950.4630@syma.sussex.ac.uk>
Source record: 227420

I would like to connect a colour TV (Matsui Model 1455) to an old-style 1040ST which doesn't have an RF socket.

Apart from purchasing an RF Modulator - could the UK Readers of this Please suggest a possible supplier - is there anyway I can connect it to the 1040 using the Video In/Audio In Phono Sockets of the TV with appropriate connections from the ST's monitor socket (And no - the TV doesn't have a Scart socket).

In my handbook for the ST, 'composite video' is mentioned as being available on pin 2 but in combination with the Ground pin I can't get it to work. I'm not sure whether my soldering is at fault or whether even though the ST handbook talks about composite video, it is actually available on a vintage 1040 ST.

Has anyone managed to get a composite video signal out of a 1040ST? Is it even theoretically possible?

Lez

P.S. You can buy the monitor 'din' plugs from Maplin - price approx. 50p
--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

14. Turbo ST 1.84

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 14:38:47 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jan2.143847.14387@digi.lonestar.org>
Source record: 227416

In article <5440175@hplsla.hp.com> andyc@hplsla.hp.com (Andy Cassino) writes:
>Actually, Turbo ST 1.84 (the latest) is an AUTO program, not an ACC.
>
Actually, Turbo ST 1.84 is both. You get an ACC to use (if you like it that way) and a program to use in your AUTO folder. I use the ACC version, but have the program in my AUTO folder named ".prx" in case I ever want to use it. Also note that there are two versions - one for COLOR resolutions and one for the MONO resolution. (Apparently, TST does not work on the TT.)

Roy C. Gosewehr

15. Re: Sozobon 2.0 and 8bit chars

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 15:15:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1241258018@thelake.mn.org>
Source record: 227414

```
[In article <2950.01.92@janhh.hanse.de>,
jan@janhh.hanse.de (Jan Willamowius) writes ... ]

> Why do some people belive that the 8th bit in char doesn't matter ?
>
> It always puts a little salt into otherwise good software when I see
> that eg. in german special characters the hi bit is stripped off for
> no reason at all.
>
> I couldn't reach the authors of Sozobon C, but maybe somebody can tell
> them (and all other Amercican software writers) that there are people
> out there who care for that extra bit!

I'm confused by this note, Jan -- under what circumstances are you losing
the high bit? I don't know of anything in the dLibs stdio that would
alter any char other than \r.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables
```

16. High Density Drive via ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 15:34:46 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jan2.153446.18607@rodan.acs.syr.edu>
Source record: 227413

I recently asked whether ATSpeed would support a 1.4 meg
floppy on an ST. The answer seems to be yes, if you have a
controller for the ST that will handle a 1.4 meg floppy...But
what about a high density 5.25" floppy? Can ATSpeed handle
one of those drives (1.2 meg) without any hardware
modifications to the ST?
Thanks for any info.
--Gerry
ggreenbe@rodan.acs.syr.edu

17. Re: Color Emulators and the ste....

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 15:50:38 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Jan2.155038.10081@syma.sussex.ac.uk>
Source record: 227421

From article <1991Dec26.212226.28670@mnemosyne.cs.du.edu>, by jbunch@isis.cs.du.edu (John Bunch):
> I have gfacolor.prg, but it only does low resolution. Any ideas out there
> on the net?

Gfacolor.prg does in fact provide medium res emulation also.

As long as you set up a desktop.inf file for medium-res boot-up there
should be no problem.

Kevin

18. Re: Kaos Desk (was: Files sent to atari.archiv)

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 15:57:28 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Jan2.155728.10334@syma.sussex.ac.uk>
Source record: 227422

```
From article <A2437@UN.maus.de>, by Martin_Koehling@un.maus.de (Martin Koehling):
>
> KAOSDESK is a sold as a commercial product for 19.80 (plus S&H).
> I really don't think there is a PD version.
>
```

Kaos Desk certainly seems to be a PD program in the UK: it is available through legitimate PD distributors and even appeared on the "cover disk" of 'New Computer Express' magazine.

Kevin

19. atari 1040 st system for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 15:58:57 UTC
From: amra@cis.ohio-state.edu
Message-ID: <1992Jan2.155857.10855@cis.ohio-state.edu>
Source record: 227417
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st

I have an atari 1040 ST computer system for sale:

Hardware:

1040 ST
monochrome monitor
30meg supra Hard disk drive
1200 baud Smartteam modem
Epson RX-80 dot matrix printer
Time card / Clock

Software:
Empire
UMS
Minix for Atari ST
VIP Professional
Timeworks Word Write
1st Word
TDI Modula-2 (Developer's version)
PC-ditto
Degas Elite
MT C-shell
Flash
Chat
Silent Service
Balance of Power
Chessmaster 2000

+ lots of Public Domain Software on Hard disk Drive

Books (thrown in for free):
Programmer's Guide to Gem
Atari ST machine language
Atari ST GEM Programmers REference
Atari ST Internals

Will sell above to best offer. If want to telephone me, my work number
is (614)-292-8614

Nasir K. Amra
Laboratory for Knowledge Based Medical Systems
571 Health Science Library
376 W. 10th , Columbus, Ohio, 43210
amra@med.ohio-state.edu

20. Emacs and big files.

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 16:03:15 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1992Jan2.160334.2209@news.cs.indiana.edu>
Source record: 227415

Can someone recommend a version of emacs that works reliably with big files on the ST? For my application the bigger the file that can be handled the better (up to 3 Meg.) but I am interested in hearing from anyone that has found a version of emacs to be reliable with any file size above 32K.

21. Re: Quick ST availability (was: Quick ST support)

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 16:13:06 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Jan2.161306.11134@syma.sussex.ac.uk>
Source record: 227423

From article <1971@keele.keele.ac.uk>, by csx18@seq1.keele.ac.uk (C.M. Yearsley):
>
> I was recommmended to an English dealer (who only had an old version
> with no plan to upgrade) or to 'phone America (which would cost almost
> as much as buying the program!).
>
> [...]

> Mechanisms to buy software reliably exist. Until QST is available
> through one, I'm not trusting my money to someone a long way away
> with a bad record.

Quick ST 3.0 is now being sold in the UK by the invaluable 'ST Club'.
With it comes a large-screen emulator (for TOS 1.4 and above), desktop
customiser and a few other bits and pieces. Cost: 19 pounds 95, or
12 pounds 95 to 15th January. I bought one and consider it money well
spent.

Details from: ST Club, 2 Broadway, Nottingham, NG1 1PS. Tel: 0602 410241.

Information offered in good faith but E&OE.

Kevin Busby

22. IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 17:11:51 UTC
From: unknown@disk.uucp
Message-ID: <1992Jan02.171151.14033@disk.uucp>
Source record: 227419

Hmm, I've a few questions about IBM emulation:
Why not just make a program that converts an IBM program to an ST runnable one? I'm not really concerned with graphical programs, just basic IBM compat. ones.. Wouldn't it be possible to load the program into memory and spend a few minutes to convert it? Then you could have a somewhat faster application, and it could be used without loading a special emu.

If the problem is a legal one, is there any documentation on how to make one of these types of programs? Or are there any "underground" versions of such a beast?

Finally, I'll buy a used (BUT WORKING) copy of a good IBM software emulator if the price is right. If we come to an agreement, you have to send the disk first, so I can check it out.. (I never claimed to be trusting) :)
Better yet, if anyone just wants to throw away their emulator, I'll pay for postage! :)

--
Shawn Beltz :) :) :) I may not agree with what you have to say
unknown@disk.UUCP but I'll fight to the death for your right
uunet!coplex!disk!unknown to say it... -- Someone I agree with!

23. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 17:48:23 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <c8TXDB1w164w@sys6626.bison.mb.ca>
Source record: 227418
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> When the user presses TAB from a GEM program, an alert appears telling
> the total ammount of free memory available. Again, this could be done
> using an accessory, but it shouldn't have to be. I've seen all kinds of
> programs that install themselves in the AUTO folder and activate
> themselves when a key is pressed.

Well, as you say you could use evnt_keybd() to do this from an ACC. To do this from an AUTO program, would, I beleive require you to intercept the TAB keypress.This would prevent the TAB from getting to the GEM program which you said we were running. I think the best way is to have it as an ACC and then evnt_keybd() (or evnt_multi()) for something such as alt-TAB, this way, because no program I no of uses alt-TAB you don't have to worry about interceppting it...

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

24. Interested in...

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 19:00:02 UTC
From: jared@midiline.la.ca.us
Message-ID: <RyRXDB3w164w@midiline.la.ca.us>
Source record: 227425

locating a Monitor Master device. I now have both a mono and color Atari monitors and would like to have them both available to be used without the huss and bother of swapping them. If anyone has one for sale, I can trade either software or software and cash for it.

Please reply in Email if'n you would. Thanks!

Jared

25. SCSI tape backup

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 19:14:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920102191446.1.JRD@CIROCCO.SCRC.Symbolics.COM>
Source record: 227424

Does anybody have, or know where I could find, a simple backup program to work with a generic SCSI tapedrive? I have an ST with an ICD host adapter.

A related question; does anyone know how to get straight to the SCSI bus through an ICD host adapter?

Thanks in advance, please mail responses.

26. Diet/Nutrition Analysis Software

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 19:28:48 UTC
From: klassa@asdsun.larc.nasa.gov
Message-ID: <1992Jan2.192848.16928@news.larc.nasa.gov>
Source record: 227426

Does there exist a diet/nutrition analysis program for the ST?
I've seen offerings on other platforms (most notably IBM PC's)
that allow you to enter things like "I ate a tuna sandwich for
lunch" (in some form or another) and it determines how many
calories were in that sandwich and keeps track of things like
%fat, %carb's, etc. Anyone know of something like this for
the ST?

Thanks!
John Klassa
klassa@asdsun.larc.nasa.gov

P.S. Reply directly to me, as per "followup-to" line. I'll
post a summary if anybody cares...

27. Re: VME and expansions

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 20:50:29 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jan2.205029.11337@elroy.jpl.nasa.gov>
Source record: 227427

In article <1992Jan1.054626.8017@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>Hi, I'm kind of confused about what VME actually is and would like
>to know some things about expansions slots.

Well, your first point of confusion is assuming that VME and "expansion slots" are mutually exclusive. These terms are both related to a topic which I'll call system bus design.
>
>I hear VME is almost a standard in Europe. Expansion slots are the
>way PCs are expanded in the U.S.

The VME spec is a system bus design specification, just like ISA or AT-bus is a bus spec. In both cases you have a "backplane" which is mostly a bunch of address, data & control signals, and "expansion cards" which attach to the backplane. I don't really like the term "expansion slots" since that implies a system dependence on the actual physical slots, and such a dependency doesn't really exist. In the old Apple II series referring to "slots" made sense because there were only a fixed number of them, and they were mapped to specific regions of memory, so a "slot" equated with a bus region. On a PC or VME bus a "slot" is simply a card holder, and is otherwise nothing special.
>
>I hear there are 3U boards which the TTs have. I've been told that
>they are not the complete version.

They're referred to as A24/D16 boards, with A and D referring to address and data lines, respectively. A24/D16 means 24 address lines and 16 data lines, naturally enough. Many other configurations exist, like A24/D24 and A32/D32 and so on... A24/D16 makes sense on a plain 68000-based machine like the ST or STe, since the 68000 also has only 24 address lines and only 16 data lines. A32/D32 would have been more appropriate for something like the TT that uses a full 32 bit processor...
>
>I'm also told that there are 6U and 9U boards. What is the
>difference between the boards?

Physical size, number of connectors available, and number of signals on the various connectors.
>
>How much do each cost if you want to buy one or want to buy them
>in quantities?

dunno...
>
>If Atari did some rearranging with the 1040 STe, could a VME be placed

>in it or would it fit? Are there just plain VME bus or are they cards?

Not sure what additional support (if any) is required. For the most part,
a VME bus consists of the signals you find on a 680x0 CPU.
>
>Would it be nice if Atari had a few VME boards in the TTs and Mega STes
>or is one enough?

Again, don't drag "slots" into the discussion. You can stick any number of
devices onto a bus, whether it's PC bus or VME bus. In both cases, if the
number of devices you want to plug in exceeds the number of physical slots
you have, you just go get a bus extender, which plugs into an existing slot
and gives you X number of new slots.
>
>Why is there one port on the Mega STe on back of the VME and two ports
>on back of the TT/030?

huh?
>
>Ok, now on to my expansion questions. I know this isn't an Amiga
>newsgroup but if anyone knows, I'd appreciate an answer. What type
>of cards does the Amiga 2000 accept? PC cards?

Amiga-specific, not PC, although if you get the Bridgeboard you can use
PC cards in that.
>
>Also, how many expansion slots are there on an Amiga 2000 and 3000?

dunno.
>
>And lastly, which is better and why, VME or expansion slots?

Irrelevant question, as I hope you've seen by now.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

28. Re: VME and expansions

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 21:07:41 UTC
From: bill@mwca.UUCP
Message-ID: <1948@mwca.UUCP>
Source record: 227431

In article <1992Jan1.054626.8017@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
~>
~>
~>Hi, I'm kind of confused about what VME actually is and would like
~>to know some things about expansions slots.

~>I hear VME is almost a standard in Europe. Expansion slots are the
~>way PCs are expanded in the U.S.

VME is a bus specification - it specifies how a card must electronically communicate and how it should physically connect to the bus. PC's (IBM-style) have three common bus specifications: ISA (Industry Standard Architecture), EISA (Extended ISA), and MicroChannel. Most MS-DOS PC's are ISA.

~>I hear there are 3U boards which the TTs have. I've been told that
~>they are not the complete version.

~>I'm also told that there are 6U and 9U boards. What is the
~>difference between the boards?

3U, 6U, and 9U refer to the size of the board . 3U is about the height of a PC expansion card (3" high give-or-take), 6U is twice as high, and 9U is three times as high. Typically a 3U card will have one physical connector, 6U two, and 9U three.

~>How much do each cost if you want to buy one or want to buy them
~>in quantities?

Cost is totally dependent on what the card does. A simple serial card would be less expensive than an Ethernet card which would be less than a high-end graphics card. Because these cards aren't usually sold in the same quantity as a PC expansion card they tend to be more - maybe $500 on the low end on up. There could certainly be exceptions to this, however.

~>If Atari did some rearranging with the 1040 STe, could a VME be placed
~>in it or would it fit? Are there just plain VME bus or are they cards?

Electronic circuitry needs to be present on the motherboard to communicate with the bus. Therefore you would need more for a 1040STE than just some room to put the bus, but theoretically a company could make a hardware add-on which could support VME bus.

~>Would it be nice if Atari had a few VME boards in the TTs and Mega STes
~>or is one enough?

I assume you mean slots, not boards. This is a subjective question, but I suspect the most common uses for the VME slot will be graphics and networking.

If someone comes out with a good combination card the single slot will probably be sufficient - otherwise bus extenders are available which will give up to 21 slots (though you'd obviously not be able to fit them within the Mega STe / TT.

~>Ok, now on to my expansion questions. I know this isn't an Amiga
~>newsgroup but if anyone knows, I'd appreciate an answer. What type
~>of cards does the Amiga 2000 accept? PC cards?

I believe the Amiga supports its own proprietary bus, as well as one or two ISA slots. Proper software drivers need to be written to use standard ISA cards in an Amiga, of course.

~>And lastly, which is better and why, VME or expansion slots?

Again, assuming you mean "Which is better, VME or ISA (AT-bus)?", it depends what your needs are. VME bus is capable of sustaining very high data rates, but requires more circuitry to support (therefore higher hardware costs). ISA allows for very inexpensive cards (I've seen $19 serial and video cards), but can't sustain nearly the data rate, and doesn't allow for a "bus master" card, which can take over the bus for certain functions.

~>THANKS. I know many people would also appreciate an answer to these
~>questions.

Sure.

~>Len Stys

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

29. Re: Atari Monitor Trade?

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 22:22:19 UTC
From: snoret@egon.unx.sas.com
Message-ID: <1992Jan2.222219.12245@unx.sas.com>
Source record: 227433

In article <1991Dec31.052438.6912@usenet.ins.cwru.edu> ba014@cleveland.Freenet.Edu (Matthew C. Brinkhoff) writes:

>
>>Would anyone be interested in trading an ST Mono (SM124?) monitor for an
>>ST Color (SC1224?) monitor + some cash or a memory upgrade board for a
>>1040? Email with offers.
>>
>
>My apologies for the lack of clarity in the above post. I'm interested
>in securing a mono monitor in exchange for my color.
>

Sorry about wasting the bandwidth, but when I tried to send email, it bounced back as undeliverable.

Matthew,

I am interested in the monitor trade. I've got an SM124 that works flawlessly. Email me if the offer is still available to work out the details.

Thanks in advance,

Rick

Rick Tatem __-__ _
snoret@unx.sas.com =========@ ============ *#__===___
UNIX Support _______ / /_ ``'~~~~~~~~*#*--(0)---\
SAS Institute, Inc. _____________{ @* @

30. Apple System 7 on Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 22:45:04 UTC
From: mikey@nrc.com
Message-ID: <1992Jan2.224504.8232@nrc.com>
Source record: 227429

Can I get Apple System 7 on Spectre GCR.
My config is as follows Atari Mega4 with 20meg HD.
If so...how???

Mike Goodglick
mikey@nrc.com

31. System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-01-02 23:11:00 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jan2.231100.8017@rodan.acs.syr.edu>
Source record: 227428

```
It's been a while, so I thought I'd ask again: any news on
progress toward making Spectre System 7 compatible? e.g., is
it in beta-version yet?
Just wondering.
--Gerry
ggreenbe@rodan.acs.syr.edu
```

32. ST/UNIX compatible LHARCs

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 00:21:09 UTC
From: fox@VULCAN.NOARL.NAVY.MIL
Message-ID: <9201030021.AA10871@vulcan.noarl.navy.mil>
Source record: 227430

At the risk of starting another archive-method holy war, can anyone point me to a Unix (Sun specific would be fine) lharc version which can unpack the newer files that are showing up at atari.archive? I prefer to unpack files initially on the Sun at work, check out the README's etc, before taking the archives home but many of the new files produce errors along the line of: "sorry - cannot extract this method".

PS - I used 'archie' to track down unix lharc's with recent dates, but they all seem to be minor variants of the "C-LHarc for UNIX Version 1 (c) 1989-1990 Y Tagawa, Kai Uwe Rommel" version.

Thanks.

33. TT/030 why the ST RAM?

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 03:10:17 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jan3.031017.28986@usenet.ins.cwru.edu>
Source record: 227432

I've read a lot of articles on the TT/030 and David Small's 68030 SST.
However, I still have some questions.

One of my questions is why is there a need for ST RAM in these machines?

Why can't they just have fastRAM?

It would be great if the TT/030 could use fastRAM only to run ST
software.

David Small says that a reason for the 4 megs of ST RAM in his
hardware is because video and disk have to come out of it.

But why?

Sorry for all these questions but there is only one way that I'm
going to learn. Thanks.

--

34. Re: ST/UNIX compatible LHARCs

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 07:26:09 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <1992Jan3.072609.27145@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 227434

```
Compatibility? Ha, ha! There's no such thing in the LHarc world.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

35. Sound CPX?

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 07:28:21 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.11@sofus.dhhalden.no>
Source record: 227435

Hi again!

I've tried the Beep, Click & Play sound utilities, but think they're a bit too outdated now that we've got the STe DMA sound & the Xcontrol Control Panel. Does anyone know of a CPX that does the same thing as those small auto (and desktop) programs (replacing the system beep with a sampled sound and assigning sounds to different keys)? Having it as a CPX module would make it easier to configure, with all the sound-picking being done with a fileselector call from the CPX and having everything in one place. DMA Sound support to get more processor time to other things...

If there is such an utility, Freeware/Shareware/Commercial anything, please mail me!

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

36. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 08:44:50 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <F6TyDB2w164w@ersys.edmonton.ab.ca>
Source record: 227438
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

marco@sys6626.bison.mb.ca (Marco) writes:

> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
> > When the user presses TAB from a GEM program, an alert appears telling
> > the total ammount of free memory available. Again, this could be done
> > using an accessory, but it shouldn't have to be. I've seen all kinds of
> > programs that install themselves in the AUTO folder and activate
> > themselves when a key is pressed.
>
> Well, as you say you could use evnt_keybd() to do this from an ACC. To do
> this from an AUTO program, would, I beleive require you to intercept the
> TAB keypress.This would prevent the TAB from getting to the GEM program
> which you said we were running. I think the best way is to have it as an
> ACC and then evnt_keybd() (or evnt_multi()) for something such as
> alt-TAB, this way, because no program I no of uses alt-TAB you don't have
> to worry about interceppting it...
>
> +---+
> | John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
> +---+

Perhaps, but the idea is to create a program that does this without using
up an .ACC slot. There are only six of them, so it wouldn't be a good
idea to waste one on a trivial task. Aside from that consideration, I
also talked about other programs that couldn't function as accessories,
such as a program that allows you to replace the file selector with one
of your own choosing. The best solution for this would be to tell the
system that the file selector routine is not at the default location, and
then terminate execution using the ptermres() system command so that the
memory occupied by the alternate selector is not erased or used by
another program. The only question is how to tell the system to jump to
a different location when it needs the file selector. This is only one
example. Hotkeys from the desktop should also be possible, but how do
you tell the system to wait for a keypress, and then to execute a program
when one is found. I suppose what I am looking for is a book that would
tell me all of this information, or as much as is available.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>

<< -- >>

37. Re: PYM Demo on Terminator

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 08:56:48 UTC
From: doucet@ripolin.laas.fr
Message-ID: <6684@laas.laas.fr>
Source record: 227436

In article <95789@bu.edu> selick@bucsf.bu.edu (Steven Selick) writes:
>
>After reading a message earlier about a 1.8 meg demo called PYM.ARC, I
>decided to get it and take a look. It is the "Punish Your Machine" demos
>that were shown last August in Germany. There were 4 lzh files that
>turned into 4 msa files and finally turned into 2 disks. It is very
>nicely dono. I wish some of these fantastic programmers would write some
>really good graphics applications or games that would be STE compatible!

I also downloaded PYM.ARC for a.a.
and after de-arced, then de-lharced and then de-msaed
(it's some kind of neologisms, isn't it ?)
the demo worked fine on my 1040STE (TOS 1.62)
and also on my son's 520STE (TOS 1.6).
Maybe it's because these are "french" (or european) STE ?

and now a question: why having lharced the .msa files
as this only gains some Kbytes among 1.8Meg ??

Jean-Etienne DOUCET
LAAS-CNRS, Toulouse, FRANCE.

doucet@laas.laas.fr

38. Misc Hardware & Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 09:31:39 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <128@tekgen.bv.tek.com>
Source record: 227437

The wife says the mess has to go! So, I need to part with the following hardware and software, all have original boxes and documentation:

2 Seagate ST157N-1 50 Meg SCSI drives $150 each
Practical Periphials Cordless Mouse $50
2 Atari SC1224 Color Monitors 1@ $150 and 1@ $175(original JVC fantastic monitor)

I also have a whole bunch of Software I don't use any more. All are original boxes, manuals, and disks:

Dungeon Master $15
Battle Hawks 1942 $15
Stellar Crusade $10
Red Storm Rising $10
SuperStar Ice Hockey $10
Mean 18 $10
Pirates! $10
Gone Fishin' $10
MicroSoft Flight Simulator II $10
Silent Service $10 (detect a pattern? :-)
Dive Bomber $10
Sundog $10
Label Master Elite $10
Shanghi $10
Gridiron Free to any $50 order

All items are priced well below fair market value and as such all prices are firm. Terms: UPS COD cash or prepaid Money Order. Purchaser pays shipping charges. First full price offer receives the item. I can be contacted at:

Genie: B.LUNESKI1
Usenet: boblu@tekgen.bv.tek.com
Phone: (503) 620-4919

Happy New Year!

39. Atari.archive-address wanted

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 09:32:51 UTC
From: LZ@ifw.fertigungstechnik.uni-stuttgart.dbp.de
Message-ID: <1992Jan3.082943.18055@rusmv1.rus.uni-stuttgart.de>
Source record: 227439

I need the address-number of atari.archive.umich.edu ...

Can anybody tell me please ?

Thanks in advance,

Marcel Lutz

Please use the E-mail-address at the bottom ... the one in the header doesn't work, but I can't change ist.

Fuer Ruckantworten bitte nur unten genannten E-Mail-Adresse benutzen. Die oben genannte ist falsch, laesst sich aber leider nicht aendern.

--
Marcel Lutz
IfW, Institut fuer Werkzeugmaschinen
Universitaet Stuttgart, Holzgartenstr.17, 7000 Stuttgart

E-MAIL: lutz@ifw.fertigungstechnik.uni-stuttgart.dbp.de

40. Rowley Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 11:56:39 UTC
From: tolk@opal.cs.tu-berlin.de
Message-ID: <6086@opal.cs.tu-berlin.de>
Source record: 227440

Does someone know if and where Rowley Modula-2 for the ST is available?
What does it cost and is there a german distributor?

Thanks and ciao
Robert

--
Robert Tolksdorf	Technical University Berlin	Private:
030/314-73558 (FR6078)	FB 20 - FLP - FR 6-10	Koertestr. 30
e-mail:	Franklinstr. 28/29	D-1000 Berlin 61
tolk@cs.tu-berlin.de	D-1000 Berlin 10 / Germany	+30 / 694 55 97

41. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 12:52:59 UTC
From: tony@mwuk.UUCP
Message-ID: <716@mwuk.UUCP>
Source record: 227442

In article <1992Jan2.135950.4630@syma.sussex.ac.uk> lezo@syma.sussex.ac.uk (Lez Oxley) writes:
>
> I would like to connect a colour TV (Matsui Model 1455) to an old-style
> 1040ST which doesn't have an RF socket.
>
> Apart from purchasing an RF Modulator - could the UK Readers of this
> Please suggest a possible supplier - is there anyway I can connect it
> to the 1040 using the Video In/Audio In Phono Sockets of the TV with
> appropriate connections from the ST's monitor socket (And no - the TV
> doesn't have a Scart socket).
>
> In my handbook for the ST, 'composite video' is mentioned as being
> available on pin 2 but in combination with the Ground pin I can't get
> it to work. I'm not sure whether my soldering is at fault or whether
> even though the ST handbook talks about composite video, it is actually
> available on a vintage 1040 ST.
>
> Has anyone managed to get a composite video signal out of a 1040ST? Is
> it even theoretically possible?

No, it isn't. The modulator contains two parts: the first half combines the Red, Green, Blue and Sync into PAL-encoded composite video, and the second half modulates a UHF carrier with it.

The pin 2 output is fed from the output of the first half, and so will not be connected to anything in the old 1040STF.

The composite video output works fine on my old 520STM.

Tony.
--
Tony Mountifield | Microware Systems (UK) Ltd.
MAIL: tony@mwuk.uucp | Leylands Farm, Nobs Crook,
INET: tony%mwuk.uucp@uknet.ac.uk | Colden Common, WINCHESTER, SO21 1TH.
UUCP: ...!mcsun!uknet!mwuk!tony | Tel: 0703 601990 Fax: 0703 601991
**** OS-9, OS-9000 Real Time Systems **** MS-DOS - just say "No!" ****

** Any opinions are mine, not Microware's - but you knew that anyway. **
---

42. Re: History of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 13:38:03 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan03.133803.43000@link-1.ts.bcc.ac.uk>
Source record: 227441

In article <A1123@S2.maus.de> Uwe_Poliak@s2.maus.de (Uwe Poliak) writes:
>Hello Jim,
>
>t>To wit: what differentiates the STfm and the STe from the straight ST? How
>t>are
>t>the Megas different (as well as Mega STe)?
>
>STFm <-> ST:
>The STFm has a TV-modulator on board.

The ST had no internal disk drive, and the power supply was external too.
The STM was as above but with a TV modulator (I know, I've got one!).
The STF looks like an STFM, but has no TV modulator and has a Single-sided
floppy, as did the early STFM's.

>
>MEGA STE <-> TT:
>The MSTE has no SCSI-Port, the TT has one.

The TT also has an IBM-PC VGA compatable monitor port instead of the normal
ST one. (I KNow, I've got one of these too :-))
This gives two extra resolutions with the Atari "Multi-sync" monitor,
640x240 256 colours
640x480 16 colours, both out of a palette of 4096.
The TT also has an 68882 maths co-processor as standard (using the standard
Motorola co-processor operations to access it, unlike the Atari bodge on the
MegaSTE).

>
>MEGA STE <-> ST:
>16MHz-68000-processor (switchable to 8MHz) , 16kB-Cache-Memory,
>external 16-bit-, internal 32-bit-Bus, 24-bits adressable,
>floating-point-processor-socket (68881/2)
>2/4 MB RAM, 256 kB internal ROM, 128 kB external ROM using the ROM-Port,
> TT-Desktop (TOS 2.05?)
>Blitter-Graphics-Chip,
> Resolutions: 640 * 400 -> monochrome
> 640 * 200 -> 4 colors +
> 320 * 200 -> 16 colors +-- out of 4096 colors
>integrated Harddisc,
>Stereo-DMA-Sound for digitized music,
>Genlock-connenctor, DMA/LAN-Port,
>Stereo OUT-Connector,
>2 serial ports,
>TV/Video-modulator,

>VME-Port
>
>MEGA ST <-> ST:
>Slot for System-Bus - all processor signals are connected here
>new housing
Some more deleted...

I hope this clears some things up some more.

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

43. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 15:48:22 UTC
From: micro@imada.ou.dk
Message-ID: <1992Jan3.154822.3901@imada.ou.dk>
Source record: 227156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

marco@sys6626.bison.mb.ca (Marco) writes:

>mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
>> When the user presses TAB from a GEM program, an alert appears telling
>> the total ammount of free memory available. Again, this could be done
>{[...]

>Well, as you say you could use evnt_keybd() to do this from an ACC. To do

This would not work because keypress events goes to the owner of the top window... Which means that the accessory need to have a window open - and topped.

>this from an AUTO program, would, I beleive require you to intercept the
>TAB keypress.This would prevent the TAB from getting to the GEM program
>which you said we were running.

Exactly how would you make your resident program do an alert? To make an AES call you need to have an ap_id - which you can't get (beeing resident)!

You may now ask how the 'critical event (sp?)' work, you know the alert that says something along the lines "Your drive is not responding[retry|cancel]" (this vector is called from BIOS level, and the standard routine calls AES). I think that it is a dangerous hack which should not be copied, as a lesson you could try to force the alert from the file selector on pre TOS 1.04 machines (fx by removing the disc from the drive)...

-Klaus

44. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 16:44:48 UTC
From: ken@isgtec.UUCP
Message-ID: <1812@isgtec.UUCP>
Source record: 227151

In article <1992Jan2.135950.4630@syma.sussex.ac.uk>, lezo@syma.sussex.ac.uk (Lez Oxley) writes:
> I would like to connect a colour TV (Matsui Model 1455) to an old-style
> 1040ST which doesn't have an RF socket.
> ...stuff deleted...
> Has anyone managed to get a composite video signal out of a 1040ST? Is
> it even theoretically possible?

On old ST's without the RF modulator, the composite video signal is not
connected at all - that signal comes from the (absent) RF modulator.
So, you can't do it, unless you buy an outboard modulator that can take
the RGB and convert it to composite video and/or RF.
- kn

45. Re: Another Pexec-question

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 17:04:11 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jan3170411@acae127.cadence.com>
Source record: 227446

In article <1991Dec30.113952.20091@infoserver.th-darmstadt.de>
D11K@br4.hrz.th-darmstadt.de (Dr. Eder, Manfred) writes:

> How to avoid having the Pexec-routine change the Supervisorstack-ptr??
> Or, how to change the supervisor-stack in the childprocess WITHOUT changing
> the process-mode from USER to SUPERVISOR (Yes, no 0x20 TRAP1 function wanted!)?

two ways to do this that i could think of:

-- grab and save the ipl 2 vector (vector 26). when a program is
launched a hblank occurs, and you can set up the SSP or whatever, and
restore the hblank vector.

-- do a Pexec 3, put a breakpoint at the start address, then launch
with a Pexec 4 or 6 (6 if you have tos 1.4). When you get trapped, do
the fixup and unpatch the entry point, and let it rip.

>Mathias Gaertner, using the account of my Boss, Dr. Eder.

cheers,
--
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

46. Re: Sozobon 2.0 and 8bit chars

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 17:12:32 UTC
From: jan@janhh.hanse.de
Message-ID: <2962.01.92@janhh.hanse.de>
Source record: 227443

```
steve@thelake.mn.org (Steve Yelvington) writes:
>
> I wrote:
> > Why do some people belive that the 8th bit in char doesn't matter ?
> >
> > It always puts a little salt into otherwise good software when I see
> > that eg. in german special characters the hi bit is stripped off for
> > no reason at all.
> >
> > I couldn't reach the authors of Sozobon C, but maybe somebody can tell
> > them (and all other Amercican software writers) that there are people
> > out there who care for that extra bit!
>
> I'm confused by this note, Jan -- under what circumstances are you losing
> the high bit? I don't know of anything in the dLibs stdio that would
> alter any char other than \r.

It's the following line in the source of hcc (tok.c):

if (c != EOF)
c &= 0x7f;

This means

printf("foo <international chars> bar");

turns out to display

foo <nothing or garbage> bar

It's not he dLibs, ist hcc itself!

- Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de
```

47. Mega STE & Gadgets by Small 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 18:22:17 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.694462937@krypton>
Source record: 227449

Hi All,

Does the Mega STE work with Dave Smalls 68030 SST Board ???

If so, When using the 68000 for compatibility mode, can you still
switch between 8 and 16MHz operation ????

Alan Hourihane

email: alanh@logitek.co.uk

48. Re: TT/030 why the ST RAM?

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 21:11:04 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jan3.211104.11419@elroy.jpl.nasa.gov>
Source record: 227444

In article <1992Jan3.031017.28986@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>I've read a lot of articles on the TT/030 and David Small's 68030 SST.
>However, I still have some questions.
>
>One of my questions is why is there a need for ST RAM in these machines?
>
>Why can't they just have fastRAM?
>
>It would be great if the TT/030 could use fastRAM only to run ST
>software.
>
>David Small says that a reason for the 4 megs of ST RAM in his
>hardware is because video and disk have to come out of it.
>
>But why?

David Small's answer is also true for the TT. In the ST, the RAM is actually twice as fast as is needed for an 8 MHz 68000. The other half of the bandwidth is reserved for the video hardware. So, the way things work, the video hardware is always accessing the ST's RAM, alternating accesses with the CPU.

In the TT, the video hardware is much the same, to preserve ST compatibility. The "fast" RAM is memory that the video hardware does not have access to. It is "faster" because all of its bandwidth can be dedicated to the CPU, instead of being shared with the video. (Of course in the TT, it is also faster because it supports 68030 burst mode operation...)

As for disk accesses - I thought the ST DMA operated by stealing CPU cycles, but I guess not. At any rate, the TT has an additional SCSI controller that can directly access fast RAM...

It would be nice if the memory system were designed a little differently, but so it goes. As it is, you can have your code & data live in fast RAM all the time, but you must keep screen memory in ST RAM.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

49. scanning frequencies of TTM194

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 22:33:39 UTC
From: wmagro@firenze.physics.uiuc.edu
Message-ID: <1992Jan3.223339.26068@ux1.cso.uiuc.edu>
Source record: 227445
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know the scanning frequencies of the high res TT monitor, the TTM194?

I am thinking of buying a TT if I can get a mono monitor I have to work with
the TT in high res. $1000 for a mono monitor is too much for me...

Also, if you know the scanning frequencies for the other TT video modes,
in particular the VGA mode, please give those as well.

Thanks a bunch.

Bill Magro

50. Re: Atari TTM195 Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 23:27:24 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: </MT4ZieDQJc@marsu.tynet.sub.org>
Source record: 227143

In <1992Jan1.145028.17894@usenet.ins.cwru.edu>, Len Stys writes:
>
> Can someone tell me what TT color monitor handles the ST modes
> and the new TT color modes? These resolution include:
>
> 320x200 16 colors
> 640x200 4 colors
> 640x400 2 colors
> 640x480 16 colors
>
> And maybe 320x480
256 colors, of course.

For these five resolutions you need a standard 14" VGA multisync monitor, or
the Atari one called 'PTC 1426'. The Atari centers the different resolutions
better (again an Atari-special feature :-(

> I'm not too familiar with the TT/030 since there aren't that many
> in the U.S. yet.
Unfortunately.

> Also, are these monitors capable of anything above these resolutions.
Yes - they are nice for heating up your living-room.

> The 1280x960 resolution requires the TTM194 or I guess the new one--TTM195.
You hit the nail. But other 19" or bigger monitors (e.g. EIZO 6500,
Proscreen, NEC 5D) will fit as well.

> And how much do each of these monitors cost around (U.S. money)? Thanks.
This question should be answered by some fellow countrymen.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l Happy new <*hicks*> year! *
* /irc/nick Marsu2 *
* /etc/motd >> Hey Dave, what about releasing Spectre 3.1 ? << *

51. uniterm problem.... HELP PLEASE

Newsgroup: comp.sys.atari.st
Date: 1992-01-03 23:32:53 UTC
From: eugene@cs.athabascau.ca
Message-ID: <2075@aupair.cs.athabascau.ca>
Source record: 227447

I am using Uniterm as my terminal emulator connected to a SUN running Unix. Whenever I use "more" on the SUN and there is a line in the file longer than 80 characters, it bombs out Uniterm (i.e. I try to read a saved e-mail file that have an address line more than 80 characters). VI works fine to read the file. It seems to me that this is probably a correctable problem with Uniterm (otherwise more people would have reported it.) I assume that it is a buffer problem..... but how do I correct it? Can anyone given me some advice?

52. Re: Re^2: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 00:03:08 UTC
From: martini@cloud9.in-berlin.de
Message-ID: <H.ZESER00nQGk@cloud9.in-berlin.de>
Source record: 227157

In <3781363@harvee.UUCP>, Eric S Johansson writes:
( ) The mercury uucico
( ) run just fine at 9600 baud via a trailblazer t2500 modem.

The "Mercury" UUCICO has been under constant development, is now at version
3.21 and runs just fine at 19200 baud via a T2500 or via a direct serial
line. Seems to be hard to beat in C.
--
__ | Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, Germany
( )_ | martini@cloud9.in-berlin.de, also martini@heaven7.in-berlin.de
(9)_ |--
(_________) | All that we see or seem/is but a dream within a dream. --E.A.P

53. Supra Drive connections

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 00:21:23 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <7323@tamsun.tamu.edu>
Source record: 227448

I received two suggestions about daisy chaining my 20Mg and 60Mg Supra Drives. Unfortunately I didn't understand the one about soldering the new drive and old drive together. I did understand the other suggestion, but I couldn't find the DMA output on the 60Mg drive.

What I have is a 20MG drive with a case, controller, power supply,host adapter and a 25 Pin output which Supra calls a DMA-SCSI cable.

I also have a 60Mg Supra drive that only has a cable that connects to the DMA port of the Atari ST. The 60Mg drive also has its own case, power supply, controller, and host adapter.

Can I somehow use this 25 Pin SCSI port on the 20Mg drive to supply a data connections to the DMA plug on the 60Mg drive? I have looked at the documentation supplied with the Supra Utilities, but I think these 25 Pin instructions assume that I am going to plug some type of pure SCSI device into the 25PIN port (like a CD player, Tape backup, or a SCSI drive without a host adapter).

I am still trying to get ahold of Supra about this, but every time I call the support line is busy. I did get the new Supra phone number, but that is the one that is always busy.

Thanks.
Mark Lehmann
tamuts.tamu.edu!n160ao

54. Re: Atari TTM195 Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 01:02:06 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan04.010206.4805@demon.co.uk>
Source record: 227154

The Atari Colour monitor for the TT is the PTC 1426 ans costs around 400
UK Pounds which is expensive for a VGA monitor. It also handles the 320 * 200
with 256 colours mode.

55. System For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 01:26:11 UTC
From: wilmott@furs.rutgers.edu
Message-ID: <Jan.3.20.26.10.1992.422@furs.rutgers.edu>
Source record: 227450

WANTED! Buyer for an Atari 1040ST System

1040 ST with 1 Meg Ram, 40 Meg Hard Drive, Modem, Printer...
and an incredible amount of software.

I have no time to use it anymore, and its a shame to have it just sit
around!

Make an offer, please!

Call 908-251-0995 and leave a message, or sent E-mail to this address.

Thanks, and happy new year.

56. Re-post of the Flow Chart Compiler

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 02:25:13 UTC
From: mfallero@sleepy.bmd.trw.com
Message-ID: <2346.2964b899@sleepy.bmd.trw.com>
Source record: 227152

I have just posted the FlowChart Compiler (FCC) to the atari/new
subdirectory of atari.archive.umich.edu. It is in arc'd format and
contains 4 files: fcc.prg, mymenu.rsc, manual.asc, and an examples file.

The examples file contains two examples of the Flowchart Design Language
(FDL). You can split these examples into two files, compile them, then
view or print the resulting flow charts.

The print capabilities are limited to a Star GEMINI 10X or compatible.
Sorry, this is the first version. I'll make printer support more flexible
in future versions. I'm thinking of a First Word Plus type of printer
driver that you create yourself, but I'll entertain any suggestions.

This is the second time I've posted it.
The first time I forgot to include the resource file.

I'm very interested in bug reports, and opinions regarding use, value, etc.
This program is shareware.

thanks,
Mark Falleroni

57. GNU C++ at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 04:46:20 UTC
From: cmedley@wam.umd.edu
Message-ID: <1992Jan4.044620.16718@wam.umd.edu>
Source record: 227153

I've been having a rough time getting GNU C++ installed on my system, and I think I finally have everything in order, except that when I compile a program, I get an error saying that in xfile.o, _vfscanf is not defined.

I checked, and xfile.o is contained in one of the .olb files in the C++ distribution, but I don't have the source and I'm wondering if soemthing else could be causing this error if the libraries are correct (which they probably are). I'm expecting that there is probably a problem in my setup (I'm using a Mega ST 2 with Gulam as my shell).

58. Doug Harrison still supporting Opus?

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 07:48:05 UTC
From: fsctc@lercuts.lerc.nasa.gov
Message-ID: <1992Jan4.074805.28485@eagle.lerc.nasa.gov>
Source record: 227155

Does anyone know whether Opus' author Doug Harrison is still in the business
of upgrading Opus 2.2 to 2.3? I send a check with a floppy to his P.O.Box
address in Baton Rouge, LA back in October and the bank says that my check has
been cleared but I have not heard from Doug. Since my bank does not return
my check, I don't know whether Doug himself cashed it either. Regardless
of whether he still supports Opus, I think he deserves the meager share fee.
It's really a pittance. However, it would be nice to have v.2.3. So, ...
Is he still supporting this package upgrade or has he quit the ST altogether?

Secondly, I have had problems importing OPUS-generated GEM metafiles into
Pagestream. They will print out on my Deskjet+ but will not be imported
into Pagestream nor Easy Draw properly. Does anyone have similar problems?
May I have some hints?

Clarence

59. MBBS upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 08:06:09 UTC
From: jonc@status.gen.nz
Message-ID: <yck2DB3w164w@status.gen.nz>
Source record: 227103

Att: All MBBS version 3.0 sysops out there
Or friend of them please send this to them.

UPGRADE TIME.

I received email on GEnie this week asking if I was interested in an upgrade to the popular BBS program by Michtron called MBBS. It would appear Tim Purves is interested in doing another version of this and incorporate a few extra features.

However Tim Purves needs at leaste 50 sites (globally) to update to the new version. So to this end can you please respond in here if you would like an upgrade. I know we will be doing it here on our MBBS version 3 as I may then be able to uucp from within the BBS.

Send mail to .. kcbbs.gen.nz!status!jonc <- my new domain name is
jonc.status@kcbbs.gen.nz not on the global maps
or try this . jonc@status.gen.nz yet.. days away NOW.
or on GEnie . J.CLARKE6

I will send the replies to Tim Purves directly..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

60. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 08:10:12 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jan4.081012.25403@terminator.cc.umich.edu>
Source record: 227161

```
drwxrwxr-x daemon 1024 Dec 29 12:10 .
-rw-r--r-- weiner 11630 Dec 29 12:09 ./utilities/Index
drwxrwxr-x weiner 1024 Dec 29 12:09 ./utilities/desktop
drwxrwxr-x jon 2048 Dec 29 12:20 ./magazines/znet
-rw-rw-r-- weiner 35925 Dec 29 12:05 ./magazines/znet/znet9153.txt.Z
-rw-rw-r-- weiner 89002 Dec 29 12:10 ./Index
-rw-rw-r-- weiner 46398 Dec 29 12:10 ./CompInd.Z
drwxrwxr-x jon 2048 Dec 30 09:35 ./magazines/znet
-rw-r--r-- weiner 35747 Dec 30 09:35 ./magazines/znet/znet9154.txt.Z
drwxrwxr-x swood 512 Dec 31 15:16 ./portfolio
drwxrwxr-x swood 1536 Dec 31 15:00 ./portfolio/utilities
-rw-r--r-- swood 2585 Dec 31 15:00 ./portfolio/utilities/Index
-rw-r--r-- swood 3567 Jan 1 00:14 ./portfolio/utilities/bm2.lzh
-rw-r--r-- swood 4636 Jan 1 00:11 ./portfolio/utilities/clock.lzh
-rw-r--r-- swood 3808 Jan 1 00:12 ./portfolio/utilities/hdir.lzh
drwxrwxr-x swood 512 Jan 1 00:43 ./portfolio/applications
-rw-r--r-- swood 580 Jan 1 03:05 ./portfolio/applications/Index
drwxrwxr-x swood 512 Jan 1 01:09 ./portfolio/bootstrap
-rw-r--r-- swood 156245 Jan 1 01:04 ./portfolio/bootstrap/bootst10.lzh
-rw-r--r-- swood 156382 Jan 1 01:06 ./portfolio/bootstrap/bootst11.lzh
-rw-r--r-- swood 287 Jan 1 03:06 ./portfolio/bootstrap/Index
drwxrwxr-x swood 512 Jan 1 03:29 ./portfolio/demos
-rw-r--r-- swood 360 Jan 1 03:07 ./portfolio/demos/Index
lrwxrwxrwx swood 30 Jan 1 02:40 ./portfolio/demos/zdemo2.com ->
../languages/zbasic/zdemo2.com
drwxrwxr-x swood 512 Jan 1 03:29 ./portfolio/support
-rw-r--r-- swood 646 Jan 1 03:29 ./portfolio/support/Index
drwxrwxr-x swood 512 Dec 31 15:03 ./portfolio/games
-rw-r--r-- swood 2133 Dec 31 22:40 ./portfolio/games/vader.lzh
-rw-r--r-- swood 523 Dec 31 15:01 ./portfolio/games/Index
-rw-r--r-- swood 8532 Dec 31 15:15 ./portfolio/Index
drwxrwxr-x swood 512 Dec 31 15:03 ./portfolio/telecomm
-rw-r--r-- swood 566 Dec 31 15:02 ./portfolio/telecomm/Index
lrwxrwxrwx swood 23 Dec 31 22:46 ./portfolio/telecomm/pfboot.lzh ->
../utilities/pfboot.lzh
-rw-rw-rw- swood 1384 Dec 31 14:32 ./portfolio/telecomm/dial.lzh
drwxrwxr-x swood 1024 Dec 31 15:10 ./portfolio/languages
-rw-r--r-- swood 976 Dec 31 15:10 ./portfolio/languages/Index
drwxr-xr-x swood 512 Jan 1 02:58 ./portfolio/languages/pbasic
-rw-r--r-- swood 231 Jan 1 03:09 ./portfolio/languages/pbasic/Index
drwxr-xr-x swood 512 Jan 1 02:58 ./portfolio/languages/zbasic
-rw-r--r-- swood 308 Jan 1 03:09 ./portfolio/languages/zbasic/Index
-rw-r--r-- swood 167987 Jan 1 02:32 ./portfolio/languages/xlisp.lzh
drwxrwxr-x swood 512 Dec 31 15:15 ./portfolio/archivers
```

```
-rw-r--r-- swood 507 Dec 31 15:15 ./portfolio/archivers/Index
drwxrwxr-x swood 512 Dec 31 14:08 ./portfolio/text
-rw-r--r-- swood 449 Dec 31 14:09 ./portfolio/text/Index
drwxrwxr-x swood 512 Jan 1 02:20 ./portfolio/graphics
-rw-r--r-- swood 236 Jan 1 03:08 ./portfolio/graphics/Index
drwxrwxr-x swood 512 Jan 1 03:05 ./portfolio/sound
-rw-r--r-- swood 157 Jan 1 03:05 ./portfolio/sound/Index
drwxrwxr-x daemon 1024 Jan 2 17:29 .
drwxrwxr-x jon 1536 Jan 2 17:26 ./languages
-rw-r--r-- weiner 161182 Jan 2 17:26 ./languages/nasmbin.lzh
-rw-r--r-- weiner 173070 Jan 2 17:26 ./languages/nasmsrc.lzh
-rw-rw-r-- weiner 3406 Jan 2 17:28 ./languages/Index
drwxrwxr-x jon 1024 Jan 2 17:17 ./gnustuff
drwxrwxr-x jon 2560 Jan 2 17:15 ./gnustuff/tos
-rw-r--r-- weiner 14376 Jan 2 17:15 ./gnustuff/tos/ls-lR.tos
drwxrwxr-x jon 1044 Jan 2 17:16 ./gnustuff/minix
-rw-r--r-- weiner 16261 Jan 2 17:18 ./gnustuff/Index
-rw-rw-r-- weiner 114473 Jan 2 17:29 ./Index
drwxrwxr-x weiner 512 Jan 2 17:18 ./admin
-rw-r--r-- weiner 543 Jan 2 17:21 ./admin/Index
-rw-r--r-- weiner 3364 Jan 2 22:33 ./admin/Auto.downloading.ideas
-rw-rw-r-- weiner 56688 Jan 2 17:29 ./CompInd.Z
```

61. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 10:02:24 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <TxJW1FCFDi2@marsu.tynet.sub.org>
Source record: 227141

In <1992Jan2.231100.8017@rodan.acs.syr.edu>, Gerald Greenberg writes:
> It's been a while, so I thought I'd ask again: any news on
> progress toward making Spectre System 7 compatible? e.g., is
> it in beta-version yet?
> Just wondering.

I tried a beta-release of Sys 7 on a ST with 4 MB and enough HD, but
it didn't work at all, the boot procedure was aborted with a system
failure. Dave Small told me in August that Sys 7 should run on the TT
with Spectre 3.0, and that Spectre 3.1 will fully support Sys 7.
On my TT/6, there's no chance for Sys 7 due to its 2 MB ST-RAM. You need
at least 2 MB for Sys 7, and with Spectre I have only 1740 K left, and
that's too few.
SInce Dave Small's last posting in c.s.a.s. I came closer to the conclusion
that Spectre 3.1 will _never_ be released, and that all hopes for a
Spectre that is totally compatible to Sys 7 on the Mac side and to the TT
(SCSI, FastRAM, disk drive) on the Atari side are in vain.
All inquiries to Dave Small seem to disappear in /dev/null.

Sorry for bad news,
Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu2 *
* /etc/motd >> Hey Dave, what about releasing Spectre 3.1 ? << *

62. Re: TT/030 why the ST RAM?

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 10:25:00 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <.ZGrZv5Op7A@marsu.tynet.sub.org>
Source record: 227142

In <1992Jan3.031017.28986@usenet.ins.cwru.edu>, Len Stys writes:
> I've read a lot of articles on the TT/030 and David Small's 68030 SST.
> However, I still have some questions.
As I bought a TT and not a SST board, I will speak only about the TT.

> One of my questions is why is there a need for ST RAM in these machines?
For compatibility purposes. Lots of old programs don't like FastRAM at all.
Therefore, the video controller and the ACSI-DMA can only access ST RAM.

> Why can't they just have fastRAM?
Then, the TT would be a machine not at all compatible to the ST.

> It would be great if the TT/030 could use fastRAM only to run ST
> software.
Yes, it would. But take a look at the millions of programmers - some
of them did their work "fast and dirty", so TT compatibility broke down.

> David Small says that a reason for the 4 megs of ST RAM in his
> hardware is because video and disk have to come out of it.
> But why?
As I mentioned above.

> Sorry for all these questions but there is only one way that I'm
> going to learn. Thanks.
I am not certain if other RAM conceptions for the TT were thinkable, either.
But then, each ST application had to be totally rewritten.
Things happened this way, resign yourself to it :-)

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu2 *
* /etc/motd >> Hey Dave, what about releasing Spectre 3.1 ? << *

63. AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 14:22:03 UTC
From: zrnkn01@convex.zdv.uni-tuebingen.de
Message-ID: <zrnkn01.694534923@convex>
Source record: 227159

Hello, guys.

I am planing to write a driver.prg with which there would be a new partition, which you could open and use like a normal ST-diskdrive. But the difference would be that it actually uses the Amiga-FileSystem, sothat you could read and use this disk on the amiga as well.

Is anybody interrested in such a programm?? If not, i see no need to write that programm, so please respond...

Philipp Knirsch =8-)

64. Re: Termcaps help...

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 14:38:21 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan04.143821.49039@link-1.ts.bcc.ac.uk>
Source record: 227158

Firstly...

The tcsh port on Atari.archive does not support the cursor keys as
far as I can tell. (The ST/TT's cursor keys do not produce codes which are
easily read, you have to use specific GEMDOS calls to find out what they
are).

Secondly...

I was rather puzzled to hear that Uniterm doesn't work on your new
STE as it runs fine on my TT (in ST high-res mode), I would have thought the
STE was closer to the old ST than the TT.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

65. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 14:46:48 UTC
From: unknown@disk.uucp
Message-ID: <1992Jan04.144648.18480@disk.uucp>
Source record: 227162

My 520STM has an RF modulator, but it has a problem.. When hooked to
a color TV, a purple line about 1 inch thick and the length of the
screen goes from top to bottom. like this:

```
-------- -------- -------- -------- --------
|------| |______| | | | | |------|
| | | | |------| |______| | |
-------- -------- -------- -------- --------
```

Get the picture? A big, purple bar rolling down the picture..
Is/was this normal? How is it corrected? Would a simple RF filter work?
Thanks!
--
Shawn Beltz :) :) :) I may not agree with what you have to say
unknown@disk.UUCP but I'll fight to the death for your right
uunet!coplex!disk!unknown to say it... -- Someone I agree with!

66. Re: Sozobon 2.0 and 8bit chars

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 15:58:48 UTC
From: steve@thelake.mn.org
Message-ID: <A1331173412@thelake.mn.org>
Source record: 227160

```
[In article <2962.01.92@janhh.hanse.de>,
jan@janhh.hanse.de (Jan Willamowius) writes ... ]

> It's the following line in the source of hcc (tok.c):
>
> if (c != EOF)
> c &= 0x7f;

OK ... I see the problem. Sozobon 1.33i doesn't clear the high bit.
You probably ought to be using octal escapes for data outside the
normal range of printable characters:

printf("The pause that refreshes\276\n");

... but keep in mind that such values aren't portable.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables
```

67. PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 20:19:36 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Jan4.201936.19623@oz.plymouth.edu>
Source record: 227163

Hello,

I'm looking for a PD C compiler for the ST. I DLed Sozobon 1.2 from atari.archive, but am having real difficulties getting it to work. I don't really have a good CLI and that may be the problem, but I've fed working code to CC from GEM and it does not compile. Are there any other C compilers out there? I normally use Turbo C++ on Messy Dos machines, but I thought it would be nice to have a compiler on my home machine also. Maybe it is simply a case of getting a good CLI like gulam. Any ideas?

Please E-mail

thanks, Stephan

--
\/\/\/

68. Re: MBBS upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 21:58:39 UTC
From: arcimedz@status.gen.nz
Message-ID: <gwm3DB1w164w@status.gen.nz>
Source record: 227104

jonc@status.gen.nz (Jon Clarke) writes:

> Att: All MBBS version 3.0 sysops out there
>
> UPGRADE TIME.
>
> Send mail to .. kcbbs.gen.nz!status!jonc <- my new domain name is
> jonc.status@kcbbs.gen.nz not on the global maps
> or try this . jonc@status.gen.nz yet.. days away NOW.
> or on GEnie . J.CLARKE6
>
> I will send the replies to Tim Purves directly..
>

I would only be interested in an upgrade if Tim could get MBBS3 to run do programs and/or be FIDO compatible or able to handle echo mail.
It's an excellent program but without these facilities it's not much use to me. The echomail facilities are my main concern as I'm on the lookout now for a FIDO compatible program. BTW no body else knows where to get FoRuMfrom either :-(

*=> Shane Kitcher , (Where is Runciman? somewhere near Taupo?)
*-> The Atari box in Auckland NZL. Return mail via kcbbs.gen.nz!status!arcimedz
*~> Phone (+649) 358-5543 (uucp) Phone (+649) 358-5589 (mbbs version 3.0)

69. Atari MegaST4 computer forsale, $550

Newsgroup: comp.sys.atari.st
Date: 1992-01-04 22:48:49 UTC
From: stevela@beach.csulb.edu
Message-ID: <1992Jan4.224849.1275@beach.csulb.edu>
Source record: 227164
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ba.market.computers

```
Atari Mega4 ST Computer with accessories
* Jin mouse
* Kraft Joystick (brand new)
* Stereo sound board installed
* Dual OS on ROMs with indicator
* front reset button
* Keyboard

The system is in perfect condition. I am asking $550 for the system and I will
pay for shipping fee (UPS Insured). Send me email if you are interested...

Thanks,
-Steve
```

70. Re: History of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 00:03:27 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52382@cup.portal.com>
Source record: 227165

Well for some older somewhat fogged memory. The arcade Pong was essentially the 1st product, but I recall Bushnell may have done something before that. Computer Space or something, but it wasn't successful. There were a number of home games made that predated the 2600 (I believe). I still have a Video Pinball game sitting on the shelf <grin>. The 2600 was not the first cartridge game. I believe the Fairchild Channel F has that distinction. RCA also came out with a lame non-color system that was doomed before it was even released. Both the Fairchild & RCA systems used hot processors, F8 & 1802 respectively. They had the ability to access 64K of memory vs 8k for the 2600, but Atari had the hotter programers & graphics. A side note: IMHO if you had a 4.77 mHz XT with VGA sitting next to 20 mHz 386 with CGA the average consumer would think the XT to be the better computer.

71. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 06:08:24 UTC
From: cjherborth@rose.waterloo.edu
Message-ID: <1992Jan5.060824.3488@watdragon.waterloo.edu>
Source record: 227166

In article <zrnkn01.694534923@convex> zrnkn01@convex.zdv.uni-tuebingen.de (Ph. Knirsch) writes:

}I am planing to write a driver.prg with which there would be a new partition,
}which you could open and use like a normal ST-diskdrive. But the difference
}would be that it actually uses the Amiga-FileSystem, sothat you could
}read and use this disk on the amiga as well.

That would be kinda nice if it was a loadable filesystem for use with MiNT (or not)... What would be even better would be a Mac MFS or HFS filesystem for use with MiNT (or not) for those of us using Spectre..

Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
GEnie: C.HERBORTH

72. SCSI tape backup

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 08:21:50 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A31469@K2.maus.de>
Source record: 227167

jrd@STONY-BROOK.SCRC.SYMBOLICS.COM wrote:

>Does anybody have, or know where I could find, a simple backup program
>to work with a generic SCSI tapedrive? I have an ST with an ICD host
>adapter.

I think i have a solution for you. I've written a tape backup programm which is distributed here in Europe by protar with their streamer packages (their using TEAC drives), but you can get the software without a streamer direct at me. But it is not a simple backup programm, it's more a little bit sophisticated. You can do a backup by different types, i support partition backup where only used data is saved, an image partition backup so you could backup drives from alternative OSs, a file backup where you could comfortably select files using mouse, fileattribute, date or wildcards an last but not least a complete image backup of the whole drive. There's a batch interpreter also included so you can automatically backup the things you want. And there's a recorder for batch files also included.

The software works fine on every resolution with 80 coloums or more (so it will not work in ST-Low or TT-Low, but that should not be any problem at all), supports the TT completely (even the SCSI-Bus) and should work with all types of SCSI tapedrives. I've tested the following devuces:

Teac MT-2ST/45S2, Teac MT-2ST/N50, Wangtek 5150ES, Tandberg TDC-3800, Tandberg TDC-3600, Cypher ST150S-II (only at the TT SCSI-Bus), Exabyte EXB-8200.

With these devices it should work properly, but i think it will support all tapedrives, even if there are one or two features that wouldn't be supported (e.g. recognizing of tape start).

The price for the software is about $ 230,- excl. VAT and shipping costs. There is a demo version available which supports all features except the batch files and restoring data. You can get the demo version by just sending me a letter with a disk and your address.

There's only one problem at all: I've an english version, but the english manual isn't completed yet. So in the moment i cannot send out an english manual, but the software is fully GEM-supported so that this should be not such a great problem. And i would send it with a short english manual an disk (even if i had to write it).

My address is:

Dirk Steins
Auf dem Feldchen 48
D-W5216 Niederkassel-6

Germany

If you want to do Unix compatible backups, i've adapted a tar to the TT
which supports the SCSI-Bus of the TT. Unfortunately i haven't a version
that uses the DMA-Bus on the ST, so you can only use it on a TT. If you're
interested in the tar please send me a mail.

Dirk

--
Dirk Steins Usenet: d.steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6

Bad english (c) d.steins
--

73. Need to replace broken diskdrive in 1040.

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 10:15:37 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Jan5.101537.3667@cco.caltech.edu>
Source record: 227168

The drive in my 1040 seems to have died. I know many people that have replaced SS with DS drives, etc, and I was wondering if anybody could direct me to a source for a cheap (read: starving college student) reliable drive. Thanks much!

Remy Hathaway

remyh@cco.caltech.edu

74. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 14:00:22 UTC
From: zrnkn01@convex.zdv.uni-tuebingen.de
Message-ID: <zrnkn01.694620022@convex>
Source record: 227169

In <1992Jan5.060824.3488@watdragon.waterloo.edu> cjherborth@rose.waterloo.edu (Chris Herborth) writes:

>In article <zrnkn01.694534923@convex> zrnkn01@convex.zdv.uni-tuebingen.de (Ph. Knirsch) writes:

>}I am planing to write a driver.prg with which there would be a new partition,
>}which you could open and use like a normal ST-diskdrive. But the difference
>}would be that it actually uses the Amiga-FileSystem, sothat you could
>}read and use this disk on the amiga as well.

>That would be kinda nice if it was a loadable filesystem for use with
>MiNT (or not)... What would be even better would be a Mac MFS or HFS
>filesystem for use with MiNT (or not) for those of us using Spectre..

>--------------==--------------
>Chris Herborth, 3B Hons English RPW cjherborth@{rose|lotus}.waterloo.edu
>

GEnie: C.HERBORTH

Sorry, Chris, but i never worked with MinT, because with only one megabyte it's just a bit difficult. But the idea for a additional Spectre or Mac-driver isn't bad. But as you know, those discs you write with normal Atari-drives aren't Mac-readabel. So i perhaps first do the AmigaFS, because it's the one i know and i have lots of information about.

Read ya... =8-)
Philipp Knirsch

75. Dungeon Master - HELP!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 17:26:56 UTC
From: philr@array.com
Message-ID: <2545@monarch.array.com>
Source record: 227170

I am stuck playing dungeon master and would appreciate a hint to so I can finish the game.

I have the firestaff and have decended to the level containing the power gem.

The power gem is right in front of me.

How do I free it. I can't figure out the proper spell.

Please respont by email to...

philr@array.com

Thank's

76. Re: Re-post of the Flow Chart Compiler

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 17:30:26 UTC
From: benjamin@vaxine
Message-ID: <1992Jan5.173026.29232@gumby.dsd.TRW.COM>
Source record: 227171

Greetings! How are you guys using the ST? We've mostly used it here
as a terminal to Suns with more than 25 line applications.

Take Care,
Lee B. (:^)=

77. Wanted: SM124 Monichrome monitor

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 19:49:13 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Jan5.194913.9956@usenet.ins.cwru.edu>
Source record: 227172

I am looking for a sm124 monichrome monitor in good working shape
for around $75. Please send me e-mail to <be824@cleveland.Freenet.Edu>
or call Dave Selick @ 201-944-6046 days, or 201-569-7565 nights

78. Re: Chaos S. B. Help

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 20:27:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52416@cup.portal.com>
Source record: 227173

Not sure about locations, but my guess for some ?'s:
4) You should have found some type of 'power' armor in one of the secret rooms that are in the area: Show it to the eye.
5) If all the proper floor plates etc are set, you should be able to run fast down the hall and the trap doors will close for a brief second while you cross.
6) You need the Turquois key to proceed to part 2 of the Dain Path.
If you've got the game layout figured: There are 4 paths to the DDD and 4 paths that lead from there with the same names. Access to the 2nd series of paths is made by getting objects from the 1st paths.

79. Help! BBS Online Games?

Newsgroup: comp.sys.atari.st
Date: 1992-01-05 22:09:03 UTC
From: michaelw@amiganet.chi.il.us
Message-ID: <michaelw.0zh7@amiganet.chi.il.us>
Source record: 227175

Greetings:

The one thing I remeber from using my Atari was what great Online Games
that were around on the BBS's that were ST's. I Moved over to an Amiga a
year ago when I went off to school for Drafting and computer Design.
I started a bbs not long after that on the Amiga, However to my surprise..
non of the great games that were on the ST, really had made there way over
to the Amiga(or even IBM), this to me is in its own way very sad..
One, they were simple some of the best online games out.. it would be very
hard to find anything of there caliber on any system.... Two) Any time
that somthing has a chance of being forgotten, outdated, overlooked or not
usable in the computer world, it is simplely a crime. My request...
Would it be possible to get the names of any of the Authors that right BBS
Online games for the ST.. Forem being the Biggie... as well as there numbers
(bbs or otherwise) and or to get information on how to contact them via
SNMAIL(Us Postal). I would like to work on doing conversions
of as many games as I can get my hands on.. We have done some work with IBM
And Apple 2 as well as UNIX games in the past.

I will not in ANY way

1) Take Credit for the Games. Someone took alot of time to write them.. I
respect that and wil give FULL credit..

2) Take money for sales and or distribution of an Alter Copy in any
Form.

3) Give out the Source without EXPRESSED authors permission.

4) In anyways.. Destroy, or disfame the games.

I will of course give out all changes to the orignal Author.

I am willing to offer Money in exchange for the code(If really needed..
rembering.. I am a poor college student).

My Info

Michael Wherry
4528 Beau Monde Dr Apt 204
Lisle Il, 60532
Ph 1-708-416-6294
BBS 1-708-717-1506
BBS 1-708-717-5916(38400)
BBS 1-708-717-6271(V32 9600)
BBS 1-708-717-6273(2400)

Thank You.

80. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 00:00:05 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.694656005@eursus>
Source record: 227174

zrnkn01@convex.zdv.uni-tuebingen.de (Ph. Knirsch) writes:

>Hello, guys.

>I am planing to write a driver.prg with which there would be a new partition,
>which you could open and use like a normal ST-diskdrive. But the difference
>would be that it actually uses the Amiga-FileSystem, sothat you could
>read and use this disk on the amiga as well.

>Is anybody interrested in such a programm?? If not, i see no need to write
>
I think it could be handy. But remember that there is a little driver for
the Amiga to let the Amiga use Atari/MS-DOS disks (MessyDos or MSH).

C
that programm, so please respond...

81. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 00:01:38 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan06.000138.6642@demon.co.uk>
Source record: 227179

>"composite video signal from an ST"
I am sure that this signal was only available on STFM's. I know this
doesnt make a lot of sense, cos the composite signal has nothing to do with
a modulator, but I am sure that this is the case.

82. Re: scanning frequencies of TTM194

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 00:01:43 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan06.000143.6709@demon.co.uk>
Source record: 227178

>"$1000 for a monitor is too much for me"
youre lucky! In the UK, that same monitor is 1000 pounds ie about $1800.

83. Stock-->Smart Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 01:33:21 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <aqZ4DB2w164w@sys6626.bison.mb.ca>
Source record: 227176

I've heard of a ST program, which I think is called "Stock-->Smart" (or something like that) and was interested in looking at it. It's a Shareware program and if anyone has it, and could possibly e-mail it to me (as I don't have FTP access) I would greatly appreciate it.

Please respond by e-mail, as I don't have access to this newsgroup.

+---+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+---+

84. For Sale- Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 03:12:38 UTC
From: harlock@netcom.COM
Message-ID: <1992Jan06.031238.22018harlock@netcom.COM>
Source record: 227177
Cross-posted to: ba.forsale,ba.market.computers,comp.sys.atari.st

```
I am posting the following for an aquaintance of mine. Please do not
email replies, but call the # below.

_________________________________________________
For sale - Atari 1040ST

Includes:
2 monitors (one color and one BW)
Software (partner ST, Publishing Partner, Word Writer ST)
Original Packaging
All documentation
NX1000 Printer (Star Micronics)
Video Key, Mouse master

Price: $600
Phone: (408) 225-0819

_____________________________________________

--

___________________ _________________________________________________
| harlock@netcom.com | Information Services Coordinator, AnimeCon'92 |
|____________________|_________________________________________________|
| For information on AnimeCon '92, send mail to AnimeCon, 3145 Geary |
| BLVD, Suite 524, San Fransisco, CA, 94118. |
|____________________________________________________________________|
"Thank you for your hard cooperation"
```

85. GNU C++ at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 05:37:43 UTC
From: Klaus_Guhr@bn.maus.de
Message-ID: <A53750@BN.maus.de>
Source record: 227180

Hi Flip,

cmedley@wam.umd.edu at So, 04.01.92 05:46 in ATARI.ENG

c>I checked, and xfile.o is contained in one of the .olb files in the C++
c>distribution, but I don't have the source and I'm wondering if soemthing
c>else could be causing this error if the libraries are correct (which they
c>probably are). I'm expecting that there is probably a problem in my
c>setup (I'm using a Mega ST 2 with Gulam as my shell).

Please send me your GULAM-SETUP, often it's a big problem to find the
right solution.... ;-(

I've initiated in Germany 'THE GNU-Project' on MAUS-NET.
It's a news - group like GNU.GCC.HLP on Usenet, but there we
also gather the great GNU-WARE stuff incl. sources.

If interest, mail me your problems. I'm glad to help you... :-))

Or see us in GNU.GCC.HLP....

Bye,
Klaus

###
Klaus Guhr MausNet: Klaus Guhr @ BN
Marktstrasse 33 Domain: Klaus_Guhr@bn.maus.de
W-5300 Bonn 3, Germany Phone: ++49-(0)228-485360 12-20h
###

86. At-Speed

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 05:37:55 UTC
From: Uwe_Poliak@s2.maus.de
Message-ID: <A1162@S2.maus.de>
Source record: 227181

```
m>My question is. Was the TC Power-Emulator Memory Manager originally sold
m>with
m>the AT-Speed board? Has it been separated to make the boards price more
m>attractive?

Hi,
my Question is : What is the "TC Power-Emulator Memory Manager" ?

thanx, -up-
```

87. Getting back here from shell

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 05:52:11 UTC
From: rkallen@msb.com
Message-ID: <1992Jan6.055211.1445@msb.com>
Source record: 227182

I ^Z'd to exit the EMACS tutorial and was returned to the shell. When I tried to return to the news reader (nn) I was prompted that "another nn process was occurring" (already running). What is the direct route back here when that occurs? Thanks.

88. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 06:51:43 UTC
From: jared@midiline.la.ca.us
Message-ID: <ww94DB5w164w@midiline.la.ca.us>
Source record: 227106

I have FALCON version 1.0 for my ST. Docs and all. I really like the game, but it's so hard to play, and the loading time is all but mind-bending to wait through...

Is there another version available (an upgrade?) which allows for putting it onto a HD or otherwise enhances gameplay? Is Spectrum Holobyte even supporting the Atari ST any longer?

Reply in Email ("MAIL") if'n you please would!

89. Uniterm on larger screens?

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 10:22:01 UTC
From: jeroen@phil.ruu.nl
Message-ID: <1996@accucx.cc.ruu.nl>
Source record: 227183

A while ago (say, 2 years) someone wrote on the net about patching UniTerm for use with AutoSwitch Overscan.

Alas, I paid no attention back then, but would be interested in the patches now - I just installed PixelWonder and thus now display 768x480 pixels on my SM 124.

Anyone still out there who knows of these tricky matters?

Replies preferably by e-mail, I will post the excerpt to c.s.a.st if anything comes up.

Thanks in advance, Jeroen.

90. Specification for OMTI 5400 needed

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 10:26:42 UTC
From: hschs91om@ap06.rz.tu-harburg.de
Message-ID: <1377@rztsun.rz.tu-harburg.de>
Source record: 227108

I've the problem, that i want to connect an old MFM harddrive with the
OMTI 5400 and an ICD-hostadapter to my ATARI ST. The original ICD-Software
are not regonizing the OMTI 5400, but the software from the book
"Scheibenkleister II" regonize the host as an ADAPTEC 4000/4070 but this
software can't format the harddrive in case of wrong orders to the OMTI,
but the software can read and write an step on the harddrive. Maybe i can patch the
software if i know the parameters for the select, the sense and the format orders
to the OMTI.S

The OMTI 5400 is Rev T with the software Rev. ST.

Please respond via E-MAIL
marienhagen@tu-harburg.dbp.de

91. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 11:09:24 UTC
From: zwq017@dmswwu1c.BITNET
Message-ID: <060192.120924ZWQ017@DMSWWU1C.BITNET>
Source record: 227186

In article <1992Jan02.171151.14033@disk.uucp> unknown@disk.uucp (unknown) writes:
>
> Hmm, I've a few questions about IBM emulation:
>Why not just make a program that converts an IBM program to an ST runnable
>one? I'm not really concerned with graphical programs, just basic IBM
>compat. ones.. Wouldn't it be possible to load the program into memory
>and spend a few minutes to convert it? Then you could have a somewhat
>faster application, and it could be used without loading a special emu.

It is nearly impossible to write such a program. You could try to
replace every IBM-instruction with a sequence of 68000-instructions
but the problem is: the convertion program cannot differ between
instructions and data in the other program. And then (if that is
possible, e.g. TEXT and DATA are not mixed) what about some
hardware-addresses stored in the DATA-part and accesed indirect. How
to convert these? There are many problems to convert such a program,
too many for a computer. Imagine, you had as much memory as a computer
(which you do) you would not be able to convert a program without
thinking. These are also the reasons why there are not any perfectly
working disassemblers.

>If the problem is a legal one, is there any documentation on how to make
>one of these types of programs? Or are there any "underground" versions
>of such a beast?

Of course, not. You could only try to disassemble a program and convert
the instructions to 68000 (that means: write a compiler for
IBM-instructions), but that will not work perfectly.
So an emulator is the better way.

>Finally, I'll buy a used (BUT WORKING) copy of a good IBM software emulator
>if the price is right. If we come to an agreement, you have to send the
>disk first, so I can check it out.. (I never claimed to be trusting) :)
>Better yet, if anyone just wants to throw away their emulator, I'll pay
>for postage! :)

If you really want to run IBM-programs on your ST at an acceptable
speed then you should think about a hardware-emulator.

>--
>Shawn Beltz :) :) :) I may not agree with what you have to say
>unknown@disk.UUCP but I'll fight to the death for your right
>uunet!coplex!disk!unknown to say it... -- Someone I agree with!

--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[

```
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!
```

92. Searching xlispref author Tim I. Mikkelsen

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 13:12:23 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Jan6.131223.7500@daimi.aau.dk>
Source record: 227184

Does anybody have a working email to Tim I. Mikkelsen, the author of the xlisp reference guide?

Or perhaps an idea of which environment (read newsgroup) I should look?

I only have his mail address from the ref. guide, and that dates 1989.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

HELLO, I'm a signature virus! Join in the fun and copy me into yours!

93. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 14:04:31 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <694706670.3117@minster.york.ac.uk>
Source record: 227194
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <F6TyDB2w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>marco@sys6626.bison.mb.ca (Marco) writes:
> [stuff deleted]
>> Well, as you say you could use evnt_keybd() to do this from an ACC. To do
>> this from an AUTO program, would, I beleive require you to intercept the
>> TAB keypress.This would prevent the TAB from getting to the GEM program
>> which you said we were running. I think the best way is to have it as an
>> ACC and then evnt_keybd() (or evnt_multi()) for something such as
>> alt-TAB, this way, because no program I no of uses alt-TAB you don't have
>> to worry about interceppting it...

Using evnt_keybd() from an accessory won't work, because only the "currently active" program gets keypress information from GEM (Don't ask me for a accurate description of "currently active"!)

>> | John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
>
>Perhaps, but the idea is to create a program that does this without using
>up an .ACC slot. There are only six of them, so it wouldn't be a good
>idea to waste one on a trivial task. Aside from that consideration, I
>also talked about other programs that couldn't function as accessories,
>such as a program that allows you to replace the file selector with one
>of your own choosing. The best solution for this would be to tell the
>system that the file selector routine is not at the default location, and
>then terminate execution using the ptermres() system command so that the
>memory occupied by the alternate selector is not erased or used by
>another program. The only question is how to tell the system to jump to
>a different location when it needs the file selector.

You do it by intercepting the GEM TRAP vector and waiting for an fsel_input() AES call.

>This is only one
>example. Hotkeys from the desktop should also be possible, but how do
>you tell the system to wait for a keypress, and then to execute a program
>when one is found. I suppose what I am looking for is a book that would
>tell me all of this information, or as much as is available.

To "hot-key" your program, you need to intercept the IKBD (intelligent keyboard controller) interrupt and look at keypress information as it arrives.

><< mforget@ersys.edmonton.ab.ca >>
><< ersys!mforget@nro.cs.athabascau.ca >>

>>< Michel Forget >>
>>< "Do not meddle in the affairs of Wizards, >>
>>< for they are not happy campers!" - UNKNOWN >>

Mathew

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

94. Re: Doug Harrison still supporting Opus?

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 15:22:03 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60251@aurs01.UUCP>
Source record: 227185

In article <1992Jan4.074805.28485@eagle.lerc.nasa.gov> fsctc@lercuts.lerc.nasa.gov (Clarence T. Chang) writes:
>Does anyone know whether Opus' author Doug Harrison is still in the business
>of upgrading Opus 2.2 to 2.3?

I believe Doug Harrison wrote Lookit & Popit, distributed by Codehead software.
You might want to try to contact him through them.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

95. Re: TT/030 why the ST RAM?

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 15:30:42 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <694711841.7024@minster.york.ac.uk>
Source record: 227195

In article <1992Jan3.211104.11419@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>As for disk accesses - I thought the ST DMA operated by stealing CPU cycles,
>but I guess not. At any rate, the TT has an additional SCSI controller that
>can directly access fast RAM...

I too thought that ST DMA stole processor cycles -- CPU and DMA interleaved with 64 bus cycles each. I seem to have missed the first part of this discussion -- is this not the true state of affairs?

> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Mathew

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

96. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 16:43:08 UTC
From: okes@SunLab4.essex.ac.uk
Message-ID: <OKES.92Jan6164309@SunLab4.essex.ac.uk>
Source record: 227187

I use Sozobon C 1.2 with Gulam as a shell and it works fine... so I say get Gulam.

Simon.

97. Re: Dungeon Master - HELP!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 16:46:43 UTC
From: okes@SunLab4.essex.ac.uk
Message-ID: <OKES.92Jan6164643@SunLab4.essex.ac.uk>
Source record: 227188

To free the power gem, cast the spell Zo Kath Ra. This creates a lump of plasma in your hand or on the floor. Pick it up and click it on the power gem. The plasma should disappear and you can see the gem clearly. Now click the Firestaff on the gem.

Simon.

98. Re: History of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 17:15:14 UTC
From: bill@mwca.UUCP
Message-ID: <1950@mwca.UUCP>
Source record: 227189

In article <52382@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

>...The 2600 was not the first cartridge game. I believe the Fairchild
>Channel F has that distinction.

Actually, I believe the first cartridge-based game was the Magnavox Odyssey.
My uncle bought us one of these - it had basically the same level of graphics
as Pong, but had cartridges (actually, just edge connectors with various
interconnections, no silicon on the cartridge) and translucent screen overlays
to place on your TV (held by the picture tube's static charge) for "color".
Games included ping-pong, handball, and a few other variants.

My uncle amazed my brother and I by reverse-engineering the thing and
designing new cartridges for it, including a volleyball sort-of-thing.

It was some time after this machine, as I recall, before cartridges resurfaced
in the Fairchild or RCA machines.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

99. Re: uniterm problem.... HELP PLEASE

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 17:18:01 UTC
From: bill@mwca.UUCP
Message-ID: <1951@mwca.UUCP>
Source record: 227190

In article <2075@aupair.cs.athabascau.ca> eugene@cs.athabascau.ca (Eugene Rubin) writes:

>Whenever I use "more" on the SUN and there is a line in the file
>longer than 80 characters, it bombs out Uniterm...

I saw a problem similar to this in 132-column mode. Turns out I was using an
older version of Uniterm (V2.0c), grabbing V2.0e fixed the problem.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##############

100. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 17:49:28 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan6.124928.15469@mailer.cc.fsu.edu>
Source record: 227191

In article <1812@isgtec.UUCP>, ken@isgtec.UUCP (Ken Newman) writes:
>
>In article <1992Jan2.135950.4630@syma.sussex.ac.uk>, lezo@syma.sussex.ac.uk (Lez Oxley) writes:
>> I would like to connect a colour TV (Matsui Model 1455) to an old-style
>> 1040ST which doesn't have an RF socket.
>> ...stuff deleted...
>> Has anyone managed to get a composite video signal out of a 1040ST? Is
>> it even theoretically possible?
>
>On old ST's without the RF modulator, the composite video signal is not
>connected at all - that signal comes from the (absent) RF modulator.
>So, you can't do it, unless you buy an outboard modulator that can take
>the RGB and convert it to composite video and/or RF.

Hmmm, is this what the Video Master (from Practical Peripherals, the folks that make the Monitor Master) does? I have been toying with the idea of hooking my ST to the big TV for games and such, but I have a Mega2. Would the purchase of a Video Master allow me to get good quality output on a commercial TV?

--

Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---

101. Complete ATARI Mega 2 ST System for $890 or best offer

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 17:57:16 UTC
From: jtang@einstein.oac.uci.edu
Message-ID: <2968987B.24290@orion.oac.uci.edu>
Source record: 227117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale,misc.forsale.computers

For $850 you will get the following:
(I'll pay shipping UPS)

ATARI MEGA II ST:
Motorola 68000 cpu
2 Megabyte RAM on board (2048 KByte)
1 3.5 disk drive (additional port for second floppy drive)
MIDI ports built in
DMA port
1 serial port
1 parallel port
2 mouse/joystick port
realtime clock with battery back-up
keyboard/mouse/2 joysticks
blitter graphics chip
3 sound channels

ATARI Color Monitor (SM124)
Tweety Board installed (for stereo sound and connections to stereo
systems)
85 MEGABYTE SCSI external Harddrive
28ms seek time
ICD FAST DMA/SCSI ADAPTER Card
ST REPLAY4 Sound Digitizer
2400baud external modem

All original system software included.
All of my atari software (shareware, games, and utilities) included.
All manuals/cables included.

(basically, everything you will need to get the system up and running
in 10 minutes)

If you are interested please drop me a line and make an offer.

thanks,
Wayne

wngai@bonnie.ics.uci.edu
wngai@net1.ics.uci.edu

102. Help - 520ST bombs at boot time

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 17:58:29 UTC
From: maurice@maurice.austin.ibm.com
Message-ID: <14753@awdprime.UUCP>
Source record: 227193

Help!

I have an Atari 520ST which has faithfully served me almost 5 years.
When I came home the other day (having left it running, as usual),
the disk drive light was on but there was no sound of disk access.
Turning on the monitor I found two bombs sitting there. I suspected
a house power outage had simply forced a reboot, but there hadn't been
any loss of electricity.

Now, whenever I boot (hard or soft), I get the red lines across the screen
like I always have (I've always thought of this as an "image" of memory -
is this correct?), screen clears, disk light comes on (again, no mechanical
activity in drive), and two bombs pop up.

In order to try to eliminate one possible cause, I poped out the ROM chips
and tried to boot off of a TOS.IMG disk. I don't get the red line screen
(if memory serves, I didn't get that before I installed the ROMs, but that
was a *long* time ago), the disk light does NOT come on, and I get nothing
on the screen (no bombs).

So, do any of you experienced STers out there have an idea as to what part
of the system might be sick (i.e., does "two bombs" really mean anything).
Or should I just take this as a sign that it's time to go buy a new machine
(probably a 386 - sorry Atari, I thought this was going to be a good personal
system in '86, but, at least in the U.S., it hasn't really taken off).

Thanks for any help.

Maurice Franklin Systems Performance & Modeling Department
Advanced Workstation Division, IBM Austin, Texas (512) 838-8598
Internet: maurice@hwperform.austin.ibm.com
Disclaimer: Above opinions represent neither IBM's nor anyone else's

103. NEW Atari 1040STe for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 19:11:22 UTC
From: phillips@nwaces.enet.dec.com
Message-ID: <32267@nntpd.lkg.dec.com>
Source record: 227192

```
PRICE REDUCED

1040STe and Software For Sale

Atari 1040STe system ( 2 month old, under 40 hours of use)
- Mouse, system disk, User manuals
- Owner's Registration card
- Original packing
I got this system for my kids but they don't like it

Asking $350.00

Programs
Kidprogs - $15 ($27.00 new)
N-VISION ' A professional paint program' -$10 ($19 new)
Hard Drivin' II (execellent racing car simulation type program)-$29 ($39 new)

Take it all for $425 (I will split UPS ground shipping from NH)

Call
Errol 603-882-5125
```

104. Mega 4 & laser for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 20:38:02 UTC
From: ericth@i88.isc.com
Message-ID: <1992Jan06.203802.2878@i88.isc.com>
Source record: 227198

```
Posted for a friend...

Atari Mega 4 ST/mouse/pad $750
Megafile 30MB hard drive 250
SM124 HiRes Mono Monitor 100
SF314 3.5" floppy 75
SLM804 Laser Printer 575
(needs Drum Replacement Kit, $200)

Software
Pagestream 1.8 $ 50
1st Word Plus 25
Turbo ST accelerator 15
Diamondback II 25
Cardfile 3 25
Universal Item Selector 25
Thunder spell checker 25
DEGAS paint program 10
Touch Up graphics program 25
Scan Art clip art program 25
Data Manager ST 25

and more...!

Package Price: $1500

Call Darryl Hedges (708) 369-3656
```

105. TTM194/5 Scan Rates

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 20:46:46 UTC
From: wmagro@firenze.physics.uiuc.edu
Message-ID: <1992Jan6.204646.25912@ux1.cso.uiuc.edu>
Source record: 227196

I asked this before but got no responses. Surely someone knows what the scan rates of the high res TT monitor are (those of you at atari reading this, for example, likely know or can find out).

Have a lot of TTs been sold in Europe? If so, some of you should be able to tell me this info.

By the way, here is my wish list for a TT (read: i won't buy one without these features):

1) Standard SIMM memory upgrade for ST and TT ram. If Apple and NeXT can release 68040 machines with this, so can Atari. In fact, isn't this one of the simplest parts of designing a computer? Just run the address and data lines to SIMM sockets. It always seems that Atari is trying to limit the usefulness of our machines, whether by making constant board revisions that break various upgrades and DMA devices (which by the way wouldn't be necessary if the ST had a bus in the first place), or by making it impossible to add memory to machines (like the mega 2s that were actually mega 4s with a few traces cut). People are going to upgrade and modify their machines with or without a bus...so there may as well be one. Atari, please save us the trouble of hacking up our machines.

2) Cheap and available Unix! If you aren't going to market these machines heavily (=not going to sell a lot and thus generate software support), then you need to give us a reason to buy them. Unix will do that for me and for a lot of other people. Keep in mind that a NeXT 68040 with 8 meg of ram and a megapixel (1024x1024) gray scale display and 105Meg hard drive and Unix costs a student $3500US. Your TT is slower and the monitor is monochrome. Thus TT 8/105 +unix better be less than 3500. Since Such a TT already costs 3500, you would need to make the Unix free or pay us to take the unix in order to sell machines. I want a TT, but not at the current prices.

3) Compatibility. Urge developers, especially game developers, to support the TT as well as the ST. Get them to put 'For Atari ST/STe/TT' on the boxes so we can buy with confidence.

4) Insert your wishes here.

P.S. please tell me the scan rates of the TTM194 high res monitor if you know.

--Bill Magro

106. MultiGEM & Datadiet

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 21:01:44 UTC
From: jon@nabob.cc.mcgill.ca
Message-ID: <1992Jan6.210144.20793@thunder.mcrcim.mcgill.edu>
Source record: 227197

I got back from extended holidays and am just catching up. I'm one of those unfortunate souls who bought Datadiet & MultiGEM at the same time. What exactly is the nature of the incompatibility? Both seem to run together ok though the system does seem a little unstable.

On a similar note, has anyone gotten GFA BASIC to run reliably in MultiGEM? My system seems very unstable (Mega 2 with TOS 1.2)

Thanks,
JON

107. Re: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 21:19:27 UTC
From: apratt@atari.uucp
Message-ID: <1992Jan6.211927.5849@atari.uucp>
Source record: 227110

martini@cloud9.in-berlin.de (Martin P. Ibert) writes:
>The "Mercury" UUCICO has been under constant development, is now at version
>3.21 and runs just fine at 19200 baud via a T2500 or via a direct serial
>line. Seems to be hard to beat in C.

That's not the point. The point is that UUCICO is (well, was) written GFA
BASIC, and GFA BASIC doesn't work in a lot of environments that people use:
MiNT, TT RAM, etc.

To be fair, OLDER VERSIONS of GFA BASIC suffer from this, but that includes
the version that UUCICO for Mercury was compiled with, last I saw. I don't
know if newer GFA BASIC compiled programs are 32-bit clean and/or do not
access memory they don't own, or make other unreasonable demands of the OS.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

108. Re: Misc Hardware & Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 22:09:00 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250025@hpindda.cup.hp.com>
Source record: 227125

```
>boblu@tekgen.bv.tek.com (Robert Luneski) writes...
>
> Dungeon Master $15
> Battle Hawks 1942 $15
> Stellar Crusade $10
> Red Storm Rising $10
> SuperStar Ice Hockey $10
> Mean 18 $10
> Pirates! $10
> Gone Fishin' $10
> MicroSoft Flight Simulator II $10
> Silent Service $10 (detect a pattern? :-)
> Dive Bomber $10
> Sundog $10
> Label Master Elite $10
> Shanghi $10
> Gridiron Free to any $50 order

I don't know...I kinda like the way all of the x's run into the end zone to
contratulate their fellow x when he makes a touchdown. :-)

--------------------------------------------------------------------------------
Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
hpinddh.cup.hp.com |
--------------------------------------------------------------------------------
```

109. KWEST Atari User Group Meeting - Wed Jan 8/92

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 22:42:10 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Jan6.224210.13926@watmath.waterloo.edu>
Source record: 227200
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In January, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
Picture Formats and Conversions for the ST.

Our 16-bit library currently has over 300 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
to attendees the January issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, Jan 8, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for details.

Hope to see you there,
Dani Roloson

110. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 22:53:28 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Jan6.225328.1688@usenet.ins.cwru.edu>
Source record: 227199

In a previous article, ksommerville@cix.compulink.co.uk (Keith Sommerville) says:

>I am sure that this signal was only available on STFM's. I know this
>doesnt make a lot of sense, cos the composite signal has nothing to do with
>a modulator, but I am sure that this is the case.
>

The composite works just fine on the STe, too.

What _I_ am wondering, is if there's any way to hook it up to S-VHS. I
know absolutely nothing about the S-VHS except that it's a five-pin
plug, so I've no idea...

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

111. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-06 23:37:24 UTC
From: wmagro@firenze.physics.uiuc.edu
Message-ID: <1992Jan6.233724.19261@ux1.cso.uiuc.edu>
Source record: 227101

In article <1992Jan6.225328.1688@usenet.ins.cwru.edu>, at731@cleveland.Freenet.Edu (Troy L. Nothnagel) writes:

|> The composite works just fine on the STe, too.
|>
|> What _I_ am wondering, is if there's any way to hook it up to S-VHS. I
|> know absolutely nothing about the S-VHS except that it's a five-pin
|> plug, so I've no idea...

The five pin plug you are referring to as S-VHS is actually called S-Video. S-VHS is a SuperVHS recording standard which is incompatible with the Current VHS standard (S-VHS decks can read VHS tapes, of course, but not the other way around). S-video is a video _signal_ standard, in which the chrom. and luminence signals (what usually make up 'composite') are left in their raw form. This improves the signal by removing one more layer of modulation. The s-video signal maps more directly onto what is going on internally in a tv's electronics. Whether you would gain anything by converting composite to s-video then piping it into your SVHS deck or nice monitor TV is questionable--the TV and vcr do just that to the composite signal they get as input. If you somehow turned your raw RBG signal into a s-video signal (i.e. before the composite out of the ST) you might have better luck.

--B

112. Re: PYM Demo on Terminator

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 00:48:06 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kmhu66INNsbi@aludra.usc.edu>
Source record: 227105

In article <6684@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
>and also on my son's 520STE (TOS 1.6).
>Maybe it's because these are "french" (or european) STE ?

Does this mean that the demo will work on any 512k machines? or is it a STE
only demo?

>Jean-Etienne DOUCET
>LAAS-CNRS, Toulouse, FRANCE.
>
>doucet@laas.laas.fr

-Mike

113. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 00:48:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <52467@cup.portal.com>
Source record: 227107

Bjarne Pohlers explained why it would be too difficult to create a "cross compiler" (I know, wrong term, but close to what I mean) that would take an IBM program and create a runnable 68000 version of the same thing...

Maybe I'm missing something here, but how does an emulator work then..?

Doesn't an emulator simply substitute the 68000 machine instructions for the binary 8088 instructions, somewhat like a BASIC intrepreter substitutes groups of machine instructions for tokens as it encounters them..?

Instead of simply executing the 68000 instructions as the IBM program is scanned, why not store them for later running at full speed..?

I understand the difficulties involved with data being mixed into the program, but how then does an emulator handle it..?

BobR

114. .mac on st's

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 05:04:18 UTC
From: chan@cs.unr.edu
Message-ID: <2446@equinox.unr.edu>
Source record: 227109

After rediscovering my Picswitch viewer (views many picture formats), I soon discovered that printing out MAC (.mac) pictures gave me the best quality out of the rest of the formats (.pi*, .pc*, etc)... on a printer I just recently purchased.

So I asked around for .mac pictures... (ftp sites, etc)
What I found out was that most MAC files are compressed either in .SIT (Stuff It) or .HQX (Compact Pro ???)...
...and not in the usual .ARC, .LZH, etc...

Anybody have any answers to this problem?

Please email or post.

chan@mammoth.cs.unr.edu
Kaho Chan<==========

115. PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 06:22:46 UTC
From: Klaus_Guhr@bn.maus.de
Message-ID: <A53808@BN.maus.de>
Source record: 227111

Hi Stephan,

p> I'm looking for a PD C compiler for the ST. I DLed Sozobon 1.2 from
p>atari.archive, but am having real difficulties getting it to work. I don't
p>really have a good CLI and that may be the problem, but I've fed working
p>code
p>to CC from GEM and it does not compile. Are there any other C compilers out
p>there? I normally use Turbo C++ on Messy Dos machines, but I thought it
p>would
p>be nice to have a compiler on my home machine also. Maybe it is simply a
p>case
p>of getting a good CLI like gulam. Any ideas?

There are two good PD/FREEWARE Compilers:

Sozobon 2.0 (new release; but no ansi) and
GNU GCC 1.40 (full ansi)

As shell I prefer the MUPFEL from the GEMINI-Package..... :-)))

Both are available on FTP or on GEnie.

Bye, Klaus

##
Klaus Guhr MausNet: Klaus Guhr @ BN
Marktstrasse 33 Domain: Klaus_Guhr@bn.maus.de
W-5300 Bonn 3, Germany Phone: ++49-(0)228-485360 12-20h
##

116. Atari 1040 Stfm for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 07:11:08 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Jan7.071108.11310@galileo.cc.rochester.edu>
Source record: 227112

```
For sale:

Atari 1040 STFM
1 Meg of RAM
Internal 720K drive

$225 + Shipping
```

117. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 07:36:17 UTC
From: rfschaa@cs.vu.nl
Message-ID: <12338@star.cs.vu.nl>
Source record: 227113

On the subject of (PD) C compilers: does anyone know of a C compiler (PD or not PD) that is able to generate fully PC relative code? I would like to be able to move the program around in memory without having to do any relocation.

Please let me know whether such a compiler exists, Turbo C can't do it but maybe the new Pure C can?

Richard Schaaf

118. Airball Help

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 09:46:04 UTC
From: rcpijst@cs.vu.nl
Message-ID: <12340@star.cs.vu.nl>
Source record: 227114
Cross-posted to: comp.sys.atari.st,rec.games.misc

Some time ago I played Airball but I haven't finished it.
I found all the attributes descibed in the magic book except
one, the flask. Does anyone know where I can find it?

Thanks,

Renate Pijst

119. STBook (Notebook computer)

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 11:21:32 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Jan7.112132.12725@vlsi.louisville.edu>
Source record: 227115

I'm thinking of getting a laptop. For a while I'd contemplated a MAC PowerBook, but why should I switch from the Atari world? Most of the software I would use I'd write myself.

Can someone give some details about the (long awaited) STBook? Specifically,
1. What comparison to ST/STE/MEGA (is it one or the other?)?
2. What internal storage media (floppy/hd)?
3. What kind of screen refresh slow/medium/fast?
4. What expandability (I know there is a (kind of) direct line to the CPU to replace the old cartridge slot, but what else?
5. What memory configurations and how is memory added?
6. What TOS level does it run?
7. Has anyone seen one of these yet?
8. Where can I find a complete review?
Thanks,

Robert Royar
r0mill01@ulkyvx.bitnet

120. Re: GNU C++ at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 12:37:21 UTC
From: zwq017@dmswwu1c.BITNET
Message-ID: <070192.133721ZWQ017@DMSWWU1C.BITNET>
Source record: 227135

```
In article <1992Jan4.044620.16718@wam.umd.edu> cmedley@wam.umd.edu ("Flip" Medley) writes:
>I've been having a rough time getting GNU C++ installed on my system, and I
>think I finally have everything in order, except that when I compile a
>program, I get an error saying that in xfile.o, _vfscanf is not defined.
>
>I checked, and xfile.o is contained in one of the .olb files in the C++
>distribution, but I don't have the source and I'm wondering if soemthing
>else could be causing this error if the libraries are correct (which they
>probably are). I'm expecting that there is probably a problem in my
>setup (I'm using a Mega ST 2 with Gulam as my shell).

I had the same problem when I tried to install G++ on my machine. The
g++.olb-library uses the standart C-library. I had installed the
MiNT-library as standart C-library. As there was no function vfscanf
in the MiNT-library I rewrote it. In newer versions (Patchlevel 16)
vfscanf is now included. So just get the MiNT-library and replace your
C-library with it. (Programs compiled with the MiNT-library also run
under TOS). I had just to do the following change in compiler.h:
Somewhere the macro __EXTERN is defined: replace the code for defining
__EXTERN and __PROTO etc. with the following:
#ifdef __cplusplus
# define __EXTERN extern "C"
# define __PROTO(x) x
#else
/* end of added lines */
# ifdef __STDC__
# ifndef __NO_PROTO__
# define __PROTO(x) x
# endif
# define __EXTERN
# else
# define __EXTERN extern
/*
* fudge non-ANSI compilers to be like ANSI
*/
# define const
# define volatile

# ifdef __NEED_VOID__
typedef char void; /* so that (void *) is the same as (char *) */
/* also lets us know that foo() {...} and void foo() {...} are
different */
# endif
# endif /* __STDC__ */
#endif /* __cplusplus */
```

That should work.

--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

121. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 15:28:35 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <ADRIAN.92Jan7152835@romeo.robots.ox.ac.uk>
Source record: 227116

In article <1992Jan2.135950.4630@syma.sussex.ac.uk> lezo@syma.sussex.ac.uk (Lez Oxley) writes:
In my handbook for the ST, 'composite video' is mentioned as being
available on pin 2 but in combination with the Ground pin I can't get
it to work. I'm not sure whether my soldering is at fault or whether
even though the ST handbook talks about composite video, it is actually
available on a vintage 1040 ST.

Well, I've rigged an ST to a composite video monitor, but that output
seems to only be available on STs which also have an RF modulator. I
can't vouch for every model, but the 1040STF doesn't generate
composite video and the *FM models do.

--
Adrian Cox, | Insert | Wanted:
Robotics Research Group, | clever | Humane methods of keeping slugs
Engineering Science Dept,| ASCII | and snails out of the bathroom.
Oxford, UK. | graphics |

122. The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 16:43:26 UTC
From: arioch@ccwf.cc.utexas.edu
Message-ID: <64693@ut-emx.uucp>
Source record: 227118

What is your single most favorite game for the ST? And why?

Brett
Arioch@ccwf.cc.utexas.edu

123. UUCP for the ST??? Where is it????

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 17:09:46 UTC
From: eldorado@tharr.UUCP
Message-ID: <2963@tharr.UUCP>
Source record: 227138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I found an old TOS based UUCP package for the ST. It was written by
cshc@tub.uucp (or something like that) and was a 1990 or 1989 alpha test
version. Unfortunately I couldn't get it to work.
Does anyone know of a more recent/working UUCICO package for TOS??
Where can I get it? I don't have ftp access? Maybe mail :-)

I need a TOS based one as my MINIX uucp will not keep up with a v32/v42/v42bis
link, and is costing me money!!!!!!
THanks in advance.

--

Mark Powell

eldorado%tharr.uucp@uknet.ac.uk
...!uunet!mcsun!ukc!tharr!eldorado
<<<<<---- tharr - Free public access to USENET in UK. +44 234 841503 --->>>>>

124. Want to buy a disc drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 17:24:44 UTC
From: douglas@wpi.WPI.EDU
Message-ID: <1992Jan7.172444.14203@wpi.WPI.EDU>
Source record: 227119

Hello everyone..

My 1040st's internal disc drive has gone flaky. It
reads and writes single-sided floppys fine. One double sided
it either tells me the disc is full, doesn't read or write st
all, or gets hung up. I looked inside and noticed one of the
heads is slightly bent or askew. The local repair guy said he
has on occasion been able to correct this by bending it straight
again. I am going to try it first and would very much appreciate
any insights on doing this. Secondly, if this doesn't work,
where can I order (preferably by mail) a replacement drive. I
asked about this at J+R Music world but they had no model#
listing for the internal drive. So I'd also be interested in
a source/best price on an internal disc drive as well..
Thanks!
Doug White
--
Douglas White douglas@wpi.wpi.edu
Dept. of Chem. Eng.
WPI

125. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 17:29:10 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <694805347.15072@minster.york.ac.uk>
Source record: 227123

In article <52467@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Bjarne Pohlers explained why it would be too difficult to create a
>"cross compiler" (I know, wrong term, but close to what I mean) that
>would take an IBM program and create a runnable 68000 version of
>the same thing...
>
>Maybe I'm missing something here, but how does an emulator work then..?
>
>Doesn't an emulator simply substitute the 68000 machine instructions for
>the binary 8088 instructions, somewhat like a BASIC intrepreter
>substitutes groups of machine instructions for tokens as it encounters
>them..?
>
>Instead of simply executing the 68000 instructions as the IBM program
>is scanned, why not store them for later running at full speed..?
>
>I understand the difficulties involved with data being mixed into the
>program, but how then does an emulator handle it..?

The emulator handles it by dealing with each instruction as it arrives, and not attempting to do much more! You could store the equivalent 68K code for later use, I suppose, but to get a fully converted program, you'd have to make sure you executed every possible path in the program. [It can't be done automatically either, as ensuring that you've executed every possible path reduces to the Turing machine halting problem]

A further problem is that much IBM PC software contains self-modifying code, which blows any sort of object to object translator out of the water!

>BobR

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

126. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 19:21:14 UTC
From: petcher@wuphys.wustl.edu
Message-ID: <1992Jan7.192114.11576@wuphys.wustl.edu>
Source record: 227122

While we are talking about IBM emulators, is there a 386 emulator with VGA graphics capabilities (assuming you have a VGA monitor/multisync) yet available for the ST/TT, or is one in development? I am most interested in the external type such as Supercharger. Thanks.

Don Petcher
petcher@wuphys.wustl.edu

127. Re: Calamus/Outline

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 19:40:55 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jan7.194055.7461@magnus.acs.ohio-state.edu>
Source record: 227120

>Does anybody know where I can get my hands on an English version of OUTLINE
>it is a software package that works with |Calamus to allow some very fancy
>type text operations, ie circling text, fading text out to a point etc The
>version I've seen is a demo, very impressive, but completely in German, I've
>managed to get some sence out of it, and what I've seen I like, I have not
>seen the software advertised anywhere and hope that someone reading this
>will know of the program, Where can I get an English Version, What sort of
>price can I expect tp pay?

I would suggest getting it mail order or from a local dealer. I understand ISD
sells it for about $199, and sometimes has specials, but mail-order outlets
often list it for $99. I used it extensively and was very impressed with it.
The output can also be converted to Postscript (miracle of miracles), so you
can use the stuff in other programs. I've seen nice artwork done in it, but in
my opinion it is more suited to logos and headline work.
At any rate, it is a nice program and quite fast...
The documentation is good and there is a step-by step tutorial that covers most
of the features.

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-Kaleidoscope woman
in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

128. New book on assembly language

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 19:51:16 UTC
From: steve@thelake.mn.org
Message-ID: <A1852315687@thelake.mn.org>
Source record: 227121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following press release is reproduced verbatim.

Taylor Ridge Books
P.O. Box 78
Manchester, CT 06045
(203) 643-9673

FOR IMMEDIATE RELEASE CONTACT: TAYLOR RIDGE BOOKS
(203) 643-9673

FIRST THERE WAS C-MANSHIP COMPLETE.
NOW THERE'S THE ST ASSEMBLY LANGUAGE WORKSHOP!

Manchester, CT January 6, 1992--Taylor Ridge Books has announced the release of The ST Assembly Language Workshop, Volume 1, a novice's guide to assembly language programming on the Atari ST line of computers. Written by Clayton Walnum, the author of C-manship Complete, The ST Assembly Language Workshop, Volume 1 teaches the basics of assembly language programming, starting with assembly language theory and building up to full-length programs. Covered in the 260-page book are the most-used 68000 assembly instructions, programming style and technique, file handling, printer output, system clocks, color palettes, screen flipping, loading pictures, and more. A complete 68000 instruction reference is also included.

When it's released later this year, Volume 2 of the series will cover GEM programming, with Volume 3 tackling various advanced topics. After studying all three volumes, readers will have developed the skills needed to write virtually any type of program on an ST. Even after reading only volume 1, the novice assembly language programmer will be able to write full-featured TOS programs.

The ST Assembly Language Workshop, Volume 1 comes with a disk containing all sample programs and assorted additional files. It is priced at $24.95, plus $3 shipping and handling and can be ordered at the address or phone number above. Visa and MasterCard are accepted.

129. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 22:06:46 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60257@aurs01.UUCP>
Source record: 227124

In article <64693@ut-emx.uucp> arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:
>What is your single most favorite game for the ST? And why?
>
>Brett
>Arioch@ccwf.cc.utexas.edu

I'd have to break this down by game category, because how can you say that a good arcade shoot-em-up is better or worse than a role playing game?

BEST SHOOT-STAB-SWAT-HIT-WHACK-FLING AND KILL GAME:

Has to be GODS, by the BITMAP brothers. Awesome graphics, interesting monsters and puzzles.

BEST FLY AND SHOOT THINGS DOWN GAME:

Their Finest Hour: The Battle of Britain (Lucasfilm). What can I say, I like prop planes better than jets.

BEST ARCADE GAME:

Speedball 2 (Bitmap Brothers). Fast action, blood and gore, good level of difficulty (very tough, but beatable), good graphics and great (sick) sense of humor.

BEST 3D GRAPHIC ADVENTURE:

Dungeon Master (FTL). Need I say more?

BEST 2D GRAPHIC ADVENTURE:

Ultima V (Origin). Don't even start this game unless you have a few weeks to kill.

May I also suggest another category:

AVOID AT ALL COSTS:

Captain Blood. Boring.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

130. Re: PYM Demo on Terminator

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 22:32:30 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan7.173230.3274@mailer.cc.fsu.edu>
Source record: 227127

In article <kmhu66INNsbi@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <6684@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
>>and also on my son's 520STE (TOS 1.6).
>>Maybe it's because these are "french" (or european) STE ?
>
> Does this mean that the demo will work on any 512k machines? or is it a STE
>only demo?
>

It is not STE only (in fact, it might be ST only). I am not sure about the
520 compatability. It is definitely worth the time to try though!

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

131. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 22:56:35 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan7.175635.3906@mailer.cc.fsu.edu>
Source record: 227130

In article <64693@ut-emx.uucp>, arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:
>What is your single most favorite game for the ST? And why?
>

Hmmm, I guess I would have to say that Populous has eaten up more of my time than any other. I have been into computer games since the Pong days, and I can honestly say that this is the most original one I have played. It is out for the ST, Amiga, and IBM PC's, and two player games are possible via modem or direct-connect (and you can mix machines, BTW). The Promised Lands extension disk is also very cool, providing 5 more landscapes (the one called "bitplanes" is incredible, and a trip down memory lane computer wise) and 500 more scenarios. I buy this game for my computer friends (as gifts) just to create competition for myself :-). This game is old enough to be on the "reduced" list at most mail order places. I think it might also be part of one of those "game packs". I saw an article in ST Action about the upcoming Populous 2, and it looks very very nice.

By the way, I had the game for awhile and thought it sucked, until I saw a bunch of folks raving about it here on the net. Since most of the stuff they were talking about was greek to me, I decided to give the manual another read and try again. After a couple more games it clicked and I realized just how cool it was. My point is, if you tried it and thought it was one of those "all graphics and no fun" type games, you were doing it wrong! The manual is not the greatest, but I would probably have a very difficult time trying to explain the game in print also. I am getting pretty good at giving hands-on Populous tutorials though :-).

Sheesh, there are a lot of really great games for the ST. Falcon, Projectyle, Speedball II, Gods, Lemmings and Xenon II pop into mind.

>Brett
>Arioch@ccwf.cc.utexas.edu

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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132. Re: Want to buy a disc drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 23:02:57 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan7.180257.4033@mailer.cc.fsu.edu>
Source record: 227131

In article <1992Jan7.172444.14203@wpi.WPI.EDU>, douglas@wpi.WPI.EDU (Douglas C White) writes:
>Hello everyone..
>
> My 1040st's internal disc drive has gone flaky. It
>reads and writes single-sided floppys fine. One double sided
>it either tells me the disc is full, doesn't read or write st
>all, or gets hung up. I looked inside and noticed one of the
>heads is slightly bent or askew. The local repair guy said he
>has on occasion been able to correct this by bending it straight
>again. I am going to try it first and would very much appreciate
>any insights on doing this.

Wow, good luck. Sounds like a "hail mary" fix to me.

> Secondly, if this doesn't work,
>where can I order (preferably by mail) a replacement drive. I
>asked about this at J+R Music world but they had no model#
>listing for the internal drive. So I'd also be interested in
>a source/best price on an internal disc drive as well..

There is a file on atari.archive.umich.edu called ibmdrive.lzh, which describes how to hook generic 3.5" and 5.25" drives to the ST. It includes instructional text, diagrams in .PI3 format, and some small programs to make the 5.25" seek correctly. The big concern with getting a replacement floppy is to avoid the media change problem. Some drives will not recognize a media change (changing floppies) with the ST. Toad computers recommends the TEAC drives, which do not have this problem. Toad will probably be willing to sell you a drive and some instructions (or put it in for you, for that matter). Call 1-800-448-TOAD and ask (be sure to get on their catalog mailing list, it is cool).

I am in no way connected with Toad, blah blah. By the way, can we put something about this in the FAQ? This question seems to be asked about once every two weeks . . .

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

133. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-07 23:04:22 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <6633051@cutie.ka.sub.org>
Source record: 227006

In article <52467@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

> Bjarne Pohlers explained why it would be too difficult to create a
> "cross compiler" (I know, wrong term, but close to what I mean) that
> would take an IBM program and create a runnable 68000 version of
> the same thing...
>
> Maybe I'm missing something here, but how does an emulator work then..?
>
> Doesn't an emulator simply substitute the 68000 machine instructions for
> the binary 8088 instructions, somewhat like a BASIC intrepreter
> substitutes groups of machine instructions for tokens as it encounters
> them..?
>
> Instead of simply executing the 68000 instructions as the IBM program
> is scanned, why not store them for later running at full speed..?
>
> I understand the difficulties involved with data being mixed into the
> program, but how then does an emulator handle it..?

A hardware emulator consits mainly of an Intel CPU.
There are 3 ways for a DOS-program to execute hardware dependent tasks.

(1) issue a call to the DOS operating system (via INT21)
(2) issue a call to the BIOS of the machine
(3) directly access hardware registers

So you can imagine how the emulation is done?

- Instructions like "move this to there" are simply executed by the Intel CPU.
- DOS calls are executed by the Intel CPU, DOS itself calls the BIOS to access the hardware.
- BIOS calls ... hmm. The manufacturer of the emulator has to provide some kind of hybrid BIOS that takes the call from the Intel CPU, enables the MC68000 and accesses the harddisk for example.
- The most difficult part to emulate is direct screen memory or I/O port access. On the emulators I know there's some kind of memory watchdog, that generates an interrupt when certain adresses are used. The interrupt handling routine in the emulator software examines what the program tries to do (write something into screen memory in most cases) and does something that has the same effect using the MC68000 in most cases.

Of course emulation _can_ be done in software. What is impossible is to write some kind of compiler that compiles an IBM program into an ST program since you can't tell which part of the program is code and which part is data _at_compiletime_. (This would be equivalent to solving the halting problem

which is well known to be impossible.)
Emulation in software or hardware can to a certain extent be done
_at_runtime_ - that's the point.

There's an emulation software for the ST that works quite nicely, but, since
"translation" has to be done at runtime it achieves only half the speed of
an XT with even slower screen output.

I think, software emulation is only useful on a TT and I'd really like to
see a good emulator - I would immediately buy it.
A friend of mine runs Soft-PC on his 68020 Macintosh - really good.

Hope, that explained something. I tried to keep my response short.

Cheers, Paddy
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice and carrier)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"Ich werde kein Star - nein, ich werde eine Legende." (Freddy Mercury)

134. MiNT and UN*X look alikes

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 00:11:23 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Jan8.001123.16543@oz.plymouth.edu>
Source record: 227129

Going on the assumption that MiNT is a UNIX look alike OS, what others are there for the ST. If I am wrong, please correct me. I'm hesitant to get involved with MiNT because I've got a good deal of money involved in what I consider strictly GEM applications and software. I really like NEODESK, but I also like UNIX (and in fact on a per hour basis use UNIX much more, my Atari's main use is to connect to the school computer with Flash). So I guess I'm looking for info that could help my decision:

What exactly is MiNT? Is it a whole new OS, if so how much memory do you need/does it use up? I've only got a Meg and the future doesn't look bright for getting more right away.

How good is it? I use Ultrix 4.2 with TCSH on the school computer and have grown very attached to it. I also find the differences between it and TOS great enough so as to avoid confusion.

What happens to all my old GEM programs? Can I switch between TOS and MiNT at my own will (and easily) or do I end up reformatting my hard drive whenever I wish to change OS?

I have been using GULAM for a CLI so I can use Sozobon C, I am quite impressed with it, though I find it limiting sometimes. Am I going to make any significant gains with MiNT that would justify such a drastic change? I enjoy the flexibility of a windowed OS for file exchanges and bopping around between programs, and then being able to use GULAM to keep the fingers in shape for typing long messages like this. I also run SuperCharger are there any conflicts here?

Is MiNT multitasking? I assume not with only a Meg of memory, but thought I'd ask. If it is multitasking what are the possibilities of getting a dumb terminal (vt100) and lnking it to the RS232 port to allow two users on the ST?

I guess that about covers it, thanks to any who reply in advance, please send E-mail.

Stephan

--
\/\/\/

135. Re: High Density Drive via ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 00:47:49 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2046@wsdnws.waseda.ac.jp>
Source record: 227128

High density drives usually require double the scanning speed of the
floppy disk controller chip. If your Atari is equipped with this, ATSpeed
should not have trouble handling them.
However, if your high density mode is dependent on softwarewise switch
over, I am afraid ATSpeed is unlikely to handle your high desinsity stuff.
(If you have installed a TT compatible PLD or something, you might have
a chance).
I used a manual switch on the 5.1/4" drive that eventually switched on the
high density mode. This method is best in that it requires no software.
Tsuji

136. Populace help (was Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 01:40:29 UTC
From: il@bambam.u.washington.edu
Message-ID: <1992Jan8.014029.2563@milton.u.washington.edu>
Source record: 227132

boyd@sigma.cs.fsu.edu (Mickey Boyd) writes:
> arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:
> >What is your single most favorite game for the ST? And why?

> Hmmm, I guess I would have to say that Populous has eaten up more of my time
> than any other. [etc.]

I've gotten to the mid 100's and can't seem to beat the computer any more.
Any clues on how to do better?

--
Il Hwan Oh |"...in Science, as in religion,
Univ. of Washington, Tacoma | when one has destroyed human wonder and
iho@cac.washington.edu | compassion,
| one has killed man." -- Loren Eisley

137. RFI: Music Tutor Programs

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 01:53:37 UTC
From: smithj@hpsadlu5.sad.hp.com
Message-ID: <750123@hpsadlu5.sad.hp.com>
Source record: 227013

Hi,
I'm looking for "Music Tutor" software that would run on an ST, along the lines of the "Miracle Music Teaching System." I have a MIDI keyboard connected to my ST, and my 6-year-old is ready to begin learning the basics. Does anyone know of fun MIDI music educational software that would teach the basics of keyboard playing and sight reading, etc?

Please e-mail your responses. I will post a summary if there is sufficient response.

Thank you,

- Jim Smith
smithj@hpsad.sad.hp.com

138. Re: TOS 2.06 Available in USA!

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 02:28:44 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Jan8032844@nic.funet.fi>
Source record: 227134

In article <FH99cB1w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:

> And here in America, a Honda Civic costs only $7000, but a BMW 325i costs
> $28000!

> Another big rip off..!!!

Bad example of a rip off, I think. Every European car has a special
US-export model which is almost fully loaded with extras. If you have
to pay $28000 for a 325i in America, you are lucky. With same extras
you have to pay much more for one in Europe, because all those extras
are order only in Europe.
And think about us people in Finland, we have a car-tax about 100%,
and we have to pay that $28000 for a base-model '92 WV Golf 1.8...
With that money you will get a fully loaded Golf VR6 over there...

Please follow up to a car-oriented newsgroup, will you?

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

139. IS there an Englisg version ZPCAD?

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 02:36:46 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jan08.023646.29861@yuma.ACNS.ColoState.EDU>
Source record: 227133

Hello:
While going through FTP sites that have atari files, found a program called zpcad in one of the German site. It looks neat but all in German (afterall it was writen by German). And the date was 1989, so is there newer version or an English version? Or it became commerical after version 1.0?
Thanks.
Tang
sytang@lamar.colostate.edu

140. Re: How can you get Composite Video from Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 04:42:36 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <694847534.0@therip.FidoNet.Org>
Source record: 226998

>"composite video signal from an ST"
KS> I am sure that this signal was only available on STFM's. I know this
KS> doesnt make a lot of sense, cos the composite signal
KS> has nothing to do with
KS> a modulator, but I am sure that this is the case.

The fm modulator does too have something to do with the composite video.
It is the reason the ST has it. Part of the modulators function is to offer
support for composite video.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

141. Re: High Density Drive via ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 05:09:50 UTC
From: jonc@status.gen.nz
Message-ID: <4uq9DB2w164w@status.gen.nz>
Source record: 227126

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

> what about a high density 5.25" floppy? Can ATSpeed handle
> one of those drives (1.2 meg) without any hardware
> modifications to the ST?
>

I am not sure about a 1.2 meg but I have a teac drive here on my 520 that
works at 720k on both the st and pcspeed.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

142. Neural Network software

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 05:35:21 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Jan8.053521.3770@usenet.ins.cwru.edu>
Source record: 227137

If anyone knows of some public domain Neural Network software for the ST, please let me know. The only program I'm aware of at all is "Neural Network Construction Set", a commercial offering. Also, if anyone knows of some good IBM Neural Network software that will run under PC Ditto (Speed doesn't matter), I'd appreciate information on that as well. Thank you.

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners, devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

143. Word Perfect 5.1 on PC ditto

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 06:26:43 UTC
From: revpk@cellar.org
Message-ID: <93w8DB4w164w@cellar.org>
Source record: 227146

I can't seem to get Word Perfect 5.1 to run uncer PC ditto's software version. Keeps locking up, coming back with divide overflow error. Any suggestions?

Brian "Rev. P-K" Siano
revpk@cellar.org
Organizer of the Delaware Valley Skeptics (though opinions posted are my own, and not representative).
"Meanwhile, in the darkness and void, Jean-Paul Sartre was a-movin' and a groovin'." -- Crow, Mystery Science Theater 3000.

144. Small problem with 'less' running under Mint

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 06:37:26 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Jan8073723@fysaq.fys.ruu.nl>
Source record: 227139

Hello,

I compiled less (latest version) to run under Mint. With only minor
modifications this ran fine, but there is one annoying problem:

All output from less adds a visible "^M" at the end of each line.
(while the ^M's are not in the file I am listing). Does anyone have an
idea where these come from?

--

____
Peter Mutsaers. RUU physics dept. Heidelberglaan 5, Utrecht, Nederland
muts@fysap.fys.ruu.nl |==
tel: (+31)-(0)30-533880 | Memento Mori

145. What works with Mega STe?

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 08:21:39 UTC
From: millerm@mozart.cs.colostate.edu
Message-ID: <1992Jan08.082139.74316@yuma.ACNS.ColoState.EDU>
Source record: 227140

I have a Mega STe and was hoping to be able to run Falcon on it. A local dealer ordered it for me and ran it on their Mega STe with no success. They said they were having a hard time getting the Mega to boot from floppy. I advised that they try it on a 1040STe, since I've heard that most software that runs on a 1040STe will also run on a Mega STe. They tried that, and still no success. It was crashing when it asked for the second disk to be inserted into the drive. I have also been considering F-15 Strike Eagle II, and F-19 Stealth Fighter (I know they are basically the same in look and feel). Does anyone know if any of these will run on a Mega STe? The dealer said there was a possibility that there would be a patch for Falcon that would fix it to run on STe's. Does anyone know if such a thing exists?

E-mail me your replies to the address in my .sig, or mmiller@isis.cs.du.edu. Or post it here if you think there is enough interest.

By the way, does anyone know where I can get a comprehensive list of software titles for software that does or does not work on STe's? I have seen partial lists, but they rarely list software that I'm interested in.

Thank you in advance.

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
/ Atari friend! ||| |"If we do not succeed, we run the risk of
\/ --- The Mark)|(	failure."
World Peace /	\ There's nothing else quite like it.

146. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 09:10:38 UTC
From: robin@castle.ed.ac.uk
Message-ID: <16297@castle.ed.ac.uk>
Source record: 227005

In article <64693@ut-emx.uucp> arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:
>What is your single most favorite game for the ST? And why?
>
>Brett
>Arioch@ccwf.cc.utexas.edu

Bubble bobble:--- Great game play and good tune!!

Robin
robin@uk.ac.ed.castle

147. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 10:37:19 UTC
From: stefan@spc.nl
Message-ID: <1992Jan08.103719.2429@spc.nl>
Source record: 227145

Best game?

Llamatron!!

Why?

It's most brainfrying action, totally absurd sound samples and sheer intensity.
As Minter said himself, Llamatron is the death metal of video games!
Also, it's shareware.

I have the new shareware game by Minter, Revenge of the Mutant Camels. At
least as good as the CBM64 original!

Gods was pretty good too though...
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

148. Re: STBook (Notebook computer)

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 11:13:47 UTC
From: johnr@cged.co.uk
Message-ID: <1992Jan8.111347.28497@cged.co.uk>
Source record: 227015

r0mill01@ulkyvx.louisville.edu (Robert Delius Royar) writes:

>I'm thinking of getting a laptop. For a while I'd contemplated a MAC
>PowerBook, but why should I switch from the Atari world? Most of the
>software I would use I'd write myself.

>Can someone give some details about the (long awaited) STBook?
...
> 4. What expandability (I know there is a (kind of) direct
> line to the CPU to replace the old cartridge slot, but
> what else?

I'm also interested. But I have an application running on my Mega ST which uses the cartridge slot. It uses a cartridge as a 'dongle' - a security device. I assume I won't be able to run this application on the STBook - can anyone confirm this will be the case?
--
John Richards

149. uudecode v3.4 (unix) 25-Nov-88 (was Re: problem unpacking c.b.a.s articles)

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 11:33:58 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jan8123358@orion.laas.fr>
Source record: 227144

Likewise on my Sun SPARC, no trouble with uud v 3.4!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

150. Re: Neural Network software

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 13:20:15 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jan8132015@ghiggins.hpl.hp.com>
Source record: 227044

> If anyone knows of some public domain Neural Network software for the ST,
> please let me know. The only program I'm aware of at all is "Neural Network
> Construction Set", a commercial offering. Also, if anyone knows of some good
> IBM Neural Network software that will run under PC Ditto (Speed doesn't
> matter), I'd appreciate information on that as well. Thank you.

You could try compiling the code from PDP VIII, I did and it worked for me.
The code in Byte (The "little red riding hood" example) provides a good
template for taking it further.

I'd also beware of saying things like "Speed doesn't matter" until you've
seen a computationally-intensive nn program actually running under PC Ditto.

BTW --- The "Neural Network Construction Set" demo on atari.archive doesn't
actually work. Halfway through the demo, the program throws up an alert box
which desynchronises the synthesised demo input and screws up the whole thing
thereafter (sigh).

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

151. Re: TT/030 why the ST RAM?

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 13:20:21 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan08.132021.71415@link-1.ts.bcc.ac.uk>
Source record: 227148

In article <1992Jan3.031017.28986@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>I've read a lot of articles on the TT/030 and David Small's 68030 SST.
>However, I still have some questions.
>
>One of my questions is why is there a need for ST RAM in these machines?
>
>Why can't they just have fastRAM?

The ST is just RAM which sits in the ST normal address space and can be used by the video circuitary. The main reason that it is slower than Fast RAM is that the processor has to wait for the video circuitary to get out the way when accessing it. On the SST, the ST RAM will also be slower cos the ST part of the machine will probably still be running at 8MHz and the RAM there is not the fastest types you can get either.

>
>It would be great if the TT/030 could use fastRAM only to run ST
>software.

I've found on my TT that most software which runs will run in TT ram.

>
>David Small says that a reason for the 4 megs of ST RAM in his
>hardware is because video and disk have to come out of it.
>
>But why?

The hardware can only access RAM in the ST's normal address range, blame the DMA and MMU chips in the ST.

>
>Sorry for all these questions but there is only one way that I'm
>going to learn. Thanks.
>

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

152. email address of John Perry(?) lost

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 13:43:41 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992Jan8.134341.6958@informatik.uni-erlangen.de>
Source record: 227149

```
Sorry this may not the best place for such an article,
but I've lost the email address of the guy who asked
me about CPX.

Hi John!

If you read this please email me again.
Thanx,
---

Larry

+--------------------------------------+---------------------------------+
| lsmichae@faui43.uni-erlangen.de | | | | |
| Lars "Mr. GIF" Michael | | | | "Down with ATARI, |
| Graduate Student of Computer Science | / | \ Long live the ST !" |
| at University of Erlangen/Germany | / | \ |
+------------+-------------------------+---------------------------------+
| Irc: Pit | When I'll grow up, I wanna have a really big signature !!! |
+------------+-------------------------------------------------------------+
```

153. Book for a beginner with the 1040STE

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 14:07:15 UTC
From: gemibusi@ztivax.UUCP
Message-ID: <9194@ztivax.UUCP>
Source record: 227150

I'm looking for a good book concerning the 1040STE for a real beginner. How to use the it, with an explanation of the menu, the capabilities of it ...
It has to be in english. (To get a german one is no problem.)
Thank you for your help,
Uwe
Mail address:
seidel@ztivax.uucp or
seidel@sn1.zfe.siemens.de

154. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 14:17:41 UTC
From: zwq017@dmswwu1c.BITNET
Message-ID: <080192.151742ZWQ017@DMSWWU1C.BITNET>
Source record: 227038

In article <52467@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Bjarne Pohlers explained why it would be too difficult to create a
>"cross compiler" (I know, wrong term, but close to what I mean) that
>would take an IBM program and create a runnable 68000 version of
>the same thing...
>
>Maybe I'm missing something here, but how does an emulator work then..?
>
>Doesn't an emulator simply substitute the 68000 machine instructions for
>the binary 8088 instructions, somewhat like a BASIC intrepreter
>substitutes groups of machine instructions for tokens as it encounters
>them..?

Yes, you are right, an emulator is an interpreter.

>Instead of simply executing the 68000 instructions as the IBM program
>is scanned, why not store them for later running at full speed..?
>
>I understand the difficulties involved with data being mixed into the
>program, but how then does an emulator handle it..?
>

The emulator interprets the instructions at runtime. It simulates an
8088 (or whatever). Of course you could write the substituted
68000-instructions into an executable file, but what to do if there is
a conditional statement in the program-code? An emulator just has to
decide between `true' or `false' and eventually set it's simulated
program-conter to the new address. The converting-program would have
to follow both paths. But sometimes programs have undefined paths
which are never executed. And again, what do you do with indirect
addresses and indirect jumps. Often the indirect addressing-method is
used to address special hardware-registers or system-variables which
are guaranteed to be different on the ST. An emulator can catch access
to these addresses at runtime and simulate the desired action.

I think it is not impossible to write such a converting-program, but
it might only work with some special programs (which e.g. do not use
indirect programs and conditionals and loop, e.g. calculate 5+5 :-)
but it will fail on most programs.

Of course one could integrate an emulator into the program, so one
would just start one program, but not at any higher speed...:-)

>BobR

```
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!
```

155. OKIMATE 20 Printer Driver for Calamus

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 14:18:56 UTC
From: s4085368@titan.ucc.umass.edu
Message-ID: <1992Jan8.141856.15377@nic.umass.edu>
Source record: 227001

Hi, I am looking for an Okimate 20 printer Driver for use with Calamus on the
Atari St. Does anyone know where I could get one?? If so, please send me
mail to: s4085368@titan.ucc.umass.edu

Thank You
Fred
--
/**\
* Fred Hoffer @ University of Massachusetts Amherst MA *
* Internet: s4085368@titan.ucc.umass.edu *
* #25 UMASS Basketball Division I Record: 11-2 *
* Next Opponent: West Virginia in the CURRY HICKS CAGE *
/**\

156. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 14:23:41 UTC
From: Bjarne Pohlers <zwq017@dmswwu1c.BITNET>
Message-ID: <080192.152341ZWQ017@DMSWWU1C.BITNET>
Source record: 227042

In article <12338@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf RF) writes:
>On the subject of (PD) C compilers: does anyone know of a C
>compiler (PD or not PD) that is able to generate fully PC
>relative code? I would like to be able to move the program
>around in memory without having to do any relocation.
>
>Please let me know whether such a compiler exists, Turbo C
>can't do it but maybe the new Pure C can?

As the developers of TurboC/PureC claimed at Duesseldorf in August the
compiler itself did not change in PureC. So I suppose it cannot.

But I know of the very old MEGAMAX C-compiler (not LASER C) that it
could, but I think it is not distributed any longer...

>Richard Schaaf

--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

157. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 14:51:31 UTC
From: ritz@msb.com
Message-ID: <1992Jan8.145131.26789@msb.com>
Source record: 227008

In article <1992Jan7.192114.11576@wuphys.wustl.edu> petcher@wuphys.UUCP (Donald N. Petcher) writes:
>While we are talking about IBM emulators, is there a 386 emulator with
>VGA graphics capabilities (assuming you have a VGA monitor/multisync) yet
>available for the ST/TT, or is one in development? I am most interested
>in the external type such as Supercharger. Thanks.

If you're interested in a hardware add-on for the emulation, your best bet is probably an Amiga 2000/3000. They feature IBM style expansion slots in addition to the Amiga slots. Commodore sells something they call a bridgeboard which can be popped into one of these slots and shazam, you have a PC clone.

On the ST side, I haven't heard of a 386 add-on, though I don't suspect that it would be much more difficult to produce one than it is to make the 286 emulator. Actually, they are not emulators at all since they use an actual Intel chip to get the job done. Regarding VGA graphics, that might pose a problem since the ST isn't capable of VGA graphics resolutions (well, it can do the original VGA, but 800x600 and 1024x768 are the most common now) in native mode so how can you emulate it?

With the price of 286/386sx laptops falling rapidly, you might be better served if you buy one of those instead of trying to kludge one up on your ST.

Whether or not, this applies to the TT, I don't know since I haven't been following the TT very closely. I'm sure someone who does know will comment.

Cheers,

Chris
--
-----------------------------------+---
Chris Mauritz |Meetpoint Station BBS - Public Access Unix
ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
Copyright (C) 1991 |Join us...We're friendly dammit! :-)

158. Re: Neural Network software

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 14:56:42 UTC
From: ritz@msb.com
Message-ID: <1992Jan8.145642.26870@msb.com>
Source record: 227007

In article <1992Jan8.053521.3770@usenet.ins.cwru.edu> as666@cleveland.Freenet.Edu (Jonathan Roy) writes:
>
>If anyone knows of some public domain Neural Network software for the
>ST, please let me know. The only program I'm aware of at all is "Neural Network
>Construction Set", a commercial offering. Also, if anyone knows of some good
>IBM Neural Network software that will run under PC Ditto (Speed doesn't
>matter), I'd appreciate information on that as well. Thank you.

Good luck trying to find a freebie neural net program. I don't think you'll have much luck. On the PC side there are a few programs available that are software only which range in price from $100-1000. I even saw a package for about $200 that ran a neural net based on Excel spreadsheets. Whether or not any of this stuff works on PC Ditto, I have no idea. When I had an ST, I had PC Ditto and found it to be quite compatible, but VERY slow.

Regards,

Chris
--

Chris Mauritz |Meetpoint Station BBS - Public Access Unix
ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
Copyright (C) 1991 |Join us...We're friendly dammit! :-)

159. GDB for ATARI-MINIX

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 15:12:54 UTC
From: lucv@EDC.MENTOR.COM
Message-ID: <lucv.694883574@tragicomix>
Source record: 227002

Hoi ...

If ported gas-138, gcc-1.40 and the speficed libraries
to atari-minix (based on the work done by Bammi,
thanks). But I wonder their is a debugger ?

Can somebody give some hints ?

Please mail to: luc_verbist@mentorg.com

Luc Verbist

160. Re: Want to buy a disc drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 15:34:05 UTC
From: ignac@electro.electro.com
Message-ID: <1992Jan8.153405.5523@electro.electro.com>
Source record: 227004

In article <1992Jan7.180257.4033@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>There is a file on atari.archive.umich.edu called ibmdrive.lzh, which
>describes how to hook generic 3.5" and 5.25" drives to the ST. It includes
>instructional text, diagrams in .PI3 format, and some small programs to
>make the 5.25" seek correctly. The big concern with getting a replacement
>floppy is to avoid the media change problem. Some drives will not recognize
[stuff deleted]

could some kind soul please email me this file, or upload it to
comp.sys.binaries.st since i just replaced my 3.5" floppy (bit the biscuit
after 6 years) and i am having the media change problem. thanx!

(i don't have ftp access) :-(:-(

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

161. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 15:51:46 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan8155146@solb1.essex.ac.uk>
Source record: 227003

I got Revenge of the Mutant Camels 2 days ago, and it looks like being one of the best games of '92 (IMHO).

Simon.

162. Re: Populace help (was Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 16:59:16 UTC
From: bill@mwca.UUCP
Message-ID: <1953@mwca.UUCP>
Source record: 227009

In article <1992Jan8.014029.2563@milton.u.washington.edu> iho@cac.washington.edu writes:
>boyd@sigma.cs.fsu.edu (Mickey Boyd) writes:
>> arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:
>> >What is your single most favorite game for the ST? And why?

>> Hmmm, I guess I would have to say that Populous has eaten up more of my time
>> than any other. [etc.]

>I've gotten to the mid 100's and can't seem to beat the computer any more.
>Any clues on how to do better?

I've seen the book "Master Populous" by longtime ANALOG writer and general
Atari supporte Clayton Walnum recently at Software Etc. and other stores -
while I didn't look inside, I suspect based on the author's reputation that it
is a must-have for any Populous owner (of which there are now _lot's_ since it
runs on ST's, Amigas, PC's, and Genesis' (Genesi?)...
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

163. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 17:25:54 UTC
From: ken@isgtec.UUCP
Message-ID: <1835@isgtec.UUCP>
Source record: 227017

In article <12338@star.cs.vu.nl>, rfschaa@cs.vu.nl (Schaaf RF) writes:
> On the subject of (PD) C compilers: does anyone know of a C
> compiler (PD or not PD) that is able to generate fully PC
> relative code? I would like to be able to move the program
> around in memory without having to do any relocation.

The original Megamax C compiler (I believe ver. 1.1) generated PC-relative code. This was the pre-Laser C compiler. There were lots of 32K restrictions in the generated code though, of course, although they had a scheme where you could explicitly force a long jump or something into a certain module. I doubt you could still buy a copy, you would probably have to get a used one somewhere.
- kn

164. Re^3: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 18:28:34 UTC
From: lp@shlink.hanse.de
Message-ID: <7841262@shlink.hanse.de>
Source record: 227047

Im Artikel <1992Jan6.211927.5849@atari.uucp> schreibt apratt@atari.uucp (Allan Pratt):

[what about the gfa-uucico..]

> I don't
> know if newer GFA BASIC compiled programs are 32-bit clean and/or do not
> access memory they don't own, or make other unreasonable demands of the OS.

What about the Compiler-Option '$m1024' !?

Lutz

--

|| Lutz Petersen, Elmshorn, Germany, +49 4121 65023
/||\ .. what else ? lp@shlink.hanse.de [lp@shlink.zer]

165. New Heat & Serve C compiler

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 18:39:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1692735528@thelake.mn.org>
Source record: 227010
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

If you peek in comp.binaries.atari.st, you'll see that Ian Lepore's
``Heat and Serve'' version of Sozobon C is beginning to move across
the network.

This version is especially good for beginners and anyone interested
in running the compiler directly from the GEM Desktop.

It's been tested fairly extensively on STs, but not at all on TTs.

We received one vague report of a problem with INSTALL.PRG, the
automatic installation/configuration program, from a TT user who
is a GEnie sysop. If any TT users could elaborate on this, please send
a note to me and/or Mike Dorman <MDORMAN1@UA1VM.UA.EDU> so it can
be forwarded to Lepore.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

166. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 18:41:59 UTC
From: techno@lime.in-berlin.de
Message-ID: <8RAY7LO@lime.in-berlin.de>
Source record: 227147

arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:

>What is your single most favorite game for the ST? And why?

Oh dear. Actually, there's three of them: Elite, Pirates! and Railroad
Tycoon. Why ? Don't really know, they just have me coming back to them
again and again. That is, until someone ports M.U.L.E. or Archon to the
ST...
On the PD front there is NetHack, which has only ASCII graphics but
absolutely stunning gameplay.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

167. WANTED: Atari ST power supplies

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 18:42:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1699813416@thelake.mn.org>
Source record: 227011
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.wanted

I'm looking for a (cheap!) replacement power supply for an old-style
520ST (external black power brick) and an internal power supply for
a 520STFM.

I'm running thelake on borrowed electrons, and I have to give them
back. :-)

If you have a spare or know of a cheaper source than Best Electronics,
please send me a note via email.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

168. Using an Atari 1224 Color Monitor on a Mac LC?

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 19:06:40 UTC
From: trimble@laic.rdd.lmsc.lockheed.com
Message-ID: <1185@laic.rdd.lmsc.lockheed.com>
Source record: 227012
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac

Can an Atari 1224 color monitor be used on a Macintosh LC? Please email
or post answers and I'll summarize.

Gary Trimble

169. Greek GDOS Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 20:33:41 UTC
From: rws@dstos3.dsto.oz.au
Message-ID: <1992Jan8.143341.163770@dstos3.dsto.oz.au>
Source record: 227136

Any body out there have Greek GDOS fonts suitable for mono screen and 24 pin epson printer? Ancient and modern greek would be fantastic.

Thanks in advance,

Russell.

170. Re: Neural Network software

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 20:48:23 UTC
From: henk@argon.uucp
Message-ID: <1992Jan8.204823.25251@spider.uucp>
Source record: 227022

ritz@msb.com (Chris Mauritz) writes:

>In article <1992Jan8.053521.3770@usenet.ins.cwru.edu> as666@cleveland.Freenet.Edu
(Jonathan Roy) writes:
>>
>>If anyone knows of some public domain Neural Network software for the
>>ST, please let me know. The only program I'm aware of at all is "Neural Network
>>Construction Set", a commercial offering. Also, if anyone knows of some good
>>IBM Neural Network software that will run under PC Ditto (Speed doesn't
>>matter), I'd appreciate information on that as well. Thank you.

>Good luck trying to find a freebie neural net program. I don't think you'll
>have much luck. On the PC side there are a few programs available that are

I have one. It demonstrates by recognizing pictures that are damaged,
restoring them, visible on the screen.
I asked for the software and got it with the sources (in C), after
seeing a demonstration at the laboratory were I was working.
I was made by someone at the University of Utrecht (the Netherlands).
If I remember well, I have three disks in my box about it.

Yes, that is right!

Henk

--
====== Henk van der Griendt E-mail: henk@spex.nl (internet)
====== Speech Processing EXpertise centre spex@hlsdn15.BITNET
====== SPEX, p/a PTT RNL, kamer LE2, tel: 31-(0)70-3323430
====== Postbus 421, 2260 AK Leidschendam THE NETHERLANDS

171. Re: Re^2: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 21:01:06 UTC
From: arktik@ersys.edmonton.ab.ca
Message-ID: <Jk29DB1w164w@ersys.edmonton.ab.ca>
Source record: 227020

martini@cloud9.in-berlin.de (Martin P. Ibert) writes:

> In <3781363@harvee.UUCP>, Eric S Johansson writes:
> ( ) The mercury uucico
> ( ) run just fine at 9600 baud via a trailblazer t2500 modem.
>
> The "Mercury" UUCICO has been under constant development, is now at version
> 3.21 and runs just fine at 19200 baud via a T2500 or via a direct serial
> line. Seems to be hard to beat in C.

Does it still hangup before it dials and such? What I am wondering, is,
would it be possible for me to UUCP over a packet switching network onto
my unix box? Before it was impossible because of the way it dialed.

---
arktik@ersys.edmonton.ab.ca -- Ryan Werner Daum -- "A man leaves his
---------- impress on life and
Opiate on LambdaMOO ... Epicurus on DikuMUD -- outside of that
Citadels, TinyMUCKS -- there is nothing."
---------- Jean-Paul Satre

172. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 21:20:48 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Jan8.212048.20869@galileo.cc.rochester.edu>
Source record: 227014

In article <16297@castle.ed.ac.uk> robin@castle.ed.ac.uk (R C Smith) writes:
>In article <64693@ut-emx.uucp> arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:
>>What is your single most favorite game for the ST? And why?
>>
>>Brett
>>Arioch@ccwf.cc.utexas.edu
>
>
>Bubble bobble:--- Great game play and good tune!!
>
>
>Robin
>robin@uk.ac.ed.castle

One of my favourite game too! Anyone know what can we do after reaching
level 100?

.....
Ling CHerd

173. 1040st or mega st

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 21:48:19 UTC
From: meehan@en.ecn.purdue.edu
Message-ID: <1992Jan8.214819.2878@en.ecn.purdue.edu>
Source record: 227098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi all,
I am looking to buy a 1040 st or a mega st, and need to know some things:

{1} would I be able to use the diskdrive, monitor, mouse, and printer
from my old 520st (I don't know model #s, but they are from the first
year or two of the 520's existence)

{2} Will the software run from my old 520 st
on the 1040 st's or mega's

{3} Is there a difference between the different lines (1040STFM and 1040STe and
whatever else there is...)

{4} Please also include anything that you think may help me in my decision.
(I will be using the computer to play/write video games...
Dungeon master type stuff...
- and - writing some C++ application programs.)

Thank you in advance...
Mike Meehan meehan@en.ecn.purdue.edu

174. Re: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 21:50:40 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <taWDQ/dlkSg@marsu.tynet.sub.org>
Source record: 226995

In <1992Jan6.211927.5849@atari.uucp>, Allan Pratt writes:
> martini@cloud9.in-berlin.de (Martin P. Ibert) writes:
> >The "Mercury" UUCICO has been under constant development, is now at version
> >3.21 and runs just fine at 19200 baud via a T2500 or via a direct serial
> >line. Seems to be hard to beat in C.
>
> That's not the point. The point is that UUCICO is (well, was) written GFA
> BASIC, and GFA BASIC doesn't work in a lot of environments that people use:
> MiNT, TT RAM, etc.
>
> To be fair, OLDER VERSIONS of GFA BASIC suffer from this, but that includes
> the version that UUCICO for Mercury was compiled with, last I saw. I don't
> know if newer GFA BASIC compiled programs are 32-bit clean and/or do not
> access memory they don't own, or make other unreasonable demands of the OS.

As far as I know, the latest version 3.6 of GFA-BASIC claims to be fully
TT compatible. Perhaps anybody should try to compile the UUCICO Basic
source with this version, it could only get better...

But I'm afraid that this is not the only problem. UUCICO uses e.g.
LINE-A routines that should be replaced for the TT.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu2 *
* /etc/motd >> Hey Dave, what about releasing Spectre 3.1 ? << *

175. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 22:06:07 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan8220607@solb1.essex.ac.uk>
Source record: 227016

Yes, there is now a 386SX emulator (by Vortex, I think)

Simon.

176. RE: Is GFA BASIC 32-bit clean?

Newsgroup: comp.sys.atari.st
Date: 1992-01-08 22:24:39 UTC
From: nabeel <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92008.172439EENG6801@RyeVm.Ryerson.Ca>
Source record: 226962

German To English v1.7 was compiled with GFA BASIC 3.5e and it runs (very fast) on the TT. I don't know about other programs but I guess they would also work. GFA BASIC v3.6 has special functions for the TT.

177. midi-sngs wanted

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 00:11:39 UTC
From: au427@cleveland.Freenet.Edu
Message-ID: <1992Jan9.001139.25778@usenet.ins.cwru.edu>
Source record: 227019

If you know, where I could download midi-sng-files, could you inform me?
Thanks in advance.
--
!Ari Parkkila, Salmikuja 7, 90440 Kempele, Finland

178. gcc and g++: How do you set it up??

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 00:16:55 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.694916215@swanee>
Source record: 227026

I would like to set up a complete gcc, g++ package on my ST. I have a MEGA4
with 48 Meg harddrive which should be more than sufficient to run them both.
Could someone please let me know which files, libraries etc I need and how
I would go about arranging this on my system.

Thanks
Rob Woodcock
Email: bmw@swanee.ee.uwa.oz.au

179. Disk (drive?) problems...

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 01:05:06 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92008.200506JJL101@psuvm.psu.edu>
Source record: 227023

I have been noticing with recurring frequency that a number of disk
are giving me error 'sometimes'. As follows: today I downloaded a number
programs on an IBM and brought them home to my 1040STfm, and also have a
supra hard drive. I tried copying the files to the HD but it gave a
cancel retry disk error. I then rebooted and tried again and it was fine.
This happened a couple different in somewhat similiar ways. I then went
to reformat a couple other disks with dcformat and verify on. It formatted
then before it eve started verifying track one (after formatting all 80 tracks)
it gave me a disk error. I formatted then with the normal tos 1.4 menu format
and it went fine, then again reformatted with dcformat skewed and it was
fine this time also! very strange... not just 1 or 2 disks but differing
disks.
I cannot tell if this is a number of my disks are growing old... or
a roblem with my internal drive. Any hints on how to check such a sporadic
problem?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

180. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 01:15:52 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1992Jan9.011552.20665@bronze.ucs.indiana.edu>
Source record: 227021

In article <694805347.15072@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
->In article <52467@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
->>Bjarne Pohlers explained why it would be too difficult to create a
->>"cross compiler" (I know, wrong term, but close to what I mean) that
->>would take an IBM program and create a runnable 68000 version of
->>the same thing...
->>
->>Maybe I'm missing something here, but how does an emulator work then..?
->>
->>Doesn't an emulator simply substitute the 68000 machine instructions for
->>the binary 8088 instructions, somewhat like a BASIC intrepreter
->>substitutes groups of machine instructions for tokens as it encounters
->>them..?
->>
->>Instead of simply executing the 68000 instructions as the IBM program
->>is scanned, why not store them for later running at full speed..?
->>
->>I understand the difficulties involved with data being mixed into the
->>program, but how then does an emulator handle it..?
->
->The emulator handles it by dealing with each instruction as it arrives, and
->not attempting to do much more! You could store the equivalent 68K code for
->later use, I suppose, but to get a fully converted program, you'd have to
->make sure you executed every possible path in the program. [It can't be done
->automatically either, as ensuring that you've executed every possible path
->reduces to the Turing machine halting problem]
->
->A further problem is that much IBM PC software contains self-modifying code,
->which blows any sort of object to object translator out of the water!
->
->>BobR
->
->| Mathew Lodge | "What do they call you, boy?" "Kate." "Isn't |
->| mjl-b@minster.york.ac.uk | that a bit of a girl's name?" "... it's |
->| Summer: lodge%alsys@uknet | short for 'Bob'" -- Blackadder II |

Actually, to tell you the truth, the 8088 doesn't know the difference
between code and data. It trusts you to tell it at what address to
start executing instructions. If you happen to tell it an address
that contains data instead of code, it will try to execute the data.
There are standards built into DOS which basically say that after the
loader is done bringing a program into memory, the processor is
instructed to start executing at the first address in the program.

Many times you will see some sort of JMP instruction in the first address of 8088 code. This allows the programmer to put as much data as she wants after the JMP instruction without fear that the processor will try to execute it.

As Mathew mentioned above, if you try to "compile" the 8088 code into 68000 code, you would have to take all possible paths through the code to accomplish your "compilation." Even assuming that this was possible, you still might not arrive at a correct translation. Many times a programmer will use a conditional branch in her program with full knowledge that one of the conditions that might trigger the branch will never actually occur. Your "compiler" wouldn't be privy to this insider information, and thus would generate a path for the condition that will never occur. What would your "compiler" be using to generate this erroneous path? Either valid code that should have been used to generate some other path, or data which could lead to more and more erroneous paths.

--
---
kclenden@silver.ucs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

181. ST520 power supply source

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 01:20:49 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jan09.012049.46318@yuma.ACNS.ColoState.EDU>
Source record: 227024

Someone asked for ST520 external power supply source, since this might be interest to ST520 owner I'll pass following information here.
I've no connection with the company mentioned below except purchased once from them and no trouble.
In recent issuse of Volts and Nuts, a company in CA called HSC has a power supply listed for $14.95 with a picture looks like a ST power supply and has DIN-7 connector, +5V@3A, +12V@30mA and -12V@30mA. The DIN-7 is female connector .
Judge from the spec. it's identical to ST520 power supply, the HSC number is 12800, and the phone number is 1-800-442-5833.

Ask them before you order, they will tell you exactly what it is.
Standard disclaim apply.
Tang
sytang@lamar.colostate.edu

182. MiNT, Spectre (2.x), Tcsh, BMS 100, TOS 1.4, Trackball...

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 01:51:30 UTC
From: mowgli@magnus.acs.ohio-state.edu
Message-ID: <1992Jan9.015130.23999@magnus.acs.ohio-state.edu>
Source record: 227025

Yup, I included a lot of stuff in the title. I figured I'd stick it all into 1 article. :) Anyhow, right now I'm using a stock ST520, TOS 1.0, 2.5Mb of RAM, BMS-100 hard drive boards with a ST 251-1 40Mb drive & a 15Mb IMI drive (which is itself a problem :). In no particular order, the questions I have are :

1) MiNT is a rather strange animal. I suspect the fact that I'm using TOS 1.0 has something to do with it (see another question below :), but whenever I try to run MGR, it comes up (nice opening graphic, BTW) & after I try to do something on the menu, dies (hangs). Running things under MiNT seem to work OK, but it's of relatively little use to me if I can't get MGR to behave. I got this from the UMich archives, & the MGR is from the file atarimgr.zoo.

2) Tcsh bombs frequently if I'm not running MiNT, though I did see in the readme that it's not under warranty if you're not running MiNT. :(But, from using the stock login.rc, logout.rc, etc. I can't get Tcsh to DO anything that should be a built-in. ls(1) always comes back with 'command not found', & of course dir isn't there either (though since it's from Unix, it's not supposed to be :). I haven't looked into this problem in detail yet, so I might be missing something simple.

3) I just picked up the TOS 1.4 ROMs (set of 6), & am wondering if I can just plug them into the sockets for the old TOS 1.0 ROMs (set of 6)? A friend of mine said I should be able to, but the instructions in the packet are VERY confusing & seem to hint that I need to cross a couple of jumpers or some-such on the motherboard. Unfortunately, on my Rev. B MB these jumpers aren't labelled.

4) I've attempted to add a 15Mb hard drive (the IMI wonder :) to my 40Mb setup. Using the BMS Utilities, everything is hunky-dory, UNTIL I go into Spectre & attempt to format one of the partitions on the 15Mb drive for it. This partition suddenly & irrevocably disappears! After I reboot, both GEMDOS & Spectre haven't heard of it, & Spectre complains that the hard drive setup doesn't jive with the saved setup. My Spectre GCR version appears to be 2.x, I believe. The partitions I tried to set up are :

```
Drive Size Type ID Problem/Notes
---------------------------------------------------------------
40Mb 10Mb GEMDOS C None
10Mb GEMDOS D None
4Mb Spectre - Note that GEMDOS doesn't give
this drive an ID letter.
16Mb Spectre - Also not recognized by GEMDOS.
15Mb 5Mb GEMDOS E None
10Mb Spectre This is the partition that
always seems to disappear.
```

5) A friend of mine just got one of those old atari 8-bit trackballs. He'd like to use it on his ST, but found out it's not just plug-n-play. He said he remembered there was an article somewhere about how to convert the trackball to the ST. Could someone please mail me a copy of the article, or instructions on how to do this?

Thanks a lot! <Mowgli>

--
Address: mowgli@magnus.acs.ohio-state.edu (Mowgli Assor in quasi-real life)
"Too many lonely hearts in the real world. Too many lonely nights in the real world. Too many fools who don't think twice, too many ways to pay the price. Don't wanna live my life in the real world." - The Alan Parsons Project

183. Where to find XControl?

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 02:43:36 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <52546@cup.portal.com>
Source record: 227028

My new 512k STe arrived the other day, and am collecting things for it,
and was wondering where one finds this 'new' control panel accessory?
Please note, I dont have ftp or anything, so if it needs to be
transfered from somewhere, I would have to make do with mail...

(Why a 512k STe? Cheaper than a 1mb STe, and cheaper to upgrade...
costs me $399 for the 520STe, vs $399 for the 1040STe. Consdering
that I plan to upgrade to 4mb ASAP, the old SIMMs are useless...
just some irreverent babbling)

Thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com

184. Help me appraise my ST!

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 03:30:13 UTC
From: wcsanil@superior.carleton.ca
Message-ID: <1992Jan9.033013.803@cunews.carleton.ca>
Source record: 227027

Well, I'm soon going to be abandoning Atari in favour of more stable
and powerful computing waters, and I was wondering if you ST experts can
tell me what I can reasonably expect for the following ST system (it's
used of course, but in excellent condition):

520STfm w/DSDD drive (unexpanded)
SF124 SS drive
SM124 monochrome drive
GVC 2400 baud modem w/cable
tons of manuals, disks and boxes

What do you think? $5000? $1000? $500? $50? $5? $0.05?

By the way, I'm in Canada, which means ST prices are generally quite a
bit higher than they are in the States.

Any ideas, tips etc.. are appreciated.

Heck, if you're interested in the system itself and want to pay for
shipping, I can do that too..

Thanks,

Anil Prasad
wcsanil@ccs.carleton.ca

P.S. please reply by E-MAIL

185. GAMES WANTED FOR ATARI ST!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 03:42:38 UTC
From: tominatr@ac.dal.ca
Message-ID: <1992Jan8.234238.2816@ac.dal.ca>
Source record: 227029

```
WANTED:

For Atari ST:

Ghosts 'n' Goblins
A.L.C.O.N.

E-mail to TOMINATR@AC.DAL.CA

- Tom N.
```

186. Re: Neural Network software

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 04:44:25 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <7452@tamsun.tamu.edu>
Source record: 227030

In article <1992Jan8.204823.25251@spider.uucp> henk@argon.uucp (Henk van der Griendt) writes:
...
>I was made by someone at the University of Utrecht (the Netherlands).
>If I remember well, I have three disks in my box about it.
>
>Yes, that is right!

You don't have any relationship to Frankenstein do you?

I know this is taken out of context, but I couldn't resist. No offense intended.

Mark Lehmann
n160ao@tamuts.tamu.edu

187. Wanted: FTP location of 'dmake v3.7' binary

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 06:17:36 UTC
From: lansd@dgp.toronto.edu
Message-ID: <92Jan9.011703est.144269@explorer.dgp.toronto.edu>
Source record: 227031

Would anyone happen to know where I may find a binary of dmake
v3.7? I've looked through all the Atari archives listed in my ftp list
by to no avail. Any pointers would be greatly appreciated. Thanks.

--> Rob Lansdale

188. Forsale: 1040ST, 30 Meg HD, mono

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 06:33:04 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1992Jan09.063304.7504@CS.ORST.EDU>
Source record: 227032

I need a new hard drive for my IBM clone :), so....

FOR SALE:

1040 ST w/ 2.5 Megs
Mono monitor
Megafile 30
Switchback

Everything for $450 /obo

I'd like to sell as a package, but will consider offers for individual
items.

If interested, please email to vovut@prism.cs.orst.edu.

189. for sale: 1040ST, 30 Meg HD, mono

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 06:38:16 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1992Jan09.063816.7657@CS.ORST.EDU>
Source record: 227033
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I need a new hard drive for my IBM clone :), so....

FOR SALE:

1040 ST w/ 2.5 Megs
Mono monitor
Megafile 30
Switchback

Everything for $450 /obo

I'd like to sell as a package, but will consider offers for individual items.

If interested, please email to vovut@prism.cs.orst.edu.

190. Re: What works with Mega STe?

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 07:39:33 UTC
From: arendi@loke.soo.dec.com
Message-ID: <1992Jan9.073933.7224@PA.dec.com>
Source record: 227035

Hi,
I own a STE and i have no problems with FALCON. Still though, i used to have
a problem when i had an extra diskdrive connected to the machine.
It's a roctec that took it's power from the joystick port, so i had to
disconnect it, then it worked. Maybe this will help??

Jack

191. Re: Word Perfect 5.1 on PC ditto

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 08:27:39 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <LAHTINEN.92Jan9092739@gideon.fmi.fi>
Source record: 227034

I have not tried it with Ditto but I know that there is something
wrong with WP 5.1 as it does not run under VP/ix (that is
dos-emulator under DOS). WP 5.0 works OK, so you should try it.
--
* *

Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi or
Finnish Meteorological Institute kimmo@field.fi
Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

192. Greg Pratt quits Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 08:52:02 UTC
From: steve@thelake.mn.org
Message-ID: <A377559081@thelake.mn.org>
Source record: 227036

Here is a transcript of an interactive conference Wednesday night
on GEnie.

==========
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are *official* information services of Atari Corporation.

To sign up for GEnie service, call (with modem) 800-638-8369. Upon
connection type HHH (RETURN after that). Wait for the U#= prompt.
Type XJM11877,GEnie and hit RETURN. The system will prompt you for your
information.
==========

January 8, 1992

<[Sysop] JEFF.W>
Bill Rehbock has a special announcement to share with us.

<[Bill@Atari] B.REHBOCK>
Thank you, Jeff.

Ahem... I have an official announcement to make. I will take a few
questions afterward.

Greg Pratt has taken a job with Creative Labs, the company that
produces "Sound Blaser Pro".

Everything is under control.

It was an offer that he could not refuse. It is a very amicable
parting, and we at Atari will be keeping in close touch with him. Don
Mandell will continue to supervise the sales organization. The
consolidation of the U.S. accounting with corporate (same as it was in
1985) had been planned with the assistance of Greg; marketing is being
handled by James Grunke, Art Morgan, and myself (working directly under
Sam Tramiel, as we have been). It will work out quite well, and we wish
the best of luck to Greg.

A complete press release will be uploaded by the end of the week.

(For those who aren't aware, Greg was the General Manager of Atari
U.S.)

<[Sysop] JEFF.W>
If anyone has any questions for Bill about this announcement, please
type /RAI to let me know.

<[John Cole] J.COLE18>
Bill, I really dont know how to take this news!

Since I am a User Group President, and currently trying to put together a new Dealership, I would like to know how this will effect our application and availabilty of prouduct to the US?

<[Bill@Atari] B.REHBOCK>
I assure you that it will not affect anything at all. We are in the process of interviewing people for developer support and marketing positions right now, building for a big 1992.

There definitely shouldn't be any product shortage problems, and there will be no problem signing up new dealerships. Don and Mike Groh have everything quite together on the sales side of things.

<NEVIN-S>
Hello Bill. This is very sad news...

I wondered if Atari will be looking for a new person to fill Greg's position, or if it will be filled by one of the Tramiels?

<[Bill@Atari] B.REHBOCK>
This actually had been planned for a little while now. We don't intend to replace him in the foreseeable future.

I guess our leaks are just stopped up better lately :-)

(Job 14)<NEVIN-S>
Thanks, Bill. No other questions.

<R.GRIFFITH10>
why does the TT High density drive format disks that aren't made for high density (no second notch) is there no checking mechanism? or is it just my system?

<[Bill@Atari] B.REHBOCK>
Well, this was supposed to pertain to Greg's departure but... just this one. :-)

I don't believe it is just your system. Atari owners are generally intelligent and know if the disk they are formatting is HD or not. If they wish to attempt to format disks at 11 sectors per track, with 82 tracks, we don't want to get in their way. :-)

Actually, I am pretty sure that the original design of the floppy stuff did not allow for the HD detect line. I could be mistaken, but I'm fairly sure that is the case.

<[What amazes] A.BAIER>
Why do people vanish as soon as something good starts to happen at ATARI? There must be brighter lights over the horizon.. I am not surprised at all..Greg has been doing some noticebly great things CEPS..Chicago Show..I guess that others in the computer industry recognize and reward greatness.

)<[Bill@Atari] B.REHBOCK>
The design of the marketing strategy build-up of 1991 was done by James Grunke, Art Morgan, and myself, under the blessing of Sam and Greg. I assure you that we are still here and these things are going to continue in a big way.

You will be seeing more advertising following the initial Music things that are happening, and Atari will become more visible in general as the year goes on.

<[Baaad Dot] D.A.BRUMLEVE>
Greg Pratt gave such a cute speech in Chicago. Will any of the promises and plans he discussed now become null and void? And if you are not going to replace him, who will give the next such speech?

<[Bill@Atari] B.REHBOCK>
The promises are happening, nothing is null & void. Depending on the issues being covered, I assure you that James, I, or Bob will always be in close contact with the users.

(James and I do a pretty good stand-up act :-)

<[JCD] MAG.SOFTWARE>
I'd first like to extend best wishes to Greg from all of us here at Magnum Technologies (formerly Magnum Software).

I think all of us here would like to know what type of advertising Atari plans to do this year. I have yet to see a TV commercial or hear a radio spot for Atari computers.

<[Bill@Atari] B.REHBOCK>
The majority of advertising will be print ad. We are considering putting together TV spots that would be placed locally, but I doubt that they would be launched before the fall buying season. We are finishing the first of the print stuff right now, and I hope to see it myself quite soon.

<[Brian] B.GOCKLEY>
Since Greg was theoretically pinch hitting for Alwin/Elie, it seems odd that little, if any, progress been made up till now on finding someone to relieve him?

I would think that Atari could really use someone powerful and dynamic at the helm (to match the sterling workers in the trenches) to work under/with/against/around the Tramiels. Or is the GM position just a figurehead? (And is there anyplace special we should keep an eye on where Atari will get more visible?)

<[Bill@Atari] B.REHBOCK>
As I have said, the progress that had been made _was_ a team effort - big time!

<[Jim] KC-IN-2000>
What do you mean by a big 1992 and where should we expect to see print ads?

<[Bill@Atari] B.REHBOCK>
The placement schedule is not finished being worked out yet. It will be where you'd expect them. (Music, DTP, etc.)

<DOUG.W>
It's been noted many times that the success of the non-U.S. subsidiaries is largely due to their "distance" from the Tramiels.

Based on these observations, won't this "combining" of Atari Corp. and Atari U.S. be detrimental to the success of Atari U.S.?

(BTW, I would *expect* print ads in Time, Business Week, Scientific American, etc.)

<[Bill@Atari] B.REHBOCK>
In 1985, when Atari had their big wind-up, U.S. & Corporate _were_ run as one. There were far fewer communication problems than there had been after they were separated. Phones and faxes make subsidiares suprising close! All product allocation, etc. for the world has always been done from here, so that has not been their biggest advantage.

(suprisingly)

<OFFY>
What Atari products will be addressed in these print ads? Is it Atari's hope to bring about increased hardware sales and software productivity to the U.S.? Finally, will these print ads be directed toward any new markets?

<[Bill@Atari] B.REHBOCK>
Yes, and yes.

<[Bill@Atari] B.REHBOCK>
Our definite intent will be to attract new users. Both from other platforms and those new to the computer buying market. (Education may play a large role also, dependent on how software accelerates.)

Thank you very much for your time, as I have said, this is not a big deal for us, and the plans and systems are in place (as are the plan-makers:-). Have a good evening!

<[Sysop] JEFF.W>
Please wish Greg Pratt success and good health in his new position. He's made a lot of friends in his tenure at Atari and he will be missed.

<[Bill@Atari] B.REHBOCK>
Thank you!

193. The Atari revolving door

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 08:56:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <52570@cup.portal.com>
Source record: 227039

The revolving door at Atari has reached higher than ever today...

Greg Pratt, who has been with Atari for years, and who has done a great deal in recent months to stablize the company, has left to join Creative Labs, producer of the Soundblaster board for IBM systems.

No one has been named to take his place, leaving (God help us all), Sam Tramiel to take over his duties as General Manager.

BobR

194. Revenge of the Mutant Camels (Was: Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 09:08:14 UTC
From: tony@mwuk.UUCP
Message-ID: <722@mwuk.UUCP>
Source record: 227037
Cross-posted to: comp.sys.atari.st,comp.sys.cbm

In article <1992Jan08.103719.2429@spc.nl> stefan@spc.nl (Stefan Posthuma) writes:
>
> I have the new shareware game by Minter, Revenge of the Mutant Camels. At
> least as good as the CBM64 original!

I had the C64 original, and always wondered what the title music was
called. I know it wasn't written specially, because I later saw the same
tune used in a repeat of "The Two Ronnies" TV show from the mid 1970s.
Does anyone know?

Tony
--
Tony Mountifield | Microware Systems (UK) Ltd.
INET: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
UUCP: ...!mcsun!uknet!mwuk!tony | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **
---

195. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 12:07:19 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4437@brahma.cs.hw.ac.uk>
Source record: 227045

In article <12338@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf RF) writes:
>On the subject of (PD) C compilers: does anyone know of a C
>compiler (PD or not PD) that is able to generate fully PC
>relative code? I would like to be able to move the program
>around in memory without having to do any relocation.

Good old Megamax C (not Laser C) did this. As a result the programs could not have any segments more than 32K. I'm pretty sure this was the case because the executables produced had no relocation tables.

>Richard Schaaf

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

196. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 12:29:20 UTC
From: bkr@drdhh.hanse.de
Message-ID: <1992Jan9.132920.22309@drdhh.hanse.de>
Source record: 226971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

mjl-b@minster.york.ac.uk writes:
>In article <F6TyDB2w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>>marco@sys6626.bison.mb.ca (Marco) writes:
>> [stuff deleted]
>You do it by intercepting the GEM TRAP vector and waiting for an
>fsel_input() AES call.

You should be aware that is one of TOS's major amusements to
throw you out of this vector again.
(after each TOS/TTP start, IMHO)

One solution to this is to intercept BIOS Setexc() too and watch
for trap#2 being changed.

-bkr
--
bkr@drdhh.hanse.de - Bjoern Kriews - Stormsweg 6 - D-2000 Hamburg 76 - FRG

197. Re: Atari TTM195 Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 13:22:10 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Jan9.132210.16707@philce.ce.philips.nl>
Source record: 227048

wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:

>In <1992Jan1.145028.17894@usenet.ins.cwru.edu>, Len Stys writes:

>> The 1280x960 resolution requires the TTM194 or I guess the new one--TTM195.
>You hit the nail. But other 19" or bigger monitors (e.g. EIZO 6500,
>Proscreen, NEC 5D) will fit as well.

Is it possible to use a 19" sun monitor as well? They are rated 1152*900
(at least that is how sun uses them). I believe they have an ECL
interface. (We do have an old unused SUN 3/50 around here...)

Any experiences/comments???
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

198. PD library query?

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 14:09:05 UTC
From: picosec@vax.oxford.ac.uk
Message-ID: <1992Jan9.140905.3691@vax.oxford.ac.uk>
Source record: 226958

I am a new user on the Net. I have an Atari ST and would like to get hold of any PD libraries available on the network. Can anyone tell me the addresses and how to order software?

Ian Harris. picosec@ox.vax

199. The Unnkulian Unventure Series: Infocom-Style Text Adventures for FTP

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 14:17:36 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jan9.141736.14098@wam.umd.edu>
Source record: 227043
Cross-posted to: rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.archives,comp.sys.ibm.pc.misc,comp.sys.atari.st,rec.games.programmer,rec.arts.int-fiction

[Note: those of you who already have Unnkulian Unventure II should get the newly-released version 2.0 of the game. It fixes lots of annoying bugs in earlier versions.

This article is posted periodically.

Archive site administrators: Please replace any older versions of the games you might have with the new ones if possible. Thanks!]

The Unnkulian Unventure Series
Interactive Fiction for the 90's

Remember the good old days, when adventure games challenged you with great puzzles and evocative descriptions without resorting to using any graphics at all? We really miss Infocom's emphasis on gameplay rather than glitz, so we've decided to write our own adventure games along the lines of those Infocoms we liked so much.

If you're looking for top-quality interactive fiction comparable to Infocom's commercial offerings, check out the Unnkulian Unventure series of games, shareware text adventures available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of Kuulest's slave, and must recover the Orb of Studosity from the evil Unnkulians. Kuulest, the old geezebag, has died and left you with nothing to go on but a cryptic message about saving the planet. You'll encounter amazing Acme products, the infamous Guardian, those witty creatures known as Drolls, a giant beaver, and even the Unnkulian Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure continues as you try to create some good press for yourself -- wouldn't want to fade into anonymous obscurity, now would you? Along the way, you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdhist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

The Unnkulian Unventure games have already gotten rave reviews from numerous Infocom addicts and other adventure game connoisseurs, so why

not give them a try?

The games are available for FTP:

PC and compatibles:
----

msdos.archive.umich.edu:

msdos/games/textadv/unnkul12.arc
msdos/games/textadv/unnk2v20.zip

NOTE: Newly uploaded files reside in msdos/UPLOADS.
Look there first for the latest version.

Mac:
---

mac.archive.umich.edu:

mac/games/adventure/unnkulian1.03.sit.hqx
mac/games/adventure/unnkuliantwo2.0.sit.hqx

Atari ST:
----

atari.archive.umich.edu:

atari/games/tads/unnkul12.arc
atari/games/tads/unnk2v20.arc

(Sorry, there's no Amiga or Unix version at the moment...)

Both games are shareware ($10 registration fee for each) -- registering
gets you maps and hints sheets from the authors. Support us and you'll
continue to see fun text adventures like these that fill the void left
by Infocom's disappearance.

Questions and comments are welcome!

Dave Baggett
dmb@wam.umd.edu

200. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 15:25:19 UTC
From: rws@dstos3.dsto.oz.au
Message-ID: <1992Jan9.092519.163771@dstos3.dsto.oz.au>
Source record: 227018

In article <64693@ut-emx.uucp>, arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:
> What is your single most favorite game for the ST? And why?
>
> Brett
> Arioch@ccwf.cc.utexas.edu

Speedball 2 - Without a doubt the best piece of games software to grace the ST.
Addictive, compelling, fast, it's better than most dedicated arcade machines.

Russell.

201. Re: RFI: Music Tutor Programs

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 16:48:08 UTC
From: bill@mwca.UUCP
Message-ID: <1954@mwca.UUCP>
Source record: 227049

In article <750123@hpsadlu5.sad.hp.com> smithj@hpsadlu5.sad.hp.com (Jim Smith) writes:
>Hi,
> I'm looking for "Music Tutor" software that would run on an ST, along the
>lines of the "Miracle Music Teaching System." I have a MIDI keyboard
>connected to my ST, and my 6-year-old is ready to begin learning the
>basics. Does anyone know of fun MIDI music educational software that would
>teach the basics of keyboard playing and sight reading, etc?

I would say this is _definitely_ an area (both ST and PC) where a lot of money
is to be made - the software with the Miracle System is quite good, but the
keyboard they force you to buy is lousy. If someone wrote equivalent software
but allowed you to use/buy your own MIDI keyboard I bet it'd sell very well.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

202. Re: Revenge of the Mutant Camels (Was: Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 17:30:13 UTC
From: pe@cam-orl.co.uk
Message-ID: <1992Jan9.173013.4434@cam-orl.co.uk>
Source record: 226965
Cross-posted to: comp.sys.atari.st,comp.sys.cbm

In article <722@mwuk.UUCP>, tony@mwuk.UUCP (Tony Mountifield) writes:
|> In article <1992Jan08.103719.2429@spc.nl> stefan@spc.nl (Stefan Posthuma) writes:
|> >
|> > I have the new shareware game by Minter, Revenge of the Mutant Camels. At
|> > least as good as the CBM64 original!
|>
|> I had the C64 original, and always wondered what the title music was
|> called. I know it wasn't written specially, because I later saw the same
|> tune used in a repeat of "The Two Ronnies" TV show from the mid 1970s.
|> Does anyone know?
|>

I believe it's called 'Egyptian Ballet' (or something similar), and is one of
the main reasons I bought a C64.

The only reason my 64 is used now is for playing REVS...

Phil (Geoff is God) Elwell

203. Re: gcc and g++: How do you set it up??

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 17:38:59 UTC
From: michaels@hathi.informatik.rwth-aachen.de
Message-ID: <michaels.694978739@hathi>
Source record: 227046

bmw@swanee.ee.uwa.oz.au (Robert Woodcock) writes:

>I would like to set up a complete gcc, g++ package on my ST. I have a MEGA4
>with 48 Meg harddrive which should be more than sufficient to run them both.
>Could someone please let me know which files, libraries etc I need and how
>I would go about arranging this on my system.

Sounds like a good hardware basis to install GCC. Since I have already
got some requests of this type, I have made a complete doc while
installing GCC on my computer. It can be obtained via anonymous FTP:

Server: Tupac-Amaru.Informatik.RWTH-Aachen.DE
File: /pub/atari/gnu/installing

The file describes how I installed GCC, G++, gnumake and some other
utilities. The files needed are on that server, but these are the same
as those found on atari.archive.umich.edu (and probably other sites), so
you should get the GCC distribution from the nearest possible site.

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany +49 0241 876165
michaels@messua.informatik.rwth-aachen.de
IRC: ms on +atari or Errol

204. funky{screen hack wanted

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 17:54:40 UTC
From: steiner@uoftcse.cse.utoledo.edu
Message-ID: <1992Jan9.125440.5740@uoft02.utoledo.edu>
Source record: 226967

{i'm looking for a program i heard about a while ago that rotates the
screen 90degrees so GEM programs can have something approaching a page
display. program name and ftp site would be appreciated (is not for me
my dad's been wanting to do this for a while...he's a real good one for
squeezing as much out of his hardware as possible.)

looking for something cheap to get rid of this line noise,
van

"Jesus loves you. Everyone else thinks you're a jerk"

205. Re: STBook (Notebook computer)

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 18:17:53 UTC
From: trh@atari.uucp
Message-ID: <1992Jan9.181753.13799@atari.uucp>
Source record: 226956

johnr@cged.co.uk (John Richards) writes:

> ...But I have an application running on my Mega ST which
>uses the cartridge slot. It uses a cartridge as a 'dongle' - a security
>device. I assume I won't be able to run this application on the STBook -
>can anyone confirm this will be the case?
>--
> John Richards

Not true, actually; the expansion port includes _*ALL*_ of the
cratridge port signals (I should know; I designed it). An enterprising third
party (I'll tell you who as soon as Bill Rehbock tells me) will make a small
convertor consisting of two (2) connectors and a PC board (and plastic, I
assume). I _have_ built a hack which does this for testing purposes, and it
works fine.

The reason we (Atari) aren't doing it is that, after all of the
documentation, tooling, assembly, etc we would have to do, we would end up
having to charge far too much. It makes a near-ideal small third-party product.

Incidently, we _*STRONGLY*_ recommend that future software products
use the industry-standard _PARALLEL PORT_ dongles, which would save you having
to re-invent security algorithms, etc. Using the cartridge port for such
things is not a particularly good engineering practice, and forces us to
maintain an "old-technology" port for a long time.

TRH

206. atari 520st-fm for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 18:23:10 UTC
From: lee_js@mscf.med.upenn.edu
Message-ID: <1992Jan9.132310.1@mscf.med.upenn.edu>
Source record: 226952

hi,

i have an atari 520 st-fm for sale
(built-in drive, midi, printer/modem ports, etc)
included is the atari hi-res mono monitor and
an indus gt100x 720k floppy drive.
other stuff includes manuals, mouse, and microsoft write.

i hope to get around $400 for the system.

please email offers to
lee_js@a1.mscf.upenn.edu

or call 215-573-4071 and ask for jason.

thanks!

207. Re: What works with Mega STe?

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 18:24:52 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Jan9.182452.12057@galileo.cc.rochester.edu>
Source record: 227050

In article <1992Jan9.073933.7224@PA.dec.com> arendi@loke.soo.dec.com writes:
>
> Hi,
> I own a STE and i have no problems with FALCON. Still though, i used to have
> a problem when i had an extra diskdrive connected to the machine.
> It's a roctec that took it's power from the joystick port, so i had to
> disconnect it, then it worked. Maybe this will help??
>
>
> Jack

I had the same problem before but I put the 2nd disk into the second drive and it work fine. Unless the 2nd drive is a 5 1/4' then it has to be disconnected.

...
Ling Cherd

208. Re: Populace help (was Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 18:31:49 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan9.133149.2746@mailer.cc.fsu.edu>
Source record: 226953

In article <1992Jan8.014029.2563@milton.u.washington.edu>, iho@cac.washington.edu writes:
>boyd@sigma.cs.fsu.edu (Mickey Boyd) writes:
>> arioch@ccwf.cc.utexas.edu (Brett Hurt) writes:
>> >What is your single most favorite game for the ST? And why?
>
>> Hmmm, I guess I would have to say that Populous has eaten up more of my time
>> than any other. [etc.]
>
>I've gotten to the mid 100's and can't seem to beat the computer any more.
>Any clues on how to do better?
>

Well, some small hints that immediately pop to mind are:

make use of the pause icon often
put the information shield on the enemy leader, and check his
position often
Knights are really only useful when you are kicking the shit out
of the enemy (and want some burning buildings to look at).
As strong leader is just as good in a fight, and can be
positionally controlled with the ankh statue.
It is important in the later games to constantly pester the enemy
with small disasters, to restrict his power growth. If you
do not, you will find yourself besieged with volcanos, swamps,
etc.
The quickest way to recover from a volcano in your territory is to
earthquake it.
For "build on people" worlds, get some energy together, stick your
ankh in enemy territory, and raise huge mountains when the
leader shows up. Kind of like "super volcanos".

One big help is to develop the "fast" method of flattening land. Pull up a
point twice, then lower it once. This will flatten four squares at once
(at the cost of more energy). Often getting flat land is more important than
conserving energy. This techique works in reverse for lowering land.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

209. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 18:54:33 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A2693@UN.maus.de>
Source record: 226951

In <zrnkn01.694620022@convex> <zrnkn01@convex.zdv.uni-tuebingen.de>
(Ph. Knirsch) writes:

>Sorry, Chris, but i never worked with MinT, because with only one megabyte
>it's just a bit difficult. But the idea for a additional Spectre or
>Mac-driver isn't bad. But as you know, those discs you write with normal
>Atari-drives aren't Mac-readabel. So i perhaps first do the AmigaFS, because
>it's the one i know and i have lots of information about.

Are you sure the 1772 FDC can read amiga discs?
As far as I know, the amiga floppy hardware can read IBM/Atari discs,
but not vice versa!

Bye
Martin (Martin_Koehling@un.maus.de)

210. Re: Greg Pratt quits Atari Corp.

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 19:52:48 UTC
From: ritz@msb.com
Message-ID: <1992Jan9.195248.19654@msb.com>
Source record: 226955

In article <A377559081@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>Here is a transcript of an interactive conference Wednesday night
>on GEnie.
> <[Bill@Atari] B.REHBOCK>
>Thank you, Jeff.
>
>Ahem... I have an official announcement to make. I will take a few
>questions afterward.
>
>Greg Pratt has taken a job with Creative Labs, the company that
>produces "Sound Blaser Pro".
>
>Everything is under control.
>
>It was an offer that he could not refuse. It is a very amicable
[rest deleted for brevity]

What a surprise? He leaves a company with an eroding market share and
well-known managerial problems for a company with a great market share
(and still rising quickly) and business foresight. More power to him.

Cheers,

Chris
--
-----------------------------------+---
Chris Mauritz |Meetpoint Station BBS - Public Access Unix
ritz@msb.com |(718)899-0662 v.32/v.32bis/v.42bis 9600b
Copyright (C) 1991 |Join us...We're friendly dammit! :-)

211. need PD midi sysex tool

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 20:56:56 UTC
From: maxn@intermec.com
Message-ID: <1713@intermec.UUCP>
Source record: 226960

I am looking for a PD or inexpensive tool for the ST
to transfer midi sysex dumps from my Quadraverb GT.
Is there somthing generic out there for just program
dumps from a unit to disk and back?

Also am looking for PD or inexpensive keyboard tutor
program (ie interval trainer ear trainer almost anything)

Thank You
Max Newman
maxn@intermec.com

--
uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
Trust in your calling, make sure your calling is true

212. letter invaders game recently posted to comp.sources.unix

Newsgroup: comp.sys.atari.st
Date: 1992-01-09 22:10:52 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <4097@tekig7.MAP.TEK.COM>
Source record: 226954

Letters, the "Letter Invader Game", was recently posted to comp.sources.unix.
It's got Amiga ifdefs in it, but I don't know how to go about porting it to
an ST. (I've got a compiler, but no termcap library, and very little
experience actually programming the ST.)

Has anybody tried porting it? Or has the original PC version already
been ported to the ST? For information, here's a summary from what the
author posted:

```
-From: lm03_cif@uhura.cc.rochester.edu (Larry Moss)
-Newsgroups: comp.sources.unix
-Subject: v25i090: letters - game to improve typing skills
-Posting-Number: Volume 25, Issue 90
-Archive-Name: letters
-
-Here is "letters", the "Letter Invader" game. It is pretty cute. It is less
-stressful than Tetris, but it might be a good diversion while waiting
-for something to compile.
-
-Abstract (lifted from the man page):
-
- Letters is based on Letter Invaders which was around in the
- PC environment several years ago. It in turn was based on
- the popular arcade style game, Space Invaders. For those
- not familiar with Space Invaders (please let me know if
- you're one of these people and let me know what planet
- you've been living on :-) the idea is to blast aliens out of
- the sky as they attempt to land on and "kill" you. Since
- this is a game to improve typing skills, the aliens are
- words selected randomly from the dictionary. You blast the
- aliens out of the sky by typing them correctly.
```

George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
OR georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
OR tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

213. WILL MY COMMODORE MONITOR WORK WITH 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 01:46:40 UTC
From: tominatr@ac.dal.ca
Message-ID: <1992Jan9.214640.2824@ac.dal.ca>
Source record: 226963

Will my Commodore 1084S monitor work with an Atari 1040ST?

E-mail to TOMINATR@AC.DAL.CA

- Tom N.

214. Neodesk 3.02 printspooler

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 02:33:10 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Jan10.023310.14344@usenet.ins.cwru.edu>
Source record: 226957

I recently upgraded Neodesk 3.01 to 3.02 using the update
on terminator.cc.umich.edu, and now the print spooler doesn't
work. Is there a fix for this?

215. Re: History of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 02:49:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52593@cup.portal.com>
Source record: 226964

I've seen those too. Matter of fact I have a non-working one floating around. I'm not sure they were 1st as a cartridge game. I remember they came out as a built in option in Magnavox TV(s). I really thought they came out with the consol after everyone else did. Used an 8048 processor BTW. You could be right.

216. Conference on Free-net

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 04:18:23 UTC
From: wilsont@prism.CS.ORST.EDU
Message-ID: <1992Jan10.041823.9336@CS.ORST.EDU>
Source record: 226959

Is there still an atari conference on free-net, I heard about it long ago, but i can't remember when it was (each week if i remember)

thanks for the info.

Timothy Wilson
wilsont@prism.cs.orst.edu

when in doubt, chicken out

217. STBook (Notebook computer)

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 05:53:32 UTC
From: Stefan_Rupp@ac2.maus.de
Message-ID: <A14856@AC2.maus.de>
Source record: 226961

Hi,

Robert Delius Royar wrote:
>Can someone give some details about the (long awaited) STBook? Specifically,
> 1. What comparison to ST/STE/MEGA (is it one or the other?)?

You can compare it to a "normal" ST with 8 MHz, but the latest TOS-Release
(2.06).

> 2. What internal storage media (floppy/hd)?

40 MB IDE-HD, No Floppy, but Atari will release an external drive to connect
with the STbook.

> 3. What kind of screen refresh slow/medium/fast?

Dunno. The LCD-Display is non-comparable to a "normal" screen.

> 4. What expandability (I know there is a (kind of) direct
> line to the CPU to replace the old cartridge slot, but
> what else?

There is a serial and a parallel port, the DMA port and the two MIDI ports.
There is an extended Mega-Bus on the left side, like the Cardridge-port on
the ST. Finally, there is space left for later expansions like an inbuilt
Modem.

> 5. What memory configurations and how is memory added?

1 MB, but i have heard of a 4 MB-STbook.

> 6. What TOS level does it run?

TOS Release 2.06, the latest release with the new Desktop.

> 7. Has anyone seen one of these yet?

Nope, just at the Atari-Show at Duesseldorf, Germany in October 91.

> 8. Where can I find a complete review?

In the German magazines "ST Magazin" and "ST Computer".

Ciao,
struppi

218. Is there a FAQL someone could mail me?

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 06:42:38 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9201092242.aa13311@Bonnie.ics.uci.edu>
Source record: 226946

```
Is there a frequently asked questions list with things like where
the FTP sites are such that someone could mail me?
I'd rather not wait till it's posted again.

thanx in advance,
Eric Hohnbaum
```

219. PC Ditto II and Mega ST. HELP!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 07:33:03 UTC
From: i9853100@uavax0.ccit.arizona.edu
Message-ID: <1992Jan10.003303.1@uavax0.ccit.arizona.edu>
Source record: 226966
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a PC Ditto II doard that works fine on My 1040 ST, but does not
work properly on my Mega ST. I am sure that it was connected properly to the
Mega. It would boot DOS and then would always crash very shortly thereafter.
Later, I noticed that If I try to turn on the Blitter from the desktop (
before even running the PC ditto software) the computer instantly hangs.
If I disconnect the PC Ditto, things are normal.
Does anybody have any ideas as to what the problem is? Was the PC Ditto II
known to have problems with the Megas? I am not sure if the board has the
updated PALs or not. Does anybody know the part numbers of the replacements>
Any help would be appreciated!

Doug Tarico
I9853100@ccit.arizona.edu

220. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 07:34:23 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1068@ehviea.ine.philips.nl>
Source record: 226969

In article <4437@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
|In article <12338@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf RF) writes:
|>On the subject of (PD) C compilers: does anyone know of a C
|>compiler (PD or not PD) that is able to generate fully PC
|>relative code? I would like to be able to move the program
|>around in memory without having to do any relocation.
|
|Good old Megamax C (not Laser C) did this. As a result the programs could not
|have any segments more than 32K. I'm pretty sure this was the case because the
|executables produced had no relocation tables.

Shouldn't this be: ... any segments more than 64K ... ? Most 68000 C
compilers will use 16 bit address register relative addressing in this
case, and 16 bits --> 64K (one of them being Lattice C, if I remember
correctly).

Leo.

221. Mint problem with cursor- and functionkeys

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 09:36:50 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Jan10103647@fysaq.fys.ruu.nl>
Source record: 226968

Hello,

it seems that a simple read() from within mint cannot read function
keys, cursor keys, or ALT-key combinarions. They all return 0.

Can theys keys not be recognized at all in a neat way by Mint or is
there something else I can do?

Thanks in advance,
--
____
Peter Mutsaers. RUU physics dept. Heidelberglaan 5, Utrecht, Nederland
muts@fysap.fys.ruu.nl |==
tel: (+31)-(0)30-533880 | Memento Mori

222. Re: Populace help (was Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 10:05:46 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4444@brahma.cs.hw.ac.uk>
Source record: 226981

In article <1992Jan8.014029.2563@milton.u.washington.edu>
iho@cac.washington.edu writes WRT Populous:
>I've gotten to the mid 100's and can't seem to beat the computer any more.
>Any clues on how to do better?

Dunno? I think the game is unfair. When water is harmful, ie. prolonged
exposure causes death, and there is a flood the computer just scans the map
array and instantly puts a small piece of land under as many of its people
that it has energy/mana to do so. No human player could do that.

>Il Hwan Oh
>Univ. of Washington, Tacoma
>iho@cac.washington.edu

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

223. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 10:35:23 UTC
From: s_grunwa@irau31.ira.uka.de
Message-ID: <kmqtnblNNmou@iraul1.ira.uka.de>
Source record: 226972

It is not impossible to make a cross compiler for intel
CPU's, when self modifying code is not used. There is a
packet called XDOS running under UNIX, which analyses the program
and creates a UNIX (680x0, ?) runable version. But there is a
runtime package and a compile package.
The compiler does a full dataflowanalyses using several HOURS on
a SUN. Fortunately this us to be done only once. From the analyse
results the compiler builds the UNIX code.
How they handle grafics . ?????????
I think there is a big optimizer included.

But this is just science fiction for most of us, since a PC is much
cheaper than the software.

Knut Grunwald

224. I'm searching for SIGNUM-CharSets for 9-needle-printer ! ! !

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 10:50:03 UTC
From: q84054@pbhrzx.uni-paderborn.de
Message-ID: <q84054.695040603@pbhrzx.uni-paderborn.de>
Source record: 226970

```
If you have some , post or send email q84054@pbhrzx.uni-paderborn.de
Thank you !
Bye !
Bjoern Sigurd K.
```

225. Re: ST/UNIX compatible LHARCs

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 11:41:40 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992Jan10.114140.3860@infoserver.th-darmstadt.de>
Source record: 226973

fox@VULCAN.NOARL.NAVY.MIL (Dan Fox) writes:
>
> At the risk of starting another archive-method holy war, can anyone
> point me to a Unix (Sun specific would be fine) lharc version which
> can unpack the newer files that are showing up at atari.archive?
> I prefer to unpack files initially on the Sun at work, check out the
> README's etc, before taking the archives home but many of the new files
> produce errors along the line of: "sorry - cannot extract this method".
>

I think the files that are not extractable with older versions of
lharc are compressed with method -lh5-, which was introduced in lharc
version 2.0 and above. There is a mini version of lharc which can handle
-lh0- (stored) and -lh5- but not -lh1-, that is written in ANSI-C (I think).

It is called AR and propably available somewhere. If someone doesn't find
it anywhere I might send it to you.

Alexander Lehmann

226. Re: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 12:04:43 UTC
From: jonc@status.gen.nz
Message-ID: <keZceB1w164w@status.gen.nz>
Source record: 226976

apratt@atari.uucp (Allan Pratt) writes:

> >The "Mercury" UUCICO has been under constant development, is now at version
> >3.21 and runs just fine at 19200 baud via a T2500 or via a direct serial
> >line. Seems to be hard to beat in C.
>
> That's not the point. The point is that UUCICO is (well, was) written GFA
> BASIC, and GFA BASIC doesn't work in a lot of environments that people use:
> MiNT, TT RAM, etc.
>
> To be fair, OLDER VERSIONS of GFA BASIC suffer from this, but that includes
> the version that UUCICO for Mercury was compiled with, last I saw. I don't

How about doing me a favour Chaps?? Can you poST Hermes and Mercury to
the Atari RT on GEnie for ME??? I am sure there are alot of user out htere
that would love to have a look at the various nets worldwide and these two
programs are not availible on GEnie at the moment..

Thanks in advance ...

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

227. Re: Specification for OMTI 5400 needed

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 12:06:01 UTC
From: jonc@status.gen.nz
Message-ID: <qgZceB2w164w@status.gen.nz>
Source record: 226977

hschs91om@ap06.rz.tu-harburg.de (Ole Marienhagen - 04121/91726) writes:

> I've the problem, that i want to connect an old MFM harddrive with the
> OMTI 5400 and an ICD-hostadapter to my ATARI ST. The original ICD-Software

Have you tried to use the OMTI 5520 at all..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

228. Re: At-Speed

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 12:44:29 UTC
From: mjw@crosfield.co.uk
Message-ID: <12440@suns4.crosfield.co.uk>
Source record: 226974

In article <1991Dec31.031649.743@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>>
>>If TC Power is a sparate product does it work well as an extended menory manager?

>As for TC Power...I never knew that as part of the ATSpeed package. I
>thought it was mostly for Super Charger...but I could be wrong about that.
>In any event, I've got 2.5 meg in my ST and I use extended memory with
>ATSpeed...via Windows 3.x. I should say, however, that
>I've never really tried to use expanded memory... There are software
>expanded memory emulators, but I understand they are slow.

The play I had with TC power with PC speed did show up a few problems.

TC power allows you to configure memory or disk space on an AT as extended memory for the PC.
However when using PC speed the only way to get TC power to recognise your extra ST memory is to make it into a RAM disk and allocate this as a disk to use as extended memory with TC power. THIS MEANS that you cannot allocate another disk to TC power for more 'slow' disk extended memory so if you want more memory that you have you can't have some in real memory and some on disk.
With regard to the use of TC power with AT speed the AT should have the ability to address the additional memory dirrectly but I know that the instructions which go with supercharger tell you to configure a ram disk and use it as described above.
I suggest that when you buy TC power you make sure that it allows you to use BOTH your memory and disk at the same time with an AT speed.

P.S. I agree with the 'go for it' attitude, PC speed is fantastic value for money and is a very good PC clone, if you must run windows the go for AT speed (even a 16MHz version if you can afford it)

Mike Wilsher

229. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 14:56:22 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jan10.145622.8488@wam.umd.edu>
Source record: 226975

In article <1068@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:
>In article <4437@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>|Good old Megamax C (not Laser C) did this. As a result the programs could not
>|have any segments more than 32K. I'm pretty sure this was the case because the
>|executables produced had no relocation tables.
>
>Shouldn't this be: ... any segments more than 64K ... ? Most 68000 C
>compilers will use 16 bit address register relative addressing in this
>case, and 16 bits --> 64K (one of them being Lattice C, if I remember
>correctly).

Yeah, but offsets are relative, so you need a sign bit.

Dave Baggett
dmb@wam.umd.edu

230. Re: RFI: Music Tutor Programs

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 16:00:08 UTC
From: X049BC@tamvm1.tamu.edu
Message-ID: <92010.36008.X049BC@tamvm1.tamu.edu>
Source record: 226978

---------- Original Article ----------
A company called MIDI-Mouse produced a whole series (Chord Wizard, Note Wizard, Scale Wizard) that I bought and am quite happy with. My local dealer got them for me no problem.
(As to how my playing's going, I dropped the keyboard and took up French Horn, since I played one in school. I hope to get back, though. My main dissatisfaction was with my tiny Casio keyboard. Another example of going cheap ruining the whole deal!)
Bill

231. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 16:19:07 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jan10.161907.9497@wam.umd.edu>
Source record: 226979

In article <1992Jan10.145622.8488@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>Shouldn't this be: ... any segments more than 64K ... ? Most 68000 C
>>compilers will use 16 bit address register relative addressing in this
>>case, and 16 bits --> 64K (one of them being Lattice C, if I remember
>>correctly).
>
>Yeah, but offsets are relative, so you need a sign bit.
>
>Dave Baggett
>dmb@wam.umd.edu

I suppose I should really qualify that: It seems like Megamax C
could have been made to handle 64K segments, but they _chose_ to
restrict segements to 32K. It's all because the Megamax compiler was
ported from the Macintosh, which has such restrictions for other
reasons.

Dave Baggett
dmb@wam.umd.edu

232. Re: Revenge of the Mutant Camels (Was: Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 16:34:41 UTC
From: nugget@genesis.nred.ma.us
Message-ID: <92011010451@genesis.nred.ma.us>
Source record: 226996
Cross-posted to: comp.sys.atari.st,comp.sys.cbm

In article <1992Jan9.173013.4434@cam-orl.co.uk> pe@cam-orl.co.uk (Philip Elwell) writes:
>In article <722@mwuk.UUCP>, tony@mwuk.UUCP (Tony Mountifield) writes:
>|> In article <1992Jan08.103719.2429@spc.nl> stefan@spc.nl (Stefan Posthuma) writes:
>|> >
>|> > I have the new shareware game by Minter, Revenge of the Mutant Camels. At
>|> > least as good as the CBM64 original!
>|>
>|> I had the C64 original, and always wondered what the title music was
>|> called. I know it wasn't written specially, because I later saw the same
>|> tune used in a repeat of "The Two Ronnies" TV show from the mid 1970s.
>|> Does anyone know?
>|>
>
>I believe it's called 'Egyptian Ballet' (or something similar), and is one of
>the main reasons I bought a C64.
>
>The only reason my 64 is used now is for playing REVS...
>
>Phil (Geoff is God) Elwell
>

Can you get anywhere in Revs? I have REVS + and it is HARD! Any tips?????

THe docs are also very complicated...hmmm, I think I better find them
for the keyboard layout...

Anyway, Attack of the Mutant camels was okay... But, the main reason
I bought my c64 was when my friend showed me Ghostbusters, Ways of the Exploding
Fist, and James Bond...I was sold!!!!!! (Beach Head II, another great one!)

233. Hard Drive Backup

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 16:53:29 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <kmrjs9INNd0l@matt.ksu.ksu.edu>
Source record: 226980

Help!!!! My hard drive has gotten a few flaky spots on it and is in need of reformatting, but I have no backup software. Can anyone recommend any to me? I'd prefer PD, available through ftp; but will take recommendations on any and all software available. If it makes a difference I'm using a homebrew hard drive with an ICD Host Adaptor and a Maxtor LX-90 hard drive. I've tried using the ICD utilities shipped with the adaptor to rebuild the partitions (after shuffling all the data from one partition to another) but it gets so far and then stops and gives an error of sense code $FF then suggests reformatting. Any and all help will be greatly appreciated.

--
Ray Cole | raycole@matt.ksu.ksu.edu
Computer Consultant | This space for rent or hire
Manhattan KS USA | Make an offer

234. Lynx for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 18:05:15 UTC
From: ez000942@othello.ucdavis.edu
Message-ID: <16757@aggie.ucdavis.edu>
Source record: 226982

I know this isn't the appropiate, but if there's anyone out there
who wants a Lynx, I have one for sale..

Lynx with Klax and Ms. Pac Man: $80 obo

mail to ez000942@othello.ucdavis.edu

235. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 18:40:38 UTC
From: Peter.Kocourek@p17.f301.n282.z2.fidonet.org
Message-ID: <fido_2_282/301.17_296ddb44@linn.fidonet.org>
Source record: 226860

In a message of <02 Jan 92 17:48:23>, marco@sys6626.bison.mb.ca (Marco)
(2:320/100.1) writes:

m(> Well, as you say you could use evnt_keybd() to do this from an ACC. To
m(> do this from an AUTO program, would, I beleive require you to
m(> intercept the TAB keypress.This would prevent the TAB from getting to

That won't work, I'm afraid. The result of an evnt_keybd() only gets passed
along to the application that owns the currently open topmost window. An
accessory slumbering in the background never notices this. You can however do
an evnt_multi with a timer of period of 250 milliseconds, and then check the
flags for the control/alternate/shift keys, but you still won't get any
information about "real" keys pressed.

YHS:QSI!
--- *** WARNING: NEW ADDRESS! ****
Peter.Kocourek@p17.f301.n282.z2.fidonet.org
or Peter.Kocourek@p17.f301.n282.z2.linn.gna.tfd.com

236. Cheetah3 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 18:56:00 UTC
From: maf4003@rigel.tamu.edu
Message-ID: <10JAN199213562487@rigel.tamu.edu>
Source record: 226983

Hi folks, I have a problem. I've used Cheetah 3 extensively for a while now without any problems but recently something has gone wrong. When I create a folder in a hard drive partition with Cheetah 3 then copy files into it with Cheetah everything seems okay....until I exit to desktop and try to access the files that I just copied. The folder shows up but when I open it it is empty and I can't delete the folder from desktop. I have to go back into Cheetah which shows all of the files that I had copied to into the folder! Then I can delete the folder from Cheetah. Wot's the danged deal?!?!!?
BTW: I'm using a 520stfm w/ 2.5megs and a supra 48meg hard-drive.

Michael Fitch
maf4003@zeus.tamu.edu

237. Parting out Mega 4

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 19:58:48 UTC
From: ericth@i88.isc.com
Message-ID: <1992Jan10.195848.25558@i88.isc.com>
Source record: 226984

Posted for a friend...

Atari Mega 4 ST/mouse/pad $750
Megafile 30MB hard drive 250
SM124 HiRes Mono Monitor 100
SF314 3.5" floppy 75
SLM804 Laser Printer 575
(needs Drum Replacement Kit, $200)

Software
Pagestream 1.8 $ 50
1st Word Plus 25
Turbo ST accelerator 15
Diamondback II 25
Cardfile 3 25
Universal Item Selector 25
Thunder spell checker 25
DEGAS paint program 10
Touch Up graphics program 25
Scan Art clip art program 25
Data Manager ST 25

and more...!

Package Price: $1500

Call Darryl Hedges (708) 369-3656

238. Re: Conference on Free-net

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 20:18:18 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92010.151818JJL101@psuvm.psu.edu>
Source record: 226987

```
Yes, VERY soon, we will be conducting regular freenet-conferences!
Watch this space for further info in the near future!
------------------
J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
```

239. Re: letter invaders game recently posted to comp.sources.unix

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 21:01:56 UTC
From: flinn@cs.ubc.ca
Message-ID: <1992Jan10.210156.10119@cs.ubc.ca>
Source record: 226985

In article <4097@tekig7.MAP.TEK.COM>, georgew@tekig1.PEN.TEK.COM (George Walker) writes:
|> Letters, the "Letter Invader Game", was recently posted to comp.sources.unix.
|> It's got Amiga ifdefs in it, but I don't know how to go about porting it to
|> an ST. (I've got a compiler, but no termcap library, and very little
|> experience actually programming the ST.)
|>
|> Has anybody tried porting it? Or has the original PC version already
|> been ported to the ST? For information, here's a summary from what the

I have an almost working version, if you're interested. I liked the game
a whole lot, so I started with the Unix source and just did what was necessary
to make it work. I stripped out all the term cap stuff and just replaced it
with simple xbios stuff (Cconin (or some such thing) etc.) The version I
started with recorded the highest score for each user on the system. I
replaced this by the usual prompt for the name of whoever just got a new
high score. The version I have also makes sure two words don't overlap on
the same line. Finally, my hard drive died long ago, so I work from floppies
and ram disks. The original source fetched words from the dictionary one
at a time which is fine from a ram disk but completely unplayable from
floppy. So I fixed it to pre-fetch enough words for the current level, causing
the game to make a longer pause at the beginning of each new level.

The main problem is that when launched from the desktop, one has to type the
first word a couple of times before characters start to register. After that
it works fine. The problem is surely a simple one, but I really didn't want
to spend much time on it. When launched from a shell, everything is fine.

Anyway, if you want it, such as it is, let me know.

Cheers,
--
Scott Flinn
Department of Computer Science flinn@cs.ubc.ca
The University of British Columbia (604)822-8572

240. Re: STBook (Notebook computer)

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 21:24:19 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.14@sofus.dhhalden.no>
Source record: 226986

In article <A14856@AC2.maus.de> Stefan_Rupp@ac2.maus.de (Stefan Rupp) writes:

[stuff about the Book deleted]

>> 5. What memory configurations and how is memory added?

>1 MB, but i have heard of a 4 MB-STbook.

Z-Net Online Magazine reported that the 1 megs were dropped, only 4 megs
will be made. Some 1 meg test machines are around.

>> 6. What TOS level does it run?

>TOS Release 2.06, the latest release with the new Desktop.

>> 7. Has anyone seen one of these yet?

>Nope, just at the Atari-Show at Duesseldorf, Germany in October 91.

>> 8. Where can I find a complete review?

>In the German magazines "ST Magazin" and "ST Computer".

>Ciao,
> struppi

Spidey

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

241. Atari MegaST4 computer forsale, $550

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 22:27:43 UTC
From: stevela@beach.csulb.edu
Message-ID: <STEVELA.92Jan10142737@beach.csulb.edu>
Source record: 226988
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,ba.market.computers

```
Atari Mega4 ST Computer with accessories
* Jin mouse
* Kraft Joystick (brand new)
* Stereo sound board installed
* Dual OS on ROMs with indicator
* front reset button
* Keyboard

The system is in perfect condition. I am asking $550 for the system and I will
pay for shipping fee (UPS Insured). Send me email if you are interested...

Thanks,
-Steve
```

242. Re: Cheetah3 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 22:56:07 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jan10.225607.8090@tdb.uu.se>
Source record: 226992

maf4003@rigel.tamu.edu (Startled Squid, esq.) writes:
: [stuff deleted]
: When I
: create a folder in a hard drive partition with Cheetah 3 then copy files
: into it with Cheetah everything seems okay....until I exit to desktop and
: try to access the files that I just copied. The folder shows up but when I
: open it it is empty and I can't delete the folder from desktop.
: [stuff deleted]

The problem is that Cheetah (among others) doesn't notify the OS of the changes it has made to the file-system so that when you exit from Cheetah the desktop can't see you have changed anything. The best thing for you to do to avoid trouble (and man, you can have REAL trouble if you try to write to the disk when the OS isn't "up to date") is to set "Reset at exit". That way you won't forget about it. It's the same with most older software that doesn't use the OS as intended. The only "low level" disk-mess-about program I know of that correctly updates the OS is Check-Disk from Atari.

*** | Daniel Eriksson - Delta Force | m91der@bellatrix.tdb.uu.se |
*** | Uppsala University/Sweden | IRC: DanielDF |
*** |------------------------------| Voice: +46 18 370024 |
* * * | "Fighting for peace is like | Voice weekends: +46 26 72901 |
* * * | fucking for virginity!" | Fidonet: 2:205/218 (T.A.R) |

243. What works with Mega STe?

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 23:38:49 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan10.233849.2096@mnemosyne.cs.du.edu>
Source record: 226990

> Hi,
> I own a STE and i have no problems with FALCON. Still though, i used to have
> a problem when i had an extra diskdrive connected to the machine.
> It's a roctec that took it's power from the joystick port, so i had to
> disconnect it, then it worked. Maybe this will help??
>
>
> Jack

Really?? Hmmm. This is interesting. What STe do you have (512K or 1MB)? What version of TOS? I assume you mean that it doesn't work if you have a hard drive hooked up? Is it alright to have a second floppy drive hooked up?

When you encountered your problems with it, what happened? As I said, when the dealer tried it on a 1040STe, which I'm pretty sure just had the internal floppy drive, it basically crashed when it prompted for the next disk to be inserted. He put in the second disk, clicked on OK, and it just came back with the prompt, and the disk drive light stayed on. One of the guys there WAS able to get it to run successfully (partially) on the Mega STe they had. They couldn't get it to boot from the floppy. They tried to run it from the desktop out of the AUTO folder. This only got so far, and then it crashed. I forget whether the guy said it actually loaded the second disk, and crashed during gameplay, or not.

The Mega STe they have at the store is a Mega 4/50, with internal hard drive, the kind that comes with most Mega STe's. I have a Mega 1 STe, so I don't have a hard drive yet. The next upgrade I will make to my system will be hard drive though.

In any case this was a disappointment. I have heard such good things about Falcon.

I've tried mailing to you, but it keeps bouncing. I read a post by someone else who said that when they just put the 2nd disk in the 2nd drive it worked. He said he had similar problems as the dealer was having (I think), before he found out how to do it. The problem I would have if this were the only way to run it is that I have only one floppy drive, and no hard drive.

I am still not quite clear on what needs to be done in order to get Falcon to run on my system. Do I need two floppy drives? Do I need a particular version of TOS (I have 2.05)? How much memory is needed? I have one Meg. and one double-sided drive.

Thanks guys!

```
|Mark Miller, computer science |"I was just thinking of the immortal words |
|major at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
| / Atari friend! ||| |"If we do not succeed, we run the risk of |
| \/ --- The Mark )|( | failure." |
| World Peace / | \ There's nothing else quite like it. |
```

244. What are .msa files?

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 23:43:33 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan10.234333.2246@mnemosyne.cs.du.edu>
Source record: 226989

I have seen these files at atari.archive that have a .msa extension,
under the sound directory. I got one called zeppelin.msa, and while I
do have steplay, I haven't tried it with that yet. What program is
supposed to play these?

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
/ Atari friend! ||| |"If we do not succeed, we run the risk of
\/ --- The Mark)|(	failure."
World Peace /	\ There's nothing else quite like it.

245. DB9 cables for sale (joystick/mouse/etc)

Newsgroup: comp.sys.atari.st
Date: 1992-01-10 23:46:24 UTC
From: gpinzone@george.poly.edu
Message-ID: <9201102346.AA01540@george.poly.edu>
Source record: 226991

After a few years of building projects on the Atari and Amiga
line of computers, I would like to get rid of some joystick/mouse
cords I bought. Here's a list:

10 foot Atari/Commodore extension cables: contains ALL 9 wires for ANY
controller. Great to cut up for projects or use as a plain extension
cord! .....I paid: $6.00 - You pay: $3

3 foot ATARI(tm) joystick wires with +5V wire: These are original and
genuine Atari cables that have all the wires nessasary for a joystick
PLUS the +5V needed for projects, like rapid fire or to drive TTL
chips, etc. These also have built in strain reliefs, true color coded,
and clips at the end (just like the ones on all Atari joysticks), so they
are completely compatable with the Atari line of controllers.
.....I paid: $4.00 - You pay: $2

Atari/Commodore female plugs: these allow you to plug any Atari/Commodore
controller into whatever project you are building. They are the female
parts of the extension cords and are perfect for building a "mouse master"
or whatever. .....You pay: $.50

Minimum order $4, P&H is 75 cents. On orders over $10, postage is FREE.

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@george.poly.edu ])}>:
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

246. Current TOS version?

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 01:26:03 UTC
From: cjd@zatch.Corp.Sun.COM
Message-ID: <8162@jethro.Corp.Sun.COM>
Source record: 226993

I am planning on resurrecting a rather old 520ST (yep, only 512K), but since I have very old ROM's in there I was curious as to the current level of TOS - the latest which will run on a 520, if that makes a difference; plus what's changed dramatically in the last few years...

I assume these are available from Atari? For a price; any ideas on what they charge for these things?

Thanks -
Chris Drake
Sun Microsystems Software Support

247. Two (2) 256k SIMMs for free, almost

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 01:45:57 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <52642@cup.portal.com>
Source record: 226994

For no reason known to man, Im just posting this to c.s.a.st.

I just upgraded my 520STe from 512k to 4mb, and now have some
useless to me 256k SIMMs I dont really need.

Free to the first person who contacts me at this address. The
almost free part? You pay shipping, maybe a buck or two at most.

Useful for someone who also has a 520STe but only wants to go
to 1mb (why, I dunno)

Billy D'Augustine
Azog-Thoth@cup.portal.com

248. Extensible Control Panel mystery

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 07:34:37 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan11.073437.20801@mnemosyne.cs.du.edu>
Source record: 226997

While I like the Extensible Control Panel, I have noticed that it seems to lose its functionality whenever I run an application. Of the applications I have used where I can access it (Uniterm and Word Up), they all seem to disable most of the CPX's. I have a Mega 1 STe, and I have not added CPX's to the control panel, nor have I changed the minimum number of slots in the setup menu. But when I run Uniterm, for example, and I access it, all the CPX's seem to be there. When I double click on one of them, like General Setup, the disk whirs, and then nothing happens. When I reload the CPX's, I notice that only two or three are actually accessible. The problem is even worse when I run Word Up (only the Configure CPX's option is available). What causes this, and how can I correct it if possible? Do I need to make the CPX's memory-resident?

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
/ Atari friend! ||| |"If we do not succeed, we run the risk of
\/ --- The Mark)|(	failure."
World Peace /	\ There's nothing else quite like it.

249. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 10:02:02 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jan11.100202.19200@terminator.cc.umich.edu>
Source record: 227054

```
drwxrwxr-x daemon 1024 Jan 4 09:45 .
drwxrwxr-x jon 2560 Jan 4 14:01 ./magazines/streport
-rw-r--r-- weiner 42530 Jan 4 14:01 ./magazines/streport/str801.txt.Z
-rw-r--r-- weiner 2717 Jan 4 09:35 ./programming/Index
-rw-r--r-- weiner 57382 Jan 4 09:35 ./programming/fcc.arc
-rw-rw-r-- weiner 114496 Jan 4 09:37 ./Index
-rw-r--r-- weiner 70487 Jan 4 09:38 ./ls-lR.Z
-rw-rw-r-- weiner 56702 Jan 4 09:37 ./CompInd.Z
drwxrwxr-x daemon 1024 Jan 6 00:10 .
drwxrwxr-x jon 2048 Jan 6 00:08 ./magazines/znet
-rw-r--r-- weiner 30594 Jan 6 00:08 ./magazines/znet/znet9201.txt.Z
drwxrwxr-x jrd 4096 Jan 5 08:36 ./8bit
-rw-rw-rw- jrd 28837 Jan 5 08:36 ./8bit/newnasty.arc
-rw-rw-r-- weiner 114496 Jan 6 00:10 ./Index
-rw-rw-r-- weiner 70631 Jan 6 00:10 ./ls-lR.Z
-rw-rw-r-- weiner 56702 Jan 6 00:10 ./CompInd.Z
drwxrwxr-x daemon 1024 Jan 9 11:58 .
drwxrwxr-x jon 4608 Jan 9 11:51 ./games
-rw-r--r-- weiner 53049 Jan 9 11:47 ./games/cheats.zoo
-rw-r--r-- weiner 252302 Jan 9 11:47 ./games/maps.zoo
-rw-r--r-- weiner 321753 Jan 9 11:51 ./games/solution.zoo
-rw-rw-r-- weiner 9812 Jan 9 11:52 ./games/Index
-rw-rw-r-- weiner 5770 Jan 9 11:55 ./applications/Index
drwxrwxr-x weiner 512 Jan 9 11:52 ./applications/dtp/clipart
-rw-rw-r-- weiner 414991 Jan 8 20:19 ./applications/dtp/clipart/clipart9.zoo
-rw-rw-r-- weiner 88181 Jan 8 20:04 ./applications/dtp/clipart/outline.zoo
drwxrwxr-x weiner 512 Jan 9 11:53 ./applications/wordproc
-rw-rw-r-- weiner 381769 Jan 8 20:23 ./applications/wordproc/70000dic.zoo
-rw-rw-r-- weiner 88267 Jan 8 20:04 ./applications/wordproc/twrite.zoo
drwxrwxr-x gray 512 Jan 9 10:53 ./gnustuff/tos/emacs/emacs18.57
-rw-rw-r-- weiner 114812 Jan 9 11:57 ./Index
-rw-r--r-- weiner 70897 Jan 9 11:58 ./ls-lR.Z
-rw-rw-r-- weiner 56844 Jan 9 11:57 ./CompInd.Z
```

250. Re: WILL MY COMMODORE MONITOR WORK WITH 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 10:05:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan11.100523.12114@actrix.gen.nz>
Source record: 227063

In article <1992Jan9.214640.2824@ac.dal.ca> tominatr@ac.dal.ca writes:
> Will my Commodore 1084S monitor work with an Atari 1040ST?
>
> E-mail to TOMINATR@AC.DAL.CA
>
> - Tom N.

Yes Fully, the latest Atari monitors come from the same factory,
But Note: dot pitch could be 0.42 mm, not to good for 80 column
work..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

251. Wanted Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 10:14:23 UTC
From: bg258s1421@sycom.mi.org
Message-ID: <bg258s1421.13vj@sycom.mi.org>
Source record: 227052

Hey does anybody have a color monitor for sale ?? {for my 520 ST}

-- C-UseNet V0.55b
??
? HELLO ?
? DON'T TALK TO TECHINAL PLEASE ?
? JUST TALK IN LAMENS TERMS ?
? I'LL WRITE BACK ANY HOW ?
? TAKE IT EASY! MOOSE ?
??

252. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 14:02:12 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1992Jan11.140212.28298@actrix.gen.nz>
Source record: 227064

In article <A53808@BN.maus.de> Klaus_Guhr@bn.maus.de (Klaus Guhr) writes:
>
> There are two good PD/FREEWARE Compilers:
>
> Sozobon 2.0 (new release; but no ansi) and
> GNU GCC 1.40 (full ansi)
>
See also Sozobon 1.33i, recently posted on the net. It's not an
official Sozobon release and was done by the GemFast guy, Ian Lempore
(sp?). I haven't tested 2.0 or 1.33i thoroughly but from what I could
see, 1.33i generates faster code.

--
==========Alex Valdez==========

253. UW - downloading problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 14:26:55 UTC
From: dxper@dtek.chalmers.se
Message-ID: <8134@chalmers.se>
Source record: 226999

I have started to appreciate using Unix Windows on my ST when connected to Sun Sparcs. Unfourtunately I haven't been able to get kermit downloading to function correctly. Since that seems to be the only thing that might work, since it is the only protocol supported by the UW implementation I have and text capture won't work correctly I would like to know if someone has got this thing working. I suspect that it might be some simple configuration problem on the sparc side of the kermit thingy.

I'm connected via a modemserver over a network to the sparcs ...
(thus making a need for some sort of window scheme necessary in order to get downloading to work)

I'm using a version made/ported by Brad Bosch/Brian Katzung (no version number found).

Any help given would be appreciated greatly.

Yours,

pao
--

------------------------------Andrew Olausson---------------------------------
------------------------------Systems Architect-------------------------------
----------------------------dxper@dtek.chalmers.se----------------------------
-------------------------------pao@proxxi.se----------------------------------

254. Due to popular demand (I will skip the obvious pun)

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 15:19:17 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Jan11.101917.2628@mailer.cc.fsu.edu>
Source record: 227000

I have put a file called p_worlds.txt on atari.archive.umich.edu. This file lists out a bunch of the world names in Populous (they are the same names for the Promised Lands data disk, although the worlds themselves are of course different). If you find any errors in the file, or have any world names that are not in there, please update it.

Enjoy!

--

---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

255. Re: Termcaps help...

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 16:31:15 UTC
From: foda@sci.kun.nl
Message-ID: <1992Jan11.163115.8221@sci.kun.nl>
Source record: 227051

chu@acsu.buffalo.edu (john c chu) writes:

>Hi,

>I just downloaded the tcsh port as well as version 18.57 of GNU Emacs
>from atari.archive.

>Can someone please give me a Termcap entry that'll allow me to fully
>use tcsh (i.e., arrow keys, at least?) as well as convince Emacs that
>my terminal (i.e., the Atari ST) is powerful enough to run Emacs?

>Or is there something more serious that is wrong (i.e., common mistake
>during installation?)

I have exactly the same problem. Please post help!

Omar Foda.

256. search ftp-sites

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 18:50:30 UTC
From: zeus@zeus3.sozialwissenschaften.uni-mannheim.de
Message-ID: <zeus.60@zeus3.sozialwissenschaften.uni-mannheim.de>
Source record: 227055

Hello,
i search ftp-sites with atari-software and mailservers having it
but only if they have an index of their files with a short
description of the software.
Without description the archie-server is no great help.
Thanks a lot
Thomas Neser, Zeus im MZES, Universitaet Mannheim,
Steubenstr. 46, D-6800 Mannheim, Germany
bitnet: fs21@dmarum8
internet: fs21@rummelplatz.uni-mannheim.de
uucp: unima!fs21
x400: C=de; A= ; P=uni-mannheim; OU=rummelplatz; S=fs21;
fax: +49-621-292-8435
tel: +49-621-292-8473

257. SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 19:01:35 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Jan11.190135.10228@jsp.umontreal.ca>
Source record: 227053

I have been reading (Znet) about a 68030 upgrade called SST by David Small.
Sounds good, but can it be installed in a 520ST from 1985? Or does one need
a Mega ST, or a 1040ST, or one of the newer (>1988) machines like STE or up?

My 520ST has had a one meg Memory upgrade, so there's also less space inside.
Send a followup article please, as others may also want to know.

--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! ------------ :-) ------

258. Re: New Heat & Serve C compiler

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 21:06:16 UTC
From: jonc@status.gen.nz
Message-ID: <65iFeB1w164w@status.gen.nz>
Source record: 227058

steve@thelake.mn.org (Steve Yelvington) writes:

> If you peek in comp.binaries.atari.st, you'll see that Ian Lepore's
> ``Heat and Serve'' version of Sozobon C is beginning to move across
> the network.
>

Well it made its way to New Zealand here so that is one END of the earth
Steve (grin). As an aside could you poST Mercury or Hermes to the GEnie RTC
at some stage in the future?

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

259. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-11 21:24:01 UTC
From: jonc@status.gen.nz
Message-ID: <qyJFeB3w164w@status.gen.nz>
Source record: 227059

ritz@msb.com (Chris Mauritz) writes:

> With the price of 286/386sx laptops falling rapidly, you might be better
> served if you buy one of those instead of trying to kludge one up
> on your ST.
>

Chris you are not wrong there. Here in NZ a Mega STe will cost over $nzd3500
while a 50mhz 386 with 128k cache mother board will cost you about $nzd700
or $nzd2500 complete with 40meg hard disk VGA and software like windows or
OS/2 etc .. But I STill love my Mega (grin) and its pcspeed.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

260. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 02:15:23 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.695182523@mailserv>
Source record: 227056

In <A2693@UN.maus.de> Martin_Koehling@un.maus.de (Martin Koehling) writes:

>In <zrnkn01.694620022@convex> <zrnkn01@convex.zdv.uni-tuebingen.de>
>(Ph. Knirsch) writes:

>>Sorry, Chris, but i never worked with MinT, because with only one megabyte
>>it's just a bit difficult. But the idea for a additional Spectre or
>>Mac-driver isn't bad. But as you know, those discs you write with normal
>>Atari-drives aren't Mac-readabel. So i perhaps first do the AmigaFS, because
>>it's the one i know and i have lots of information about.

>Are you sure the 1772 FDC can read amiga discs?
>As far as I know, the amiga floppy hardware can read IBM/Atari discs,
>but not vice versa!

>Bye
> Martin (Martin_Koehling@un.maus.de)

Hmmm... But some copy-programms copy a normaly Amiga-Formated disk without
problems. So, why should it not be possible to do it??

Perhaps you are right when you look at single sectors, but i think if i can
read track by track, that would be enough to build up a AmigaFS

Phil. (zxmgn01@mailserv.zdv.uni-tuebingen.de)

261. need help with cadaver

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 04:09:16 UTC
From: donald simmons <donald.simmons@canrem.uucp>
Message-ID: <1992Jan11.1113.15050@dosgate>
Source record: 227057

I'm playing the Imageworks game Cadaver and I am stuck on the second level. I only have about 15% explored but every door is either locked, or there are bars blocking my path. I can get as far as the kitchen, but when I enter the corridor leading off it the door locks behind me, and all the other doors leading off it are locked, and bar block the far end. Can anyone give me some hints on how to complete this level?

Donald Simmons UUCP: canrem!donald.simmons
Internet: donald.simmons%canrem.uucp@lsuc.on.ca
Others: donald.simmons@canrem.uucp
--
Canada Remote Systems. Toronto, Ontario
NorthAmeriNet Host

262. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 05:09:51 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Jan12.050951.3843@bert.eecs.uic.edu>
Source record: 227060

u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:

>I have been reading (Znet) about a 68030 upgrade called SST by David Small.
>Sounds good, but can it be installed in a 520ST from 1985? Or does one need
>a Mega ST, or a 1040ST, or one of the newer (>1988) machines like STE or up?

>My 520ST has had a one meg Memory upgrade, so there's also less space inside.
>Send a followup article please, as others may also want to know.

>--
>Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
>der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
>fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
>das pockets, relaxen und vatch das blinkenlights!!! ------------ :-) ------

From what I've read on GENIE, the SST will not fit in anything but a
Mega. IF you don't mind putting your ST in an AT case, then the SST
is electrically compatible with the old STs. AS of yesterday, the SSTs
were not shipping...

John

--
+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

263. 1ST WORD PLUS TO WORD PERFECT 5.1/5.0 HELP NEEDED

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 06:25:25 UTC
From: wcsanil@alfred.carleton.ca
Message-ID: <1992Jan12.062525.7356@cunews.carleton.ca>
Source record: 227061

Well folks, I'm abandoning the ST waters in favour of the more powerful and far more importantly -- stable waters of the 386 world.

I'd like to convert all of my 1st Word Plus files over the wordperfect 5.1 or 5.0 and was wondering if there is a program to do this?

If you have one, or know of one, *PLEASE* drop me a line via e-mail at wcsanil@ccs.carleton.ca.

Thanks.

It's such a good feeling to finally be leaving the world of Atari. I've had an Atari machine of one sort or another since 1981, I'll always remember Atari as the company with great machines but garbage support. Good riddance.

anil prasad
wcsanil@ccs.carleton.ca

264. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 08:26:51 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan12.082651.19940@actrix.gen.nz>
Source record: 227062

In article <zxmgn01.695182523@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:
> In <A2693@UN.maus.de> Martin_Koehling@un.maus.de (Martin Koehling) writes:
>
> >In <zrnkn01.694620022@convex> <zrnkn01@convex.zdv.uni-tuebingen.de>
> >(Ph. Knirsch) writes:
>
> >>Sorry, Chris, but i never worked with MinT, because with only one megabyte
> >>it's just a bit difficult. But the idea for a additional Spectre or
> >>Mac-driver isn't bad. But as you know, those discs you write with normal
> >>Atari-drives aren't Mac-readabel. So i perhaps first do the AmigaFS, because
> >>it's the one i know and i have lots of information about.
>
> >Are you sure the 1772 FDC can read amiga discs?
> >As far as I know, the amiga floppy hardware can read IBM/Atari discs,
> >but not vice versa!
>
> >Bye
> > Martin (Martin_Koehling@un.maus.de)
>
> Hmmm... But some copy-programms copy a normaly Amiga-Formated disk without
> problems. So, why should it not be possible to do it??
>
> Perhaps you are right when you look at single sectors, but i think if i can
> read track by track, that would be enough to build up a AmigaFS
>
> Phil. (zxmgn01@mailserv.zdv.uni-tuebingen.de)

It is not posible to read Amiga Formated disks with the W.D. 1772, the track
read command is not reliable as the 1772 can get out of sync, go see
if you can do a track read of track 40 or 41 from memory, you will end up
getting carbage.

These are know bugs of the 1772 controler, as it can get triped out of sync..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

265. Re: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 08:56:30 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <6tA5novjwdE@pfunk.hanse.de>
Source record: 226920

In <keZceB1w164w@status.gen.nz>, Jon Clarke writes:
>
>How about doing me a favour Chaps?? Can you poST Hermes and Mercury to
>the Atari RT on GEnie for ME??? I am sure there are alot of user out htere

Some weeks ago the author told me, that he doesn't want HERMES to go out to
the public until it's out of beta-status. The actual version is 0.991 and
it won't be long 'til it's at 1.0.

Bye....Michael

--
/------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\------------------------------------/

266. This weeks issue of Z*NET ..

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 11:38:00 UTC
From: jonc@status.gen.nz
Message-ID: <2HNgeB1w164w@status.gen.nz>
Source record: 227066

```
>-* In this weeks issue of Z*NET 9202 you will find .....

> ST-Informer Breaks Up > Atari President Resigns
> Atari Announced New Purchase Plan > Atari Corp Sale Rumor Quashed
> New ST Book Announced > Atari Sells 1 Millionth Game Cart
> Latest Lynx Update > New Atari 14" Flat Screen Monitor
> Atari At CES and NAMM > Canadian Atari Users Convention
> Generic Double Sided Disk Drive > Perusing GEnie
> Z*Net Software Shelf > Z*Net Newswire

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
```

267. Atari 1040STf Complete System ForSale!

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 12:41:10 UTC
From: Bobster@cup.portal.com
Message-ID: <52691@cup.portal.com>
Source record: 227065
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

System For Sale!

Atari 1040STf
Includes 1 meg of memory and an internal DSDD 3.5inch drive. (Standard)
Atari SC1224 Color Monitor
Atari SF314 DSDD external dive
Replay 4
Replay is a sound digitiser, makes NEAT sound effects.
Atari Developers Kit
Includes 4 or 5 BIG BINDERS of technical info,
Also about 4 or 5 disks containing a C compiler,
Assembler, MicroEmacs, and a bunch of examples.
A Bunch of BOOKS!
Atari ST Internals (Abacus Software)
Atari ST Machine Language (Abacus Software)
Atari ST Basic to C (Abacus Software)
GFA Object
A 3d plotting program.

All of this could be yours! Everything you need to get started!

I am asking $550. <--- A lot less than what I paid for it.
Call 816-756-5189 and ask for Bobby if interested.

I will take offers!

268. BYE :-)

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 14:16:54 UTC
From: larserio@IFI.UIO.NO
Message-ID: <CMM.0.90.2.695225814.larserio@kolsaas.ifi.uio.no>
Source record: 227067

```
JUst a note to those who might want to get in touch with me....
From Monday I no longer have an internet adress :-(
If you MUST reach me - write to my friend at: terjeve@ifi.uio.no

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____________________/ _____________________/ ____/ /
```

269. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 15:37:52 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <52693@cup.portal.com>
Source record: 227068

But I also recently read in AtariUser (Jan 92), that an ST and STe
version will be avaialble Real Soon Now

Billy D'Augustine
Azog-Thoth@cup.portal.com

270. Re: Cheetah3 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 18:52:26 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <400FeB7w164w@ersys.edmonton.ab.ca>
Source record: 227070

maf4003@rigel.tamu.edu (Startled Squid, esq.) writes:

> Hi folks, I have a problem. I've used Cheetah 3 extensively for a while
> now without any problems but recently something has gone wrong. When I
> create a folder in a hard drive partition with Cheetah 3 then copy files
> into it with Cheetah everything seems okay....until I exit to desktop and
> try to access the files that I just copied. The folder shows up but when I
> open it it is empty and I can't delete the folder from desktop. I have to
> go back into Cheetah which shows all of the files that I had copied to into
> the folder! Then I can delete the folder from Cheetah. Wot's the danged
> deal?!?!!?
> BTW: I'm using a 520stfm w/ 2.5megs and a supra 48meg hard-drive.
>
> Michael Fitch
> maf4003@zeus.tamu.edu

Ahh ... I see that you're the next person to be hit by Cheetah. Many
people have used it in the past, and then found out that it has some
pretty nasty bugs in it, and have found that it is best to be put into
the "trashcan". If you use it, be very careful. It isn't a very stable
program, so use it with *EXTREME* caution.

Greg Granger

[InterNet: ggranger@ersys.edmonton.ab.ca] "Gimme the strongest
[FoReMNet: Greg Granger @ 532 or Dark Knight @ 595] thing you've got."
[Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9]
[Phone : +1 403 481-0803 or +1 403 481-5110] - Lt. Frank Drebin

271. Dupltwix (on a.a.u.e)

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 20:16:46 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Jan12.201646.15365@infoserver.th-darmstadt.de>
Source record: 227069

Has anyone successfully used this bit copying device yet ?
It seems that the cable instructions are wrong or at least
the numbering scheme is odd. Nevertherless I managed to built
a cable and the software (BLITZ) does recognize the second
drive but when the copying is done, the target disk is useless!
Reply my Email if possible.

Thanx in advance for any info or comments
Nat!

--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Buch der Sprueche, Kap. 4: "Die eigenen Schmerzen sind immer die Schlimmsten"

272. Sozobon 1.33i source?

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 21:28:19 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92012.162819JJL101@psuvm.psu.edu>
Source record: 227071

Will the source to sozobon 1.33i be released? I am very interested in
using this compared to 2.0 or 1.2(?), however, I am working with very large
(400k+) library files with a large number of modules in it. 2.0's link
will function properly , but 1.33i (and 1.2 without a small change), will
choke on such large libraries.
So does anyone out there know where the source can be had, if at all?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

273. Re: What are .msa files?

Newsgroup: comp.sys.atari.st
Date: 1992-01-12 23:53:19 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2970D4EF.1087@orion.oac.uci.edu>
Source record: 227072

In article <1992Jan10.234333.2246@mnemosyne.cs.du.edu> mmiller@isis.cs.du.edu (Mark Miller) writes:
>I have seen these files at atari.archive that have a .msa extension,
>under the sound directory. I got one called zeppelin.msa, and while I
>do have steplay, I haven't tried it with that yet. What program is
>supposed to play these?

The .msa extention stands for Magic Shadow Archiver (MSA). It basically archives a whole disk to a file including the boot sector and is mainly used for those great selfbooting demos that take up an entire disk. MSA is the only way to copy those disks without having the disk itself. The only thing I don't like about unarching an .msa file is that you need a blank disk or a disk you don't mind erasing. It will format the disk for you (in the format of the original) and then proceed to recreate the original disk.

You can find a copy of Magic Shadow Archiver at atari.archive at:
archivers/msa_141.lzh.

You might also want to get:
utilities/whatis52.arc.

WhatIs is a great program by Bill Aycock that let's you identify what kind of file you have and tells you the program that uses it. Indespensible for just this kind of situation.
By the way, I believe zeppelin.msa is a collection of Led Zeppelin bites.

--
Joachim Vance
^~^~^~

274. Re: Current TOS version?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 01:38:48 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2970EDA8.4882@orion.oac.uci.edu>
Source record: 227073

In article <8162@jethro.Corp.Sun.COM> cjd@zatch.Corp.Sun.COM writes:
> I am planning on resurrecting a rather old 520ST (yep, only 512K), but since
> I have very old ROM's in there I was curious as to the current level of TOS
> the latest which will run on a 520, if that makes a difference; plus what's
> change dramatically in the last few years...
>
> I assume these are available from Atari? For a price; any ideas on what
> they charge for these things?

TOS is up to 2.06 and 3.06 in the MegaSTE and TT respectively.
TOS 1.4 (also know as Rainbow TOS) is the most recent version that will
plug directly into your old 520 and is quite an improvement over TOS 1.0
(Though 'improvement' is relative for most). The visible changes include:
- New file selector
- Move files and folders with <Control> key
- Skip a file during copy
- Abort group copy, move and delete operations
- MS-DOS Compatible Floppy Disk formatting
- New copy disk<->disk utility
- Can change folder name
- Warm boot and Cold boot resets via key commands
- can install Auto-Boot application
- Install Application works correctly (You can reinstall applications)

Non Visible Changes include
- Much faster disk operation (hard disk too)
- the built in cache works (use cacheXXX.prg)
- essentially removed the 40 Folder bug (includes removed malloc bug)
- BIOS-devicedrivers now work through pointers behind the system variables
- The Clipboard routines work
... + many other bugs fixed

TOS 1.4 is sold at a retail price of $99 but can be found as low as $60
(you can install them yourself or have them installed.)

There may be *many* used sets of TOS 1.4 after the following:

CodeHead Software recently announced the TEC, a TOS Extension Card
developed by the german company Artifex, that allows you to plug TOS
2.06 into 520, 1040, and Mega STs. (Tos 2.06 will plug directly into
STEs). It's said to be compatible with any existing upgrades like
ram boards, 16mhz boards, etc.
TOS 2.06 is a *very* large improvement over TOS 1.4 even. The most
visible change is a new desktop, which contains features not much
unlike NeoDesk's plus a few more, yet it is all in ROM.

Some of the features of the TOS 2.06 desktop (from press release):
o Programs, files, and folders can be placed directly on the desktop and started with a double click.
o Up to 20 programs or documents can be assigned to the ST's function keys and started with a single keypress.
o Data files can be "dragged" and dropped on program files, which starts the program and automatically loads the document! Some programs even support multiple document files in this manner.
o Each file on your disk can have its own unique icon, or you can use a common icon type for each type of file. New icons can be created and added to the system.
o Keyboard commands for almost everything! And not only can you control the new desktop with the keyboard (as well as the mouse), you can also redefine any of the key commands to suit your own tastes!
o A powerful file search function, that lets you find and select files that match your specified criteria.
o Window management is considerably enhanced; scrolling has been sped up, and selected files can remain selected even if you scroll the window to a different area of the file list.
o Up to seven desktop windows can be open at once, and you can open directory windows with simple key presses -- even change a window to show a different drive without closing and reopening it.
o The "View" menu now has an "unsorted" option, for showing the actual order of files and folders in a directory.
o Any character in the "upper half" of the ST's font can be typed in by holding the Alternate key and typing its ASCII number on the numeric keypad.
o Many of the special functions of the desktop (like copying, renaming, etc.) can now operate in "batch mode", to let you quickly rename or show info for a group of selected files, for example.
o The bootup sequence now includes a graphic display of the Atari Fuji logo, and a memory test, and a configurable bootup delay that allows hard drives time to power up. It's also possible to bypass the AUTO folder entirely by holding Control during bootup.
o Internal changes in the TOS program code result in very noticeable performance improvements in many areas.
o ...and of course, lots more. This list barely shows the tip of the iceberg, in fact.

The card is 2.5 by 2.5 inches and would require some soldering of jumpers and such to be installed in your 520 because the new TOS is located at a different address. They also have a nosolder version for Megas and one for ST's with a socketed 68000.
The TEC with TOS 2.06 and a disk of utilities costs $139 direct from CodeHead. I think the no solder version is $155. I think they just started shipping it two days ago. And I don't doubt that they will sell every single one they can get their hands on. Apparently, they've already taken advance orders well above the total number of any single piece of software they've sold so far. CodeHead can be reached at (213) 386-5735.

Supposedly one could install a switch between TOS 1.4 and TOS 2.06
for compatibility with programs that won't run under the new TOS. You
would also likely find some of your old software wouldn't work under
TOS 1.4 but not much. Most if not all new software runs under, or
sometimes requires at least TOS 1.4 (and I would assume would work
with TOS 2.06 as well.)
I would recommend at least an upgrade to TOS 1.4 just so that you
are compatible with most new commercial and non-commercial software
coming out. I would guess that you will be able to find very good
deals on used TOS 1.4 chips in the next few weeks.
You might try a ram upgrade while you are at it or even a processor
accelerator if you have the money. I started with an original 520 ST
with TOS on disk! It works great with 2.5 meg and TOS 1.4 now (and
maybe TOS 2.06 soon :). I would guess that 4meg TOS 1.4 520 STs are
not too uncommon. If you go for the ram upgrade, get one that uses
simms. (seems the way to go)

On another note, is the TOS 1.4 and 2.06 feature list in the monthly
FAQL? If not it probably should be.

(sorry this post is so long)

Joachim Vance
--
Joachim Vance
^~^~^~

275. Heat and Serve.

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 02:33:03 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <1992Jan13.123822.9767@topaz.ucq.edu.au>
Source record: 227074

Have the postings to COMP.BINARY.ATARI.ST for Heat & Serve been completed?
I can only find parts 1 - 12.

Chris.

276. Re: Sozobon 1.33i source?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 02:46:22 UTC
From: steve@thelake.mn.org
Message-ID: <A2781550636@thelake.mn.org>
Source record: 227075

[In article <92012.162819JJL101@psuvm.psu.edu>,
JJL101@psuvm.psu.edu (J.J. Lehett) writes ...]

> Will the source to sozobon 1.33i be released? I am very interested in
> using this compared to 2.0 or 1.2(?), however, I am working with very large
> (400k+) library files with a large number of modules in it. 2.0's link
> will function properly , but 1.33i (and 1.2 without a small change), will
> choke on such large libraries.
> So does anyone out there know where the source can be had, if at all?

I don't know what Ian's plans are with regard to releasing the source, but
1.33i definitely will work with any other 1.x version of the loader. The
object module format is identical. Just swap your modified 1.2 loader for
the one that's in the distribution.

You probably can combine the 1.33i make, cc, hcc and top with the other
binaries from Sozobon 2.0. It won't run as fast, but it'll give you long
external identifiers (SozobonX library format). Ian's version of hcc and
top will pass long identifiers unmolested; the programs that create or
manipulate .o files are the bottleneck. (I have not actually tested this,
but I see no reason why it wouldn't work.)

Could you post the change you made to the 1.2 linker?

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

277. Re: Sozobon 1.33i source?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 05:13:03 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92013.001303JJL101@psuvm.psu.edu>
Source record: 227083

In article <A2781550636@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) says:
>
>[In article <92012.162819JJL101@psuvm.psu.edu>,
> JJL101@psuvm.psu.edu (J.J. Lehett) writes ...]
>
> > Will the source to sozobon 1.33i be released? I am very interested in
> > using this compared to 2.0 or 1.2(?), however, I am working with very large
> > (400k+) library files with a large number of modules in it. 2.0's link
> > will function properly , but 1.33i (and 1.2 without a small change), will
> > choke on such large libraries.
> > So does anyone out there know where the source can be had, if at all?
>
>I don't know what Ian's plans are with regard to releasing the source, but
>1.33i definitely will work with any other 1.x version of the loader. The
>object module format is identical. Just swap your modified 1.2 loader for
>the one that's in the distribution.
>
>You probably can combine the 1.33i make, cc, hcc and top with the other
>binaries from Sozobon 2.0. It won't run as fast, but it'll give you long
>external identifiers (SozobonX library format). Ian's version of hcc and
>top will pass long identifiers unmolested; the programs that create or
>manipulate .o files are the bottleneck. (I have not actually tested this,
>but I see no reason why it wouldn't work.)
>
>Could you post the change you made to the 1.2 linker?
>
> --
> Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
> Land of lutefisk, ice castles and jumper cables

With respect to the change in the linker, I'll have to defer to Dave Bagget
on this one, he did it.... so Dave if you read this perhaps it would be
generally useful to post the fix?

And thanks for the info, never though (for some unknown reason) to
just use the 2.0 linker. Will give it a shot tonight!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

278. Power Supplies

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 05:54:56 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <7555@tamsun.tamu.edu>
Source record: 227076

Lately my power supply won't give the floppy drive enough power to operate the motor that spins the floopy disk. I borrowed a power supply from a friend and decided to buy another one.

Since no local computer dealer has any desire to get one of these for me, I must mail order one. My request is for suggestions of where to buy a new power supply.

NOTE: I showed the power supply to a computer technition who has an Atari ST and he told me what parts of the power supply to repair, but I don't have the equipment or knowledge to do it. He also told me to get a power supply that exceeds Atari's standards. He said Atari only gave the power supply a 12% lee-way in the tolerance, and that adding extra memory could burn the power supply up.

With that note in mind, does any one know where to get a good power supply? Thanks.

279. Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 05:57:34 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <7556@tamsun.tamu.edu>
Source record: 227077

I just downloaded all of the Sozobon C stuff in the languages directory of the Atari archive. Is there anything I should know before I delve into configuring the Sozobon C compiler? I haven't un-archived the files yet, but I assume that I will find top-notch documentation that will guide me through the installation, and a compile of the "Hello World" program.

Thanks
Mark LEhmann.
tamuts.tamu.edu!n160ao

280. Atarians in Japan

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 06:05:38 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2079@wsdnws.waseda.ac.jp>
Source record: 227078

Thanks for you all. I have managed to get rid of all the Atari stuff now.
But as I have promised to look after both the hardware and software for
six months, I have been in close contact with the Japanese Atarians here.
I think their total population is some 200 in Japan or maybe more and the
number of people who subscribe to a major AtariST SIG on a commercial
BBS (Nikkei MIX) is about 50. Atari things all go through one wholesaler
called Cameo International which is a music instrument dealer, which is the
reason that you only find Ataris in music shops in Japan.
People can now read Japanese characters on their ST's but cannot input
them without the help of GCR Spectre with Mac's Japanese language software.
Commonest Japanese characters are coded as 16 bytes per character, which
is 8x16 dots and the total number is usually 5000, not 256.
The cheapest AtariST cannot beat that of a Mac Classic, neither can
Amiga. Therefore I don't think there will be a chance for Atari or Amiga
to prevail in Japan. Mac now has has become well established here and is
probably the second best sold personal computer here. Amiga is doing well
for unknown reasons. Maybe be they have the better CRT than Ataris for
playing games.
I just cannot understand why people buy expensive MacII's instead of
Sun's ELC or IPX: maybe they have some nice software in mind.

Best wishes to you all.
Tsuji

281. Re: Atarians in Japan

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 06:17:54 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2080@wsdnws.waseda.ac.jp>
Source record: 227079

Ah, I forgot to write the most important thing. There are a quite a few software for workstations that take care of inputting Japanese language, but they all run after 'server -- client' fashion. If someone has ever managed to compile the server (i.e. key input and CRT display side) software of X11 on AtariST, let me know. Any idea of turning AtariST into an X server?
Tsuji

282. Extensible Control Panel myste

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 06:48:55 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A31977@K2.maus.de>
Source record: 227080

mmiller@isis.cs.du.edu wrote at Sa, 11.01.92 (08:34) in comp.sys.atari.st:

>minimum number of slots in the setup menu. But when I run Uniterm,
>for example, and I access it, all the CPX's seem to be there. When I
>double click on one of them, like General Setup, the disk whirs, and
>then nothing happens. When I reload the CPX's, I notice that only two

This is a known problem. It seems that Uniterm and WordUp are messing
around with memory and allocating all free memory in the system. The
Control Panel tries to load and execute the CPX you wanted but then
there's not enough memory in the system to do this. So nothing happens.
It would be nice if the control panel would then show up an alert box
with a simple error message.

>causes this, and how can I correct it if possible? Do I need to make
>the CPX's memory-resident?

Yes, that's the solution for your problem. If you make the CPX's memory-
resident then they will be loaded at boot-time and stay resident in your
memory (and, in fact, will use a lot of it).

--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

283. Re: Sozobon 1.33i source?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 07:17:46 UTC
From: steve@thelake.mn.org
Message-ID: <A171382829@thelake.mn.org>
Source record: 227081

```
[In article <A2781550636@thelake.mn.org>,
I wrote ... ]

> I don't know what Ian's plans are with regard to releasing the source, but
> 1.33i definitely will work with any other 1.x version of the loader. The
> object module format is identical. Just swap your modified 1.2 loader for
> the one that's in the distribution.

After some experimentation, I'll pull back slightly from that statement.
The original Sozobon ld.ttp and the one in the Sozobon 2.0 distribution
aren't smart enough to come in out of the rain. You MUST give them
complete, accurate filenames. The Heat and Serve cc.ttp compiler driver
doesn't do that. The results vary from simple failure to bombs.

I fixed the 2.0 ld sources as shown below, and right now I have the Heat
and Serve (1.33i) compiler and optimizer running in conjunction with the
Sozobon 2.0 assembler and loader. It seems to be working; at least I've
used it to recompile ld.ttp a couple of times. Long external identifiers
seem to work, too.

In the main.c file from the ld sources, I changed one declaration:

char *oname = "a.out"; /* sdy: fixed uninitialized pointer */

I couldn't find any place in the ld sources where oname would be set
to anything meaningful in the event that you failed to pass a filename
with the -o switch. (How long has this bug existed?)

The right way to fix it would be to write code to strip the first filename
other than the startup module and use it as a root for the output file,
but I haven't gotten around to that. I can't find any code in the sources
that would implement the behavior documented in sozobon.doc.

In the pass1.c file, I added the following code to pass1():

pass1(s)
char *s;
{
struct finfo *fp;
int fd;

#ifndef UNIXHOST /* sdy added */
char *p, *q;
char *pfindfile();
long fsize();
char *getenv(), *strrchr();
if (fsize(s) == -1L) /* file not found as specified */
```

```
{
q = strrchr(s,'.');
p = pfindfile(getenv("LIB"),s,q ? q : "\0");
if (!p)
{
fatals("pfindfile can\'t locate: ",s);
}
s = p;
}
#endif

fp = (struct finfo *)mmalloc(strlen(s) + sizeof(struct finfo));
... et cetera.
```

This code simply uses the dLibs pfindfile function to search for a file in the LIB directory if it isn't found as specified. A minor bug in this implementation is that if LIB isn't in the environment, pfindfile will try PATH. Or maybe that's a feature.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

284. Re: Heat and Serve.

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 07:19:22 UTC
From: steve@thelake.mn.org
Message-ID: <A174790701@thelake.mn.org>
Source record: 227082

[In article <1992Jan13.123822.9767@topaz.ucq.edu.au>,
johnsonc@topaz.ucq.edu.au writes ...]

> Have the postings to COMP.BINARY.ATARI.ST for Heat & Serve been completed?
> I can only find parts 1 - 12.

Yes, but the last few files were a couple of days behind the first batch.
If they don't show up tomorrow or the next day, you can try requesting
them from archive-server@twitterpater.eng.sun.com.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

285. Re: Cheetah3 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 08:45:36 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <PucHeB2w164w@ersys.edmonton.ab.ca>
Source record: 227084

ggranger@ersys.edmonton.ab.ca (Greg Granger) writes:

> maf4003@rigel.tamu.edu (Startled Squid, esq.) writes:
>
> > Hi folks, I have a problem. I've used Cheetah 3 extensively for a while
> > now without any problems but recently something has gone wrong. When I
> > create a folder in a hard drive partition with Cheetah 3 then copy files
> > into it with Cheetah everything seems okay....until I exit to desktop and
> > try to access the files that I just copied. The folder shows up but when I
> > open it it is empty and I can't delete the folder from desktop. I have to
> > go back into Cheetah which shows all of the files that I had copied to into
> > the folder! Then I can delete the folder from Cheetah. Wot's the danged
> > deal?!?!!?
>
> > Michael Fitch
> > maf4003@zeus.tamu.edu
>
>
> Ahh ... I see that you're the next person to be hit by Cheetah. Many
> people have used it in the past, and then found out that it has some
> pretty nasty bugs in it, and have found that it is best to be put into
> the "trashcan". If you use it, be very careful. It isn't a very stable
> program, so use it with *EXTREME* caution.
>
> Greg Granger
>
> [InterNet: ggranger@ersys.edmonton.ab.ca] "Gimme the stronges
> [FoReMNet: Greg Granger @ 532 or Dark Knight @ 595] thing you've got."
> [Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9]
> [Phone : +1 403 481-0803 or +1 403 481-5110] - Lt. Frank Drebin

Well, I had a few problems with the Cheetah program, but I think that they
were bugs related to NeoDesk. The problem occured after returning to NeoDesk.
If you really want to avoid problems, reset the machine when you are done with
Cheetah.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "Do not meddle in the affairs of Wizards, >>
<< for they are not happy campers!" - UNKNOWN >>
<< -- >>

286. New mono monitors & PixelWonder

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 09:42:15 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.15@sofus.dhhalden.no>
Source record: 227085

What's up with all these new mono monitors appearing from Atari?

We recently got (well, here in Europe anyway) the 14" SM144, a flatscreen monitor with MegaSTE compatible tilt/swivel base. Seemingly bigger dot pitch than my SM124 and with _ONE_ speaker. ZNet 92-02 reported about a SM147, another 14" screen. It is apparently the same as the SM144, but without the speaker.

Has anyone tried these new monitors with the PixelWonder card (a OverScan like solder-in thing that gives 758x528 on a SM124)? Which resolutions can you get on thiese screens?

I can't afford a 19" at the moment, but as the PixelWonder card is about $100,- it would give me a little peace of mind for a while.

The new monitors are better looking and fits better on a Mega STE and I would get a new one if the card works well with them.

Any comments? Please post or mail! Thanks!

Spidey

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

287. Re: Hard Drive Backup

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 10:24:46 UTC
From: hschs91om@ap06.rz.tu-harburg.de
Message-ID: <1444@rztsun.rz.tu-harburg.de>
Source record: 226922

In article <kmrjs9INNd0l@matt.ksu.ksu.edu>, raycole@matt.ksu.ksu.edu (Ray Cole) writes:
|> Help!!!! My hard drive has gotten a few flaky spots on it and is in need of
|> reformatting, but I have no backup software. Can anyone recommend any to me?
|> I'd prefer PD, available through ftp; but will take recommendations on any and
|> all software available. If it makes a difference I'm using a homebrew hard
|> drive with an ICD Host Adaptor and a Maxtor LX-90 hard drive. I've tried using
|> the ICD utilities shipped with the adaptor to rebuild the partitions (after
|> shuffling all the data from one partition to another) but it gets so far and
|> then stops and gives an error of sense code $FF then suggests reformatting.
|> Any and all help will be greatly appreciated.
|>
|>
|> --
|> Ray Cole | raycole@matt.ksu.ksu.edu
|> Computer Consultant | This space for rent or hire
|> Manhattan KS USA | Make an offer

For Harddiskbackup it gives a programm which are called Turtle.
This programm is PD and you can get it on e few ftp Server.

Ole Marienhagen
Tel.: Germany 04121/91726
Internet: marienhagen@tu-harburg.dbp.de
or: a0marien@informatik.uni-hamburg.de
---

288. "Green selector" virus?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 10:25:00 UTC
From: ianc@hpcpbla.bri.hp.com
Message-ID: <9440001@hpcpbla.bri.hp.com>
Source record: 226908

I'm only working with some third-hand information here so I apologise for the lack of detail, but has anyone heard of an ST virus that greets you with some phrase like "the little green selector"? For all I know this may not be a virus at all - it could be part of an application that is running - but I thought that it might ring bells with someone here if it was. And, if it IS a virus, does anyone know what virus-hunting tools are around that would help to get rid of it?

Ian Crighton HP Computer Peripherals Bristol ianc@hpcpbla.bri.hp.com

---

289. Re: Specification for OMTI 5400 needed

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 10:32:36 UTC
From: hschs91om@ap06.rz.tu-harburg.de
Message-ID: <1445@rztsun.rz.tu-harburg.de>
Source record: 226923

In article <qgZceB2w164w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writes:
|> hschs91om@ap06.rz.tu-harburg.de (Ole Marienhagen - 04121/91726) writes:
|>
|> > I've the problem, that i want to connect an old MFM harddrive with the
|> > OMTI 5400 and an ICD-hostadapter to my ATARI ST. The original ICD-Software
|>
|> Have you tried to use the OMTI 5520 at all..
|>
|> _
|> Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
|> jonc@status.gen.nz / /\ If that does not work try these address's
|> Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARK

I'm using the harddrive at the momentr with the OMTI 5520 with an adapter who
can be only as a singel applikation at the DMA-port. ANd I want to use the
OMTI 5400 because the OMTI 5400 is connected to my SCSI hostadapter, and so
i can use my SCSI drive too.

Ole Marienhagen
Tel.: Germany 04121/91726
Internet: marienhagen@tu-harburg.dbp.de
or: a0marien@informatik.uni-hamburg.de
---

290. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 10:42:15 UTC
From: harryk@bucsf.bu.edu
Message-ID: <96762@bu.edu>
Source record: 227086

In article <1992Jan11.140212.28298@actrix.gen.nz> Alex.Valdez@actrix.gen.nz (Alex Valdez) writes:
>In article <A53808@BN.maus.de> Klaus_Guhr@bn.maus.de (Klaus Guhr) writes:
>>
>> There are two good PD/FREEWARE Compilers:
>>
>> Sozobon 2.0 (new release; but no ansi) and
>> GNU GCC 1.40 (full ansi)
>>
>See also Sozobon 1.33i, recently posted on the net. It's not an
>official Sozobon release and was done by the GemFast guy, Ian Lempore
>(sp?). I haven't tested 2.0 or 1.33i thoroughly but from what I could
>see, 1.33i generates faster code.
>
>
>--
>==========Alex Valdez==========

Could some kind soul e-mail me Sozobon C v1.33i, or point me to an ftp site where i can get it? I missed the posting on c.b.a.s :-(

thanks

==========
Author of ATZENTA2 Harry Karayiannis _____E-Mail_____
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
==========| cscrzcc@buacca.bu.edu
----

291. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 11:23:01 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1070@ehviea.ine.philips.nl>
Source record: 227087

```
In article <1992Jan10.145622.8488@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
|In article <1068@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:
|>In article <4437@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
|>|Good old Megamax C (not Laser C) did this. As a result the programs could not
|>|have any segments more than 32K. I'm pretty sure this was the case because the
|>|executables produced had no relocation tables.
|>
|>Shouldn't this be: ... any segments more than 64K ... ? Most 68000 C
|>compilers will use 16 bit address register relative addressing in this
|>case, and 16 bits --> 64K (one of them being Lattice C, if I remember
|>correctly).
|
|Yeah, but offsets are relative, so you need a sign bit.

Exactly. This sign bit is precisely a factor of 2, 32K positive of
address register, and 32K negative of it. And 32K + 32K = 64K...

Leo.
```

292. 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 11:29:53 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jan13.112953.11593@cs.nott.ac.uk>
Source record: 227088

I've seen quite a few posts about this; I'm probably going to get one as soon as they are released, but I'm interested in hearing about the 4 meg ST RAM it's supposed to have; is this really true? If I have 4 meg fastram as well (which I intend to), can '030 processes use this as well (I'm really thinking of background tasks in MiNT).

Also, how difficult is it to install in a Mega ST? (Give me a soldering iron and I can kiss my ST goodbye).

Also (wot? more?) does virtual memory work the same on any 68030 (ie. if I were to try (note "try") to add VM to MiNT, would it work on a TT too?)?

-- Dave.
--
`Grave' Dave Gymer | Have you noticed the preoccupation that most people have
42 St Mary's Park, | with sex and alcohol? Hasn't it ever struck you as odd
Louth, Lincs, | that they try to combine the two, usually with pretty
LN11 0EF, ENGLAND | disasterous results? Then again, how can you choose?

293. 4Mb upgrades...please help

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 11:59:46 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.695303986@p4.cs.man.ac.uk>
Source record: 226734

Can anyone out there recommend a good upgrade 4Mb upgrade for a
1040STF (TOS 1.0) ? Many thanks.

Martin Randall

----

294. Re: Populace help (was Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 12:44:18 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992Jan13.124418.25508@infoserver.th-darmstadt.de>
Source record: 227092

> Dunno? I think the game is unfair. When water is harmful, ie. prolonged
> exposure causes death, and there is a flood the computer just scans the map
> array and instantly puts a small piece of land under as many of its people
> that it has energy/mana to do so. No human player could do that.

I might be that the computer has some major advantages as he is able to
overview the whole map at once. I suggest that, if the setting says tha
that water is harfull, any landmass that you as human build, should be
least 2 layers high. This way, when the computer call flood, you don't
suffer any harm, but afterwards the land is at level one again. If the
comp seems capable of getting another flood, you should raise the whole land
again.

(BTW I never got past ca. 130 even with this trick)
Alexander Lehmann

295. Help with dungeon master

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 13:07:08 UTC
From: rlw@ukc.ac.uk
Message-ID: <232@eagle.ukc.ac.uk>
Source record: 227089

I need a little help with Dungeon Master. I am on level 6 and I have collected all of the iron keys from all of the rooms (including the one you get for getting the riddles right) and yet I still dont have enough. There is one door which is locked requiring an iron key. I can get down to the next level, but from the maps I see that this door has a valuable behind it.

Where is the other iron key to be found? is it deeper in the dungeon or have I just missed it on level 6 (or an even earlier level).

I appreciate your help on this one

Cheers - Dick
--
Well my baby, she don't want me around ! DoD #246, Squid Rating 1.5
She said she's tired of watching me fall down ! Current Steed --- CBX550FII
She wants the good life, with all the best !--------------------------------
But I like that bottle better than the rest ! <- Van Halen wi. David Lee Roth

296. free memory

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 13:50:57 UTC
From: J.S.Fothergill@newcastle.ac.uk
Message-ID: <1992Jan13.135057.12485@newcastle.ac.uk>
Source record: 226750

Does anyone know how much memory should be free on a 1040 without extended memory, when booted up?? I'm not convinced that my machine is all it claims to be, about 420 k

Jane Fothergill
(J.S>Fothergill@uk.ac.newcastle)

297. Simon Poole

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 13:56:15 UTC
From: klassa@asdsun.larc.nasa.gov
Message-ID: <1992Jan13.135615.29075@news.larc.nasa.gov>
Source record: 227090

Anybody got a current email address for Simon Poole, author of
Uniterm? Thanks!

------------------------------ \/\/ & /\/\ --------------------------------
John M. Klassa Graduate Assistant
C.S. Grad Student Global Meteorological Data Facility
Jones Hall Mail Stop 423
College of William and Mary NASA Langley Research Facility
Williamsburg, VA 23185 Hampton, VA 23665-5225
klassa@cs.wm.edu klassa@asdsun.larc.nasa.gov
------------------------------ \/\/ & /\/\ --------------------------------

298. SKATES.PRG boot problem

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 14:35:50 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <2360.29714156@sleepy.bmd.trw.com>
Source record: 227100

When I run SKATES.PRG (med rez) all I get is a black screen and a message:

error #52 press a key

What is going wrong? It has run before. No alt desk tops or boot programs.
1040 Ste w/4meg.

jharres@doc.bmd.trw.com

299. Re: Cheetah3 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 14:47:20 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jan13.144720.4751@magnus.acs.ohio-state.edu>
Source record: 227091

>Ahh ... I see that you're the next person to be hit by Cheetah. Many
>people have used it in the past, and then found out that it has some
>pretty nasty bugs in it, and have found that it is best to be put into
>the "trashcan". If you use it, be very careful. It isn't a very stable
>program, so use it with *EXTREME* caution.

The oddest thing about Atari computers seems to be their differences from each other. I used Cheetah extensively for about two years (a quess), with tos 1.2, tos 1.4 accelerator boards, hard drive caches, and a HUGE variety of auto programs and desk accs. I have quite literally never had a single problem with it in any way. I'm also using it out of Neodesk, and I've never had the problem with "empty folders" that was reported here... Why do computers that are supposedly "identical" (or damn near) act in such different ways for different people... aaaaarrrrrgggggghhhhhhhhh!!!!!!!!

At any rate, Cheetah works great for some of us...

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-Kaleidoscope woman
in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

300. Re: Extensible Control Panel myste

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 15:15:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Jan13.151509.5525@csi.uottawa.ca>
Source record: 227095

In article <A31977@K2.maus.de> Dirk_Steins@k2.maus.de (Dirk Steins) writes:
>mmiller@isis.cs.du.edu wrote at Sa, 11.01.92 (08:34) in comp.sys.atari.st:
>
>>minimum number of slots in the setup menu. But when I run Uniterm,
>>for example, and I access it, all the CPX's seem to be there. When I
>>double click on one of them, like General Setup, the disk whirs, and
>>then nothing happens. When I reload the CPX's, I notice that only two

...

>>causes this, and how can I correct it if possible? Do I need to make
>>the CPX's memory-resident?
>
>Yes, that's the solution for your problem. If you make the CPX's memory-
>resident then they will be loaded at boot-time and stay resident in your
>memory (and, in fact, will use a lot of it).

For Uniterm, there is another solution. Uniterm winds up setting up
buffers for various & sundry purposes. (Clipboard, data transfer,
RS232 buffering, AND) Notably: System and History buffers. The
default System buffer is either 32 or 64K, and then "The Rest of
memory" goes to the History buffer. In other words, IF I turn history
on, and leave the defaults in place, I can go back and look at the
last 900K of history information! Since a typical session
doesn't involve that much data, and I'd like sometimes to run external
programs/CPXes, I've changed the System buffer size to something a
little more sensible (875K, on my 2MB system).

In other words, if you increase the size of the System buffer to
something big enough (128K? 200K?), you'll be able to load in those
CPXes, WITHOUT the cost of PERMANENTLY having memory occupied by them.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

301. Re: Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 15:30:00 UTC
From: steve@thelake.mn.org
Message-ID: <A1270880301@thelake.mn.org>
Source record: 227093

[In article <7556@tamsun.tamu.edu>,
n160ao@tamuts.tamu.edu (Mark Lehmann) writes ...]

> I just downloaded all of the Sozobon C stuff in the languages directory
> of the Atari archive. Is there anything I should know before I delve into
> configuring the Sozobon C compiler? I haven't un-archived the files
> yet, but I assume that I will find top-notch documentation that will
> guide me through the installation, and a compile of the "Hello World"
> program.

You won't find a step-by-step installation guide in the Sozobon
1.2 package, and the 2.0 package is just an upgrade of the
1.2 binaries.

I suggest that you set aside everything you downloaded from the
languages directory and get the ``Heat and Serve'' Sozobon C
1.33i, which moved last week in comp.binaries.atari.st.

All you need to do with 1.33i is un-ZOO the file, double-click
INSTALL.PRG, tell it where you want to put the components, and
sit back while INSTALL does all the work. You'll be compiling
hello.c (and GEM sources, too) in a matter of minutes, because
the example code and makefiles are part of the package.

If you don't have access to that newsgroup at your site or if
those files already have expired on your news system,
atari.archive keeps the original uuencoded postings in a
separate (unindexed) directory. You also can get it by email
from archive-server@twitterpater.eng.sun.com.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

302. Re: Extensible Control Panel myste

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 15:31:46 UTC
From: mebeb@uxa.liv.ac.uk
Message-ID: <1992Jan13.153148.1006@and.cs.liv.ac.uk>
Source record: 227094

pmh@cutie.ka.sub.org (pmh@cutie.ka.sub.org) writes:
: mmiller@isis.cs.du.edu wrote at Sa, 11.01.92 (08:34) in comp.sys.atari.st:
:
: >minimum number of slots in the setup menu. But when I run Uniterm,
: >for example, and I access it, all the CPX's seem to be there. When I
: >double click on one of them, like General Setup, the disk whirs, and
: >then nothing happens. When I reload the CPX's, I notice that only two
:
: This is a known problem. It seems that Uniterm and WordUp are messing
: around with memory and allocating all free memory in the system. The
: Control Panel tries to load and execute the CPX you wanted but then
: there's not enough memory in the system to do this. So nothing happens.
: It would be nice if the control panel would then show up an alert box
: with a simple error message.
:
: >causes this, and how can I correct it if possible? Do I need to make
: >the CPX's memory-resident?
:
: Yes, that's the solution for your problem. If you make the CPX's memory-
: resident then they will be loaded at boot-time and stay resident in your
: memory (and, in fact, will use a lot of it).
:
: --
: Dirk Steins Usenet: dirk_steins@k2.maus.de
: Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
: Germany Fido: ds%maus k2, 2:242/2.6
: --

303. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 15:56:39 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Jan13.105639.23227@mailer.cc.fsu.edu>
Source record: 227096

In article <1992Jan08.103719.2429@spc.nl>, stefan@spc.nl (Stefan Posthuma) writes:
>Best game?
>
>Llamatron!!
>
>Why?
>
>It's most brainfrying action, totally absurd sound samples and sheer intensity.
>As Minter said himself, Llamatron is the death metal of video games!
>Also, it's shareware.

It is available from atari.archive.umich.edu, as is Colorspace ST (another
must have by Minter). If you have a color monitor, get these two things.

>
>I have the new shareware game by Minter, Revenge of the Mutant Camels. At
>least as good as the CBM64 original!
>

Could you put it on atari.archive.umich.edu? I would be happy to do it
if you email me a uuencoded copy :-). Thanks in advance, feel free to
email.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

304. Re: WILL MY COMMODORE MONITOR WORK WITH 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 16:10:37 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Jan13.111037.23699@mailer.cc.fsu.edu>
Source record: 227097

In article <1992Jan9.214640.2824@ac.dal.ca>, tominatr@ac.dal.ca writes:
>Will my Commodore 1084S monitor work with an Atari 1040ST?
>

I believe you can do this with a special cable, but I could be wrong.
A call to Toad Computers (1-800-448-TOAD) will confirm/deny this.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

305. Re: What are .msa files?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 16:22:51 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Jan13.112251.24115@mailer.cc.fsu.edu>
Source record: 226901

In article <1992Jan10.234333.2246@mnemosyne.cs.du.edu>, mmiller@isis.cs.du.edu (Mark Miller) writes:
>I have seen these files at atari.archive that have a .msa extension,
>under the sound directory. I got one called zeppelin.msa, and while I
>do have steplay, I haven't tried it with that yet. What program is
>supposed to play these?
>

These are archive files (somewhat like .arc or .lzh). The difference is that they contain an entire disk (including format info and boot sector). The program is called Magic Shadow Archiver (msa) and is available from atari.archive. Since the compression algorithm built into MSA is a bit slow and inefficient, often these files are then arced or lzhed.

--

Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---

306. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 17:11:00 UTC
From: herborth@pinot
Message-ID: <8722@ncrwat.Waterloo.NCR.COM>
Source record: 226902

In article <zxmgn01.695182523@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:

}Hmmm... But some copy-programms copy a normaly Amiga-Formated disk without
}problems. So, why should it not be possible to do it??
}
}Perhaps you are right when you look at single sectors, but i think if i can
}read track by track, that would be enough to build up a AmigaFS
}
}Phil. (zxmgn01@mailserv.zdv.uni-tuebingen.de)

You can copy a Spectre formatted (I'm not sure about a straight Mac disk) disk the same way... The only caveat is that you should override any checks the program does to find out the disk format. As far as I know, Mac (and Spectre) disks are _always_ 2 sides, 10 sectors, and 80 tracks.

So, it _might_ be possible to write a MFS filesystem reader/writer for the new MiNT loadable filesystems... It _should_ be possible to do an AmigaFS filesystem... I have a feeling Mac HFS would be either impossible or incredibly difficult, since Dave Small couldn't do it...

----------==----------
Chris Herborth herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op
NCR E&M Waterloo
--
----------==----------
Chris Herborth herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op
NCR E&M Waterloo

307. Using the PBM+ port for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 17:17:07 UTC
From: ubik@netcom.COM
Message-ID: <1992Jan13.171707.3193ubik@netcom.COM>
Source record: 227099

Has anyone had any luck using the PBM+ package available at atari.archive?
I'm trying to use it to convert compressed spectrum files to jpeg files, howeverI keep
getting a "usage error HOSTTYPE=atarist". I haven't been able to find
any clarification in the docs. Ideas?

H.S.Anderson
ubik@netcom.com

308. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 18:37:23 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.695327843@nova>
Source record: 226903

leo@ehviea.ine.philips.nl (Leo de Wit) writes:

>Exactly. This sign bit is precisely a factor of 2, 32K positive of
>address register, and 32K negative of it. And 32K + 32K = 64K...

BUT - You have to take into account that you might have to jump from the
beginning of the segment to the end, or vice versa. You can cover only 32K
in each direction!

Hans-Peter

309. Re: Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 18:43:07 UTC
From: bobhays@spss.com
Message-ID: <1992Jan13.184307.41341@spss.com>
Source record: 226904

In article <A1270880301@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <7556@tamsun.tamu.edu>,
> n160ao@tamuts.tamu.edu (Mark Lehmann) writes ...]
>
> > I just downloaded all of the Sozobon C stuff in the languages directory
> > of the Atari archive. Is there anything I should know before I delve into
> > configuring the Sozobon C compiler? I haven't un-archived the files
> > yet, but I assume that I will find top-notch documentation that will
> > guide me through the installation, and a compile of the "Hello World"
> > program.
>
> You won't find a step-by-step installation guide in the Sozobon
> 1.2 package, and the 2.0 package is just an upgrade of the
> 1.2 binaries.
>
> I suggest that you set aside everything you downloaded from the
> languages directory and get the ``Heat and Serve'' Sozobon C
> 1.33i, which moved last week in comp.binaries.atari.st.
>
> All you need to do with 1.33i is un-ZOO the file, double-click
> INSTALL.PRG, tell it where you want to put the components, and
> sit back while INSTALL does all the work. You'll be compiling
> hello.c (and GEM sources, too) in a matter of minutes, because
> the example code and makefiles are part of the package.

{ Material deleted }

I just did this Sunday. I would suggest care if you have a dual disk situation (I've got 2 DS/DD drives w/ no hard drive [just cannot find the bucks, especially when my favorite sequencing program, Tiger Cub, is still copy-protected [boo-hiss]]). The un-ZOOed output will almost fill a DS/DD diskette. Therefore, you may need to extract files individually and copy them to a source diskette for performing an install.

Otherwise, Sozobon 1.33i went in smooth as silk for me (accept for a problem with my TMP variable and taking advantage of multiple path searches for LIB and INCLUDE in 1.33i which lets me separate my stuff from the Sozobon stuff).

Have fun! - Bob
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "There is no dark side of the
Bob Hays Fax: (312) 329-3657 | moon really ...." - Pink Floyd

310. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 21:07:01 UTC
From: jonc@status.gen.nz
Message-ID: <ei9ieB2w164w@status.gen.nz>
Source record: 226906

dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:

> Mega. IF you don't mind putting your ST in an AT case, then the SST
> is electrically compatible with the old STs. AS of yesterday, the SSTs

--> Hey do not knock it .. An ST in a clone case works well take it
from me this message is written on such a machine!

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

311. Re: Heat and Serve.

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 21:09:56 UTC
From: jonc@status.gen.nz
Message-ID: <0m9ieB3w164w@status.gen.nz>
Source record: 226905

johnsonc@topaz.ucq.edu.au writes:

>
>
>
> Have the postings to COMP.BINARY.ATARI.ST for Heat & Serve been completed?
> I can only find parts 1 - 12.
>
>
> Chris.

They are on here Chris, if you want to uucp (+649)358-5543

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

312. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 22:04:46 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02qy@dino.DinoCo.de>
Source record: 226740

In article <1992Jan2.231100.8017@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>It's been a while, so I thought I'd ask again: any news on
>progress toward making Spectre System 7 compatible? e.g., is
>it in beta-version yet?
>Just wondering.
>--Gerry
>ggreenbe@rodan.acs.syr.edu

Here the latest information I got from Gadgets (dated December 31): Spectre 3.1 *should* be ready at the end of January - and it will support System 7. However, since then I wasn`t able to reach anybody at Gadgets`. I understand that the lady who ran the paperworks quit in December and moved to Jamaica.

Since then, Gadgets has been, hmm - let`s say less than responsive.

Anyway, all release dates by Gadgets should be taken with a grain of salt, considering that the original release date for Spectre 3.1 was in Summer 1991...

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

313. Re: Apple System 7 on Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 22:06:15 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02r0@dino.DinoCo.de>
Source record: 226741

In article <1992Jan2.224504.8232@nrc.com> mikey@nrc.com (Mike Goodglick) writes:
>Can I get Apple System 7 on Spectre GCR.
>My config is as follows Atari Mega4 with 20meg HD.
>If so...how???
>
>Mike Goodglick
>mikey@nrc.com

Not until Spectre 3.1 is finally released. But how do you intend to run
System 7 with a 20 meg hard drive?

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

314. Re: Mega STE & Gadgets by Small 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 22:10:44 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02r2@dino.DinoCo.de>
Source record: 226745

In article <alanh.694462937@krypton> alanh@logitek.co.uk (Alan Hourihane) writes:
>Hi All,
>
> Does the Mega STE work with Dave Smalls 68030 SST Board ???
>
> If so, When using the 68000 for compatibility mode, can you still
> switch between 8 and 16MHz operation ????
>
> Alan Hourihane
>
> email: alanh@logitek.co.uk

Nope.

The Mega STE has a 68000 CPU in a PLCC socket - while the 68030 SST is
designed to replace a 68000 CPU in DIL style. Also, the form factor in
the Mega STE is very different from the Mega ST - so the SST would simply
not fit into the case.

A SST for the Mega STE may come out, according to Dave Small. But then
again, this is "may" as in "may be, may be not"...

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

315. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 22:36:30 UTC
From: pete@introl.introl.com
Message-ID: <1992Jan13.223630.32585@introl.introl.com>
Source record: 226907

In article <ei9ieB2w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:
>
>> Mega. IF you don't mind putting your ST in an AT case, then the SST
>> is electrically compatible with the old STs. AS of yesterday, the SSTs
>
> --> Hey do not knock it .. An ST in a clone case works well take it
> from me this message is written on such a machine!
>
Do you then use the standard (cheezy) keyboard by extending the standard
wiring harness, or is there a compatible replacement?
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

316. who has stmidiex.prg ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 22:40:18 UTC
From: maxn@intermec.com
Message-ID: <1717@intermec.UUCP>
Source record: 226912

Does anybody out there have a copy of stmidiex.prg ?
If so would you please e-mail me a copy, or e-mail me
to set up a standard mail exchange ?

--
uucp address: maxn@intermec.com or uunet!pilchuck!intermec!maxn
Trust in your calling, make sure your calling is true

317. What failure modes on 520st and mono monitors?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 23:01:33 UTC
From: paul@suite.sw.oz.au
Message-ID: <paul.695343693@suite.sw.oz.au>
Source record: 226913

Hello people,
I've just inherited two 520st's and their monochrome monitors.
It appears that the power supply in one of the st's has died, one monitor
is dead, and the other appears to be on the way out.

Does anyone in netland know of the failure modes of these things? My task
of fixing them will be somewhat easier with a bit of background knowlege
about components that are likely to have failed, and what to look out for.

Any help would be appreciated.

Paul

Paul M. Antoine net: paul@softway.sw.oz.au
Softway Pty. Ltd. snail: P.O. Box 305, Strawberry Hills 2012 Australia
Sydney, Australia. voice: +61 2 {698 2322, 665 9035}

----- Note the new mail address for those who remember me as paul@spectrum ----

318. Re: The best game...

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 23:10:32 UTC
From: darling@cellar.org
Message-ID: <0VgieB1w164w@cellar.org>
Source record: 226911

boyd@pi.cs.fsu.edu (Mickey Boyd) writes:

> >I have the new shareware game by Minter, Revenge of the Mutant Camels. At
> >least as good as the CBM64 original!
>
> Could you put it on atari.archive.umich.edu? I would be happy to do it
> if you email me a uuencoded copy :-).

Or better yet, on GEnie. Along with Colourspace.

I'll make the same offer re: uploading there if given uucoded versions.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

319. Spectrum Code Fix?

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 23:11:43 UTC
From: stevendd@mentor.cc.purdue.edu
Message-ID: <31022@mentor.cc.purdue.edu>
Source record: 226909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A while ago the source code to display a Spectrum picture was posted. This code worked great until it exited, and then it locked up. Does anyone have the code to allow this program to exit correctly?

Its possible that I may be at fault, since my compiler doesn't have an "illegal" macro. Which might make the program end properly.

If you know how to modify the formentioned program to make it exit correctly, or if you have another version all together let me know.

Thanks a lot, Doug.

---
stevendd@mentor.cc.purdue.edu stevensd@mentor.cc.purdue.edu

This is grain which any fool can eat but for which God intended a more divine means of consumption. Let us give praise to our Maker and glory to his bounty by learning about... BEER. -- Friar Tuck from Robin Hood.
---

320. Re: SKATES.PRG boot problem

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 23:45:48 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jan14.044639.660@ryn.mro4.dec.com>
Source record: 226924

>error #52 press a key
>
>What is going wrong? It has run before. No alt desk tops or boot programs.
>1040 Ste w/4meg.

Hi,

I'm not sure about the STE platform (I have a 1040STF)...

ANYWAY, I believe the files must be in a folder named
A:\SKATES.JMW in order to run...

ANYONE out there know if you can manipulate the skater, other
than just steering left and right?

John

321. STe's

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 23:49:12 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <52748@cup.portal.com>
Source record: 226914

This message is mostly irrelevant babbling, so if you dont want to read about my experiences with my non-Mega STe, quit out now...

I like to post things like this, just in case anyone is interested, but never saw the info before...

I recently (tuesday the 7) received my new 520STe that I ordered from a mail order company (D&P Computers, for $339. Sorry if that sounds commercial, I am in now way affiliated with this company, but they seem to be the best price around). On Friday the 10, I got 4 1mb SIMMs modules and upgraded it, and now, its like a whole new machine.

So far, what Ive done is make a 1mb RAM disk, copy NeoDesk3 to it, and run NeoDesk from the RAM disk. Can you say speed? I also am running Uniterm from the RAM disk. Accessory wise, I have the slots all filled up: RAM disk, EyeCon (what the heck), NeoControl Panel, NeoTrashcan, and NeoPrint Queue. All this is running at the same time, I didnt need to unload NeoDesk to run Uniterm (with the old 512k, I did). This is great! Too bad 4mb is all this thing can support (or as far as I know, thats all)

My next addition will probably be a hard drive. I have a ST-225 20mb drive doing nothing, and was considering the AdSCSI Plus ST adapter. That has a clock, and what I imagine is that it lets you use ST-506 type drives on the ST.

Either that, or I hear that TOS 2.06 is now available for the STes. Anyone have it yet? How much?

Then all I need is a colour monitor :-) (thinking about the Atari stereo one, but thats like $350).

Who says Amiga is the best? :-) (please lets not start on that again, just my humble opinion)

Billy D'Augustine
Azog-Thoth@cup.portal.com

322. Monitor question

Newsgroup: comp.sys.atari.st
Date: 1992-01-13 23:53:39 UTC
From: dcd123@peach.ucsb.edu
Message-ID: <3127@ucsbcsl.ucsb.edu>
Source record: 226910

Greetings. I am building an interface cable for the monitor port. Can I hook up the monochrome & ground? If so, do I need to raise the monochrome select pin with the 12v on the port as well? Any advice is welcome. I have a monochrome monitor and a color tv and would like to be able to see something. BTW it is a 1040STf

Many thanks.

323. Re: "Green selector" virus?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 00:48:11 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jan14.004811.1943@tdb.uu.se>
Source record: 226915

ianc@hpcpbla.bri.hp.com (Ian Crighton) writes:
: I'm only working with some third-hand information here so I apologise for
: the lack of detail, but has anyone heard of an ST virus that greets you
: with some phrase like "the little green selector"? For all I know this may
: not be a virus at all - it could be part of an application that is running -
: but I thought that it might ring bells with someone here if it was.
: [stuff deleted]

Don't worry, it's no virus! It's just a replacement file-selector!

*** | Daniel Eriksson - Delta Force | m91der@bellatrix.tdb.uu.se |
*** | Uppsala University/Sweden | IRC: DanielDF |
*** |------------------------------| Voice: +46 18 370024 |
* * * | "Fighting for peace is like | Voice weekends: +46 26 72901 |
* * * | fucking for virginity!" | Fidonet: 2:205/218 (T.A.R) |

324. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 01:59:51 UTC
From: sourada@iastate.edu
Message-ID: <sourada.695354391@vincent1.iastate.edu>
Source record: 226916

In <1992Jan13.223630.32585@introl.introl.com> pete@introl.introl.com (Pete Ikusz) writes:

>In article <ei9ieB2w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:

>Do you then use the standard (cheezy) keyboard by extending the standard
>wiring harness, or is there a compatible replacement?
>-Pete
>--
>---
>Pete Ikusz Introl Corporation pete@introl.com

This reminds me, did Atari recently update their keyboards? I have a 1040STe
that I purchased around two months ago, and I like the keyboard. It is quite
a bit better than the one on my friend's 1040STe of 18 months ago... It has
little mush, and the keys have just about the right amount of spring to them.

(Of course, Atari hasn't always been known for their consistency in product
:-))

Later,
Steven Ourada
--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
----

325. Drakkhen

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 02:10:16 UTC
From: RIFFEGL@PURCCVM.BITNET
Message-ID: <92013.211016RIFFEGL@PURCCVM.BITNET>
Source record: 226918

Does anyone know where I can get hints, tips, or maps for Drakkhen?

326. New TEC card

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 02:24:44 UTC
From: dinsmm@aix02.ecs.rpi.edu
Message-ID: <sbsr12+@rpi.edu>
Source record: 226917

Hello.
Would someone review the new TEC card that was recently
described. Does it work as well as it sounds? Was it
easy to install?
Thanks a lot.

Mike Dinsmore
dinsmm@rpi.edu

327. Re: STe's

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 02:34:50 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Jan14.023450.18818@usenet.ins.cwru.edu>
Source record: 226919

In a previous article, Azog-Thoth@cup.portal.com (William Thomas Daugustine) says:

>Then all I need is a colour monitor :-) (thinking about the
>Atari stereo one, but thats like $350).

I've got an SC1435. (The 14" stereo color monitor) I think it is worth the money for what you get. Although the larger screen does take some getting used to, it has volume, contrast, brightness and horizontal controls on the front panel, and even has a green mode. The tilt/swivel stand it comes with is rather nice, too.

One major difference is that all of those programs that would print things way off in the margins of the screen where I couldn't see them are now not nearly as annoying. Heck, not annoying at all, even.

(And then there's when I have the ST hooked up to my 27" TV and my rather modest stereo... Nah, I won't get into that.)

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

328. Re: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 05:21:10 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <OoIpaobW4rg@jonh.wimsey.bc.ca>
Source record: 226921

In <6tA5novjwdE@pfunk.hanse.de>, Michael Kistenmacher writes:
>
>Some weeks ago the author told me, that he doesn't want HERMES to go out to
>the public until it's out of beta-status. The actual version is 0.991 and
>it won't be long 'til it's at 1.0.
>
Which public does Martin mean? It's already on a German archive site,
who's name I can't remember, and on atari.archive over here.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

329. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 05:28:53 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan14.052853.23828@actrix.gen.nz>
Source record: 226925

In article <8722@ncrwat.Waterloo.NCR.COM> herborth@pinot (Chris Herborth) writes:
> In article <zxmgn01.695182523@mailserv> zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:
>
> }Hmmm... But some copy-programms copy a normaly Amiga-Formated disk without
> }problems. So, why should it not be possible to do it??
> }
> }Perhaps you are right when you look at single sectors, but i think if i can
> }read track by track, that would be enough to build up a AmigaFS
> }
> }Phil. (zxmgn01@mailserv.zdv.uni-tuebingen.de)
>
> You can copy a Spectre formatted (I'm not sure about a straight Mac disk) disk
> the same way... The only caveat is that you should override any checks the
> program does to find out the disk format. As far as I know, Mac (and Spectre)
> disks are _always_ 2 sides, 10 sectors, and 80 tracks.
>
> So, it _might_ be possible to write a MFS filesystem reader/writer for the
> new MiNT loadable filesystems... It _should_ be possible to do an AmigaFS
> filesystem... I have a feeling Mac HFS would be either impossible or
> incredibly difficult, since Dave Small couldn't do it...
>
> ----------==----------
> Chris Herborth herborth@pinot.Waterloo.NCR.COM
> Information Products Co-Op
> NCR E&M Waterloo
> --
> ----------==----------
> Chris Herborth herborth@pinot.Waterloo.NCR.COM
> Information Products Co-Op
> NCR E&M Waterloo

A few people don't seem to know this, but the Amiga is a 11 sector format
with NO CRC checking, it uses Sum Checks, also they don't use the
index mark, all this causes problems with a real disk controler..

Also all sector writes are a full track write as they don't use Gaps..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

330. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 05:31:18 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan14.053118.23913@actrix.gen.nz>
Source record: 226926

```
In article <ei9ieB2w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
> dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:
>
> > Mega. IF you don't mind putting your ST in an AT case, then the SST
> > is electrically compatible with the old STs. AS of yesterday, the SSTs
>
> --> Hey do not knock it .. An ST in a clone case works well take it
> from me this message is written on such a machine!
>
> _
> Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
> jonc@status.gen.nz / /\ If that does not work try these address's
> Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
>

Are you saying you are a Clone Jon..:-)...??
or just a Clone of a Atari..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

331. Re: Help with dungeon master

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 05:55:46 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <52762@cup.portal.com>
Source record: 226927

Dick Wall asked about iron keys on Level 6 in Dungeon Master..

There's an iron key on the floor in an alcove with some "Torso
Plate" armor that's easily missed..

It's in the large area filled with a lot of pillars that's to
the right at the "I don't like to be ignored" inscription.

That's probably the one you need...

BobR
DoD#414

332. Re: STe's

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 06:01:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <52763@cup.portal.com>
Source record: 226928

Billy D'Augustiine asked about the availability of TOS 2.06 for STe's..

CodeHead Software will be distributing just the TOS 2.06 ROMS for those whose machines will accept the ROMs directly.

Give them a call at: 213-386-5735 and ask about pricing and availability.

BobR

333. Re: "Green selector" virus?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 06:25:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <52765@cup.portal.com>
Source record: 226931

Ian Crighton asks:

>I'm only working with some third-hand information here so I apologise for
>the lack of detail, but has anyone heard of an ST virus that greets you
>with some phrase like "the little green selector"? For all I know this may
>not be a virus at all - it could be part of an application that is running -
>but I thought that it might ring bells with someone here if it was. And, if
>it IS a virus, does anyone know what virus-hunting tools are around that
>would help to get rid of it?

The "Little Green File Selector" is an alternative file selector
written by Charles F. Johnson of CodeHead Software.

His Shareware company is called "Little Green Footballs"
(don't ask me.. ask him...! :)

I don't use that file selector, so I don't know what messages it
might print while installing, or while being used, but unless
someone has mucked around with it, it's a legitimate and very
useful program.

I know Charles monitors this newsgroup, but just in case he
doesn't see this thread right away, I'll let him know about
these concerns, and let him address the issue...

BobR

334. Airball

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 07:19:29 UTC
From: rfschaa@cs.vu.nl
Message-ID: <12401@star.cs.vu.nl>
Source record: 226930
Cross-posted to: comp.sys.atari.st,rec.games.misc

Hi,

Some time ago I bought the game `Airball' and while it
was fairly addictive I stopped playing it. The reason is
that I couldn't find the `flask.' Is there anyone out there
that knows where I can find it?

Richard

335. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 08:44:18 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4464@brahma.cs.hw.ac.uk>
Source record: 226935

```
In article <1068@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:
>In article <4437@brahma.cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>|In article <12338@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf RF) writes:
>|>On the subject of (PD) C compilers: does anyone know of a C
>|>compiler (PD or not PD) that is able to generate fully PC
>|>relative code? I would like to be able to move the program
>|>around in memory without having to do any relocation.
>|
>|Good old Megamax C (not Laser C) did this. As a result the programs could not
>|have any segments more than 32K. I'm pretty sure this was the case because the
>|executables produced had no relocation tables.
>
>Shouldn't this be: ... any segments more than 64K ... ? Most 68000 C
>compilers will use 16 bit address register relative addressing in this
>case, and 16 bits --> 64K (one of them being Lattice C, if I remember
>correctly).

Well I know this is true but when you use a word as an offset in such a way it
is treated as a signed number. So the first 32768 offsets are above the base
value and the next 32768 are below. Maybe Megamax did use 64K segments. It
would have been a little more tricky I guess but definately not impossible.

+---------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---------------------------------------------------------------------------+
```

336. CS-TEX (24pin fonts) || AFXpack

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 08:48:06 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <10218@ecs.soton.ac.uk>
Source record: 226942

Okay, I've just downloaded and installed 24pin1.lzh and 24pin2.lzh from a.a. I managed to get the install program to work even though the docs are in german (I don't know any).

The fonts are now in the prtfonts directory in my tex folder. And the driver (nb24new) is there as well. But when I try to use nb24new to print a dvi file I get an error message. Armed with a german-to-english dictionary I _roughly_ translated. It said the driver had failed and asked me to Noder or Abbruch - (something or abort I think).

Noder does nothing. Abbruch then brings a message which I can only translate as saying it can't find a font list. Since the installation program produced no font list, what can I do?

Has anyone else had this problem??

On a completely different tack, I downloaded lzh201i yesterday. I is all in german, again. What I really want to know is: is AFXPACK in the public domain? If it is (there is a file called AFX_D in the archive), then in there an english version of lzh201i floating around?

I would be very grateful if someeone would answer one/both of these. Thanks.

David Halls

dah90@uk.ac.soton.ec

Second Year Computer Science Undergraduate
Southampton University
England

337. Re: STBook (Notebook computer)

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 08:51:52 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4465@brahma.cs.hw.ac.uk>
Source record: 226936

In article <1992Jan9.181753.13799@atari.uucp> trh@atari.uucp (T R Hall) writes:
> Incidently, we _*STRONGLY*_ recommend that future software products
>use the industry-standard _PARALLEL PORT_ dongles, which would save you having
>to re-invent security algorithms, etc. Using the cartridge port for such
>things is not a particularly good engineering practice, and forces us to
>maintain an "old-technology" port for a long time.

This is from a company that made the cartridge port read only.
That put the ST joystick ports in such an inaccessable place that most D
shells won't fit (and did the same with the extra STE ports). That uses
non-standard DIN and DB connectors on its floppy, video and hard disk ports.

Nothing personal Tracey (sp?) but it's been building up.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

338. GCR with overscan?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 08:57:41 UTC
From: wmagro@uiuc.edu
Message-ID: <1992Jan14.085741.15540@ux1.cso.uiuc.edu>
Source record: 226929

Does Spectre GCR work with the overscan modification??????

And on the TT, does it run in the color modes, i.e. TT med res.

I know it won't be in color, I am just wondering whether it can
run a mono 640x480 mode.

Does Spectre GCR do the sound via DMA sound on an STe, or is it done
in software, like on the regular ST?

Any help is appreciated (of course)!

--Bill

339. Re: TTM194/5 Scan Rates

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 09:04:25 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan14.090425.2781@Informatik.TU-Muenchen.DE>
Source record: 226865

In article <1992Jan6.204646.25912@ux1.cso.uiuc.edu>, wmagro@firenze.physics.uiuc.edu (William Magro) writes:

[...]
|>
|> 1) Standard SIMM memory upgrade for ST and TT ram. If Apple and NeXT can
|> release 68040 machines with this, so can Atari. In fact, isn't this one
|> of the simplest parts of designing a computer? Just run the address and
|> data lines to SIMM sockets. It always seems that Atari is trying to limit
|> the usefulness of our machines, whether by making constant board revisions
|> that break various upgrades and DMA devices (which by the way wouldn't be
|> necessary if the ST had a bus in the first place), or by making it impossible
|> to add memory to machines (like the mega 2s that were actually mega 4s with
|> a few traces cut). People are going to upgrade and modify their machines
|> with or without a bus...so there may as well be one. Atari, please save us
|> the trouble of hacking up our machines.
|>
[...]
|> --Bill Magro

Dear Bill

Have you ever heared of something like "REFRESHING D-RAM's". This is the thing
the old ST-MMU does and what the TT-MCU is needed for. On the memory-expansions
sold by ATARI, RICHTER and others (here in Germany) there is only the MCU beside
some SIMM sockets.
So why do you blame ATARI if you havent seen an expansion ...

Greetings Ewald

==
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Wir machen SPITZENTECHNOLOGIE, ATARI macht sie preiswert
==

340. Re: 80N86 Emulation.

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 09:05:26 UTC
From: esx070@cck.cov.ac.uk
Message-ID: <farcbc0j@cck.cov.ac.uk>
Source record: 226934

Hello out there,
I want to run programs for the IBM PC machines on my ST and as far as
I know there are two ways of doing this.
1) Use some emulation software such as PC Ditto.
2) Buy a chip which does the emulation.
I have heard the second option can be bought, but what I want to know is,
How good is it? How easy is it to install? Where can I get it and how
much does it cost? How fast do they run the programs?
If anyone out there has, or has seen such emulators, please let me know what
they are like.

Brevan Miles. e-mail: esx070@uk.ac.cov.cck
Coventry Polytechnic.

"I wish I'd bought a PC"

341. Atari ST Compatible HD

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 09:22:56 UTC
From: daniel@ucscb.UCSC.EDU
Message-ID: <26388@darkstar.ucsc.edu>
Source record: 226933

I'm looking for an Atari ST compatible hard drive that
I'd be able to use later on an IBM, if need be. I'm on
an Atari 1040ST right now. Any suggestions??

342. Re: Cheetah3 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 09:28:40 UTC
From: zxmkr08@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmkr08.695381320@mailserv>
Source record: 226939

In <1992Jan13.144720.4751@magnus.acs.ohio-state.edu> dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

>The oddest thing about Atari computers seems to be their differences from each
>other. I used Cheetah extensively for about two years (a quess), with tos 1.2,
>tos 1.4 accelerator boards, hard drive caches, and a HUGE variety of auto
>programs and desk accs.

Just to add some more experience on this, Cheetah doesn't work with TOS 2.05
under Gemini 1.21 when copying from disk to harddrive or back. Copying from
partition to partition works well, though...
--

/* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
/* email: krasel@mailserv.zdv.uni-tuebingen.de (Internet) */
/* krasel@chemie.uni-tuebingen.dbp.de (WIN/X400) */

343. Re: "Green selector" virus?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 09:52:56 UTC
From: ianc@hpcpbla.bri.hp.com
Message-ID: <9440002@hpcpbla.bri.hp.com>
Source record: 226940

Many thanks to all those who responded to my Green Selector "virus"
query. I realise now that this thing is in fact a file selector
replacement for the ST that is supposed to be superior to the standard
one, so is in fact a properly installed piece of software. I only heard
about the original problem third-hand from a fairly computer non-literate
person; I've not seen it myself (in fact, I've never even touched an ST),
hence the poor quality info and confusion.

Ian Crighton HP Computer Peripherals Bristol ianc@hpcpbla.bri.hp.com
---

344. Editors

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 09:59:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <Zv.Ql83.dLs@jonh.wimsey.bc.ca>
Source record: 226932

Can anyone point me to an editor that doesn't insert carriage
returns in text that just has linefeeds in it? I need it to create
messages to be sent to a unix system.
Also, I heard there was a German port of nn. Is it available on
any archive sites?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

345. G++

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 11:54:14 UTC
From: jas@oasis.icl.co.uk
Message-ID: <225@ozz.oasis.icl.co.uk>
Source record: 226941

Could somebody tell me what version of G++ is available at a.a.u.e? What version is this wrt CFRONT. Or better still, can you tell me what features it has/hasn't got, eg multiple inheritance, templates etc.

Thanks in advance,

Jas.
--

| Jason Morris jas@oasis.icl.co.uk +44 344 424842 ext 2662 |
| ICL Computers Ltd, BRA01, Lovelace Rd, Bracknell, Berks, England. |

| I do not speak for ICL. I speak for everyone... |

346. Grad School Plea: Please read this

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 12:25:47 UTC
From: weiner@TERMINATOR.CC.UMICH.EDU
Message-ID: <9201141225.AA21732@terminator.cc.umich.edu>
Source record: 226938

As some of you may know, I'll be graduating this May. When I was filling out grad school applications, the idea for a recommendation from the usenet atari community as a whole crossed my mind as something that would be pretty interesting (especially considering how much time I spend with doing archive related stuff :)).

With this in mind, please consider writing a brief note, saying what you think my chances for to complete a graduate degree in statistics are. I realize this is quite difficult, but there are some aspects of my work that some of you have certainly had contact with, such as my organizational skills, my writing ability (Remember the ftp guide, etc.), my teaching ability (ever try to help someone set up gnu c over email, a question at a time?), and so on.

Here's how we've set this up to work:

1. You decide you'd like to help me out. You then send a brief not to Fred Swartz, the archive administrator, who has agreed to accept letters. His address is archive-admin@archive.umich.edu.

2. Fred will collect them, print them out, and enclose them in the sealed envelope. I will NOT see these, unless you specifically state that you'd like me to in your letter.

3. Fred will vouch for the authenticity of the e-mail, and sign all the forms.

That's really about it. Hopefully, admissions committees will look at this as something original and then with this and everything else admit me to their graduate program in statistics.

For the record, I'm currently interested in U of Washington, U of Minnesota, U of North Carolina-Chapel Hill, and Carnegie-Mellon. There is a number of other schools that I am considering applying to also, but for now these four are it.

I'd like to thank all of you who reply, it really means a lot to me.

weiner

Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

347. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 12:34:06 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan14.123406.2913@actrix.gen.nz>
Source record: 226937

In article <3127@ucsbcsl.ucsb.edu> dcd123@peach.ucsb.edu (Hanson) writes:
> Greetings. I am building an interface cable for the monitor port.
> Can I hook up the monochrome & ground? If so, do I need to raise the
> monochrome select pin with the 12v on the port as well? Any advice is
> welcome. I have a monochrome monitor and a color tv and would like to
> be able to see something. BTW it is a 1040STf
>
> Many thanks.

Don't connect the mono detect to any voltage, it is connected to 0 volts
if mono, it has its own pull up resistor..

Also a colour TV is not that good, inless it has a Scart RGB input,
so be warned...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

348. Re: Mint problem with cursor- and functionkeys

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 12:55:33 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992Jan14.125533.19461@infoserver.th-darmstadt.de>
Source record: 226943

muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
> Hello,
>
> it seems that a simple read() from within mint cannot read function
> keys, cursor keys, or ALT-key combinarions. They all return 0.
>
> Can theys keys not be recognized at all in a neat way by Mint or is
> there something else I can do?

I think the problem arises whenver you read keyboard input by file (=handle).
To get the keys that do not return any ascii value you have to get hold
of the scancode (as returned by Conin() Gemdos 1), which marks the key that
was pressed without any interpretation. Additionally you have to find out
whether any shift/ctrl/alt key is pressed at the same time. This can be done
by a Gemdos (or Bios) call too, or if some bit in 0x484.b is set, the status
is returned with Conin aswell (I think it was bit 3).

I don't use MiNT, but I think there should be some special functions to use
these extended keys with the multitasking environment.

Alexander Lehmann

349. Re: "Green selector" virus?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 13:12:30 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan14.131230.1@lapis.labmed.umn.edu>
Source record: 226950

In article <9440001@hpcpbla.bri.hp.com>, ianc@hpcpbla.bri.hp.com (Ian Crighton) writes:
> the lack of detail, but has anyone heard of an ST virus that greets you
> with some phrase like "the little green selector"? For all I know this may
> not be a virus at all - it could be part of an application that is running -

The Little Green File Selector (shareware from Charles Johnson) is the probable culprit in presenting this message. I would assume that you see this message at boot time. Take a look in the AUTO folder for a program with a name like FSELECT.PRG.

LGFS is an alternative to the GEM File Selector, and current versions have hooks in them which allow use with CodeHead products such as HotWire and MaxiDesk.

Many AUTO programs flash a message to the screen when they load at boot time, so I doubt you've got a 'virus' at all.

If you suspect you have a 'virus' because of odd behavior on the part of your computer system, may I suggest you get a copy of George Woodside's excellent program VKILLER.PRG? You should be able to obtain a copy from your local user group or the atari.archive server.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

350. Re: Is there a FAQL someone could mail me?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 13:17:50 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan14.131750.1@lapis.labmed.umn.edu>
Source record: 226701

In article <9201092242.aa13311@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
> Is there a frequently asked questions list with things like where
> the FTP sites are such that someone could mail me?
> I'd rather not wait till it's posted again.

Eric,

Can you wait until the day after tomorrow? That's the intended posting
date for the 'new', 'improved' (well, maybe), version of the 'welcome to
comp.sys.atari.st' FAQ sheet.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come
with it." -- R. Buckminster Fuller

351. What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 13:18:37 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jan14.131837.15495@syscon.rn.com>
Source record: 226944

I just gave my wife my old 520 so I need something new. What about the TT? Is it fast (or slow like the Amiga 030)? Where is the best place to get one? Where do you find hardware details (like the Abacus books for the 520)? Should I take a current model or wait for the 1.44MB floppy version? How much better than a multi-synch is the Atari color monitor? Or should I get a Mega STE and a Small 030 board?

It looks a little bleak at the moment since I only have $2500, but I have to get *something* again.

--
Carl Kreider

CIS 71076,76
Usenet ....!syscon.rn.com!carl

352. Re: Current TOS version?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 13:25:07 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan14.132507.15579@syscon.rn.com>
Source record: 226945

cjd@zatch.Corp.Sun.COM (Chris Drake) writes:

>I am planning on resurrecting a rather old 520ST (yep, only 512K), but since I
>have very old ROM's in there I was curious as to the current level of TOS - the
>latest which will run on a 520, if that makes a difference; plus what's changed
>dramatically in the last few years...

>I assume these are available from Atari? For a price; any ideas on what they
>charge for these things?

The latest version for 520/1040 is 1.4. Most Atari dealers ;) should have it
for about $70. BEST Electronics is one source. You probably have 1.0.

353. Re: New TEC card

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 14:11:37 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <3LmJeB2w164w@ersys.edmonton.ab.ca>
Source record: 226948

dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:

> Hello.
> Would someone review the new TEC card that was recently
> described. Does it work as well as it sounds? Was it
> easy to install?
> Thanks a lot.
>
> Mike Dinsmore
> dinsmm@rpi.edu

As far as I know, CodeHead Software just released the TEC card (aka TOS 2.06) just this past weekend, so no reviews will be available for at least another week. I am eagerly awaiting my TOS 2.06 in the mail as we speak.

Greg Granger

[InterNet: ggranger@ersys.edmonton.ab.ca] "Gimme the strongest
[FoReMNet: Greg Granger @ 532 or Dark Knight @ 595] thing you've got."
[Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9]
[Phone : +1 403 481-0803 or +1 403 481-5110] - Lt. Frank Drebin

354. Re: "Green selector" virus?

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 14:36:42 UTC
From: herborth@pinot
Message-ID: <8733@ncrwat.Waterloo.NCR.COM>
Source record: 226949

In article <9440001@hpcpbla.bri.hp.com> ianc@hpcpbla.bri.hp.com (Ian Crighton) writes:
}I'm only working with some third-hand information here so I apologise for
}the lack of detail, but has anyone heard of an ST virus that greets you
}with some phrase like "the little green selector"? For all I know this may
}not be a virus at all - it could be part of an application that is running -

It's the best file selector replacement in existance, written by Charles
Johnson of CodeHead fame. It's definitely NOT a virus!

--
----------==----------
Chris Herborth herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op
NCR E&M Waterloo

355. Re: Populace help (was Re: The best game...)

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 14:45:34 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jan14.144534.16736@cs.mcgill.ca>
Source record: 226704

[No readable article body recovered]

356. Re: G++

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 16:00:27 UTC
From: rbixler@isis.cs.du.edu
Message-ID: <1992Jan14.160027.28565@mnemosyne.cs.du.edu>
Source record: 226947

jas@oasis.icl.co.uk (Jason Morris) writes:

> Could somebody tell me what version of G++ is available at a.a.u.e? What
>version is this wrt CFRONT.

I think it complies with version 1.2. There is also a version 2.0 G++ coming
out, but I'm not clear whether that will follow cfront 2 or cfront 3.

Roy

357. Re: CS-TEX (24pin fonts) || AFXpack

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 19:14:22 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <7603@tamsun.tamu.edu>
Source record: 226702

In article <10218@ecs.soton.ac.uk> dah90@ecs.soton.ac.uk (Halls DA) writes:
>Okay, I've just downloaded and installed 24pin1.lzh and 24pin2.lzh
>from a.a. I managed to get the install program to work even though the
>docs are in german (I don't know any).

>The fonts are now in the prtfonts directory in my tex folder. And the
>driver (nb24new) is there as well. But when I try to use nb24new to
>print a dvi file I get an error message. Armed with a
>german-to-english dictionary I _roughly_ translated. It said the
>driver had failed and asked me to Noder or Abbruch - (something or
>abort I think).

I had this problem also. I finally had to use lzh to un-archive the
utilities. Next I had to rename the directories. I renamed ...1.000
to FONT0360, and ...1.200 to FON0432 (360 x 1.2) and so on. Then I
placed these directories in the P6_HDFNT directory. TeX could use them
then.

I don't suggest that you battle the German installation program, and just
give in to this more complicated but less frustrating way to un-archive
the fonts.

Mark Lehmann
n160ao@tamuts.tamu.edu

358. Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 21:31:12 UTC
From: vicb@clark.edu
Message-ID: <1992Jan14.213112.4760@clark.edu>
Source record: 226703

OK, could I please get a couple of questions answered?

I have an old 520st, no upgrades- 512K, TOS 1.0, SS drive. I recently downloaded info on hooking a generic 720K floppy up, but is it possible to hook up a 1.44? If not, why?

Also, my brother has a 40 meg IDE hard drive he is willing to part with. Can this be plugged in like any other SCSI hard drive? I know very little about hard disk units, just that you need a host adapter and controller (which my brother tells me is built in to an IDE) as well as the power supply and clock. I have been given the impression that IDE's are a little different in the storage scheme... Can this be used on my machine? He uses these on his 286.

Anyone out there willing to help? If I am in error on my assumptions please correct me. Thanks,

Victor Bruhn
vicb@clark.edu

359. Taps for more Ataris

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 23:46:21 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <kdQrNBK00VAuA4N1pr@andrew.cmu.edu>
Source record: 226707

I do hate to sound a sour note on this very vibrantly alive bboard, but over Christmas break I observed further evidence of the decaying state of Atari support by retailers.

J&R Computer World, one of the largest computer retail stores in the USA, located in downtown New York City, has all but given up the ghost on Atari systems. After continuing to sell Atari products for several years after they became unfashionable, they have apparently decided to let their Atari support quietly die. When I went there on January 4, all they had left on display was one solitary 1040STe and four pieces of Atari software wedged into the edge of the Amiga section. They used to have three whole shelves of Atari software, which had dwindled to one shelf by the summer of '91, and now has disappeared. They have also stopped advertising Atari software in their catalogues, although they continue to advertise 1040STe's and hard disks. They're probably just trying to get rid of their stock; the four pieces of software they have left look like they've been sitting there since 1987 or so...

BTW, J&R has added a *huge* new Macintosh section. They used to sell just PCs, Amigas, and Ataris...

Sigh.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"I could be wrong, but I could be right..."
---Public Image Ltd., "Rise"

360. Which monitors are better??

Newsgroup: comp.sys.atari.st
Date: 1992-01-14 23:59:40 UTC
From: singhvk@eecg.toronto.edu
Message-ID: <1992Jan14.185940.10759@jarvis.csri.toronto.edu>
Source record: 226706

Hmmm... Atari seems to be bringing out a number of monitors.
I'm currently using one of the old-style colour monitors with
a 1040ST. Anyone have comments on the newer 14" colour and
mono screens. Worth the extra price?

BTW: What is Uniterm? Colour and mono resolutions in one monitor?

VIJ...

361. MUST-HAVE programs from archive

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 00:01:04 UTC
From: singhvk@eecg.toronto.edu
Message-ID: <1992Jan14.190103.10805@jarvis.csri.toronto.edu>
Source record: 226705

Before I start ftping stuff from the archives, what are the "must-have"
programs (for MEGA STe)?

- Gemini v1.2.1
- MiNT v0.92
- ???

Which programs are compatible with what? I don't know what to
start with. Any good suggestions? I've grown very attached
to a unix-tcsh-jove-latex environment at work.

ie: What are the basics "everyone" should have???

Thanks,

VIJ...

362. Atari Computer For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 00:39:40 UTC
From: haines@CS.ColoState.EDU
Message-ID: <1992Jan15.003940.67105@yuma.acns.colostate.edu>
Source record: 226714
Cross-posted to: comp.sys.atari.st,co.general,misc.forsale

```
Computer For Sale:

o Atari Mega ST4
- Motorolla 68000 cpu
- 4 MB RAM (no 640K DOS limits)
- 30 MB External Hard Drive with ICD FAST DMA/SCSI Card
- 3.5" Floppy Disk Drive
- Monochrome monitor
- Blitter Graphics Chip
- MIDI Interface (In and Out)
- Serial, Parallel, SCSI, and Joystick ports
- Graphical Operating System (TOS)
- Gnu software (gcc, make, ...)
- Assorted Software (games, shells, ...)
- Original Software and Manuals

o $2700 3 years ago, asking $1100/obo

o Contact Matt at (303) 482-7769 or haines@cs.colostate.edu

--
Matt Haines | <haines@cs.colostate.edu> (303) 491-1943
Computer Science Department |
Colorado State University | "Why waste time learning when ignorance is
Fort Collins, CO 80523 | instantaneous" - Hobbes
```

363. hooking up 810/1050 drive to ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 02:47:05 UTC
From: drp9500@ultb.rit.edu
Message-ID: <1992Jan15.024705.22011@ultb.isc.rit.edu>
Source record: 226712
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know how to make the cable required to connect these two??

Or how about making a null modem cable from the 13 pin SIO port on the
8bit to a RS-232 port??

I need to transfer some files between the systems and doing it over
phone lines is VERY slow!!

any help??

thanks
Bob

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

364. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 06:13:18 UTC
From: jonc@status.gen.nz
Message-ID: <VgsLeB2w164w@status.gen.nz>
Source record: 226709

pete@introl.introl.com (Pete Ikusz) writes:

> >
> > --> Hey do not knock it .. An ST in a clone case works well take it
> > from me this message is written on such a machine!
> >
> Do you then use the standard (cheezy) keyboard by extending the standard
> wiring harness, or is there a compatible replacement?

you can do it two ways.. Get an interface to do it from CT (is what I did)
from Germany or get say a mega keyboard from beST electronic's and use that.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

365. Re: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 06:16:05 UTC
From: jonc@status.gen.nz
Message-ID: <iLsLeB3w164w@status.gen.nz>
Source record: 226708

blackbox@pfunk.hanse.de (Michael Kistenmacher) writes:

> Some weeks ago the author told me, that he doesn't want HERMES to go out to
> the public until it's out of beta-status. The actual version is 0.991 and
> it won't be long 'til it's at 1.0.
>
> Bye....Michael
>
> --
> /-----------------------------------\
> | Michael Kistenmacher / blackbox |
> | 2000 Hamburg 61 / Schippelsweg 64 |
> | West Germany / ++ 49 40 552 37 66 |
> \-----------------------------------/

Thanks for the news Michael.. I will await the day he releases it.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

366. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 06:18:32 UTC
From: jonc@status.gen.nz
Message-ID: <LPsLeB4w164w@status.gen.nz>
Source record: 226711

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> In article <ei9ieB2w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) write
> > dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:
> >
> > > Mega. IF you don't mind putting your ST in an AT case, then the SST
> > > is electrically compatible with the old STs. AS of yesterday, the SSTs
> >
> > --> Hey do not knock it .. An ST in a clone case works well take it
> > from me this message is written on such a machine!
> >
> > _
>
> Are you saying you are a Clone Jon..:-)...??
> or just a Clone of a Atari..!!
> --

Ouch... I walked into that one head firST. Try a ST clone in a IBM pC clone
case

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

367. Re: Specification for OMTI 5400 needed

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 06:21:23 UTC
From: jonc@status.gen.nz
Message-ID: <cusLeB5w164w@status.gen.nz>
Source record: 226710

hschs91om@ap06.rz.tu-harburg.de (Ole Marienhagen - 04121/91726) writes:

> I'm using the harddrive at the momentr with the OMTI 5520 with an adapter who
> can be only as a singel applikation at the DMA-port. ANd I want to use the
> OMTI 5400 because the OMTI 5400 is connected to my SCSI hostadapter, and so
> i can use my SCSI drive too.
>

The reason I asked Ole was... I use at CT omti-host adaptor here. I used to
have a 5400 on it but changed to a 5520 and it worked well and now I use a
5527 (rll) for it instead.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

368. Problems with Word Up 3.0 and Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 07:29:34 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan15.072934.8736@mnemosyne.cs.du.edu>
Source record: 226713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From what I've experienced with Word Up, I think it is an excellent concept. I got it with my system and I would really like to keep it, but there are some problems which make me very wary of it, and I am considering switching to another word/document processor, possibly of lesser features, if the problems cannot be remedied.

The problems I am encountering are:

- When there is no document open, and I want to open a document, it HAS to know that disk A is in drive A, otherwise it kind of crashes (I think it just goes into an infinite loop or something). But I am unable to do anything else. It just locks up. I can still move the mouse pointer though.

This does not happen if I have at least one document open. It will prompt me to insert disk A.

- If I just open and close single documents (not having more open than 1 at a time), things work out fine. But if I open more than one document at a time, it seems that I have to close them in the reverse order that they were opened, otherwise the next time I want to open a document, it crashes with 3 bombs (address error). I have sometimes noticed that if I have 3 documents open at one time, and if I alternate between closing and opening the 2nd and 3rd windows, I can avoid a crash...for a while, but eventually I get the 3 bombs again.

Being a programmer myself, I think I have a sense of what is going wrong here. It looks to me like Word Up is not managing memory well as far as maintaining memory for documents that exist in memory, and loading new ones. I thought that if a 1st document was opened, and then a 2nd, and if the 1st document was closed, that the 2nd document's contents would be copied to the 1st's place, starting at the 1st's starting pointer. This way one could load another 2nd document without worrying about stepping on another one "somewhere out there." I get the feeling that the problem is being caused by something in memory remaining static when it's not supposed to. I mean, when I do the above operation, the 2nd document moves down to the 1st document's place in the Windows menu. But it does not appear, just to my intuitive sense, that in memory the 2nd document has taken the place of the first. It just stays where it is.

Either that, or else the program is getting its pointers confused. I don't know exactly what "Address Error" means. Is it an address that is out of bounds? I have a Mega 1 STe, so would an address beyond 1

Meg. cause an address error?

- In text mode, at least, almost every time I edit a line (inserting or deleting) it "shaves off" the top of the line below it, and moves that top part along with the line I am editing. Sometimes it seems Word Up is able to compensate, by moving the "shaved" part back, but usually it fails.

Other than these bugs, the program has worked great. I have had no problems using multiple fonts, using the spell checker, or printing in the various modes, with, and without fonts (text mode).

I heard a while back that Atari had acquired the rights to Word Up, and would be selling it someday. Does anyone know when they will be releasing their version? I assume they have made efforts to make it more STe compatible. Will they support existing Word Up customers with upgrades? That question was unanswered the last time I heard anything about this. I have been wanting to mail my registration form, but I heard that Neocept went out of business, and Atari got the rights to it. So I don't know where to mail it.

Is there a patch available somewhere that would fix the problems I am having with it?

If nothing else, could someone recommend good word/document processors that have the following features: multiple fonts (not just those that the printer supports), headers, footers, selective page numbering (like only putting the page number on all but the first page), a spell checker (among other advanced features), and is compatible with the Mega STe (or just STe's in general). Being able to put graphics in documents is nice, but for me it is just iceing on the cake. It's not really necessary. Please give company name, and price, along with the software title.

Thank you,

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
/ Atari friend! ||| |"If we do not succeed, we run the risk of
\/ --- The Mark)|(	failure."
World Peace /	\ There's nothing else quite like it.

369. Re: Which monitors are better??

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 10:53:21 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan15.105321.10865@actrix.gen.nz>
Source record: 226716

In article <1992Jan14.185940.10759@jarvis.csri.toronto.edu> singhvk@eecg.toronto.edu (Vijaya Singh (Vij)) writes:
>
> Hmmm... Atari seems to be bringing out a number of monitors.
> I'm currently using one of the old-style colour monitors with
> a 1040ST. Anyone have comments on the newer 14" colour and
> mono screens. Worth the extra price?
>
> BTW: What is Uniterm? Colour and mono resolutions in one monitor?
>
> VIJ...

Well the colour ones are the same brand as the Amiga ones, also known
as a Philips CM8833 and lots of other Badge names, they work, but as not as
sharp as the older Atari ones, as the Dot Pitch is only 0.42mm,
the older monitors were 0.38 or 0.39 mm.

But these new ones do have connections for a VCR, even Super VHS,
they did have separate Chroma/Luminance inputs..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

370. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 11:20:09 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1071@ehviea.ine.philips.nl>
Source record: 226724

In article <nollert.695327843@nova> nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
|leo@ehviea.ine.philips.nl (Leo de Wit) writes:
|
|>Exactly. This sign bit is precisely a factor of 2, 32K positive of
|>address register, and 32K negative of it. And 32K + 32K = 64K...
|
|BUT - You have to take into account that you might have to jump from the
|beginning of the segment to the end, or vice versa. You can cover only 32K
|in each direction!
|
|Hans-Peter

Therefore the address register that is used for the indexed addressing,
is set up to point to base+32K of the stuff to be addressed...

And 32K in each direction is still 64K!

Leo.

P.S. Sorry, I have some experience with assembly programming for the
ST; this is perhaps too simple for me.

371. Re: AUTO Folder Programs -- How do they replace system functions?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 11:31:54 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Jan15.113154.25072@newcastle.ac.uk>
Source record: 226801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm unable to help you about installing programs such as you describe from pascal or C, but the way it's done from assembly language is to modify interupt vectors in low ram.
There is no reason to write another bomb-out error handler as one already exists in the PD. I think it was published on the STFORMAT cover disk, but sohuld be available at atari.archive, and is called NOBOMB.PRG.
I'll post example code of how to install interupt vectors from assembly language if you're still interested.

>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

372. Utilities for HP III laser printer

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 12:55:45 UTC
From: jwforce@anagld.analytics.com
Message-ID: <1392@anagld.analytics.com>
Source record: 226717

Just purchased a new HP III printer for my Atari 520 ST (2meg) and
am looking for any public domain or shareware utilities that support
this printer. I saw a German utility (on one of my magazine disks)
that allowed the Atari laser printer to emulate an Epson. Sure
would be nice if I could do the same with the HP as some of my software
does not support laser printers. Any help appreciated...

373. Re: Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 12:59:30 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan15.125930.22408@syscon.rn.com>
Source record: 226718

The floppy controller in the ST is not designed to operate at the clk rate necessary for 1.44M Some have boosted the clock rate with success. There is also a mod kit for using 1.44 drives availble involving a pc board installation.

IDE is different from SCSI and will not work. You can buy a standard drive, a SCSI controller and a host adapter or a SCSCI drive and host adapter. You can probably find some deals on 50Meg and smaller SCSI since the PC people are moving to larger drives pretty much.

374. How do I turn the key-sound off?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 13:19:13 UTC
From: d90gth@DoCS.UU.SE
Message-ID: <D90GTH.92Jan15141913@mamba.DoCS.UU.SE>
Source record: 226827

Does anybody know how to turn the key "blip" off and on whithout
using the control-panel accessory?
Thanks in advance.

d90gth@meryl.csd.uu.se (Gunnar Thalin)

375. Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 13:26:54 UTC
From: storm@fwi.uva.nl
Message-ID: <1992Jan15.132654.6403@fwi.uva.nl>
Source record: 226725

Can anybody tell me how to unzoo a acrhived program(500 K) if
you have only one drive.

Zoo.ttp and the file just fit on the disk.

Is using the file in a ram-disk a solution then tell me please
how to redirect the unpacked files to drive A. If the unpacked files are written on the ram disk is runs out of memory .

Thanks.
Richard.

376. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 14:07:54 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan15.140754.32779@link-1.ts.bcc.ac.uk>
Source record: 226727

In article <1992Jan14.131837.15495@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>I just gave my wife my old 520 so I need something new. What about the
>TT? Is it fast (or slow like the Amiga 030)? Where is the best place
>to get one? Where do you find hardware details (like the Abacus books
>for the 520)? Should I take a current model or wait for the 1.44MB
>floppy version? How much better than a multi-synch is the Atari color
>monitor? Or should I get a Mega STE and a Small 030 board?

Firstly.. what do you mean by slow/fast?

The TT (when a program is running in fast RAM) gives about half the performance of a Sun SPARCstation 1, when processor bound. If the program does a large amount of work using the built in 68882 maths co-processor then the performance drops to about 1/4 of that of a SPARCstation 1 doing the same task.

I can't tell you where to get one.. you could try phoning Atari US to see if there are any dealers.

To get any docs on the TT you either have to live in Germany and speak german, or buy the docs from Atari (as I have just done). The problem with the second source is that firstly it'll cost you about $200 and secondly you can't if Atari US doesn't support docs only support unless you become a developer!

The Atari "Multi-sync" monitor is expensive (at least here in the UK, about 450 pounds = about $850US). The only thing it has going for it is that it "knows" about the TT resolutions and so gets the aspect ratio correct for them (unless you switch it to VGA mode using the switch at the back :-)).

What machine should you get?.. Well.. what do you want to do with it?
If you want to use it for large amounts of number crunching, then get the TT or a Mega ST (not STE) with the Gadgets SST. If you just want to use GEM programs with some speed, buy the Mega STE (I don't think the SST will fit in a Mega STE).

The Mega STE is probably the more "ST compatible" as it's still got a 68000 in it rather than a 68030.

>
>It looks a little bleak at the moment since I only have $2500, but I
>have to get *something* again.
>

Why not wait for the TT040 due "sometime during the summer", it's supposed to have "broadcast graphics resolution" whatever that means! This will also

gibe you time to save for it :-)

>--
>Carl Kreider
>
>CIS 71076,76
>Usenet ....!syscon.rn.com!carl

Steve

PS. For the record... I own the following computers:-

Sinclair ZX81 + 16K RAM pack
Sinclair ZX Spectrum 48K
Memotech MTX500 (R.I.P. & no-one's ever heard of it!)
Acorn BBC Model B + DFS & 400K disk
Sinclair QL + Trump Card (896K RAM + 2x 720K floppies)
520STM + 2.5Meg RAM + 2x 720K floppies + 84MB SCSI HD (ICD adapter)
TT030 8Meg RAM + 40MB HD + Atari Colour monitor

The only Intel processor in the above machines (which I know of) it the
keyboard/serial port controller in the Sinclair QL.
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

377. Monitor help needed

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 15:51:19 UTC
From: dcd123@fig.ucsb.edu
Message-ID: <3157@ucsbcsl.ucsb.edu>
Source record: 226715
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently aquired a 1040STf, without a monitor. I thought it would be simple to rig my own, but I seem to have been mistaken. I have a television and a composite video monochrome monitor. When I connect the monitor to ground and monochrome (on the 1040ST) I get nothing. CV similarly gives nothing. Is there a trick I am missing? Please help me, I look forward to using this machine.

Thank you in advance.

378. Re: Taps for more Ataris

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 16:08:58 UTC
From: malay@sae.com
Message-ID: <1992Jan15.160858.757@sae.com>
Source record: 226720

In article <kdQrNBK00VAuA4N1pr@andrew.cmu.edu>, mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:

|> J&R Computer World, one of the largest computer retail stores in the
|> USA, located in downtown New York City, has all but given up the ghost
|> on Atari systems. After continuing to sell Atari products for several
|> years after they became unfashionable, they have apparently decided to
|> let their Atari support quietly die. When I went there on January 4, all

No $#@$%ing wonder! They only sold the 1040STe for $50 bucks more than eveybody else. I've been getting their catalogs for years. Their prices sucked and I never once considered buying anything from them - their electronics prices tend to 10% higher than the major discount chains and their software (LaserDiscs, CDs, Tapes, etc) were being sold at list or near list. They were never in the game to begin with!

Bob Malay

PS Their pricing on MACs suck, too!

379. about the 'welcome' posts

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 16:14:12 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan15.161412.1@lapis.labmed.umn.edu>
Source record: 226731

The next three posts comprise a new, expanded version of the 'welcome'
articles previously posted to comp.sys.atari.st. Please note:

1. They are incomplete - especially the hardware section. The hardware
section contains vast areas 'under construction'. I didn't want to
hold up the mid-month release of the 'welcome' articles. If you have
some information which should go into any of these areas, please
send it to me via e-mail. I own a Mega ST, so information which only
an STe or TT owner might want to know may or may not make its way into
the articles without your help.

2. There are three parts. Comments are greatly appreciated on what
items are appropriate for a particular part.

3. I've been sick with the flu since before Christmas, so there may have
been editing errors. Let me know, and I'll correct 'em.

4. I'm still working on 'tips on setting up often-used applications', such
as Gulam, Sozobon C, MINT, etc. Send me your 'how I did X' articles.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come
with it." -- R. Buckminster Fuller

380. welcome to comp.sys.atari.st (1/3)

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 16:16:05 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan15.161605.1@lapis.labmed.umn.edu>
Source record: 226732

```
Last update: 15 January 1992
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Welcome to comp.sys.atari.st

Part 1 - General introduction and 'tips'
========================================

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
FREE What is Free-Net and how can I get access?
MAGS What ST-oriented magazines are available for the Atari ST?
POWR Mailing list for serious Atari-users.
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?

Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

What sort of articles would interest people reading comp.sys.atari.st?
======================================================================

The most interesting articles are technical articles, impressions of
software/hardware, information on Atari user-groups and shows, or helpful
hints on how to make better use of the machine and its software.

The least interesting articles are in the form of 'my computer is better
than...', especially when cross-posted outside of comp.sys.atari.st. If
```

you don't know how to eliminate other newsgroups from a reply to an article which is cross-posted, ask your systems administrator.

'FOR-SALE' articles should be posted to misc.forsale, and ONLY local distribution of comp.sys.atari.st. Those outside the United States have little desire to read about that neat bit of [hard/soft]ware you're selling when you live in the U.S.A. If you don't know how to restrict distribution of a posting, ask your systems administrator.

There are two other postings which complete the 'welcome' information. In Part 2, general questions regarding software, including FTP and e-mail sites of Public Domain/Shareware software, are discussed. In Part 3, general questions regarding hardware are discussed.

POWR
Mailing list for serious Atari-users
==========

Jari Lehto announced a mailing list for serious Atari users in October of 1991. The following information appeared in his posting:

It is quite parallel to comp.sys.atari.st, but more expert-oriented and only for certain group of people; developers, hardware-wizards, hobby-importers, moderators, user-clubs etc. = really serious users.

The address of the list is: ataripu@otax.hut.fi

Requests and stuff concerning the list: jartsu@otax.hut.fi

[use this address to subscribe, send a brief note about yourself and what you hope to get out of the list, DPZ]:

Things concerning Atari, not especially the list: jartsu@nic.funet.fi
(I am one of the Atari pd-area moderators at nic)

The list has been up for several months now, and it has about 50 members now, majority is TT-users.

Especially I would like to have more German members to the list, since their own group in news dnet.atari is not so widely distributed.

FREE
What is Free-Net and how can I get access?
==========

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more specifically the Atari S.I.G. on the Cleveland Freenet. For those who haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout the world. We look forward to seeing you all real soon! Remember the

staff of the Atari SIG are volunteering their time for no pay and the Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

DEV
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you desire.

Atari has gone to a 2-tier developer membership. The 'higher quality' developer support goes to commercial developers, and costs $250. The 'no-hand-holding, no announcement of company future products, no access to discounted hardware' goes to noncommercial developers, at an initial cost of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill in an application form and a non-disclosure agreement. Contact Gail for more information.

ZNET
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

ZNET, ST Report and some information from the Current Notes user magazine are also available from the atari.archive server under /atari/magazines.

MAGS
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews, or more information on other magazines, please send them to me via e-mail. As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free [$8.00/50 magazine shipping charge] from participating computer dealers, bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year) Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 49 Stoney Street, Nottingham, NG1 1LX ENGLAND

ST World:
---

formerly the leading UK non-games mag. Became a quarterly
'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a
monthly (under the stewardship of Jean Gollner, mother of ex-editor
Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people.
Lively, but of uneven quality. Big leisure section, but other areas
covered too. Includes cover disk - mix of games demos and (usually out
of date) PD utilities. Probably the biggest-selling UK ST mag. Has had
several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought
to be not quite as good.

ST Action:
---

games, games and more games. And games.

There are ST sections in New Computer Express (weekly), Computer Shopper
(monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't
have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this
information, DP-Z]. Hardware and Software reviews, some commercial software
reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for
domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100
Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2,
D-8013 Haar bei Muenchen GERMANY

ST Computer:
----

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

French mags:

ST MAGAZINE:

The November issue ('91?) contains technical articles about hardware and
software ("La norme XBRA", "Les interfaces serie du TT (part 2)",
"Les objets "USERDEF"", etc.), reviews ("NeoDesk v3.02", etc.) and
interviews ("Le petite monde de Dave Small", "Paris pour Les Jeunes").
The issue also contained le dossier musique describing the various
soundtracker programs available. There is also a disk available with the
magazine.
[info from a posting by Dennis Armstrong dated 27 Nov 1991]

Address: ST MAGAZINE ABONNEMENTS, 36, Rue de PICPUS, 75012 PARIS FRANCE

BOOKS
What books are available for the Atari ST?
==

The (Almost) Complete Guide to Atari Reference Books

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. ₧29.99.
(₧ = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. ₧29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. ₧49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar

ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

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************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

TIPS
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

381. welcome to comp.sys.atari.st (2/3)

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 16:17:37 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan15.161737.1@lapis.labmed.umn.edu>
Source record: 226733

```
Last update: 15 January 1992
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Welcome to comp.sys.atari.st

Part 2 - Software
==========================

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
ARCHIVERS - a list of archiver utilities
ARCSHELLS - a list of GEM program shells for archive utilites
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean? What do the bombs on my screen mean?
GDOS What is GDOS, and where can I get it?
GNUC Is GNU C available on the Atari ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAILSITES - a list of archives accessible via e-mail
FTPSITES - a list of archives accessible via FTP
TEX Is TeX/LaTeX available on the Atari ST?

PD
Where can I get Public Domain/Shareware software?
================================================

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

For Mail Service:

archive-server@twitterpater.Eng.Sun.COM:
-----------------------------------
```

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st postings. If you aren't reading these two newsgroups, you should consider doing so. You may obtain uuencoded files as e-mail. You can obtain a help file by mailing a message to archive-server@twitterpater.eng.sun.com, with the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains a multitude of Atari ST PD and shareware programs. If you don't have access via FTP you can obtain many of the files via e-mail. You should first obtain a help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Jeff Weiner will only forward them to Jon, so please save him the time. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

For anonymous FTP: atari.archive.umich.edu [141.211.164.8]

User anonymous
<enter e-mail address in response to Password prompt>
cd /atari

For anonymous FTP in the UK: uk.ac.lancs.pdsoft

User pdsoft
Password pdsoft

This is a national public domain archive, available to sites in the UK only via JANET. Mail access is available from within the UK - send mail to archive-server@lancs.pdsoft for information.

For anonymous FTP in Europe: ftp.Informatik.Uni-dortmund.DE
[129.217.64.63]

Some selected Atari ST software is in the directory pub/comp/atari-st.

The mail server has also moved. Send an e-mail message to

info-server@ftp.Informatik.Uni-dortmund.DE

For anonymous FTP in Europe: cs.uni-sb.de [134.96.7.254]

Contains the most interesting tools of the german PD-scene, most of the GNU programs ported to the ST (including ports of emacs and bash and an extended version of bammis library for gcc) and also ports of software posted to comp.sources.unix, alt.sources and comp.sources.misc.

For anonymous FTP in Europe: archive.cs.ruu.nl
[131.211.80.5]

How to get ATARI-ST/index from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
cd /pub
don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/index

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

BITNET users:

LISTSERV@UOGUELPH.BITNET

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

ARCS
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using zoo21.ttp.

ARCSHELLS
There are also several GEM programs which act as 'shells' for the archive programs. The most popular are Shareware offerings, also available on atari.archive server. They are:

arcgsh35.zoo - written by Rainer Klute, usefule for ARC, LZH, and ZOO archives.

arcshl30.arc - written by Charles Johnson, useful for ARC and LZH archives. Works with Questor's version of LHARC.

xshell.lzh - a very nice archiver shell, it includes the archive utility programs as well.

zooshl06.zoo - a basic shell for use with ZOO archives.

The GEM shells are recommended for inexperienced users (and appear to be quite handy for the experienced user as well!) They require a copy of the archive program -- in other words you need BOTH the GEM shell *AND* the archive program in order to use the GEM shell.

Documentation on the use of the archive programs should accompany the archive files mentioned above. To extract the files from any of the archives from a Command Language Interface, you can use the generic line below:

[arc/lharc/zoo] x <archive>

For example:

```
arc x arc602.arc
lharc x lzh201.lzh
zoo x zoo21bin.zoo
```

From the GEM Desktop, click on the respective TTP program and enter the following line at the parameter dialogue box:

ARC.TTP: xh arc602.arc

LHARC.TTP: x lzh201.lzh

ZOO21.TTP: -extract zoo21bin.zoo

The information above assumes that you have the TTP program and the archive in the same directory. Extracted files will end up in the same directory.

Source and binary code for archive programs have also been posted to comp.sources.atari.st and comp.binaries.atari.st. They are available via e-mail through the panarthea archive server. See Steven Grimm's posting for more information on how to obtain files from panarthea.

ERR
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

```
Error description return code alert box #
==================================================
OK (no error).....................0
Fundamental error................-1
Drive not ready..................-2
Unknown command..................-3
CRC error........................-4
Bad request......................-5
Seek error.......................-6
```

```
Unknown media...................-7
Sector not found................-8
No paper........................-9
Write fault.....................-10
Read fault......................-11
General error...................-12
Write protect...................-13
Media change....................-14
Unknown device..................-15
Bad sectors on format...........-16
Insert other disk...............-17
Invalid function number.........-32.............1
File not found..................-33.............2
Path not found..................-34.............3
No handles left.................-35.............4
Access denied...................-36.............5
Invalid handle..................-37.............6
Insufficient memory.............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files...................-49............18
Range error.....................-64............33
Internal error..................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
```

```
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

PAINT
What is the format for [x] paint program data?
==========

There is a periodic posting of ST Picture Formats, edited by David Baggett.
The file is on the atari.archive server under /atari/graphics/picfmts.doc.

GDOS
What is GDOS, and where can I get it?
==========

GDOS stands for Graphic Device Output System (at least that's what my copy of
STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available
commercially from Atari. It is currently included with WordFlair II. FSMGDOS
uses scaleable fonts - you do not need to create a font file for every point
size. Current word is that the street price for FSMGDOS will be about $50.
The Lucida font family comes with FSMGDOS, and the output is very nice, even on
a 9-pin Epson printer. There are desk accessories which allow you to
manipulate available fonts, and also CPX programs for the newer Atari Control
Panel. For those who only have limited memory, a newer version of GDOS is also
included with the distribution. For those with investments in older bit-mapped
GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped
(ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and
more)" by Douglas N. Wheeler from the atari.archive server. The file is
/atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server.
The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files
or font files (at least those supplied by Atari). You can get these files
with many commercial programs, such as Degas Elite, WordFlair, etc. You might
also want to check your local user group to see if they received a copy of the

WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

HAM
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

CLI
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST. Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell - available under MINT

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

Check atari.archive under /atari/cli or /atari/mint, or check one of the other FTP sites for files.

TEX
Is TeX/LaTeX available on the Atari ST?
=======================================

The TeX/LaTeX typesetting programs are available on the Atari ST. Check
the atari.archive server under /atari/tex.

Be advised that, although these programs produce high-quality printed
pages, they also require many megabytes of disk space in order to take full
advantage of the various fonts and device drivers. A 5-10 megabytes
should be sufficient for most applications, although when creating the fonts
using Metafont you may wish to have more disk space.

The latest version of TeX (3.1) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

There is also an 'installable' version of TeX and LaTeX, called CS_TeX. It
fits on eight double-sided disks, and provides fonts and device drivers
(including a screen drivers). A minimal number of fonts are pre-made, you
can use the MetaFont program to generate the full font set (but be prepared
to spend a lot of time, and have a lot of disk space available).

CS_TeX is available from the atari.archive server and from most of the European
FTP servers.

But wait, there's more. One can obtain a version of Lindner-TeX from the
DANTE group (an association of German speaking TeX users, who also have CS_TeX
available). Their server is rusinfo.rus.uni-stuttgart.de [129.69.1.12].

Also available is br-tex. Check for it on ifi.informatik.uni-stuttgart.de
[129.69.211.1].

LANG
Public Domain/Shareware languages...
====================================

There are a large number of programming languages available for use with the
Atari ST. Programmers seem to flock to the Atari ST, and if you know of a
language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
BASIC
C
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
ICON
LISP
Modula2
OPS5
perl
PROLOG
SCHEME

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

GNUC
Is GNU C available on the Atari ST?
==========

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaialbe for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2.5 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at cs.uni-sb.de and most other European FTP sites.

The most complete archive of FSF programs for the Atari ST, including gcc and g++, debuggers, shells, and utilities such as BISON and GAWK is the atari.archive server.

Check the files under the /atari/gnustuff/tos directory.

MINIX
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

382. welcome to comp.sys.atari.st (3/3)

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 16:18:57 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan15.161857.1@lapis.labmed.umn.edu>
Source record: 226735

```
Last update: 15 January 1992
Author: David Paschall-Zimbel (davidli@simvax.labmed.umn.edu)
Comments and suggestions welcome.

Welcome to comp.sys.atari.st
Part 3 - Hardware
============================

NOTE: Much of this area is still 'under construction'. If you have an article
or information which you would like to see included under a particular heading,
please send it to me via e-mail. It will get into the very next issue.

DIRECTORY (new articles and articles with changes are marked with an '*'):
You may search for the capitalized keywords to find the related article.

ACCEL Hardware accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY What should I know about floppy drives and the ST?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What should I know about modems and the ST?
MONITOR What should I know about monitors ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?
VIDEO How can I interface my ST with a TV and/or television equipment?

ACCEL
Hardware Accelerators
=====================

<This area under construction. Useful articles would be appreciated>

DRIVES
What should I know about hard drives and the ST?
================================================

<This area under construction. Useful articles would be appreciated>

FLOPPY
What should I know about floppy drives and the ST?
==================================================

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe
and TT machines. If you own an older Atari ST, there is a company which offers
a $199 kit (including floppy) to install and use the drive. (I will supply
the name next month, sorry...)
```

Note that Tos versions prior to 2.06 will not format a 1.4 meg floppy from the desktop.

GRAPHIC
How can I enjoy enhanced graphics on my ST?
==========

For stock STs, JRI makes a chip which allows a 4096 color palette.

There are a number of graphics boards on the market. Here is a first pass at listing some of them. The information is based on postings by Ben Gilbert and Jari Lehto within the past month.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different graphics boards available, from hobbyist to professional, from CAD to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions. Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for both 16 color and monochrome. True color option available. Mega ST, Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

JOY
What joysticks work best with the Atari ST?
==========

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style
joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of
time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable
units"

MODEM
What should I know about modems and the ST?
==========

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

MONITOR
What should I know about monitors and the ST?
==========

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

MOUSE
What do I need to know about the mouse and the ST?
==

You can use the standard Atari mouse, or you can purchase one of the slick new mice from a third party, such as the Golden Image mouse.

Got a sluggish mouse? Check the rollers in your mouse. Garbage collects on the rollers every time your roll it around that little mousepad you bought with your ST. This can eventually cause problems. The solution: pop open the mouse at the bottom (the little slide panel surrounding the rubber ball), take out the ball and then scrape the greyish gunk on the rollers you see. Replace the ball and slide panel, and see whether your mouse is now working a bit better.

PCEM
How can I turn my Atari ST into a PC emulator?
==

<This area under construction. Useful articles would be appreciated>

SPECTRE
How can I turn my Atari ST into a Macintosh emulator?
===

<This area under construction. Useful articles would be appreciated>

UPGRADE
Can/should I upgrade my ST?
===========================

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM chips. Costs for memory upgrades on older ST machines run about $350 for 4 megabytes, at which point you can almost afford a 1-meg STe!

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for around $150 from CodeHead Software. The 2.06 ROMs cost about $60. One can replace the ROMs directly in most STe machines. The MegaSTe is currently running TOS 2.05.

VIDEO
How can I interface my ST with a TV and/or television equipment?
==

1. Use a VideoKey, which takes RGB input and converts it into composite video which can then be fed into your TV system via VCR. The VideoKey is no longer manufactured, as the company, Practical Solutions, is no longer in business.

2. As an alternative to the VideoKey 'from the now-defunct Pratical Solutions', there was an article on page 81 of the December 1989 issue of RADIO ELECTRONICS which described a circuit to convert RGB to NTSC (suitable for that Radio Shack RF modulator). Incredibly the article was specificly written for the Atari ST!! so you will not have to adapt it to the 1040.

[info from an article by David Galloway dated 15 Jan92]

3. JRI offers a semi-expensive GenLock device for stock Atari ST computers. An address would be appreciated.

==========

I would appreciate feedback, comments, suggestions for more TIPS AND HINTS, etc. E-mail can reach me at the following:

davidli@simvax.labmed.umn.edu Internet
davidli@simvax BITnet

-- David Paschall-Zimbel

383. fax software for atari st?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 16:44:25 UTC
From: zeus@SUN1.SOZIALWISSENSCHAFTEN.UNI-MANNHEIM.DE
Message-ID: <9201151644.AA01708@sun1.sozialwissenschaften.uni-mannheim.de>
Source record: 226719

```
Hello
Is there a good fax-software for atari-st?
Sincerly
--
Thomas Neser, Zeus im MZES, Universitaet Mannheim,
Steubenstr. 46, D-6800 Mannheim, Germany
bitnet: fs21 at dmarum8
internet: fs21@rummelplatz.uni-mannheim.de
uucp: unima!fs21
x400: C=de; A= ; P=uni-mannheim; OU=rummelplatz; S=fs21;
fax: +49-621-292-8435
tel: +49-621-292-8473
```

384. ATARI TO COMMODORE MONITOR CABLE WANTED!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 16:57:10 UTC
From: tominatr@ac.dal.ca
Message-ID: <1992Jan15.125710.2915@ac.dal.ca>
Source record: 226722
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

WANTED:

Cable to hook an Atari 1040ST to a Commodore 1084S. I beleive this is a special cable, but if anyone has one they wish to sell, PLEASE E-mail me.

- Tom N.

385. Composite ---> RGB question

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 16:58:19 UTC
From: ms@cerc.wvu.wvnet.edu
Message-ID: <2776@babcock.cerc.wvu.wvnet.edu>
Source record: 226721

Hello and happy new year to all,

I've got a quick monitor question. Let's say I have one of the old atari XL computers. It has a monitor port in the back. Now, Let's say I have an RGB monitor, like the ST monitor. Is there a way to connect that monitor to the old XL computer. I believe the XL monitor port is for a composite monitor. Is there some kind of interface that will allow this kind of connection or can it be hooked up doing some direct wiring of pins from the port to monitor? Any insight would be appreciated. Thanks.

Mark

386. Atari Demos

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 17:12:12 UTC
From: nabeel <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92015.121212EENG6801@RyeVm.Ryerson.Ca>
Source record: 226848

I've TWS_DEMO.MSA, EROTICA1.MSA and EROTICA2.MSA on my account on the
VM/SP system. I can't get them to a.a.u.e. Does anyone want to send them to
a.a.u.e. ? That person has to have an account on a VM/VMS system so that
I can use the SF command.
Thanx.
Carlos Varela

387. Complete Atari Mega-2 St for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 17:35:03 UTC
From: k_mullin@oz.plymouth.edu
Message-ID: <1992Jan15.173503.20053@oz.plymouth.edu>
Source record: 226723

The following system is for sale:

Atari Mega-2 ST w/ 3.5 floppy
Monocrome Monitor
Colour Monitor
Monitor Master
Acex 2400 baud Modem (Hayes Comp)
Supra Hard drive (30 megs)
Golden Image Mouse w/ pad
Various software

I'm asking $900 for the system but will consider any
reasonable offer. I will pay shipping if the system is bought
at the original price.

Keith J. Mullins
k_mullin@oz.plymouth.edu

388. Re: Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 18:06:36 UTC
From: john@castle.ed.ac.uk
Message-ID: <16606@castle.ed.ac.uk>
Source record: 226730

The "Heat and Serve" Sozobon distribution on Comp.binaries.atari.st really has been put together brilliantly. It installed more easily than many commercial software packages and certainly is the easiest thing I've ever used from the net. I havn't done any detailed testing but the "gemenv" program seems to be a superb solution to the environment variables problem for those us us who still use the desktop because we havn't found a truly satisfactory shell.

John Hannah
Electrical Engineering
john@ee.ed.ac.uk

389. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 19:42:25 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <2898@richsun.cpg.trs.reuter.com>
Source record: 226726

In article <1992Jan14.131837.15495@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>I just gave my wife my old 520 so I need something new. What about the
>TT? Is it fast (or slow like the Amiga 030)? Where is the best place
>to get one? Where do you find hardware details (like the Abacus books
>for the 520)? Should I take a current model or wait for the 1.44MB
>floppy version? How much better than a multi-synch is the Atari color
>monitor? Or should I get a Mega STE and a Small 030 board?
>
>It looks a little bleak at the moment since I only have $2500, but I
>have to get *something* again.

For good info on Atari (TT,etc.), I would suggest getting familiar and updated by reading some Atari mags. and going to a computer store also. The TT was just recently approved for Class B and should be shipping, if it hasn't already, real soon now, with the 1.44MB floppy. $2500 is not bleak, BTW - TT's start around $1500 for a base machine and you can add on later (i.e. - more memory, hard drive, etc.). I know of at least a couple of dealers that sell them here in the Chicago area. Also try Toad Computers (East coast) at 800-448-8623. They apparently have a good reputation. I have a catalog from them which is very good.

CUL,
Chuck

390. Atari 1040STfm for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 20:52:18 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Jan15.205218.25344@galileo.cc.rochester.edu>
Source record: 226728

I wish to sell my extra Atari 1040Stfm
with 1 meg of RAM
1 internal 720K floppy drive
mouse
2 Joysticks

for $225 + shipping.

Please e-mail me if interested.

Thanks.

...
Ling Cherd

391. Uniterm Tetronic Graphics emulation

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 20:54:08 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Jan15.205408.25410@galileo.cc.rochester.edu>
Source record: 226729

Can anyone tell me what I can do with the Tektronic (sp?) Graphics
terminal emulation in the Uniterm?

Thanks

....
Ling Cherd
.

392. Games I need to sell

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 21:24:01 UTC
From: sap@sactoh0.sac.ca.us
Message-ID: <1992Jan15.212401.21333@sactoh0.sac.ca.us>
Source record: 226742

```
This article was probably generated by a buggy news reader.
--
##############################################################################
# "Its been surreal!" # sap@sactoh0.SAC.CA.US #
# -- Gogo Dodo # UUCP=..ames!pacbell!sactoh0 #
##############################################################################
```

393. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 22:00:56 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jan15.220056.2127@wam.umd.edu>
Source record: 226736

In article <1071@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:
>In article <nollert.695327843@nova> nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
>|leo@ehviea.ine.philips.nl (Leo de Wit) writes:
>|
>|>Exactly. This sign bit is precisely a factor of 2, 32K positive of
>|>address register, and 32K negative of it. And 32K + 32K = 64K...
>|
>|BUT - You have to take into account that you might have to jump from the
>|beginning of the segment to the end, or vice versa. You can cover only 32K
>|in each direction!
>|
>|Hans-Peter
>
>Therefore the address register that is used for the indexed addressing,
>is set up to point to base+32K of the stuff to be addressed...
>
>And 32K in each direction is still 64K!
>
> Leo.
>
>P.S. Sorry, I have some experience with assembly programming for the
>ST; this is perhaps too simple for me.

The point is that 68000 branch instructions only have 16-bit offsets,
so you can't jump from the beginning of a 64K segment to the end.
Think about it: if you give branch an offset of $FFFF, it will intepret
the high bit as sign and convert to an ofset of -32K, NOT +64K.

For full generality, one needs to be able to jump from anywhere in
a segment to anywhere else in the segment. So segments are limited
to 32K without lots of trickery.

Dave Baggett
dmb@wam.umd.edu

394. Re: GCR with overscan?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 22:21:35 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan15.222135.25788@demon.co.uk>
Source record: 226822

```
Spectre doesnt take advantage of the increased resolution of the TT although i-
t will run
```

395. Re: GCR with overscan?

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 22:21:48 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan15.222148.25923@demon.co.uk>
Source record: 226823

```
Spectre doesnt take advantage of the increased resolution of the TT although i-
t will run
```

396. Spectre 128 and Magic Sac for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-15 22:57:56 UTC
From: st11w@menudo.uh.edu
Message-ID: <ST11W.92Jan15165756@menudo.uh.edu>
Source record: 226737

I have a Spectre 128 with no ROMS for sale. $50 plus shipping.

I also have a Magic Sac for sale WITH ROMS. Also $50 plus shipping.

Email only please. Prices Nego. Voice number (713)998-9264 Leave
message.

-dennis
--
"... the right of the people to keep and bear arms shall not be
infringed." -- offer void where prohibited by law --
Dennis Gray, Jr. dgray@sugar.hackercorp.com
st11w@menudo.uh.edu dennis@nuchat.sccsi.com

397. Re: Uniterm Tetronic Graphics emulation

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 00:19:48 UTC
From: millert@eclipse.cs.colorado.edu
Message-ID: <1992Jan16.001948.13725@colorado.edu>
Source record: 226738

In article <1992Jan15.205408.25410@galileo.cc.rochester.edu>
lchd_ss@uhura.cc.rochester.edu (Ling Cherd Ho) writes:
>Can anyone tell me what I can do with the Tektronic (sp?) Graphics
>terminal emulation in the Uniterm?
>
>Thanks
>
>....
> Ling Cherd
>.

I use it to run matlab from home.

- todd
--
Todd C. Miller | "But all the politiCIAns now
millert@cs.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

398. Atari HDX

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 01:19:30 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <20139@ncratl.AtlantaGA.NCR.COM>
Source record: 226739

I understand that there is a later version of HDX than 3.01. Is this so?
If so, where can I locate a copy? Compuserve's latest version is 3.01.
Perhaps GEnie? I don't have access there, but perhaps some kind soul
could ...

Thanks
--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

399. Need INFO on Tape backup for MEGA-2

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 03:27:18 UTC
From: colinm@highland.oz.au
Message-ID: <1992Jan16.032718.2461@highland.oz.au>
Source record: 226873

I have a Atari MEGA-2 with 40M hard disk box. I need a Tape_backup system to keep the data safe.
No one seems to know too much about this stuff in Aus. but say that there are a few backup systems in the US.
So, if you know more about this than I (wouldn't be hard), please let me know what, where and how much etc. by direct email or posting to this newsgroup.

Ta muchly, Colin.
--

Colin McDonough Voice : (61)(48) 683-490
Highland Logic Pty Ltd Fax : (61)(48) 683-474
Moss Vale NSW Australia email : colinm@highland.oz.au

400. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 05:07:45 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Jan16.050745.21107@cs.mcgill.ca>
Source record: 226802

In article <1992Jan15.132654.6403@fwi.uva.nl> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
>
>Can anybody tell me how to unzoo a acrhived program(500 K) if
>you have only one drive.
>
>Zoo.ttp and the file just fit on the disk.
>
>Is using the file in a ram-disk a solution then tell me please
>how to redirect the unpacked files to drive A. If the unpacked files are written on the ram disk is runs out of memory .
>
>Thanks.
> Richard.

The ram-disk *is* a solution. Do this: copy zoo.ttp to your A: disk, and make sure the rest of the disk has plenty of room. Copy the zoo'd file to your ramdisk. Then use zoo.ttp with the following parameters:

e D:\zoofile.zoo

where D is the letter of your ramdisk. Zoo will read from the ramdisk and plop the uncompressed files to your A: drive. (This works with arc and lharc also, btw...)

For a big file like 500K, though, you would need at least a meg of RAM (I guess this might be obvious).

Charles.

--

| Charles J. Savoie | THE word for the 90's: | chuckies@cs.mcgill.ca|
| | WAHHHHHHHHHHHHH! | |
---

401. Tos 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 07:25:28 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Jan16.072528.6644@galileo.cc.rochester.edu>
Source record: 226746

I have some questions and hope someone can help:
I have a 1040Ste manufactured in '90 with Tos 1.6
Can I replace the old Tos with the New Tos 2.06?
Do I just replace the chips?
By the way how many chips are there and where are they located in
the Ste?
and finally where can I get the cheapest Tos 2.06? from Codehead?

Thanks

....
Ling Cherd

402. Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 08:05:37 UTC
From: hishimoda@vaxsar.vassar.edu
Message-ID: <1992Jan16.180537.167@vaxsar.vassar.edu>
Source record: 226839

Oh no!! Is the ST really dead, as signified by the vacant space? Few years ago, when I was in the market for a computer, I had seriously considered the ST as an option.I had always been fond of Atari as an Atari 400/800 owner. The ST graphic interface I was fascinated with at the time,
was priced right, sufficiently fast, and played good games. So where is it now? Remember the ST-vs-Amiga thing? I suppose that was the beginning of the end for the Atari. The two machines were targeting the same audience, and Commodore clearly had the superior hardware. Waat disappointed me most about Atari was their reaction to this fact. They had ample opportunities to make up for the initial disadvantage. Instead, they just crammed more memory into the existing architecture (the Mega STs) as if that would solve the problem, then they wasted precious R&D $ in miscellaneous failures (remember the portable ST and the notebook DOS compatible that actually was featured in Terminator 2?). Then they went off into the video game industry (their place of origin) but never could regain their former stature. The sad tale of Atari computers is a modern tragedy indeed....

403. current TOS-version

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 08:50:38 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan16.085038.19121@unibi.uni-bielefeld.de>
Source record: 226743

Hi there outside!

Can anybody tell me the difference between TOS 2.05 and 2.06 ?

TeSche

404. Atari developer documentation

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 08:56:44 UTC
From: steve@thelake.mn.org
Message-ID: <A387323952@thelake.mn.org>
Source record: 226812
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following announcement was made available on GEnie by Bill Rehbock.

January 15, 1992

Atari Corporation Official Announcement

I am pleased to announce that Atari is making all of the released TOS development information available to the general public. We are making the kit available to fulfil the needs of programmers that already have purchased a third-party development package, Atari owners that are curious about the 'nuts and bolts' of The Operating System, and anyone else that wants to have a detailed understanding of TOS software development. If you wish, you may purchase the entire kit for $150.00 (U.S.) and also get one year of technical support from Atari via the private Atari Developer Roundtable on GEnie, 6 issues of the bi-monthly Developer Newsletter, ATARI.RSC, and one year of on-going developer kit upgrades. If you wish to renew after one year, there is a fee of only $40.00.

If you wish information on only certain aspects of Atari TOS computers, we also sell sections of the kit separately. The items that are available range from every issue of the developer newsletter since 1985, to the release notes for the exciting new STBOOK. Every detail a software or hardware developer could want is outlined, including MegaSTE/TT VME Bus specifications, STE DMA sound, FSM GDOS programming information, and more. Please see the order form for details.

You must purchase the $150.00 full kit to be eligible for on-going support. I'm sorry, but at this time, you may not purchase a part of the kit, and later "upgrade" to the support level.

Developers that are currently not registered with Atari, and have a commercial product on the market, or have a product in development, or have any other special needs requiring direct unlimited telephone support should sign up under the Atari Commercial Developer Program. There is an additional fee for this program, but there is no renewal fee required as long as you continue product development and support. (Educators, universities, and businesses may fall into this category.) Please contact Gail Bacani on 408-745-2022 for more information on the Commercial Developer Program.

The complete order form follows, outlining all of the documentation that is available. Please note that several items include disks

containing software relating to the documentation. We want to assure that you get the most out of your Atari Computer experience!

Sincerely,

Bill Rehbock,
Director of Technical Services, Atari Corp.

Included in this archive, please find the file, ORDERFRM.TXT. It outlines all of the documentation that is available, pricing and ordering information.

Atari TOS Developer's Kit -- Order Form -- January 4, 1992

_____ $150.00 Complete Developer's Kit, including all documents and disks. Includes 1 year of support via Atari-RSC Developer Roundtable on GEnie, on-going developer kit updates for 1 year, and 6 issues of ATARI.RSC, the bi-monthly developer newsletter.

_____ $40.00 One year renewal fee -- 1 year of support via Atari-RSC Developer Roundtable on GEnie, on-going developer kit updates for 1 year, and 6 issues of ATARI.RSC, the bi-monthly developer newsletter.

Document and Disk Packages

_____ $10.00 Atari.RSC Newsletters (Dec. '89, Jan. '90, Feb. '90, Mar. '90, Apr. '90, May '90, June '90, July '90, Aug. '90, Sept. '90, Oct. '90, Nov. -- Jan. '90-'91, Apr. -- May '91, June -- July '91) The Atari Forum (Mar. '88, May '88, July -- Aug. '88, Sep. -- Dec. '88 Fuji Stripe Newsletter, pages 3 -- 7 (undated) Q & A Bulletins (Feb. '86, Mar. '86, Apr. '86, May '86, June '86, Feb. '87)

_____ $20.00 Atari GEMDOS Reference Manual Table of Contents (Apr. 4, 1986) Introduction (5/22/86) Calling, filenames, fileops, processes, vectors, errors (4/4/86) GEMDOS functions by number (undated) Funcs (4/10/86) except pages (9), (21), and (25) (1-23-89) and page (13) (3/7/90) Prg (4/4/86) Pexec Cookbook (6 Sept. 1991) Hitchhiker's Guide to the BIOS (Nov. 26, 1985) New pages: 5, 7, 12, 16, 38, 56, 75 (1-23-89) New pages: 15, 31, 32, 33, 34, 35, 36, 37, 37a (3-5-90) AHDI 3.00 Release Notes (April 18, 1990) Atari CHKDISK3 Documentation (April 22, 1990)

TOS Developer's Kit Disk #4: HDX / System Utilities / STE Programming Examples / CHKDISK3

_____ $40.00 GEM Programming Guide Volume 1 -- VDI (Third Edition: January 1989)

Volume 2 -- AES (Third Edition: January 1989)
GDOS/FSM GDOS Developer Guide (10/91)
GEM Resource Construction Set (undated)

TOS Developer's Kit Disk #2: MicroEMACS / Source
Code Examples / RCS

_____ $40.00 Gem DOS Programmer's Tools (undated, copyright 1989)
Command Shell
AS68
MADMAC Reference Manual (ver. 1.00) & update (ver. 1.07)
ALN Docs. (8/12/88) and update sheet (90/01/24)
AR68 (Archive Utility) (undated)
DUMP
SIZE68
DB Docs. (Release 2, 90/01/24)
Motorola S-Record Format

TOS Developer's Kit Disk #1: Alcyon C Compiler
/ ALN Linker
TOS Developer's Kit Disk #3: MADMAC / DB Debugger
/ Programming Utilities / CHKDISK3

_____ $15.00 Engineering Hardware Specifications (7 January 1986)
Intelligent Keyboard Protocol (26 February 1985)
Chip specifications:
6850 ACIA, MC6850 (undated)
68901 MFP (undated)
AY-3-8910 PSG (undated)
Programmable Sound Generator Manaual (February 1979)
GIACCESS (page 1, March 7, 1990; page 2, 1-23-90)
WD 1770/1772 Floppy Disk Controller (undated)
Atari Monitor Summary Specifications (May 14, 1986)
128K ROM cartridge schematics (1-2-85)
Blitter Chip (17 June 1987)

_____ $25.00 STE Hardware Developer Addendum
STE features list
Genlock and the STE
Video Modifications
How to Implement Fine Scrolling on the STE
STE Digitized Sound Developer Information
TT030 Hardware Reference Manual
VME Bus Specifications for TT030 and Mega STE Products
Rainbow TOS Release Notes
STE TOS Release Notes
TT030 TOS Release Notes
STBook Expansion Bus Electrical Specification

TOS Developer's Kit Disk #4: HDX / System
Utilities / STE Programming Examples / CHKDISK3
TOS Developer's Kit Disk #5: Demonstrator /

eXtensible Control Panel

$___________ Subtotal

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$___________ Total Check #:_____________ Date:_____________

Company Name:_____________________________ Contact:_____________________

Ship to:_____________________________________

____

____

******* Make sure you return both pages of the order form. ********

Please allow 2 - 4 weeks for processing.
Make checks payable in U.S. funds to Atari Corporation.
Direct all orders to: Atari Corp.
1196 Borregas Avenue
Sunnyvale, Calif., U.S.A. 94086
Attn: Gail Bacani

405. Video adaptor news release

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 09:13:16 UTC
From: steve@thelake.mn.org
Message-ID: <A430446640@thelake.mn.org>
Source record: 226744

Gribnif Software News Release January 15, 1992

```
==========================
= =
= Crazy Dots =
= Video Display Adapter =
= =
==========================
```

Gribnif Software has announced the imminent North American release of their new "Crazy Dots" video display adapter for the Atari Mega ST, Mega STE, and TT/030 personal computers.

The Crazy Dots video display adapter allows the Atari computer to drive a variety of VGA, Multi-Sync, and other high end color and gray scale displays. The adapter supports resolutions up to 1,664 x 1,200 pixels, and can display up to 256 different colors or gray levels at once.

Developed by TKR in Germany, the adapter is the fastest of its kind, offering the ability to switch the display's physical resolution from within any GEM program. Its numerous features include:

o Display up to 256 colors or grey levels from a palette of 16.7 million, in any resolution from 320 x 200 up to 1,280 x 800 pixels.

o Extended resolution support up to 1,664 x 1,200 pixels in monochrome, four, eight, and sixteen color modes.

o Software uses an exclusive "line-a-emulator", for maximum software compatibility (depending on the selected display mode).

o Mouse controlled hardware panning, which allows for the display of any virtual resolution, regardless of the monitor's maximum physical resolution.

o Connects to any Multi-Sync displays via a regular 15-pin VGA connector.

o Uses Tseng Labs's powerful ET-4000 graphics controller.

o Includes one full megabyte of display memory, with full Blitter access.

o Complete math co-processor support.

o Megabus model includes a bus "pass through" and socket for an optional math co-processor.

o Includes a special "Video Application Slot" for future expansions options, including: ECL adaptor, Genlock, and True Color display.

Crazy Dots is available in two models. The "Crazy Dots Megabus" model, designed to fit into Atari's original Mega ST2 and Mega ST4 computers, is available for $949. The "Crazy Dots VME" model, designed to fit into Atari's Mega STE and TT/030 computers, is available for $999.

To place an order, or for more information, please contact Gribnif Software directly:

Gribnif Software
P.O. Box 350, Hadley, MA 01035
Tel: (413) 584-7887, Fax: (413) 584-2565

406. Re: Composite ---> RGB question

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 10:44:14 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan16.104414.20985@actrix.gen.nz>
Source record: 226747

In article <2776@babcock.cerc.wvu.wvnet.edu> ms@cerc.wvu.wvnet.edu (Mark Starvaggi)
writes:
> Hello and happy new year to all,
>
> I've got a quick monitor question. Let's say I have one of the old atari
> XL computers. It has a monitor port in the back. Now, Let's say I have
> an RGB monitor, like the ST monitor. Is there a way to connect that monitor
> to the old XL computer. I believe the XL monitor port is for a composite
> monitor. Is there some kind of interface that will allow this kind of
> connection or can it be hooked up doing some direct wiring of pins from the
> port to monitor? Any insight would be appreciated. Thanks.
>
> Mark

Well if its the New Atari 14" monitor it could be posible,
they have A/V inputs..

I used the Commodore C64 (1702 ?) monitor that was made by JVC,
worked very well with the 8 bit Atari..

But I don't think its posible if its one of the older 12" monitors..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

407. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 10:56:15 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan16.105615.21231@actrix.gen.nz>
Source record: 226748

In article <1992Jan15.140754.32779@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> In article <1992Jan14.131837.15495@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
> >I just gave my wife my old 520 so I need something new. What about the
> >TT? Is it fast (or slow like the Amiga 030)? Where is the best place
> >to get one? Where do you find hardware details (like the Abacus books
> >for the 520)? Should I take a current model or wait for the 1.44MB
> >floppy version? How much better than a multi-synch is the Atari color
> >monitor? Or should I get a Mega STE and a Small 030 board?
>

>
> The Atari "Multi-sync" monitor is expensive (at least here in the UK, about
> 450 pounds = about $850US). The only thing it has going for it is that it
> "knows" about the TT resolutions and so gets the aspect ratio correct for
> them (unless you switch it to VGA mode using the switch at the back :-)).

This far to dear for the Atari monitor, they are only $450us, this is why
they don't sell them here in NZ, all you get here is some VGA monitor
with very pore sreen aspect ratio..

This another thing that Atari suffed up, why did they not use the
VGA standard ,will they ever learn

The TT monitor would end up costing some $1500nz, for that here
you can bye the NEC 3D, and most VGA's go for some $500nz and the Super
ones for $800/900nz..

> --
> Addresses:-
> JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
> Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

408. Re: 4Mb upgrades...please help

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 11:05:29 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan16.110529.21503@actrix.gen.nz>
Source record: 226749

In article <randallm.695303986@p4.cs.man.ac.uk> randallm@p4.cs.man.ac.uk (Martin Randall) writes:
>
> Can anyone out there recommend a good upgrade 4Mb upgrade for a
> 1040STF (TOS 1.0) ? Many thanks.
>
> Martin Randall
> ---------------

Well the Evesham Micros has a nice looking SIMM one,
but it must be soldered in, there are NO ram upgrades
sold here in NZ, because 99.9% are of a plug in nature,
but they fall out and cause damage to the MMU sockets..

And Please get TOS 1.4, its far better, and less of a insult
in using a Atari...

Get some one to put SIMMS/SIPS in your machine, there are 2 files on how
to do it, they should be on A.A...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

409. Re: CS-TEX (24pin fonts) || AFXpack

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 11:15:05 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <10263@ecs.soton.ac.uk>
Source record: 226826

In <7603@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

I did this, but can you still use nb24new? Or still the old dvi'er
that comes with CS-tex - it gives problems with my Star, even with the
-z option!

>In article <10218@ecs.soton.ac.uk> dah90@ecs.soton.ac.uk (Halls DA) writes:
> >Okay, I've just downloaded and installed 24pin1.lzh and 24pin2.lzh
> >from a.a. I managed to get the install program to work even though the
> >docs are in german (I don't know any).

> >The fonts are now in the prtfonts directory in my tex folder. And the
> >driver (nb24new) is there as well. But when I try to use nb24new to
> >print a dvi file I get an error message. Armed with a
> >german-to-english dictionary I _roughly_ translated. It said the
> >driver had failed and asked me to Noder or Abbruch - (something or
> >abort I think).
>
>I had this problem also. I finally had to use lzh to un-archive the
>utilities. Next I had to rename the directories. I renamed ...1.000
>to FONT0360, and ...1.200 to FON0432 (360 x 1.2) and so on. Then I
>placed these directories in the P6_HDFNT directory. TeX could use them
>then.

>I don't suggest that you battle the German installation program, and just
>give in to this more complicated but less frustrating way to un-archive
>the fonts.

>Mark Lehmann
>n160ao@tamuts.tamu.edu

410. HELP needed (UNIX arc,zoo.lharc : gdb : ST as typewriter)

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 11:55:38 UTC
From: Andrew.Stratton@cm.cf.ac.uk
Message-ID: <9201161155.AA23501@v1.cm.cf.ac.uk>
Source record: 226815

Can anyone help with :-

1. Are there versions of arc, zoo, lharc that run on SUN 4's or VAX?

2. Does anyone know where I can get the documentation for gdb?

3. Is there a program available that lets you use the ST as a
typewriter (v useful for filling forms)?

Thanks in advance,
Andy.Stratton.
--
Parallel Processing Support Officer
University of Wales College of Cardiff

email:stratton@uk.ac.cf.cm

411. Re: Uniterm Tetronic Graphics emulation

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 12:47:00 UTC
From: gaertner@rz-berlin.mpg.de
Message-ID: <1992Jan16.134701.7252@rz-berlin.mpg.de>
Source record: 226813

```
In article <1992Jan15.205408.25410@galileo.cc.rochester.edu>,
lchd_ss@uhura.cc.rochester.edu (Ling Cherd Ho) writes:
> Can anyone tell me what I can do with the Tektronic (sp?) Graphics
> terminal emulation in the Uniterm?
>
> Thanks
>
> ....
> Ling Cherd
> .

You can view (graphics) output which is designed for Tektronix terminals.

Ralf

~~~~~~~~~~~
Ralf Gaertner gaertner@rz-berlin.mpg.de
FHI Berlin
```

412. MIDIFILE player program

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 12:57:15 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jan16.125715.12084@echo.philips.nl>
Source record: 226820

```
================================================
I tried to crosspost, but it failed.
So sorry, if you see this posting more than once.
================================================

Hi everybody,

I post this mail to the net, as I received some mails asking
about the status of the MIDIFILE play program which I am
programming.

Yes, I am still busy making this midi program.
Yes, version 1.0 will be public domain!
Yes, the program comes with a help function,
however a manual can be ordered (see below).
I think beta testing (using vesion 0.9) will start begin februari,
and that 1.0 will be sent via usenet later that month.

#DEFINE ATARI_ST ON
As the initial program is written for atari st, I will try to
get it distributed via comp.binaries.atari.st and then to be
placed on atari.archive.
#DEFINE ATARI_ST OFF

#DEFINE MS-DOS ON
After finishing it for atari st, I planned to port it to MS-DOS too.
For use with MPU-401 interface (dumb mode).
The program also comes with a description how to make your own
(minimum) midi interface which is sufficient for this program.
If someone sends me programming details about pc-midi interfaces,
I might include those as well.
I think, I will start porting in april.
#DEFINE MS-DOS OFF

For those who missed the initial posting in december, here is some
information again:

The program is very nice for people who wants to do something
with computers and midi, but do not know what software to buy.
It gives you some ideas of the possibilities.
However, it also handy for people who already have midiprograms
(like me) and wants to spread his songs to other people (E.g.
for rehearsings) not having those nice professional midiprograms
with their hardware protections (keys, dongles, etc).
Furthermore, it is just fun!
There are loads of midifiles around on BBS boards and on
```

public domain floppies, which can be used by this program.

#DEFINE ATARI_ST ON
The program uses gem (on atari) and is fully mouse driven.
It can be run in color (medium resolution) and monochrome (high res.).
It will probably work with the newer screen modes as well, but I
have no possibility to test it.
#DEFINE ATARI_ST OFF

The program can play the songs stored in midifile format 0 and 1 (*.MID).
When format 0 midifile is loaded, midi events using different
midi channels will be handled as being on different tracks.
The program can handle up to 99 tracks.
The program allows certain events to be filtered.
Tracks can be muted.
Each track can be assigned to a midi channel for fast converting.
Each track can initialise the sound by transmitting a program change event.
Each track can initialise volume setting of the connected midi device.
Each track can have its notes transposed.
Each track can have its notes converted via mapping (for drum tracks).
The program holds two mappings which can be modified, loaded and saved.
Each track can be analysed with an event editor showing all the midifile
events loaded (incl. all midifile specific stuff like meta events).
Tempo of the song can be initialised.
Tempo of the song can be relatively changed (still following all
tempo changes which might be in the midifile already).

Some planned features for future versions of the program are:

Files can be saved, having the midifile format converted.
Changes can be made to events in the event editor.
During midifile loading, events can be filtered for min. memory usage.
Auto start playing midifile(s) at start-up of the program.
...

As written above, the program includes a help function
which gives some information how to use the program.
However, I am writing a manual (in English, German and Dutch)
which goes in the details of the program and gives hints how
to use the program in a practical way. The manual comes with
appendixes, including the following:
- An introduction for novice midi users;
- A list and explination of midi events;
- An explination (in detail) of midifiles.

The program is free, but not the manual (but, as said before,
you do not necessarily need the manual to use the program).

Oh yeah, I forgot:
The name of the program will be: PLAYBACK.

More news will follow next month when distributed.

John
--
--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

413. Dired in Emacs on Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 13:09:14 UTC
From: uttwkt@utrcu1.civ.utwente.nl
Message-ID: <1992Jan16.130914.15895@utwente.nl>
Source record: 226824
Cross-posted to: comp.emacs,comp.sys.atari.st

Hello Netters,

Recently I installed Emacs 18.55 on my Atari ST. It works fine, except for dired. Dired.el compiles without problems, I can call dired without problems (there are no error messages), but my screen is empty: no files no directories. The status-line says: Dired, so that's ok.

Does anyone recognise this problem, or does anyone knows how to solve it? Please send your messages by email to hvdberg@math.utwente.nl

Thanks,

Harmen van den Berg
Department of Applied Mathematics
University of Twente
The Netherlands

414. Re: 4Mb upgrades...please help

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 13:10:12 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan16.131012.276@syscon.rn.com>
Source record: 226804

randallm@p4.cs.man.ac.uk (Martin Randall) writes:

> Can anyone out there recommend a good upgrade 4Mb upgrade for a
>1040STF (TOS 1.0) ? Many thanks.

ZRAM looks good as does BEST Electronics. I just put in one from
some place in Texas put it requires unsoldering/soldering.
(I think Best's does too).

415. Re: Monitor question

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 13:12:52 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan16.131252.377@syscon.rn.com>
Source record: 226805

dcd123@peach.ucsb.edu (Hanson) writes:

>Greetings. I am building an interface cable for the monitor port.
>Can I hook up the monochrome & ground? If so, do I need to raise the
>monochrome select pin with the 12v on the port as well? Any advice is
>welcome. I have a monochrome monitor and a color tv and would like to
>be able to see something. BTW it is a 1040STf

The mono dectect pin is taken to ground for mono and open for color.
In mono your montior must have 70Hz vertical. There is composite
availible on some STs (on all with modulator).

416. Re: free memory

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 13:54:50 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan16.135450.2257@unibi.uni-bielefeld.de>
Source record: 226803

J.S.Fothergill@newcastle.ac.uk (Jane Fothergill) writes:
|>
|> Does anyone know how much memory should be free on a 1040 without extended
|> memory, when booted up?? I'm not convinced that my machine is all it claims to
|> be, about 420 k
|>

I'm not sure if the EXTENTED MEMORY has got anything to do with
an ATARI, but normally a 1040 ST should have at least 800KB of
free memory. That number is of cource decreased for each TSR
(Terminate ans Stay Resident) such as the AHDI and every *.ACC
you are using. If you've got all six accessories installed and
are using quite a lot drivers or other AUTO-folder programs, it
may of course happen that there are only 420K left. You should
remove unnessesary accessories and drivers to gain more free
memory, since it is not so easy to install more in an 1040.

Greetings
TeSche

itschere@techfak.uni-bielefeld.de

417. Re: Tos 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 14:25:36 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan16.142536.1089@syscon.rn.com>
Source record: 226806

lchd_ss@uhura.cc.rochester.edu (Ling Cherd Ho) writes:

>I have some questions and hope someone can help:
>I have a 1040Ste manufactured in '90 with Tos 1.6
>Can I replace the old Tos with the New Tos 2.06?
>Do I just replace the chips?
No requires adapter board.

>By the way how many chips are there and where are they located in
>the Ste?
>and finally where can I get the cheapest Tos 2.06? from Codehead?
Codehead sells the adapter with the ROMS

>Thanks

>....
> Ling Cherd

418. Re: 4Mb upgrades

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 15:06:11 UTC
From: kevinb@syma.sussex.ac.uk
Message-ID: <1992Jan16.150611.4040@syma.sussex.ac.uk>
Source record: 226830

From article <randallm.695303986@p4.cs.man.ac.uk>, by randallm@p4.cs.man.ac.uk (Martin Randall):
>
> Can anyone out there recommend a good upgrade 4Mb upgrade for a
> 1040STF (TOS 1.0) ? Many thanks.
>

Frontier Software's 'Xtra-Ram' always gets good reviews. I installed one in my Mega 1 (TOS 1.2) and would strongly recommend it.

It's advertised (correctly) as a "solderless" upgrade, but this does mean that a few connections to some resistors are made using small jump-leads; I preferred to solder some wire connections instead.

See their adverts in the usual ST 'zines for details.

419. Re : fax software for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 15:15:56 UTC
From: jph@minster.york.ac.uk
Message-ID: <695574956.22539@minster.york.ac.uk>
Source record: 226831

I think that Michtron produce a package for sending/recieving faxes from your ST - if I remember correctly you can choose to purchase the software with or without the accompanying modem.

In the UK I'm sure that it is distributed by Microdeal in St. Austell, Cornwall, although I don't know of Michtron's distributor in Germany.

Hope this helps

Jonathan.

Jonathan P. Hassell - HCI Group
Dept. of Computer Science, University of York, York, Y01 5DD, UK.
Tel : (+44 904 432765)
UUCP MAIL: {mcsun,uknet}!minster!jph
JANET MAIL: jph@uk.ac.york.minster
INTERNET MAIL: jph@minster.york.ac.uk
last resort: jph%minster.york.ac.uk@nsfnet-relay.ac.uk

------------------------ Usual Disclaimers Apply ----------------------------

420. Re: fax software for atari st?

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 15:29:45 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1992Jan16.152945.11937@newcastle.ac.uk>
Source record: 226869

Atari Workshop / Systems solution advertise software that can send and recieve faxes. The package is calles ST-Fax and priced at 59.95pounds. How good it I don't know.

Dave Halliday

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

421. Re: HELP needed (UNIX arc,zoo.lharc : gdb : ST as typewriter)

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 15:36:05 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1992Jan16.153605.12873@newcastle.ac.uk>
Source record: 226868

In article <9201161155.AA23501@v1.cm.cf.ac.uk>,
Andrew.Stratton@cm.cf.ac.uk (Andrew F Stratton) writes:
|>
|> Can anyone help with :-
|>
|> 1. Are there versions of arc, zoo, lharc that run on SUN 4's or VAX?

Yes most can be got from Atari.archive though I have yet to locate
Zoo201 only an older version that can be compiled on unix.

|> 2. Does anyone know where I can get the documentation for gdb?

With the souces on atari.archive I believe.

|> 3. Is there a program available that lets you use the ST as a
|> typewriter (v useful for filling forms)?

Yes there is, I always thought the idea of downgrading your computer to
a type writer rather silly but the program does exist. I's called E-Type
and is sold by Digita International. It even costs a wopping
39.99pounds. I would sugest you simply write a small program to do it.
It cant be that difficult.

|> Thanks in advance,
|> Andy.Stratton.

Dave Halliday.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

422. Turboass

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 15:49:53 UTC
From: kev@castle.ed.ac.uk
Message-ID: <16646@castle.ed.ac.uk>
Source record: 226829

Hi - I've been using the TurboAss assembler lately and I'm wondering how to
get it to load in the debugger (which I assume is bugaboo.prg) to avoid
to leave the editor every time I want to test something out.
Any ideas?

Thanks

Kev

423. Updated Mega 4 being parted out

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 16:20:21 UTC
From: ericth@i88.isc.com
Message-ID: <1992Jan16.162021.29260@i88.isc.com>
Source record: 226811

Posted for a friend...

Atari Mega 4 ST/mouse/pad $750
Megafile 30MB hard drive 250
SM124 HiRes Mono Monitor 100
SOLD! SF314 3.5" floppy 75
SLM804 Laser Printer 650
(includes Brand New Drum)

Software
Pagestream 1.8 $ 50
1st Word Plus 25
Turbo ST accelerator 15
Diamondback II 25
Cardfile 3 25
Universal Item Selector 25
Thunder spell checker 25
DEGAS paint program 10
Touch Up graphics program 25
Scan Art clip art program 25
Data Manager ST 25

and more...!

Package Price: $1500

Call Darryl Hedges (708) 369-3656

424. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 16:24:40 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Jan16.162440.17403@jsp.umontreal.ca>
Source record: 226807

In article <ei9ieB2w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke) writes:
>dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:
>
>> Mega. IF you don't mind putting your ST in an AT case, then the SST
>> is electrically compatible with the old STs. AS of yesterday, the SSTs
>
> --> Hey do not knock it .. An ST in a clone case works well take it
> from me this message is written on such a machine!

If you put your ST motherboard in an another case, what about the keyboard?
Is there a way to remove the ST keyboard, add wire, and use it separately,
like the Mega's? Will the whole plastic board just sit there, ugly and all?

> _
> Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
> jonc@status.gen.nz / /\ If that does not work try these address's
> Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6

/\ what is that guy doing?
--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

425. Re: Tos 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 16:32:12 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <27272@sdcc12.ucsd.edu>
Source record: 226808

In article <1992Jan16.142536.1089@syscon.rn.com> miked@syscon.rn.com (Mike DeMetz) writes:
>lchd_ss@uhura.cc.rochester.edu (Ling Cherd Ho) writes:
>>I have a 1040Ste manufactured in '90 with Tos 1.6
>>Can I replace the old Tos with the New Tos 2.06?
>>Do I just replace the chips?
>No requires adapter board.

Actually, for _MOST_ STe's, it's just a plug-in replacement.
If you have TOS 1.60 installed, you might need to desolder the
old ROM chips - but if you have socketed chips, you only need to
replace the chips and clip two jumpers (the chips are located
beneath the floppy drive).

>
>>By the way how many chips are there and where are they located in
>>the Ste?
I called Codehead and ordered the ROMs on 1/6/92, and
supposedly they will ship on the 22nd... Since the are a "dealer
item" (codehead's words), you can buy them elsewhere.

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

426. Re: Uniterm on larger screens?

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 17:15:31 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jan16.171531.15788@gumby.cc.wmich.edu>
Source record: 226809

In article <1996@accucx.cc.ruu.nl> jeroen@phil.ruu.nl (Jeroen Scheerder) writes:
>
> Alas, I paid no attention back then, but would be interested in the patches
> now - I just installed PixelWonder and thus now display 768x480 pixels on my
> SM 124.

Jeroen, if you could say a bit more about PixelWonder, I am sure there are several of us who would like to hear it. How does it compare to Auto-Switch OverScan? And significant pro's or con's?

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

427. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 17:27:05 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Jan16.172705.15904@gumby.cc.wmich.edu>
Source record: 226810

In article <060192.120924ZWQ017@DMSWWU1C.BITNET> Bjarne Pohlers <zwq017@dmswwu1c.BITNET> writes:
> In article <1992Jan02.171151.14033@disk.uucp> unknown@disk.uucp (unknown) writes:
> >
> >Why not just make a program that converts an IBM program to an ST runnable
> >one? I'm not really concerned with graphical programs, just basic IBM
> >compat. ones.. Wouldn't it be possible to load the program into memory
> >and spend a few minutes to convert it? Then you could have a somewhat
> >faster application, and it could be used without loading a special emu.
>
> It is nearly impossible to write such a program.

This can be done (and HAS been done) if the conversion program has some input from the developers of the program being converted. It's been over a year since I read about it, so I don't remember all the details (it might possibly have been XDOS?), but a company came out with a conversion program that could translate PC programs to run on 68000 workstation platforms. They then collaborated with several major developers to provide "hint" files for their important applications.

> Imagine, you had as much memory as a computer
> (which you do) you would not be able to convert a program without
> thinking. These are also the reasons why there are not any perfectly
> working disassemblers.

Hmm? I can't compile a program without thinking either, but that doesn't stop perfectly working (well, almost! ;-) compilers from existing.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

428. Re: hooking up 810/1050 drive to ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 17:43:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52857@cup.portal.com>
Source record: 226818
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I think I have the pin-out for the Xformer cable somewhere, but it'd take me a month or two to find it <grin>. If you don't need Xmodem transfer there's a file on Atari Base (408) 745-2193 that shows how to hack a joystick cable to RS232 (RS232JOY.ARC) it'll go to 19,200 BAUD, but the ST can't capture that fast. For regular handshake type stuff, Xmodem, you can only go to 300 BAUD, but it will do two way transfers.

429. Re: Drakkhen

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 17:50:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <52859@cup.portal.com>
Source record: 226817

I don't know about hints, but what do you think about the game? I was thinking about buying it. BTW: I think it just came out for the NES so if there aren't hint books out for it now, there probably will be shortly.

430. Games I need to sell

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 18:03:33 UTC
From: sap@sactoh0.sac.ca.us
Message-ID: <11384.297582a5@ohstpy.mps.ohio-state.edu>
Source record: 226893

```
Here is a list of Games, Programs and Magazines/disks that I need to
Message-ID: <1992Jan15.212401.21333@sactoh0.sac.ca.us>
Date: 15 Jan 92 21:24:01 GMT
Distribution: usa
Organization: Sacramento Public Access Unix
Lines: 6

This article was probably generated by a buggy news reader.
--
##############################################################################
# "Its been surreal!" # sap@sactoh0.SAC.CA.US #
# -- Gogo Dodo # UUCP=..ames!pacbell!sactoh0 #
##############################################################################
```

431. 1040st CHEAP

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 18:33:46 UTC
From: mpl44572@uxa.cso.uiuc.edu
Message-ID: <1992Jan16.183346.1357@ux1.cso.uiuc.edu>
Source record: 226814

I'm Still trying to sell my 1040st with 1 meg of RAM, color monitor, mouse.
(Everything standard) TOS 1.0. for $250 + shipping.

(Will barter a bit...)

Mark

432. Can a SC1224 be used with IBM compat.?

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 18:50:06 UTC
From: rcarter@isis.cs.du.edu
Message-ID: <1992Jan16.185006.27901@mnemosyne.cs.du.edu>
Source record: 226816

Well, I have always heard this question asked the other way around (ie can you use a `regular' monitor with an ST) but...

I have a friend who is `required' to get a for-real IBM compat. but wants to keep the color monitor from the ST (SC1224) to use with the compat... Any hacks, predone cables, whatever that does this?

Send email and I will summarize for the group if there is interest.

Thanks, Ron.

--
Ron Carter | rcarter@nyx.cs.du.edu rcarter GEnie 70707.3047 CIS
Director | Center for the Study of Creative Intelligence
Denver, CO | Knowledge is power. Knowledge to the people. Just say know.

433. Making a null modem cable for 8bit to IBM/ST (how to)

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 19:21:48 UTC
From: drp9500@ultb.rit.edu
Message-ID: <1992Jan16.192148.21397@ultb.isc.rit.edu>
Source record: 226828
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I had posted a request for this information and I found it on a
local BBS. Several people asked me to share what I found so
here is the file on to build the null modem cable.

PRO Null Modem Transfers

1-17-90

Circular Logic
718-351-4304

It has recently come to our attention that many Pro SysOps are having
difficulty establishing a Null Modem transfer between their BBS and
a second computer, be it ST, IBM or XL.

It is quite easy and reliable as long as the correct cable is used.

The correct pinouts are as follows:

Note: should you mess this
up and blow up yourself or your neighborhood
we assume _no_ responsiblity! Get your pins right! They are labled
on any decent brand of connector. Here are views looking at the
'business' ends of the connectors-

Male DB9 Female DB25
1 2 3 4 5 13 12 11 10 09 08 07 06 05 04 03 02 01
6 7 8 9 25 24 23 22 21 20 19 18 17 16 15 14

Atari 9 pin to Atari 9 Pin or IBM/ST 25 pin

1 DTR *	1	20 Data Terminal Ready *
2 CRX *	2	8 Data Carrier Detect *
3 XMT	4	3 Recieve Data
4 RCV	3	2 Transmitted Data
5 GND	5	7 Signal Ground
6 DSR	6	6 Not Connected
7 RTS	7	4 Request To Send
8 CTS	8	5 Clear To Send
9 NOT CONNECTED		

*** Note IMPORTANT inorder to work with Pro and or Express, Tie
(short) pins one and two (DTR/CRX) together on the XL end
(and/or pins 8 & 20 on the ST/IBM end) This insures a Carrier
Detect for the BBS.

*Note: The only lines really needed are the lines on pins 1-5 on the
XL end
(WITH the pin 1 & 2 mod as above). This swaps the Send/Recieve
lines and forces a carrier detect for the BBS and grounds both
systems.

After hooking up the cable and matching baud rates (BAUD.CMD by
Circular Logic serves nicely to temporarly step up your
BBS baud rate for a null modem transfer) bang on the RETURN key
on the remote system untill the BBS 'sees' the keypress and
starts the normal logon process.
Programs tested to work on the remote are: 850 Express,
Express Cart,Flash, DualTerm, Procomm Plus.
-Hope this helped! -Tom & Bill

I have not built the cable YET, so I don't know if it works for sure.

Bob

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

434. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 19:32:04 UTC
From: alkis@bu-pub.bu.edu
Message-ID: <96967@bu.edu>
Source record: 226819

Atari 1040ST with 1 MB memory, SC1224 Color High and Medium resolution Monitor
and 3.5" 800K disk drive. 60 floppy disks (worth $120) with software plus
Circuit Maker (bought for $90), True Basic language (bought for $150).
The Atari 1040ST is also IBM PC and Mac compatible with appropriate hardware
or software. Asking for $600. Email me at alkis@bass.bu.edu. I can ship it
thru UPS and you can pay COD. Thanks in advance.

-Alkis

435. Re: 80N86 Emulation.

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 19:56:38 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan16.195638.3464@syscon.rn.com>
Source record: 226834

The harware emulations are more than a chip. They are complete PCs on a board that connects to the 68K and takes over the buss except for one that plugs into the DMA port. Most are more expensive than buying an XT.

436. Re: TOS 2.06 Available in USA!

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 20:26:17 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2975EA69.5367@orion.oac.uci.edu>
Source record: 226821

In article <1991Dec18.175824.4621@unx3.ucc.okstate.edu> unx3184@unx3.ucc.okstate.edu (unx3184) writes:
>In article <5440174@hplsla.hp.com> andyc@hplsla.hp.com (Andy Cassino) writes:
>>>Ok, thats all real peachy-keen if you're an ST owner, but what if you happen
>>>to own a 1040STe - how do I go about getting the new TOS and docs??
>>
>>$69.95 sticks in my mind, but don't quote me on it!
>>
>
>Think it was $139.00 Was a bit higher than tos 1.4 at $90.00
>
Well shoot. For that you get TOS 2.06, the board that lets you
install it in your ST and a bunch of utilities (CPX, etc) on disk. (A
bit more price for a bit more stuff, tho CodeHead does have a monopoly
on it).
And since TOS 2.06 can plug straight into the STE, they probably
sell it for less. I don't see why CodeHead wouldn't sell 2.06 to STE
owners for more than $99. But then, it's up to them...

--
Joachim Vance
^~^~^~

437. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 20:47:54 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2975EF7A.7089@orion.oac.uci.edu>
Source record: 226825

In article <1992Jan16.050745.21107@cs.mcgill.ca> chuckies@cs.mcgill.ca (Charles Savoie) writes:
>In article <1992Jan15.132654.6403@fwi.uva.nl> storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
>>
>>Can anybody tell me how to unzoo a acrhived program(500 K) if
>>you have only one drive.
>>
>>Zoo.ttp and the file just fit on the disk.
>>
>>Is using the file in a ram-disk a solution then tell me please
>>how to redirect the unpacked files to drive A. If the unpacked files are written on the ram disk is runs out of memory .
>
>The ram-disk *is* a solution.

For some, and only if you have enough memory. One reason I can't really stand Zoo is that, as far as I can figure, you can't redirect the output.
Say on a fairly large *.zoo file that would take up 700k or more uncompressed, the only way that I know of to uncompress on a 2floppy system is to make a ramdisk of around 1200k. This leaves 1meg, 2floppy owners out in the cold. Even 1 floppy 1meg owners could unarc an *.arc or *.lzh file that large with a few tricks. Some of the same is true for large self extracting archives.
Well at least you can extract files one at at time if they are ZOOed and small enough on a small system.

Another reason to not use ZOO on STs. It may be nice and solid on UNIX, but for most ST owners it becomes a hassel. I wonder why Steve Yelington likes it so much....

Maybe when arcshell supports ZOO, people will like it more...

Am I wrong in saying that you can't redirect ZOO? If so, I'd appreciate knowing how.

--
Joachim Vance
^~^~^~

438. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 22:14:42 UTC
From: steve@thelake.mn.org
Message-ID: <A2178226224@thelake.mn.org>
Source record: 226854

[In article <2975EF7A.7089@orion.oac.uci.edu>,
jvance@maxwell.oac.uci.edu (Joachim Vance) writes ...]

> For some, and only if you have enough memory. One reason I can't
> really stand Zoo is that, as far as I can figure, you can't redirect
> the output.

It places output in the current directory (and creates subdirectories
if asked to do so.)

But there's nothing that says either ZOO.TTP or the .ZOO archive need to
be in the current directory, or on the same drive.

> Say on a fairly large *.zoo file that would take up 700k or more
> uncompressed, the only way that I know of to uncompress on a 2floppy
> system is to make a ramdisk of around 1200k. This leaves 1meg,
> 2floppy owners out in the cold. Even 1 floppy 1meg owners could unarc
> an *.arc or *.lzh file that large with a few tricks. Some of the same
> is true for large self extracting archives.
> Well at least you can extract files one at at time if they are
> ZOOed and small enough on a small system.

If you have two SF314 drives, put ZOO.TTP and the FILE.ZOO file on A:,
switch to B:, and run A:ZOO x A:FILE.ZOO. This is fairly simple and
straightforward if you're using a command-line shell. It's also
fairly simple with any of the several GEM-based shells that work with
ZOO.

It's a little harder with the standard GEM Desktop. There's a way to run a
program without switching to its directory, but I have to admit I'm not
sure what it is; I haven't used the old-fashioned standard Desktop for a
couple of years. I think you have to hold down a shift or alt key, or
perhaps the right mouse button, when clicking on a program in an untopped
window. Perhaps somebody who actually uses the old-fashioned Desktop can
comment. Anyway, after the .TTP dialog pops up, type "x A:FILE.ZOO"
and click on OK.

Note that to run ZOO from the Desktop, you MUST have TOS 1.4 or newer.
Previous versions will not pass the .TTP arguments correctly.

> Another reason to not use ZOO on STs. It may be nice and solid on
> UNIX, but for most ST owners it becomes a hassel. I wonder why Steve
> Yelington likes it so much....

Because it does what it's supposed to do, without mangling files or
crashing my computer, and because I can use it to exchange files with
folks who use other platforms.

> Maybe when arcshell supports ZOO, people will like it more...

Check the archivers directory at a.a. for shells that work with ZOO.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

439. question: Notator & serial printer

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 23:05:32 UTC
From: lewis@trantor.trl.OZ.AU
Message-ID: <1992Jan16.230532.7823@trl.oz.au>
Source record: 226835
Cross-posted to: rec.music.synth,comp.sys.atari.st

I have an Atari 1040ST and Notator 3.1, and would like to print out some arrangements I have put together. The printer I have is a Diconix 300W with a serial interface. My problem is that I do not seem to be able to get Notator to use the serial printer, even if I use the desktop tool to send printer output to the serial port.

Has anyone had any success, and if so could you email me and tell me how you achieved it? Thanks for any help.

--
Ian Lewis, Voice: +61 3 253 6317 Fax: +61 3 253 6144
Telecom Research Laboratories, P.O. Box 249, Clayton, Victoria 3168, AUSTRALIA
Internet: i.lewis@trl.oz.au
X400: g=ian s=lewis ou=trl o=telecom prmd=telecom006 admd=telememo c=au
Ian Lewis, Voice: +61 3 253 6317 Fax: +61 3 253 6144
Telecom Research Laboratories, P.O. Box 249, Clayton, Victoria 3168, AUSTRALIA
Internet: i.lewis@trl.oz.au
X400: g=ian s=lewis ou=trl o=telecom prmd=telecom006 admd=telememo c=au

440. Re: How do I turn the key-sound off?

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 23:19:06 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <cdRV=e600VICEHj0lK@andrew.cmu.edu>
Source record: 226833

Gunnar Thalin asks:

"Does anybody know how to turn the key 'blip' off and on whithout
using the control-panel accessory?"

1. Set the keyclick "blip" to off with the Control Panel (wait, this
gets better.) Save desktop (from TOS.) When you boot with the disk you
saved DESKTOP.INF on, the click will be off from square one. Beats me if
this will work with a hard drive; I don't have one.

2. (Facetious) Turn the volume on the monitor off.

Anyone else?

____
Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"I could be wrong, but I could be right..."
---Public Image Ltd., "Rise"

441. Re: Re : fax software for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 23:26:58 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jan16.232658.29687@yuma.acns.colostate.edu>
Source record: 226832

Does any one know is such software availible in USA? (without the modem, just the software).

Thanks.
Tang
sytang@lamar.colostate.edu

442. DELUXE PAINT/GOLDEN IMAGE MOUSE PACKAGE!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-16 23:40:11 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Jan16.184011.12825@umiami.ir.miami.edu>
Source record: 226785

SPECIAL SALE!!!!

Just released a package containing the award winning
art package DELUXE PAINT ST and the GOLDEN IMAGE MOUSE

LIST PRICE $180.00

OUR PRICE $125.00

This price includes all shipping and taxes.
This special introductory offer price will
not last long. So order today!

Mail Order your LYNX games!
Having problems finding them? Order them through
the mail. New Moon Computing is your connection
for all your LYNX, Atari ST, anbd IBM
software. All software HEAVLIY discounted.
ATARIUSER and THE ALERT BOX are FREE with your
order. Write, call voice, or modem us.

New Moon Computing
PO BOX 922
Matawan NJ, 07747-0662 voice:908-583-7075
Aces High BBS:908-290-1133
1200/2400 baud
FNET
NON PIRATE BOARD!
All Checks should be made
out to New Moon Computing.

443. WANTED: Spectre GCR with or w/o ROMs

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 00:02:53 UTC
From: i9853100@uavax0.ccit.arizona.edu
Message-ID: <1992Jan16.170253.1@uavax0.ccit.arizona.edu>
Source record: 226838

I am looking for a Spectre GCR with or without ROMs. Please let me know
(email) if you have one you would sell. Thanks!

Doug Tarico
I9853100@ccit.arizona.edu

444. Children's Public Domain programs (Info needed)

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 00:10:41 UTC
From: seattle@hydra.unm.edu
Message-ID: <csjgt8=@lynx.unm.edu>
Source record: 226837

I need to find some good Public Domain programs that my 6 year old daughter
can use (games or educational, etc.)

Your help will be greatly appreciated!

Dave

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

445. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 00:22:25 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02sk@dino.DinoCo.de>
Source record: 226585

In article <1992Jan11.190135.10228@jsp.umontreal.ca> u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:
>I have been reading (Znet) about a 68030 upgrade called SST by David Small.
>Sounds good, but can it be installed in a 520ST from 1985? Or does one need
>a Mega ST, or a 1040ST, or one of the newer (>1988) machines like STE or up?
>
>My 520ST has had a one meg Memory upgrade, so there's also less space inside.
>Send a followup article please, as others may also want to know.
>
>--
>Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
>der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
>fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
>das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

The SST board will work with any variety of ST that has the 68000 CPU in a 64-pin DIL style, including the 260ST, 520ST, 520ST+, 520STF(M), 1040STF(M), and Mega ST 1/2/4 - but not any STE machine.

BUT: for anything but the Mega STs you will need a stronger power supply (at least 4 Amps on +5 Volts) and a different case. So if you have your machine in a PC-case with a strong power supply that will be fine.

For the standard, off-the-shelf 260/520/1040 models: sorry, no way.

Oh, if you should ask how I know: I am distributing the Gadgets products in Germany and have exhibited the SST board in August in Duesseldorf (if you still don`t know it: every year in Duesseldorf, Germany the largest Atari fair in the world takes place).

The information above was given me by Dave Small back then, to the best of my knowledge nothing has changed about the board in that regard.

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

446. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 00:31:43 UTC
From: wmagro@roma.physics.uiuc.edu
Message-ID: <1992Jan17.003143.7312@ux1.cso.uiuc.edu>
Source record: 226836

In article <1992Jan15.132654.6403@fwi.uva.nl>, storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
|>
|> Can anybody tell me how to unzoo a acrhived program(500 K) if
|> you have only one drive.
|>
|> Zoo.ttp and the file just fit on the disk.

I suggest running a shell (like gulam). Put zoo.ttp and the archive file on floppy a:. Set your path to include A:\ . The following commands should work (I am showing the current directory as a prompt):

```
a:\> setenv PATH a:\
a:\> ls a:
zoo.ttp archive.zoo
a:\> cd b:
(computer says please put disk B in drive A. put your blank floppy in the drive.)
b:\> zoo -extract a:\archive.zoo
(zoo will extract the files into your current directory, i.e. the blank floppy)
b:\> ls b:
happy.prg happy.doc (etc.)
b:\> cd a:
(put disk a in drive a)
a:\>
```

That's it!

Good luck.

--Bill

447. Re: Atari HDX

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 01:26:13 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <52872@cup.portal.com>
Source record: 226845

Atari HDX version 5.0 is available on CompuServe, but to registered developer only.

We've asked Atari for permission to release it for everyone, but as yet we've had no response.

When Atari decides to let everyone have it, it'll be available in the Atari Productivity Forum.

BobR

(Anyone who might want to speed up the process might want to invest in a call to Bob Brodie at Atari Corp and ask for HDX 5.0)

448. Re: HELP needed (UNIX arc,zoo.lharc : gdb : ST as typewriter)

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 01:27:54 UTC
From: wmagro@roma.physics.uiuc.edu
Message-ID: <1992Jan17.012754.15739@ux1.cso.uiuc.edu>
Source record: 226840

In article <9201161155.AA23501@v1.cm.cf.ac.uk>, Andrew.Stratton@cm.cf.ac.uk (Andrew F Stratton) writes:
|>
|> Can anyone help with :-
|>
|> 1. Are there versions of arc, zoo, lharc that run on SUN 4's or VAX?

Yes, yes, yes.

I have arc and zoo on my sparcstation and they run fine. For some reason unarced *.prg files that are then downloaded with binary xmodem do not run. I am not sure why. The files are called zoo.tar.Z and arc601.tar.Z and are available on LOTS of ftp sites in the unix areas. The best way to find a site near you is to use an archie server. To get started, telnet to quiche.cs.mcgill.ca (132.206.51.1) and log in as archie (no pass required). You can then find the address for a european archie server. Archie will take a file name and then search a database and tell you everywhere that it knows about that has the file you want.
Good luck!

Btw, unarcing on a sparcstation is almost instantaneous! You'll love it!

--Bill

449. GCC questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 02:26:22 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92016.212622JJL101@psuvm.psu.edu>
Source record: 226841

I am beginning to install gcc, and have a couple questions. I know it uses a lot of memery, I have 4 megs installed. Is this enough for large applications? Or will this too run out pretty quickly?
I did get hello.c to compile correctly, but when I tried it on some of my own programs, it appeared that it did not like include files that were called from other include files. Is this true? I am using mupfel, and not sure if this had anything to do with it, but I think I have all then env vars set, I read something about SH.TTP, but could not find it anywhere to use in conjuction with mupfel.
Any ideas on these things?

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

450. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 02:29:26 UTC
From: england@milton.u.washington.edu
Message-ID: <1992Jan17.022926.27584@milton.u.washington.edu>
Source record: 226842

In article <1992Jan16.180537.167@vaxsar.vassar.edu> hishimoda@vaxsar.vassar.edu writes:
>Oh no!! Is the ST really dead, as signified by the vacant space? Few years ago,
>when I was in the market for a computer, I had seriously considered the ST
>as an option.I had always been fond of Atari as an Atari 400/800 owner. The ST graphic interface I was fascinated with at the time,
>was priced right, sufficiently fast, and played good games. So where is it
>now? Remember the ST-vs-Amiga thing? I suppose that was the beginning of the
>end for the Atari. The two machines were targeting the same audience, and
>Commodore clearly had the superior hardware. Waat disappointed me most about
>Atari was their reaction to this fact. They had ample opportunities to
>make up for the initial disadvantage. Instead, they just crammed more
>memory into the existing architecture (the Mega STs) as if that would solve
>the problem, then they wasted precious R&D $ in miscellaneous failures
>(remember the portable ST and the notebook DOS compatible that actually
>was featured in Terminator 2?). Then they went off into the video game
>industry (their place of origin) but never could regain their former stature.
>The sad tale of Atari computers is a modern tragedy indeed....

No doubt about it. Just look at the virtual lack of new posts to
comp.sys.atari.st on a daily basis as compared to the multitude of
different comp.sys.amiga.etc etc etc posts. Nothing else points out so much
as to the demise of the ST as thiss does. Even when there ARE are few
new messages, a good portion of them are from people trying to dump their
Atari equipment as fast as possible. Inour market, about the only way to
get rid of an ST is to give it away. I feel EXTREMELY lucky to have dumped
my STe for the measly sum of $350 (including a monochrome monitor and an
external drive) about two months ago. I'm positive the price I could
receive now would be even less.

There's not even a glossy independently produced magazine published in the US
for the ST.

--
I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

PS: to R Shepard of New Zealand (I believe)... I don't flicker either.
Guess you've never heard of 640 X 480 productivity mode in four colors
WITHOUT a friggin' flicker fixer, eh?

AND at least my goddamn pointer NEVER HAS flickered... Not like a dying lightglobe!

--

I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes

451. Re: Atari developer documentation

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 03:24:53 UTC
From: sourada@iastate.edu
Message-ID: <sourada.695618693@pv178b.vincent.iastate.edu>
Source record: 226844

This looks like pretty good news for the ST world. First, it allows some people who wouldn't normally be able to get ahold of the documentation (because they didn't like the confidentiality agreement (see below), or they didn't have the money to buy the entire thing, etc.) to get it. Second, it should help to get a more open atmosphere on Usenet for people to get answers, since there is less restriction on what can be said (see below again). Third, maybe a Real Publisher will decide to pick up the docs and clean them up a bit and get them into BOOKSTORES! Good decision for Atari!

Here's below: In case anyone is wondering (I was), I called Bill Rehbock and he said that anything published in the kit(s) mentioned in his article is now open. In other words, the confidentiality agreement does not bind these documents. I suppose I could have assumed that from the wording of the agreement, but I didn't want to assume :-).

Later,
Steven Ourada

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu
----

452. Zmodem and UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 03:33:27 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Jan17.033327.4435@cco.caltech.edu>
Source record: 226846

I'm having trouble sending and receiving files using zmodem. Here's my setup:

I'm on a 1040ST, running Uniterm. I'm hooked up to a 9600 baud port
of a network server that is hooked up to a Sun Sparcstation running SunOS 4.1.
I've tried xyz2.01, sz and rz 1.7 and 1.8. I've occasionally had success with
them, but very little. When I use sz/rz, I get 'bad subpacket' length, though
I've altered packet lengths to kingdom-come. When I use xyz, I get 'bad file
number' or something, which says in the docs that it's 'A serious bug in XYZ
or TOS.'
I've turned Xon/Xoff on and off, tried the -e option with sz on the
UNIX end, etc. Any suggestions?

Sick of Kermit,
remyh@cco.caltech.edu

453. Re: TOS 2.06 Available in USA!

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 03:33:43 UTC
From: ehohnbau@bonnie.ics.uci.edu
Message-ID: <29764E97.26022@ics.uci.edu>
Source record: 226843

I need to get this straight. Maybe someone can fill in the blanks for me.

I have an old 1040 STf. I'm not certain how old (it was a hand me down) but
a minimum of 4 years old, probably 5. What would I have to do to
upgrade to the following: (ie straight chip replacement, etc.)

Tos 1.4

Tos 1.6

Tos 2.06

E-mail replies are fine and I could post a summary later.

Thanx in advance,
Eric Hohnbaum

454. Atari SC1224 used with Super Nintendo

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 04:42:55 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jan17.044255.27002@usenet.ins.cwru.edu>
Source record: 226847

I heard a rumor that the ST color monitor can be used with the Super Nintendo!

Has anyone heard about this?!

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

455. Re: Atari HDX

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 04:49:37 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <52888@cup.portal.com>
Source record: 226849

Recent info' says they are just finishing the docs, and will be releasing HDX 5.0 RSN. Should be available on all the services, guessing a couple of weeks.

456. Re: TOS 2.06 Available in USA!

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 05:09:10 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <52891@cup.portal.com>
Source record: 226850

I called CodeHead today, and got a price of $60 + $3 for S&H for
TOS 2.06 for the STe. Guess what, my check is going out tomorrow
(thank god today was payday!)

Billy D'Augustine
Azog-Thoth@cup.portal.com

457. Sozobon 1.33i vs. Sozobon 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 07:38:52 UTC
From: bboychuk@sdcc13.ucsd.edu
Message-ID: <27328@sdcc12.ucsd.edu>
Source record: 226851

Could somebody out there spell out the differences between, and
the advantages of, Sozobon 1.33i and 2.0? One's "Heat and Serve" and
one allows 32 character object names? Is either ANSI compliant?
Which is going to be the new Sozo "standard"? And what's that on
my shoe?
--
---
bboychuk@ucsd.edu "My GOD, did you see the power and majesty radiated by
that llama?" "Well, of course I did, you fool..."
---

458. How do I add icons to icon "library"?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 07:43:09 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan17.074309.5907@mnemosyne.cs.du.edu>
Source record: 226855

I have a Mega STe and I've heard it is possible to add icons to its "library," so that I could install them on files. Is there a program available to edit/create icons, and then saved to some "library"? By the way, is the file that stores the icon shapes called DESKICON.RSC?

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
/ Atari friend! ||| |"If we do not succeed, we run the risk of
\/ --- The Mark)|(	failure."
World Peace /	\ There's nothing else quite like it.

459. Atari developer documentation

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 07:56:20 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan17.075620.6104@mnemosyne.cs.du.edu>
Source record: 226856

This is truly a great event in the history of Atari, since the Tramiels took over anyway. I believe there was such documentation made publicly available in the days of the Atari 8-bits, at least for a while. One thing I have envied about Amiga users is that the technical information about the OS, etc. is publicly available. I've heard that some of the most incompatible software is PD and Shareware, most likely because the authors did not have access to the developer's information. I agree with another poster. I think it would be good to get these docs into dealers, rather than just ordering direct from Atari. Maybe the support disks should remain only available from Atari, but I'd like to see the docs go (more) public.

I think the release of these docs has been one of Atari's better decisions. Good thinking guys, even if it should've come out several years ago (in my opinion).

```
|Mark Miller, computer science |"I was just thinking of the immortal words |
|major at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
| / Atari friend! ||| |"If we do not succeed, we run the risk of |
| \/ --- The Mark )|( | failure." |
| World Peace / | \ There's nothing else quite like it. |
```

460. Aladin

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 08:10:56 UTC
From: alex@paramount.nikhefk.nikhef.nl
Message-ID: <1992Jan17.081056.28532@paramount.nikhefk.nikhef.nl>
Source record: 226852

```
** WANTED **

Hello world,

I have three questions:

1) Does anyone know where i can find a Mac program that
can force a Mac to write a disk in Aladin format?

2) Is there a program (on Atari) that can convert or
copy a mac disk to an Aladin disk?

3) Is there a program (on Atari) that can convert or
copy a Atari disk to an Aladin disk?

thanks.
<|
/\ |\
/ \ | \
alex@nikhefk.nikhef.nl / \| \
/ | \
Alex Poelman NIKHEF-K (CSG) / | \
/ | \
Po.box 4395, 1009 AJ Amsertdam, / | \
/__________| \
The Netherlands _____________|________\
/ | /
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
--
```

461. Re: 80N86 Emulation.

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 08:24:50 UTC
From: guenther@eva.fmi.uni-passau.de
Message-ID: <1992Jan17.082450.5394@forwiss.uni-passau.de>
Source record: 226853

In article <1992Jan16.195638.3464@syscon.rn.com> miked@syscon.rn.com (Mike DeMetz) writes:
>The harware emulations are more than a chip. They are complete PCs
>on a board that connects to the 68K and takes over the buss except
>for one that plugs into the DMA port. Most are more expensive than
>buying an XT.
>

Wrong!
In Germany, there are three companies producing/importing emulators, but only
the 'Supercharger' is a full PC connected via DMA.
The products of Sack and Vortex are built into the computer, they take place
on the processor socket and the 68000 has to be put onto these boards.
These boards do not have any RAM, no slots and nothing else that would
qualify them as full PCs.

The newest board by Sack has got a 16Mhz 80286, while the latest Vortex
board (MegaSTE only) is a 80386SX 16Mhz with co-proc. socket and optional RAM
(up to 512 KB, I think).

Prices are ~500DM (80286) up to ~800DM (80386SX).

Weregoose

PS: No 'language usage' flames, please, I'm not a native speaker!

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- Dr.Stein grows funny creatures, lets them run into the night, -
- they become great politicians and their time is right. (Helloween) -
---

462. TOS 2.05 - 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 09:52:59 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan17.095259.2882@unibi.uni-bielefeld.de>
Source record: 226857

Hi there out in the world!

Can anybody explain me the difference between TOS 2.05 and 2.06 since
I haven't heard anything about it yet?

Thanx, TeSche
itschere.techfak.uni-bielefeld.de
--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting wiht the .signature file a bit...

463. Common Lisp

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 10:51:09 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jan17105109@ghiggins.hpl.hp.com>
Source record: 226862

I recently had occasion to check out the (German) implementation of Common Lisp recently posted to A.A.

I had acquired a soft copy of the CL code which appears in Charniak and ??? (I forget)'s book "Inside Case Based Reasoning". Much to my surprise, the ST CL implementation happily compiled and loaded it all, then ran it without problem.

I became a bit more ambitious and tried cascor1, a Cascade-correction NN -- again, it read it in quite happily and ran it without murmuring.

Anyone interested in using CL on the ST may well find this implementation of interest.

It won't run under apratt's init.prg under MiNT, but will with gulam. I guess that it's best run from the straight desktop (more memory available), a user-specifiable external editor can be called from inside CL --- this provides a fairly basic, but still functional development environment.

Nice piece of work guys, any chance of an English version?

Cheers,

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

464. Re: Aladin

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 11:12:36 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan17.111236.6593@unibi.uni-bielefeld.de>
Source record: 226859

```
In article <1992Jan17.081056.28532@paramount.nikhefk.nikhef.nl>,
alex@paramount.nikhefk.nikhef.nl (Alex Poelman) writes:
|> I have three questions:
|>
|> 1) Does anyone know where i can find a Mac program that
|> can force a Mac to write a disk in Aladin format?
Don't know.
|>
|> 2) Is there a program (on Atari) that can convert or
|> copy a mac disk to an Aladin disk?
Not without additional hardware.
|>
|> 3) Is there a program (on Atari) that can convert or
|> copy a Atari disk to an Aladin disk?
Not without additional hardware.
|>
|> thanks.
No problem fo me
TeSche
--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimanting with the .signature file ai bit...
```

465. Re: Uniterm Tetronic Graphics emulation

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 11:41:55 UTC
From: A.J.Leaper@bradford.ac.uk
Message-ID: <1992Jan17.114155.10894@bradford.ac.uk>
Source record: 226767

In article <1992Jan15.205408.25410@galileo.cc.rochester.edu>
lchd_ss@uhura.cc.rochester.edu (Ling Cherd Ho) writes:
>Can anyone tell me what I can do with the Tektronic (sp?) Graphics
>terminal emulation in the Uniterm?
>
>Thanks
>
>....
> Ling Cherd
>.

Here at the University of Bradford we have some Atari 1040STFMs that are used as terminals onto a SUN network. When using the the matrix manipulation package Pro-Matlab via the Atari terminals we make use of the Tektronic graphics emulation to display plots...I've not seen it used for anything else.

I assume that any program running on our SUN system that required a Tektronics graphics terminal could make use of this part of Uniterm.

Andy
(88648967@uk.ac.bradford)

466. Does anyone have any reviews on the Atari SM144 mono monitor?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 11:41:57 UTC
From: dac@ukc.ac.uk
Message-ID: <244@eagle.ukc.ac.uk>
Source record: 226872

A friend of mine recently took delivery of the new SM144 14" mono monitor
from Atari for his old ST. It looks nice on its swivel base... though it kinda
reminds me of the SM125 which I heard was not too reliable.

Has anyone else seen the SM144 or read reviews on it?

Cheers,
Dave.

467. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 11:44:18 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1072@ehviea.ine.philips.nl>
Source record: 226772

```
In article <1992Jan15.220056.2127@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
|In article <1071@ehviea.ine.philips.nl> leo@ehviea.UUCP (Leo de Wit) writes:
[stuff deleted]
|>Therefore the address register that is used for the indexed addressing,
|>is set up to point to base+32K of the stuff to be addressed...
|>
|>And 32K in each direction is still 64K!
|>
|> Leo.
|>
|>P.S. Sorry, I have some experience with assembly programming for the
|>ST; this is perhaps too simple for me.
|
|The point is that 68000 branch instructions only have 16-bit offsets,
|so you can't jump from the beginning of a 64K segment to the end.
|Think about it: if you give branch an offset of $FFFF, it will intepret
|the high bit as sign and convert to an ofset of -32K, NOT +64K.
|
|For full generality, one needs to be able to jump from anywhere in
|a segment to anywhere else in the segment. So segments are limited
|to 32K without lots of trickery.
|
|Dave Baggett
|dmb@wam.umd.edu

OK, this seems to ask for an example:

mid equ init+32768

init
lea.l mid,a5 * Use a5 as program text pointer
bsr atstart
rts

atstart
...do stuff here...
jmp atend-mid(a5)
...etc...

...other functions here...

atend
...do stuff here...
jmp atstart-mid(a5)
```

Note: atstart and atend may be up to 64K apart, _and_: no trickery at all!
atend-mid is between 0 and 32767, and atstart-mid between -32768 and 0.
All symbol (addresses) in the 64K segment are accessed as symbol-mid(a5).

Leo.

468. Re: GCC questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 11:50:20 UTC
From: ib09@rz70.rz.uni-karlsruhe.de
Message-ID: <1992Jan17.115020.3977@rz.uni-karlsruhe.de>
Source record: 226858

In article <92016.212622JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:
> I am beginning to install gcc, and have a couple questions. I know it
>uses a lot of memery, I have 4 megs installed. Is this enough for large
>applications? Or will this too run out pretty quickly?

4 Meg ought to be enough for all applications, even compiling the compiler
itself.

> I did get hello.c to compile correctly, but when I tried it on some of
>my own programs, it appeared that it did not like include files that were
>called from other include files. Is this true? I am using mupfel, and not
>sure if this had anything to do with it,

I've been using gcc together with mupfel without any problems.
What you describe sounds like a problem with the dir structure and/or
environment variables. To say more, I'd have to know the exact layout
of your directories, the error messages gcc put out and the exact
setting of your environment variables. Run gcc with the -v (verbose)
flag to get maximum output to get more info.

Oh, btw, do you have a

set errorfile con:

line in your mufpel.mup? If you don't, you are not likely to see any of
the error messages gcc puts out, and things could get a little confusing :-)

[rest deleted]

Hope this helps
--
Thomas Koenig
ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet, | Help stamp out and abolish
ui0t@ibm3090.rz.uni-karlsruhe.de | redundancy!

469. Re: free memory

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 12:03:18 UTC
From: A.J.Leaper@bradford.ac.uk
Message-ID: <1992Jan17.120318.12012@bradford.ac.uk>
Source record: 226768

In article <1992Jan13.135057.12485@newcastle.ac.uk> J.S.Fothergill@newcastle.ac.uk (Jane Fothergill) writes:
>Does anyone know how much memory should be free on a 1040 without extended
>memory, when booted up?? I'm not convinced that my machine is all it claims to
>be, about 420 k
>
>Jane Fothergill
>(J.S>Fothergill@uk.ac.newcastle)

As I understand it when you boot up a 1040 without desk accs and any auto folder programs you should have about 888K of free memory remaining, at least thats what my old 1040 always had.

If you've only got 420K then I suspect that some of your memory may not be working.

Andy
(88648967@uk.ac.bradford)

470. Re: HELP needed (UNIX arc,zoo.lharc : gdb : ST as typewriter)

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 12:14:14 UTC
From: A.J.Leaper@bradford.ac.uk
Message-ID: <1992Jan17.121414.12486@bradford.ac.uk>
Source record: 226770

In article <9201161155.AA23501@v1.cm.cf.ac.uk> Andrew.Stratton@cm.cf.ac.uk (Andrew F Stratton) writes:
>
> Can anyone help with :-
>
> 1. Are there versions of arc, zoo, lharc that run on SUN 4's or VAX?
>
> 2. Does anyone know where I can get the documentation for gdb?
>
> 3. Is there a program available that lets you use the ST as a
> typewriter (v useful for filling forms)?
>

On the SUN system here at the University we have arc and zoo they both run on SUN 4's.

I'm not sure where you would get hold of arc but I got a Unix version of zoo from the NPDSA at Lancaster University. In the directory /tools they have UNIX and VMS versions of zoo v2.1 (latest version).

I've not seen a version of lharc for Unix but I and a number of people that I know would be interested in hearing if anybody out there has got a version.

Andy
(88648967@uk.ac.bradford)

471. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 12:49:09 UTC
From: Bjarne Pohlers <zwq017@dmswwu1c.BITNET>
Message-ID: <170192.134909ZWQ017@DMSWWU1C.BITNET>
Source record: 226878

In article <1992Jan16.172705.15904@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>
>This can be done (and HAS been done) if the conversion program has some
>input from the developers of the program being converted. It's been over
>a year since I read about it, so I don't remember all the details (it
>might possibly have been XDOS?), but a company came out with a conversion
>program that could translate PC programs to run on 68000 workstation
>platforms. They then collaborated with several major developers to pro-
>vide "hint" files for their important applications.

If you have to use "hint" files by the developers of a program why not
just ask them to compile the source-code on your machine?

>> Imagine, you had as much memory as a computer
>> (which you do) you would not be able to convert a program without
>> thinking. These are also the reasons why there are not any perfectly
>> working disassemblers.
>
>Hmm? I can't compile a program without thinking either, but that
>doesn't stop perfectly working (well, almost! ;-) compilers from
>existing.
Of course you can! There exists an algorithm for compilation. So you
do really not have to "think" when compiling a program, you just have
to follow some rules.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

472. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 13:03:16 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Jan17.130316.323@watmath.waterloo.edu>
Source record: 226861

In article <1992Jan16.162440.17403@jsp.umontreal.ca> u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:

>Is there a way to remove the ST keyboard, add wire, and use it separately,
>like the Mega's? Will the whole plastic board just sit there, ugly and all?

Mark Tilden, (mwtilden@watmath.waterloo.edu), one of the
hardware gurus at waterloo has done this. His setup includes an
ST in a tower box with a detachable keyboard. He hacked away the
surplus in the 1040 case and added bits of plastic scavanged from
here and there, to make a nice keyboard case from the old 1040.

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

473. WANTED: Mastertracks Pro

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 14:03:14 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.92Jan17140314@sarah.albany.edu>
Source record: 226876

```
WANTED TO BUY:

Mastertracks Pro sequencer or any other sequencer with
simillar features that will run on a 512K ST.

Thanks,

Andy Dickinson
--
# - Andy Dickinson
########### __ __ ++++++++ ++++++ 271 Lark St. #3 +++
#### / \ / \ +++++++++ +++ Albany, NY 12210 <<<< ::::
Weird Doodle / /\ \/ / ++++++++ VV VVVVV VVV VVVVV VVVV IIIIIII
Thing --> / / / /\ / +++++ ^^^^^^^^^^^ (518) 426 - 7907 :enohP
/ / / / / / Bitnet: AD0834@ALBNYVMS :::: ||| ##### #####
=== \/ / / / / {~~} ------ ** ---------- ** ({[]}) (===) / ##
=== ==== \/ / / Internet: ad0834@csc.albany.edu $$$ 0 $$$/ * ###
=== ===== \/ <It's not line noise..> {It's ART!----} / *** ###
```

474. Mail-order software houses?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 14:04:43 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.92Jan17140443@sarah.albany.edu>
Source record: 226875

Hi -

Can someone post or mail me a few 800 numbers for Atari ST
software dealers? I'm not looking for anything unusual... I just
don't have access to any Atari ST magazines...

Thanks in advance,

--
- Andy Dickinson
########### __ __ ++++++++ ++++++ 271 Lark St. #3 +++
/ \ / \ +++++++++ +++ Albany, NY 12210 <<<< ::::
Weird Doodle / /\ \/ / ++++++++ VV VVVVV VVV VVVVV VVVV IIIIIII
Thing --> / / / /\ / +++++ ^^^^^^^^^^^ (518) 426 - 7907 :enohP
/ / / / / / Bitnet: AD0834@ALBNYVMS :::: ||| ##### #####
=== \/ / / / / {~~} ------ ** ---------- ** ({[]}) (===) / ##
=== ==== \/ / / Internet: ad0834@csc.albany.edu $$$ 0 $$$/ * ###
=== ===== \/ <It's not line noise..> {It's ART!----} / *** ###

475. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 14:11:39 UTC
From: herborth@pinot
Message-ID: <8766@ncrwat.Waterloo.NCR.COM>
Source record: 226864

In article <1992Jan16.180537.167@vaxsar.vassar.edu> hishimoda@vaxsar.vassar.edu writes:
}The sad tale of Atari computers is a modern tragedy indeed....

The sad tale of comp.sys.amiga.advocacy denizens wandering over to
comp.sys.atari.st every four months is a modern tragedy, indeed...

--
----------==----------
Chris Herborth herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op
NCR E&M Waterloo

476. Re: Atari developer documentation

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 14:16:54 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan17.141654.57151@link-1.ts.bcc.ac.uk>
Source record: 226771

In article <A387323952@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>The following announcement was made available on GEnie by Bill Rehbock.
>
>--
>
>January 15, 1992
>
>Atari Corporation Official Announcement
>
>I am pleased to announce that Atari is making all of the released TOS
>development information available to the general public. We are making
>the kit available to fulfil the needs of programmers that already have
>purchased a third-party development package, Atari owners that are
>curious about the 'nuts and bolts' of The Operating System, and
>anyone else that wants to have a detailed understanding of TOS
>software development. If you wish, you may purchase the entire kit
>for $150.00 (U.S.) and also get one year of technical support from
>Atari via the private Atari Developer Roundtable on GEnie, 6 issues
>of the bi-monthly Developer Newsletter, ATARI.RSC, and one year of
>on-going developer kit upgrades. If you wish to renew after one year,
>there is a fee of only $40.00.

Flippin' eck! That's more than you get with Atari Corp (UK)'s DocSupport
scheme... with that you just get four ring-bound good-quality photo-copied
manuals plus two disks (HDX 4.X, TOS 1.4 and STE utils + "Demonstrator"
which doesn't work on the TT). This costs 99 pounds stirling! No telephone
support, no nothing else!

>
>If you wish information on only certain aspects of Atari TOS
>computers, we also sell sections of the kit separately. The items
>that are available range from every issue of the developer newsletter
>since 1985, to the release notes for the exciting new STBOOK. Every
>detail a software or hardware developer could want is outlined,
>including MegaSTE/TT VME Bus specifications, STE DMA sound, FSM GDOS
>programming information, and more. Please see the order form for
>details.
>
[rest deleted]

Oh well.. looks like Atari Corp (UK) Ltd went off at half cock again.

Steve
--

Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

477. Re: Aladin

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 15:03:39 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jan17.150339.26550@magnus.acs.ohio-state.edu>
Source record: 226863

> ** WANTED **
>
>1) Does anyone know where i can find a Mac program that
> can force a Mac to write a disk in Aladin format?

Spectre GCR with software version3.0 can be set to read/write Aladin format disks.

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-Kaleidoscope woman
in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

478. Re: Zmodem and UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 15:10:04 UTC
From: etmelag@sunbeam15.ericsson.se
Message-ID: <1992Jan17.151004.9116@ericsson.se>
Source record: 226782

In article <1992Jan17.033327.4435@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>I'm having trouble sending and receiving files using zmodem. Here's my setup:
>
> I'm on a 1040ST, running Uniterm. I'm hooked up to a 9600 baud port
>of a network server that is hooked up to a Sun Sparcstation running SunOS 4.1.
>I've tried xyz2.01, sz and rz 1.7 and 1.8. I've occasionally had success with
>them, but very little. When I use sz/rz, I get 'bad subpacket' length, though
>I've altered packet lengths to kingdom-come. When I use xyz, I get 'bad file
>number' or something, which says in the docs that it's 'A serious bug in XYZ
>or TOS.'
> I've turned Xon/Xoff on and off, tried the -e option with sz on the
>UNIX end, etc. Any suggestions?
>
> Sick of Kermit,
> remyh@cco.caltech.edu
>
Yes, it looks like your network server messes around with the
data. It either removes or translates certain characters in
either direction. Try kermit with the 7-bit option, and check
whether that helps.
Cheers, Louis

479. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 15:35:17 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <1992Jan17.153517.3418@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 226867

In article <2975EF7A.7089@orion.oac.uci.edu>, jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
|> Am I wrong in saying that you can't redirect ZOO? If so, I'd
|> appreciate knowing how.

What do you mean be "redirect"? I assume you want to write the extracted files to a different directory than that one where the zoo program resp. the zoo archive resides. This can surely be done by setting the current directory to the folder you want the extracted files before zoo is started.

You can do that easyly with Arcgsh 3.5, the archiver GEM shell. Arcgsh 4.0 ist coming really soon now and will support zoo, arc, lharc, tar, shar, compress, uud, and uue.

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

480. Use Digital Keyclick (was Re: How do I turn the key-sound off?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 16:01:09 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jan17.160109.153@wam.umd.edu>
Source record: 226866

In article <cdRV=e600VICEHj0lK@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>Gunnar Thalin asks:
>
>"Does anybody know how to turn the key 'blip' off and on whithout
>using the control-panel accessory?"
>
>1. Set the keyclick "blip" to off with the Control Panel (wait, this
>gets better.) Save desktop (from TOS.) When you boot with the disk you
>saved DESKTOP.INF on, the click will be off from square one. Beats me if
>this will work with a hard drive; I don't have one.
>
>2. (Facetious) Turn the volume on the monitor off.
>
>Anyone else?

You can also replace the keyclick(s) with digitized sound(s) using Digital Keyclick, available from atari.archive.umich.edu in

atari/sound/players/digistuf.arc

You can have your keyclick play through the ST speaker, Hippo digitizer, or ST Replay digitizer.

This archive contains a bunch of other stuff too (listed below).

Dave Baggett
dmb@wam.umd.edu

atari/sound/players/digistuf.arc contains:

```
\
beep digivec hippo2st readme.doc st2hippo
click files.doc play sparc2st

\beep:
beep.doc beep.inf beep.prg boop.snd lowchime.snd

\click:
bark.snd click.inf kickdrum.snd sealion.snd synbongo.snd type1.snd
click.doc click.prg monkey.snd stopit.snd synchime.snd type2.snd

\digivec:
attentio.snd boop.snd digivec.inf doesnot.snd hal2.snd
bogus.snd digivec.doc digivec.prg error.prg ohmygod.snd

\hippo2st:
hippo2st.ttp readme
```

```
\play:
chord.snd haleluja.snd play.doc play.prg
deadjim.snd hithere.snd play.inf rooster.snd

\sparc2st:
readme sparc2st.ttp

\st2hippo:
readme st2hippo.ttp
```

481. re: composite -> rgb

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 17:10:24 UTC
From: nabeel <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92017.121024EENG6801@RyeVm.Ryerson.Ca>
Source record: 226639

I don't know if this works on the Atari monitor but motorola makes an
chip that converts composite->rgb. on some st s there is a chip that
does the opposite converting rgb-> composite. It's not just a matter of
wires since atari monitor wants r,g,b,vert sync,horz sync all separate.
if you can separate those 5 signals and feed them to the atari monitor
then it should work.
Carlos Varela

482. Re: How do I add icons to icon "library"?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 17:11:09 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Jan17.171109.27835@bert.eecs.uic.edu>
Source record: 226870

mmiller@isis.cs.du.edu (Mark Miller) writes:

>I have a Mega STe and I've heard it is possible to add icons to its
>"library," so that I could install them on files. Is there a program
>available to edit/create icons, and then saved to some "library"? By
>the way, is the file that stores the icon shapes called DESKICON.RSC?

You can add icons to DESKICON.RSC by using a resource construction
set. I used the RCS that came with MWC to add and edit my TT's icons.

--
+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

483. Re: How do I add icons to icon "library"?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 17:22:48 UTC
From: subiaagb@w350zrztu-berlin.de
Message-ID: <2114@mailgzrz.tu-berlin.de>
Source record: 226871

In article <1992Jan17.074309.5907@mnemosyne.cs.du.edu>, mmiller@isis.cs.du.edu (Mark Miller) writes:
|> I have a Mega STe and I've heard it is possible to add icons to its
|> "library," so that I could install them on files. Is there a program
|> available to edit/create icons, and then saved to some "library"? By
|> the way, is the file that stores the icon shapes called DESKICON.RSC?

You've heard right! It is possible to add more icons.
Didn't you see the files DESKICON.RSC and DESKICON.DFN ?
(I have a German version of a Mega STE and they exist)
I added many new icons: tc, shell, arc, ibm-exe, img ...

To do so you need one or two things:
A resource construction set with built in icon editor or
an extra icon editor which can create data in the format
that your own RCS requires. I use DRI RCS 2.0 and a PD -
icon editor. DRI RCS requires data in C-code.

If you've added icons to deskicon.rsc you can install
them after a reboot by clicking on (I don't know your
desktop) 'install icon'(?), typing the name of your
programs (like "*.c") and clicking up or down arrow
until the new icon occurs.

But note:
The file deskicon.rsc can be max. 64k large, be sparing-
ly using this feature.

If there are any Q's, please PM.

a.p.

484. <<NEW>> ATARI SM147 monochrome monitor.

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 17:46:49 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Jan17.124650.12829@umiami.ir.miami.edu>
Source record: 226786

ATARI has a new monochrome monitor on it's way for the ST/STE.

The SM147 is a 14 inch monitor with tilt/swivil base and stereo sound.

The list is $237.95 and is due out in the 2nd quater of this year

Mark Santora

485. Re: Atari HDX

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 18:42:46 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <4LHJ5qVbQ6E@jonh.wimsey.bc.ca>
Source record: 226890

In <52872@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Atari HDX version 5.0 is available on CompuServe, but to registered developer
>only.
>
>We've asked Atari for permission to release it for everyone, but as yet we've
>had no response.

Bill Rehbok said on GEnie that they have HDX5.0 on the developers
sig only, because they want the bugs reported before releasing it to the
public. After HDX 3.0 , I think this is a wise decission.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

486. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 18:55:32 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Jan17.185532.26891@milton.u.washington.edu>
Source record: 226874

In article <1992Jan17.022926.27584@milton.u.washington.edu>
england@milton.u.washington.edu (Gregory Miller) writes:
>In article <1992Jan16.180537.167@vaxsar.vassar.edu> hishimoda@vaxsar.vassar.edu writes:
>>Oh no!! Is the ST really dead, as signified by the vacant space? Few years ago,
>>when I was in the market for a computer, I had seriously considered the ST
>>as an option.I had always been fond of Atari as an Atari 400/800 owner. The ST graphic interface I was fascinated with at the time,
>>was priced right, sufficiently fast, and played good games. So where is it
>>now? Remember the ST-vs-Amiga thing? I suppose that was the beginning of the
>>end for the Atari. The two machines were targeting the same audience, and
>>Commodore clearly had the superior hardware. Waat disappointed me most about
>>Atari was their reaction to this fact. They had ample opportunities to
>>make up for the initial disadvantage. Instead, they just crammed more
>>memory into the existing architecture (the Mega STs) as if that would solve
>>the problem, then they wasted precious R&D $ in miscellaneous failures
>>(remember the portable ST and the notebook DOS compatible that actually
>>was featured in Terminator 2?). Then they went off into the video game

Yes, there have been failures I agree (yes the STacy never became popular as far as I can see), but the Portfolio? Seems to me it is still widely available in dealers and if I had a dime to my name I'd buy one, right after I bought the Lynx and a new Mega STe. And perchance have you heard of the new ST Book? Seems to me Atari is not doing too bad as far as coming out with up-to-date products, it's mostly a marketing problem (which includes the consumers, i.e. video-game bias). Atari has come out with some very high quality, high power stuff, and looks to me like they have loads more of it this year. (For example, MTOS, ST Book, not even to mention the great 3rd-party stuff like graphics cards and accelerator/emulator possibilities)

>>industry (their place of origin) but never could regain their former stature.
>>The sad tale of Atari computers is a modern tragedy indeed....

Yeah, ok so they're not the world leader in computer sales $$, so what? Just because they are a smaller less well-known company now doesn't say anything about the quality of the computers, I think it's great they are still going strong and coming out with lots of new advanced products (like the TT and STe). I don't see any bankruptcy notices being filed so maybe we should wait before nailing down the coffin... :)

>
>No doubt about it. Just look at the virtual lack of new posts to
>comp.sys.atari.st on a daily basis as compared to the multitude of
>different comp.sys.amiga.etc etc etc posts. Nothing else points out so much
>as to the demise of the ST as thiss does. Even when there ARE are

What does the number of amiga posts have to do with Atari? The sheer
fact that more amiga users (and yes you're probably right there are more of
them) post to the newsgroup doesn't say anything about the demise of Atari, nor
do I consider 75-100 messages per day a "lack of new posts."

>new messages, a good portion of them are from people trying to dump their
>Atari equipment as fast as possible. Inour market, about the only way to
>get rid of an ST is to give it away. I feel EXTREMELY lucky to have dumped
>my STe for the measly sum of $350 (including a monochrome monitor and an
>external drive) about two months ago. I'm positive the price I could
>receive now would be even less.

Of course it would be less, all computers are like that... It's a common
fact that computer resale prices are low compared to new price, this is not
a feature of Ataris only (besides how can you expect the resale price to stay
high anyway when the new prices are always dropping?)

>
>There's not even a glossy independently produced magazine published in the US
>for the ST.

Well that may be so, but have you ever heard of the other magazines published
here? Perhaps Current Notes or ST User or something (last I heard there were
about 5 or so US Atari magazines)? Or does a magazine need to be a
multi-billion dollar publishing operation to have any value??? Seems to me
Current Notes is just as good, probably better than, for example, STart ever
was, IMHO, it just happens they don't sell it at every corner 7-11 in town
(Oh no, might have to get a subsciption, scary thought)...

>
>____
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/
>____
>
> england@u.washington.edu
>
>PS: to R Shepard of New Zealand (I believe)... I don't flicker either.
>Guess you've never heard of 640 X 480 productivity mode in four colors
>WITHOUT a friggin' flicker fixer, eh?
>
>AND at least my goddamn pointer NEVER HAS flickered... Not like a dying
>lightglobe!
>
>--
>____
Well ok, my final note is : why bother reading the Atari newsgroup if it is
so dismal, you're so fast to get rid of your STe but can't help to spread
doom among the others who have decided they like their Ataris (and no this
is not a 'love it or leave it' comment. :-) It's as much a matter of

personal choice as anything else. IMHO, the Atari is a great computer for all sorts of stuff, I only wish I had a more powerful one (like a MSte), although my '85 520 hasn't failed me yet... What with Neodesk and all the really good applications, utilities, programming languages, and increasing 3rd party cool stuff, Atari has a good thing going. So maybe they aren't going to exceed IBM's sales in 1992, who really cares????

(sorry for the message length, it got out of hand.. :-)

Ben Gilbert
tymbrimi@milton.u.washington.edu
-- hey isn't eking out a college existence fun? Maybe if
I won the lottery I'd have more money to spend (heck, if
I found a quarter on the floor I'd be happy..) :)

*** hoping for a Mega STe in the near future...

---

487. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 19:16:50 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5630@lee.SEAS.UCLA.EDU>
Source record: 226877

In article <2975EF7A.7089@orion.oac.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>
>Am I wrong in saying that you can't redirect ZOO? If so, I'd
>appreciate knowing how.

Just put the zoo file in one directory, say b:\, then cd to the destination directory, say a:\. Follow that by zoo x b:\xyz.zoo and the files will be extracted to the current directory. Of course you need a command shell to do this, but then why should every program contain code to deal with this? A decent graphical shell could also manage this by setting directories appropriately.

-- Scott Willingham // willing@icsl.ucla.edu

488. Arcshell for ZOO, was: Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 19:24:07 UTC
From: nollert@lyra.tat.physik.uni-tuebingen.de
Message-ID: <nollert.695676247@lyra>
Source record: 226886

jvance@maxwell.oac.uci.edu (Joachim Vance) writes:

>
> Maybe when arcshell supports ZOO, people will like it more...

I just discovered that a file server at the university of
Regensburg/Germany seems to have an arcshell which works with ZOO,
ARC, UUD, and SHAR.

If you are interested :
The address is rrzs2.rz.uni-regensburg.de (132.199.1.2)
The program is called st-arcsh,
it's in the directory software/atari/arc.

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

489. Need 1StWord to Word 5 converter

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 19:32:18 UTC
From: rxf@reto.stgt.sub.org
Message-ID: <4221@reto.stgt.sub.org>
Source record: 226753
Cross-posted to: comp.binaries.ibm.pc.wanted,comp.sys.atari.st,zer.z-netz.rechner.atari.allgemein

Hi,

I need a program to convert output from 1stWord+ (ATARI St) to
Word 5 or Works (PC). Pure ASCII will work, but isn't sufficient.
The program should preserve the format info, the letter style etc.

Program for ATARI or PC will be ok.

Can anybody help ???

Thanks
Reinhard

--
Reinhard X. Fuerst (dk2ge) email: rxf@reto.stgt.sub.org

reto Industrieelektronik GmbH Kornbergstr. 18 DW-7000 Stuttgart 1
~~~~~~
~~~~~~

490. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 19:47:52 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jan17.194752.18484@chinet.chi.il.us>
Source record: 226788

Before people start getting REALLY abusive, please think: isn't it more useful to have a newsgroup where you can get information reasonably efficiently than to let the whole world know that you've told some jerk how wrong he is? Or to let the whole world know that you agree with someone who has, after all, said what needed saying?
Steve saj@chinet.chi.il.us

491. Re: Atari HDX

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 19:56:42 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jan17.195642.19075@chinet.chi.il.us>
Source record: 226789

In article <52888@cup.portal.com> Dave_Ninjajr_Flory@cup.portal.com writes:
>Recent info' says they are just finishing the docs, and will be releasing
>HDX 5.0 RSN. Should be available on all the services, guessing a couple of
>weeks.

This sounds reasonable (not that that counts for anything). What with
handling ACSI SCSI and ESDI, and trying to take advantage of any special
features available, HDX 5.0 is complicated enough to benefit LOTS from
documentation.
Steve J. saj@chinet.chi.il.us

492. Re: Sozobon 1.33i vs. Sozobon 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 20:02:16 UTC
From: steve@thelake.mn.org
Message-ID: <A1883772977@thelake.mn.org>
Source record: 226879

[In article <27328@sdcc12.ucsd.edu>,
bboychuk@sdcc13.ucsd.edu (The Fightin' Llama) writes ...]

> Could somebody out there spell out the differences between, and
> the advantages of, Sozobon 1.33i and 2.0? One's "Heat and Serve" and
> one allows 32 character object names?

Basically Sozobon 2.0 is Sozobon 1.2 plus the SozobonX extended object file format (long identifiers), some bugfixes, and source code that can be compiled on a variety of platforms (for cross development of ST binaries).

1.33i (Heat and Serve) is Sozobon 1.2 with even more bugfixes, much optimization, no source code, a long list of revisions to the user interface to allow it to be executed without a command interpreter, a completely new MAKE, and a long list of enhancements to the compiler itself -- several pragmas, some ANSI preprocessor features, C++ comments, intelligible error messages, etc. In addition, it comes with a nearly foolproof installation program and a GEM environment-setting utility.

(As posted previously, the 2.0 linker can be modified to work with 1.33i and, in conjunction with the 2.0 assembler, 1.33i can handle long external identifiers.)

> Is either ANSI compliant?

Neither compiler conforms to the ANSI standard; neither compiler supports function prototypes.

> Which is going to be the new Sozo "standard"?

I expect both to be around for awhile, with descendants that probably will diverge.

> And what's that on
> my shoe?

Hard to tell, but if you here, it'd be melted dirty ice and road salt.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Land of lutefisk, ice castles and jumper cables

493. Re: How do I turn the key-sound off?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 20:37:26 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60288@aurs01.UUCP>
Source record: 226880

In article <cdRV=e600VICEHj0lK@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
-Gunnar Thalin asks:
-
-"Does anybody know how to turn the key 'blip' off and on whithout
-using the control-panel accessory?"
-
-1. Set the keyclick "blip" to off with the Control Panel (wait, this
-gets better.) Save desktop (from TOS.) When you boot with the disk you
-saved DESKTOP.INF on, the click will be off from square one. Beats me if
-this will work with a hard drive; I don't have one.

I found a nifty little AUTO program on one of the commercial services (Delphi or GEnie). It has two reasons for living: it lets you kill the key-click without having to install a control panel, and also fixes the aspect ratio for screen dumps so you get the whole screen to fit on your printer. I'll find out the name if anyone cares.

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

494. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 21:32:48 UTC
From: gfarrell@tomato.csil.sfu.ca
Message-ID: <1992Jan17.213248.14114@sfu.ca>
Source record: 226881

In article <1992Jan15.140754.32779@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
[stuff deleted...]
> Why not wait for the TT040 due "sometime during the summer", it's supposed
> to have "broadcast graphics resolution" whatever that means! This will also
> gibe you time to save for it :-)

That may be a longer wait than you think. According to the January, 1992 issue of AtariUser, the TT040 will _show_ this spring at CeBIT, but won't acually hit the shelf until 12 to 18 months after that.

Regarding "broadcast graphics resolution", that probably means something like 1024x768, like the supposedly upcoming 24-bit board mentioned in c.s.atari.st.tech (I hope it's true, and also available for a "humble" TT030 :-)).

On the bright side, at least Atari is finally being honest about when their products will _actually_ be available!

>
> Steve
>
> PS. For the record... I own the following computers:-
>
> Sinclair ZX81 + 16K RAM pack
> Sinclair ZX Spectrum 48K
> Memotech MTX500 (R.I.P. & no-one's ever heard of it!)
> Acorn BBC Model B + DFS & 400K disk
> Sinclair QL + Trump Card (896K RAM + 2x 720K floppies)
> 520STM + 2.5Meg RAM + 2x 720K floppies + 84MB SCSI HD (ICD adapter)
> TT030 8Meg RAM + 40MB HD + Atari Colour monitor
>
> The only Intel processor in the above machines (which I know of) it the
> keyboard/serial port controller in the Sinclair QL.
> --
> Addresses:-
> JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
> Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

Gordon Farrell e-mail: gfarrell@sfu.ca
Computing Science Major
Simon Fraser University
Burnaby, B.C., Canada

495. Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 21:36:13 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jan17.213613.10836@syscon.rn.com>
Source record: 226882

In article <1992Jan14.131837.15495@syscon.rn.com> I write:
>I just gave my wife my old 520 so I need something new. What about the
>TT? Is it fast (or slow like the Amiga 030)?
Getting whacked by Amiga lovers leads me to clarify this. A good 68030
design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These
numbers are computed from data in UnixWorld. I would guess the root of
the difference is primarily memory system design (memory speed, burst vs.
non-burst, etc). So my question *really* meant, did atari do a good job
on the design of the TT memory interface, or perhaps how bad a job did
they do? I did not mean to denigrate Amigas or glorify Ataris.
--
Carl Kreider

CIS 71076,76
Usenet ....!syscon.rn.com!carl

496. Re: TOS 2.05 - 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-01-17 23:57:33 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Jan17.235733.5553@milton.u.washington.edu>
Source record: 226883

In article <1992Jan17.095259.2882@unibi.uni-bielefeld.de>
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

>Can anybody explain me the difference between TOS 2.05 and 2.06 since
>I haven't heard anything about it yet?
>
>Thanx, TeSche
> itschere.techfak.uni-bielefeld.de
>--

One of the differences is that TOS 2.06 is capable of dealing with the new
1.44 Mb disk drives in the newer TT's and Mega STe's, also I think there
are probably some minor bugs that have been fixed, I don't have any firsthand
experience though so I don't know the details...

Ben Gilbert (tymbrimi@milton.u.washington.edu)
Go Dawgs!!!
---

497. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 00:51:11 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan18005111@solb1.essex.ac.uk>
Source record: 226769

> from Germany or get say a mega keyboard from beST electronic's and use that.
^^

How do I conect a Mega keyboard to a 520?
I posted to c.s.a.st.tech a few days ago asking this...
I'm fed up with the naff keyboard on my 520 and want a better one without
resorting to using one from a PC.

> _
> Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
> jonc@status.gen.nz / /\ If that does not work try these address's
> Auckland,New Zealand kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
>

Simon Oke.

498. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 01:00:33 UTC
From: bjsjr@NCoast.ORG
Message-ID: <1992Jan18.010033.224@NCoast.ORG>
Source record: 226887

In article <2975EF7A.7089@orion.oac.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
> Say on a fairly large *.zoo file that would take up 700k or more
>uncompressed, the only way that I know of to uncompress on a 2floppy
>system is to make a ramdisk of around 1200k. This leaves 1meg,
>2floppy owners out in the cold. Even 1 floppy 1meg owners could unarc
>an *.arc or *.lzh file that large with a few tricks. Some of the same
>is true for large self extracting archives.

I'll assume you're not using a CLI, otherwise you wouldn't be having any problems with redirection. So you must be using GEM. Here's how you would extract your above problem using the GEM Desktop:

1. Make a ramdisk big enough to hold zoo.ttp and copy it there. We'll call this drive M.
2. Place the floppy with the 700K archive in drive A.
3. Place a blank formatted disk in drive B
4. Open a window for drive M
5. Open a window for drive B
6. With the drive B window active, hold down the right mouse button while double clicking the left mouse button on zoo.ttp (in the inactive window).
7. Type 'x A:\foo.zoo' and click on OK.

Zoo will now extract the contents of foo.zoo into drive B.

> Well at least you can extract files one at at time if they are
>ZOOed and small enough on a small system.
>
> Another reason to not use ZOO on STs. It may be nice and solid on
>UNIX, but for most ST owners it becomes a hassel. I wonder why Steve
>Yelington likes it so much....

Let's see...
To extract an archive with arc you use:
arc x foo.arc

To extract an archive with lharc you use:
lharc x foo.lzh

To extract an archive with zoo you use:
zoo x foo.zoo

So what's the hassle? For the basic operations the programs all operate about the same. Too many users are overwhelmed by Zoo's multitude of options, even though they'll probably never have to use them.

> Maybe when arcshell supports ZOO, people will like it more...

It'll never happen. If you need a graphical shell use Steve Yelvington's ZOOSHELL.

>Am I wrong in saying that you can't redirect ZOO? If so, I'd
>appreciate knowing how.

You're right you can't redirect Zoo but you don't need to, since your CLI or the Desktop will take care of it.

--

Bill Shroka
bjsjr@NCoast.ORG
uunet!usenet.INS.CWRU.Edu!ncoast!bjsjr

499. IBM emulation

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 01:15:52 UTC
From: chan@cs.unr.edu
Message-ID: <2572@equinox.unr.edu>
Source record: 226884

In article <OKES.92Jan8220607@solb1.essex.ac.uk> you write:
>Yes, there is now a 386SX emulator (by Vortex, I think)
>
> Simon.

Is it true? Does Vortex have a 386SX emulator? Will it work with my system?
I have a MegaSTe (4) and a SC1435.

I am interested in buying a 386SX (still keeping my precious ATARI).

BUT, if it's true, that there is a 386SX emulator, I can probably save some
money...

I was looking at:
386SX, extended VGA (1024), 2MB mem, memory cache, 40MB to 80MB HD,
3.5 HD DD, 5.25 DD, some telecom, and Windows 3.0 (yeah, I know),
16 or 20 MHZ etc...
All this can be had for around $1350 mail order.

Some questions:
1) Since ATARI is going to be selling kits (ST) to convert to 1.44
meg drives and can read IBM format (?), would this let the 386
emulator read directly from the converted drive?
Or do I have to buy a separate drive (maybe 5.25 or 3.5)?
2) Can I use my present monitor (SC1435) with the extended VGA?
Or do I need to buy one? (though, they are pretty cheap)
3) How is the compatibility (IBM-wise)? Sound? Usage? ETC...?
4) How much will it cost?
If it is going to exceed $1000, I'd rather buy the 386...
(software, hardware (?), monitor, drive) <= emulator

Please respond to me even if they are rumors...

Thanks in advance...

Email (or post) to chan@cs.unr.edu
Kaho Chan<=====
===============

500. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 01:32:59 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <52930@cup.portal.com>
Source record: 226889

Most of this is IMHO, and a severe case of babbleitis. And besides the fact that I hate this news reader, where it aint easy to quote text...

It kinda seems like Atari itself is to blame. Almost like the will to live has been knocked out of them. They released new stuff every now and then, and kinda sorta forget about the people who buy their products...

It takes them a long time from announcement to shipping on new products. How many delays where there from announcement of the Mega-STes to shipment? Also, theyre a bit late in the market place. They took too long to put an entry into the 68030 market, the TT, and by the time they did, other machines had already gotten a firm foothold. Not just Amiga, but other machines.

Also, there isnt any advertising or marketing of any kind that I ever see. True, the Amiga doesnt get much that I see, but some is better than none...

Seems that the early image of Atari as a game maker and only a game maker is still in effect. If Atari could get their name out in the market place with a bang and some tangable evidence, that might change. But they need a solid product with potential sales. The TT is a great machine, but lacks multitasking. Which face it, most everybody wants these days. Power sells. Dont push the MIDI part as much, altho it is a great sales technique. They need something to catch eyes. Amiga could use this too. I dunno about you, but I never saw an office where everybody uses Ataris or Amigas (execpt maybe publishers and the manufactures of the respective companys) What you see is Macs and PCs.

Me, I recently got a brand new 520STe, which I quickly upgraded to 4mb (does that make it a 4180STe with the same numbering system?) And I just sent out a check for TOS 2.06

Now, I wouldnt mind an Amiga, but I wont ever really buy one myself. Unless its in a trade for other stuff I have... Why? Its got a lot of things I like, but the real turn off is the user base. Its like a religion, or a cult. I know lots of people who mock the Amiga because Amiga owners go around saying stuff like "My Amiga is better than blah blah...". Instant turnoff. But the Amiga has more activity in all aspects, like new hardware, new software. But like I said, the users should lighten up a bit. Say to any Amiga owner that you have an Atari, and watch

their face....

501. Re: TTM194/5 Scan Rates

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 01:48:27 UTC
From: wmagro@roma.physics.uiuc.edu
Message-ID: <1992Jan18.014827.22532@ux1.cso.uiuc.edu>
Source record: 226885

In article <1992Jan14.090425.2781@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
|>
|> In article <1992Jan6.204646.25912@ux1.cso.uiuc.edu>, wmagro@firenze.physics.uiuc.edu
(William Magro) writes:
|>
|> [...]
|> |>
|> |> 1) Standard SIMM memory upgrade for ST and TT ram. If Apple and NeXT can
|> |> release 68040 machines with this, so can Atari. In fact, isn't this one
|>
|> Have you ever heared of something like "REFRESHING D-RAM's". This is the thing
|> the old ST-MMU does and what the TT-MCU is needed for. On the memory-expansions
|> sold by ATARI, RICHTER and others (here in Germany) there is only the MCU beside
|> some SIMM sockets.
|> So why do you blame ATARI if you havent seen an expansion ...

I guess my point wasn't clear. I don't criticize the upgrade board design concept. In fact I advocate it. By having a daughterboard design, if you want more memory than it can hold, you just get a new board (like the german board which expands to 128M). With simm sockets on the motherboard you are locked in to some maximum memory.

I am fully aware that DRAMs must be constantly refreshed (thus the "D") and that the upgrade boards have SIMM sockets. My complaint is that the memory board is an option. Expandability should be built in. These boards seem like they wouldn't cost more than $50-60US to make. Why not include them in the standard TT? Everyone else includes expandability into their machines. Atari can too.

--Bill

502. Gnu Make need sh.ttp?

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 02:19:36 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92017.211936JJL101@psuvm.psu.edu>
Source record: 226892

Is it true that I need sh.ttp to use gnu's make? I tried substituing
SHELL= gu.prg (gulam) in the makefile, but it then says can't find gulam.g
which is right beside gu.prg. So, where can I find sh.ttp? I haven't been
able to locate it.
When I don't add the shell= line to the makefile, the cc environment
variable in my gulam.g file must get cancelled, as makes then cannot find
the cc program, which I have defined correctly (I know this since I can
type cc ... where the makefile is and it will indeed find the gcc prog.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

503. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 02:34:35 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1992Jan17.213435.620@drycas.club.cc.cmu.edu>
Source record: 226888

In article <1992Jan17.022926.27584@milton.u.washington.edu>,
england@milton.u.washington.edu (Gregory Miller) writes:
> In article <1992Jan16.180537.167@vaxsar.vassar.edu> hishimoda@vaxsar.vassar.edu writes:

Look guys , would you please leave the ST'ers alone and stop trying to
start a flamewar. Yes they have their problems but so do we Amiga
owners and frankly I dont see IBM or Apple losing a whole lot of
sleep over either Atari or Commodore. Keep the BBS BS off of the
Net. If you arent mature enough to do that , then go to
comp.sys.amiga.advocacy and flame away to your hearts content.
That's what the group is for.

Scott Corley

spice@drycas.club.cc.cmu.edu

504. Re: Mail-order software houses?

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 03:01:17 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <52942@cup.portal.com>
Source record: 226891

Andy Dickinson mentioned not having access to any Atari magazines...

For a free sample copy of Atari Interface magazine, send your name and address to: Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108

BobR

505. Re: Atarians in Japan

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 04:31:35 UTC
From: nisimura@sran233.sra.co.jp
Message-ID: <1311@sranhd.sra.co.jp>
Source record: 226757

In article <2079@wsdnws.waseda.ac.jp> ytsuji@cfi.waseda.ac.jp wrote;

> Thanks for you all. I have managed to get rid of all the Atari stuff now.
> But as I have promised to look after both the hardware and software for
> six months, I have been in close contact with the Japanese Atarians here.
> I think their total population is some 200 in Japan or maybe more and the
> number of people who subscribe to a major AtariST SIG on a commercial
> BBS (Nikkei MIX) is about 50.

OK. Here is another atarian in Japan.

> Commonest Japanese characters are coded as 16 bytes per character, which
> is 8x16 dots and the total number is usually 5000, not 256.

Commonest Japanese characters are coded as *16bits* per character.
16x16 dots kanji font is usually used. 14x14 font (famous k14 font in X11
distribution) is tolerable, but too miserable. Unfortunately, there are
two major Kanji encoding in Japan, MS Kanji code and EUC (Japan version).

Yes, because ST display memory resides on main CPU address space, it is
very easy to display any kind of fonts. But japanese text inputting is
totally other story. It is not happy work to make a computer capable of
Japanese text input.

> I just cannot understand why people buy expensive MacII's instead of
> Sun's ELC or IPX: maybe they have some nice software in mind.

Maybe the ordinaries would love to own a personal computer, not a WS.
Hahaha...
Macintosh sales in Japan market is remarkably increasing. It seems to me,
people would like to buy Macs as their 2nd computer, and previously
they used to own NEC PC9801s, which was best seller PC in past days.
Becoming a Mac ower is "trendy & fashonable" in Japan, so I have heard.

Tohru Nishimura

506. Bard's Tale won't work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 07:02:04 UTC
From: il@bambam.u.washington.edu
Message-ID: <1992Jan18.070204.2850@milton.u.washington.edu>
Source record: 226894

I bought Bard's Tale a few years back. I played it for a while and forgot about it. I recently dug it out and wanted to finish the game. Well, it won't work any more. It keeps telling me there's a disk error when it tries to read the picture disk. I've done a TOS upgrade (to 1.4) since the last time I ran this. Could someone confirm that TOS 1.4 is the reason this won't run on my system? If so, does anyone know of a patch that will allow it run with TOS 1.4?

--

Il Hwan Oh |"...in Science, as in religion,
Univ. of Washington, Tacoma | when one has destroyed human wonder and
iho@cac.washington.edu | compassion,
| one has killed man." -- Loren Eisley

507. Re: 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 08:59:44 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02tk@dino.DinoCo.de>
Source record: 226582

In article <1992Jan13.112953.11593@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:

>I've seen quite a few posts about this; I'm probably going to get one as soon
>as they are released, but I'm interested in hearing about the 4 meg ST RAM it's
>supposed to have; is this really true? If I have 4 meg fastram as well (which
>I intend to), can '030 processes use this as well (I'm really thinking of
>background tasks in MiNT).
>
You will use whatever amount of RAM is already installed in your machine as ST RAM. So if you have a 4 MB machine, you will have 4 MB of ST RAM. You should have fast RAM or you will loose close to 50% of the SST`s performance, you can either have 4 or 8 megs.

>Also, how difficult is it to install in a Mega ST? (Give me a soldering iron
>and I can kiss my ST goodbye).
>
Then you should *not* do it, unless you already have a socket installed for your CPU. Installation involves removal of the 68000 - if you do not exactly know what you are doing, you might easily kill the board in the process. You should also have a very good desoldering station.

If in doubt, then have the board installed by an expert!

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

508. GCC questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 09:50:00 UTC
From: Klaus_Guhr@bn.maus.de
Message-ID: <A54456@BN.maus.de>
Source record: 226763

JJL101@psuvm.psu.edu at Sa, 17.01.92 03:26 in CS.ATARI

J> I am beginning to install gcc, and have a couple questions. I know it
J>uses a lot of memery, I have 4 megs installed. Is this enough for large
J>applications? Or will this too run out pretty quickly?

It's enough ... ;-)

J> I did get hello.c to compile correctly, but when I tried it on some of
J>my own programs, it appeared that it did not like include files that were
J>called from other include files. Is this true? I am using mupfel, and not
J>sure if this had anything to do with it, but I think I have all then env

No, it isn't. I've also installed GCC 1.40 under Mupfel. no probs !
What say your env??

bye Klaus

Bye, Klaus

Bye, Klaus

509. Re: Hermes UUCP package

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 10:51:18 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <9pJoR0F8Nhw@pfunk.hanse.de>
Source record: 226775

In <iLsLeB3w164w@status.gen.nz>, Jon Clarke writes:
>
>Thanks for the news Michael.. I will await the day he releases it.
>
And as we talk about it, he has released it. I just got a letter from
Martin Ibert that says HERMES 1.0 is out now. I think, Martin will
post it to c.b.a.s in the next few days.

Bye.....Michael

--
/-----------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-----------------------------------/

510. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 11:04:07 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jan18.110407.16832@terminator.cc.umich.edu>
Source record: 226756

```
drwxrwxr-x daemon 1024 Jan 12 20:06 .
drwxrwxr-x jon 2560 Jan 12 16:47 ./magazines/streport
-rw-r--r-- weiner 46052 Jan 12 16:47 ./magazines/streport/str802.txt.Z
drwxrwxr-x jon 2048 Jan 12 16:47 ./magazines/znet
-rw-r--r-- weiner 29276 Jan 12 16:47 ./magazines/znet/znet9202.txt.Z
-rw-rw-r-- weiner 114812 Jan 12 20:05 ./Index
-rw-rw-r-- weiner 56844 Jan 12 20:05 ./CompInd.Z
drwxrwxr-x jon 4608 Jan 15 08:33 ./games
-rw-r--r-- weiner 4047 Jan 15 08:33 ./games/p_worlds.txt
-rw-rw-r-- weiner 9868 Jan 15 08:34 ./games/Index
drwxrwxr-x jon 1536 Jan 15 08:35 ./languages
-rw-r--r-- weiner 366320 Jan 15 08:35 ./languages/sozo133i.zoo
-rw-rw-r-- weiner 3481 Jan 15 14:15 ./languages/Index
drwxrwxr-x jon 6144 Jan 16 20:50 ./utilities
-rw-r--r-- weiner 11672 Jan 16 20:51 ./utilities/Index
-rw-rw-r-- weiner 343627 Jan 16 20:24 ./utilities/fsck.zoo
drwxrwxr-x jon 512 Jan 16 07:23 ./magazines
drwxrwxr-x weiner 512 Jan 16 07:23 ./magazines/portadd
-rw-rw-r-- weiner 23274 Jan 16 07:23 ./magazines/portadd/portadd09.txt.Z
-rw-rw-r-- weiner 5860 Jan 16 20:48 ./diskutils/Index
-rw-rw-r-- weiner 24622 Jan 16 20:47 ./diskutils/hardup.zoo
drwxrwxr-x jon 512 Jan 16 20:48 ./cli
-rw-rw-r-- weiner 745 Jan 16 20:49 ./cli/Index
-rw-r--r-- weiner 251830 Jan 16 20:48 ./cli/okami141.zoo
drwxrwxr-x weiner 1024 Jan 16 20:53 ./mint
-rw-rw-r-- weiner 2221 Jan 16 20:54 ./mint/Index
-rw-r--r-- weiner 4858 Jan 16 20:31 ./mint/xxxx_it.lzh
```

511. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 12:28:43 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan18.122843.10678@actrix.gen.nz>
Source record: 226897

In article <1992Jan17.022926.27584@milton.u.washington.edu>
england@milton.u.washington.edu (Gregory Miller) writes:
> In article <1992Jan16.180537.167@vaxsar.vassar.edu> hishimoda@vaxsar.vassar.edu writes:
>
> england@u.washington.edu
>
> PS: to R Shepard of New Zealand (I believe)... I don't flicker either.
> Guess you've never heard of 640 X 480 productivity mode in four colors
> WITHOUT a friggin' flicker fixer, eh?
>
> AND at least my goddamn pointer NEVER HAS flickered... Not like a dying
> lightglobe!
>
> --
> ____
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes

Please tell us all how this is posible with Standard A500 or is this
the Reason that the Amiga does not have very many DTP programs..??

Also I here that the sales of A500 + is now gone minus, they are all taking
them back as they can't play games on this new machine any more..??

And were are all your PD C compilers, this main Amiga chaps here don't
seem to know much about them..

Also have you thought that we have better things to do with our
machines than to spend time chatting on the net...:-)..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

512. Re: Zmodem and UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 12:33:50 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan18.123350.10787@actrix.gen.nz>
Source record: 226898

In article <1992Jan17.033327.4435@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
> I'm having trouble sending and receiving files using zmodem. Here's my setup:
>
> I'm on a 1040ST, running Uniterm. I'm hooked up to a 9600 baud port
> of a network server that is hooked up to a Sun Sparcstation running SunOS 4.1.
> I've tried xyz2.01, sz and rz 1.7 and 1.8. I've occasionally had success with
> them, but very little. When I use sz/rz, I get 'bad subpacket' length, though
> I've altered packet lengths to kingdom-come. When I use xyz, I get 'bad file
> number' or something, which says in the docs that it's 'A serious bug in XYZ
> or TOS.'
> I've turned Xon/Xoff on and off, tried the -e option with sz on the
> UNIX end, etc. Any suggestions?
>
> Sick of Kermit,
> remyh@cco.caltech.edu
>

Well don't use Xon/Xoff with compressed files, can only be used with
plain Text files, as the Xon/Xoff codes could be in the data that is
being sent..

Also check out your ACC these can cause problems...

I use Gem SZRZ 1.8 and never get any problems with it at all, but note
not with Uniterm..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

513. Re: Mail-order software houses?

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 12:48:57 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.92Jan18124857@sarah.albany.edu>
Source record: 226900

Thanks for the address! I apreciate it....

Could someone still send me a phone number of a software company?

Thanks
--
- Andy Dickinson
########### __ __ ++++++++ ++++++ 271 Lark St. #3 +++
/ \ / \ +++++++++ +++ Albany, NY 12210 <<<< ::::
Weird Doodle / /\ \/ / ++++++++ VV VVVVV VVV VVVVV VVVV IIIIIII
Thing --> / / / /\ / +++++ ^^^^^^^^^^ (518) 426 - 7907 :enohP
/ / / / / / Bitnet: AD0834@ALBNYVMS :::: ||| ##### #####
=== \/ / / / / {~~} ------ ** ---------- ** ({[]}) (===) / ##
=== ==== \/ / / Internet: ad0834@csc.albany.edu $$$ 0 $$$/ * ###
=== ===== \/ <It's not line noise..> {It's ART!----} / *** ###

514. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 13:16:40 UTC
From: dxper@dtek.chalmers.se
Message-ID: <8385@chalmers.se>
Source record: 226896

steve@thelake.mn.org (Steve Yelvington) writes:

> > Another reason to not use ZOO on STs. It may be nice and solid on
> > UNIX, but for most ST owners it becomes a hassel. I wonder why Steve
> > Yelington likes it so much....

>Because it does what it's supposed to do, without mangling files or
>crashing my computer, and because I can use it to exchange files with
>folks who use other platforms.

Actually the port of zoo for the ST is *broken*. So I would use it with
care on the ST until it has been fixed.

Although the cause of the bug isn't yet known at least it seems that having
ctrl-z in some combination can make zoo.ttp bomb with two bombs and thus
leaving the archive broken ... :-(

I discovered this while backing up my harddisk (using my utility dbackup)
and needless to say it was a real pain in the ... because I had to restart the
backup a couple of times before I found that one file which caused it all. :-(

Otherwise I can only recommend zoo because arc has to bad compression ratio
and if you want to use lharc you have x+1 versions comming in every day.

pao

--
---------------------------------Andrew Olausson---------------------------------
-----------------------------Systems Architect-----------------------------
----------------------------dxper@dtek.chalmers.se----------------------------
---------------------------------pao@proxxi.se---------------------------------

515. Re: Use Digital Keyclick (was Re: How do I turn the key-sound off?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 14:11:43 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60289@aurs01.UUCP>
Source record: 226895

There is a small file on GEnie called "FAST_FIX.PRG" which is loaded in the AUTO folder and eliminates the keyclick and fixes the screen dumps for Epson 9-pin compatible printers. The program is only about 3K bits, so it won't hog much memory.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

516. 8bit <-> ST monitor cable?

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 16:05:06 UTC
From: reynolds@fsg.com
Message-ID: <1992Jan18.160506.2743@fsg.com>
Source record: 226899
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Is it possible to build a cable to connect an Atari ST color
monitor (SC1224) to either an Atari 800 or XEGS through the monitor
port. I'd like to set up one of my 8bits, but I don't want two
monitors on my desk. Thanks in advance.

--
Brian Reynolds "... a drone from sector 7G."
Fusion Systems Group
reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

517. WANTED: Atari ST sequencing software...

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 16:27:03 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.92Jan18162703@sarah.albany.edu>
Source record: 226754

```
Hi -

I'm looking to buy a MIDI sequencer for my Atari ST. If
anyone has one they'd like to sell, please e-mail me...

Thanks,

Andy Dickinson

//Andy Dickinson///////ad0834@csc.albany.edu///////ad0834@albnyvms.bitnet//////
||||/++++271 Lark St. # 3++++++++++++++++++++-----++++++++++++++++++++++\||||
||||\+++++++Albany, NY 12210++++++++++++++++++++++++++++++=========++++++=++/||||
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\(518)426-7907\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
```

518. WANTED: Mail-order MIDI software...

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 16:38:33 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.92Jan18163833@sarah.albany.edu>
Source record: 226755

Hi -

Could anyone reccomend a good source of MIDI sequencing
software for the Atari ST?

Someone please e-mail me the phone number of a mail-order
software store...

Thanks in advance,

Andy Dickinson

//Andy Dickinson///////ad0834@csc.albany.edu///////ad0834@albnyvms.bitnet//////
||||/++++271 Lark St. # 3++++++++++++++++++++------++++++++++++++++++++\||||
||||\+++++++Albany, NY 12210++++++++++++++++++++++++++++=======++++++++++=++/||||
\\\\\\\\\\\\\\\\\\\\\\\\\\\\(518)426-7907\\

519. Re: Common Lisp

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 17:19:56 UTC
From: pressler@namu01.gwdg.de
Message-ID: <PRESSLER.92Jan18181956@namu01.gwdg.de>
Source record: 226752

In article <GJH.92Jan17105109@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:

I recently had occasion to check out the (German) implementation of Common Lisp recently posted to A.A.

[some intersting thing deleted...]

Anyone interested in using CL on the ST may well find this implementation of interest.

It won't run under apratt's init.prg under MiNT, but will with gulam. I guess that it's best run from the straight desktop (more memory available), a user-specifiable external editor can be called from inside CL --- this provides a fairly basic, but still functional development environment.

Nice piece of work guys, any chance of an English version?

There is an English version of CLISP, I thought it's already at atari.archive. But if it's not, you can get it via anonymous ftp from ma2s2.mathematik.uni-karlsruhe.de in pub/atari/clisp. There is also an archive of examples, including CLOSETTE (by Xerox) which is an implementation of a (quite big) subset of CLOS. In general CLISP is still a first edition implementation (of Steel, I mean).

The e-mail adress of one of the authors, Bruno Haible, is haible@ma2s2.mathematik.uni-karlsruhe.de.

Cheers,

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

Greetings,

Lutz
--
Lutz Pre"sler | E-mail: pressler@namu01.gwdg.de
Kreuzburger Stra"se 11 | Bitnet: LPRESSL@DGOGWDG1
W-3400 G"ottingen +- <IRC: lp> ----------------------
Fed. Rep. of GERMANY Tel.: ([+49] [0]551) 7 70 01 78

520. germanski machine

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 19:11:07 UTC
From: Martin_Heise@os.maus.de
Message-ID: <A2923@OS.maus.de>
Source record: 226751

```
u>Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
u>der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
u>fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
u>das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

=;-))))) (remembering "Learning English" at school)
```

521. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-18 23:55:27 UTC
From: techno@lime.in-berlin.de
Message-ID: <W5LYJOD@lime.in-berlin.de>
Source record: 226694

['Atari is dead' postings deleted]

Here in Germany we have a proverb stating "Those said to be dead live the longest." That says it all. Now stop this senseless flamings, Amiga kids.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

522. Not another AMIGA vs. ST debate!

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 00:15:03 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992Jan19.052359.10744@ryn.mro4.dec.com>
Source record: 226764

I really love my ST. I don't know much about the Amiga, so I can't say anything useful in a comparison-like tone...

I'm sure they're both great computers, and it seems both sides of the fence are happy...

John

523. New game on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 00:19:19 UTC
From: cs4gp6am@maccs.dcss.mcmaster.ca
Message-ID: <1992Jan19.001919.15383@maccs.dcss.mcmaster.ca>
Source record: 226758

I've just uploaded a new game I've written to atari.archive.umich.edu
It is called Robugs. The file is robugs.lzh in the atari/games directory.
It's still a beta version of the game but I am interested in hearing
people's opinions of it.

The game is GEM based and runs in low or high res (color or mono). It's
hard to describe but basically what you do is build little robots out
of logic components and set them loose on a playfield. They can be
designed to navigate mazes, attack and kill each other, reproduce and
more. For example you can have two robots battle it out in a dual, or
have entire armies of robots fight a war.

I have released Robugs as freeware. Give it a try and let me know what
you think.

Brad.

Brad Heide Department of Computer Science
cs4gp6am@maccs.dcss.mcmaster.ca McMaster University
Ontario, Canada.

---

524. Terminal emulators and ST-Talk

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 00:33:38 UTC
From: shaffer@durer.phyast.pitt.edu
Message-ID: <201193@unix.cis.pitt.edu>
Source record: 226759

I have recently run into a delema when using my
ST. I have the ST-Talk comm. program but it does not emulate
anything above a vt52 as near as I can tell. I have managed
to find a large source of terminal emulators for the atari
that seem to do better but the X-Modem options on ST-Talk
do not seem to work with binary transfers. That is, when
I transfer .ttp files and try to execute them I get a message
indicating that the image format is not right. Has anyone
had success transfering binaries with ST-Talk? Maybe I need
an update. Any suggestions would be appreciated...including
a hint as to which of the mirad of comm. programs is best.
Please respond via e-mail as I seldom am able to read news.
Thanks...

David Shaffer

525. RE: IBM emulation

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 01:17:54 UTC
From: chan@cs.unr.edu
Message-ID: <2578@equinox.unr.edu>
Source record: 226761

In article <OKES.92Jan8220607@solb1.essex.ac.uk> you write:
>Yes, there is now a 386SX emulator (by Vortex, I think)
>
> Simon.

Is it true? Does Vortex have a 386SX emulator? Will it work with my system?
I have a MegaSTe (4) and a SC1435.

I am interested in buying a 386SX (still keeping my precious ATARI).

BUT, if it's true, that there is a 386SX emulator, I can probably save some
money...

I was looking at:
386SX, extended VGA (1024), 2MB mem, memory cache, 40MB to 80MB HD,
3.5 HD DD, 5.25 DD, some telecom, and Windows 3.0 (yeah, I know),
16 or 20 MHZ etc...
All this can be had for around $1350 mail order.

Some questions:
1) Since ATARI is going to be selling kits (ST) to convert to 1.44
meg drives and can read IBM format (?), would this let the 386
emulator read directly from the converted drive?
Or do I have to buy a separate drive (maybe 5.25 or 3.5)?
2) Can I use my present monitor (SC1435) with the extended VGA?
Or do I need to buy one? (though, they are pretty cheap)
3) How is the compatibility (IBM-wise)? Sound? Usage? ETC...?
4) How much will it cost?
If it is going to exceed $1000, I'd rather buy the 386...
(software, hardware (?), monitor, drive) <= emulator

Please respond to me even if they are rumors...

Thanks in advance...

_____ _____
/ _____() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^ email or post!

526. Re: Does anyone have any reviews on the Atari SM144 mono monitor?

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 01:19:56 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan19.011956.27656@demon.co.uk>
Source record: 226766

What was the true story behind the SM125?
I bought one about 1985 and it broke after about 1 year. The repair lasted ab-
out
6 monthswhen it broke in the same fashion - only a thin , central , horizontal-
lin
line. At this poin the commercial guys refused to touch it. The technician at
work got the tech maual from atari and tried to repair it but couldnt. He
knows which chip blows up but cannot find any reason why!
In the mean time I borrowed another SM125, one of the very first and it is
great. i understand the first batch were of good quality, but underpriced, and-
that the second wave re
the second wave cut on quality to make the price.
Anyone know of a cure for these things. Iused to see messages on the NET about-

it a while ago, but nothin lately.

527. Re: Atarians in Japan

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 01:58:04 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2120@wsdnws.waseda.ac.jp>
Source record: 226760

Sorry, I wasn't perfect. I just wanted to say, there are a number of
software that can display Japanese glyphs (chararcters were more or
less misleading). And as there is no way of writing Japanese letters
on Atari platform, no one uses Atari for BBS, etc. This applies to
the famous IBM PC's as well. You cannot imagine that IBM PC's have
never penetrated into Japan due to lack of Japanese language support.
Only Mac has made it (excepting main frames and workstations). It is
really pathetic that Atarians have to use some other machine when
they communicate over modems. But I have found many people who have
found AtariST very useful. They are mostly either music folks or
Minix guys. AtariST used to be a cheap and fast machine until MSDOS
people began using 386 with address larger than 640K.
I think it quite unacceptable that vendors discontiue their support
for their own products however outdated they may be as long as
customers find them good enough and go on using them.
Long live Atari!!
Tsuji

528. Re: Zmodem and UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 02:15:22 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <HaiZRr37raU@jonh.wimsey.bc.ca>
Source record: 226793

In <1992Jan17.151004.9116@ericsson.se>, Louis Lagendijk writes:
>>I'm having trouble sending and receiving files using zmodem. Here's my setup:
>>
>Yes, it looks like your network server messes around with the
>data. It either removes or translates certain characters in
>either direction. Try kermit with the 7-bit option, and check
>whether that helps.

If sz on the Sparc is anything like sz on SCO Unix, you have to set
the -b flag to force binary. Try sz -h for a list of flags and options.
On the same subject, sx on SCO Unix does x and y modem as well, and
offers a batch flag, but if I set that, it sends something in the header
of the first file that blows up my Y modem batch. Is it trying to do
Y modem G? Anyone know details on sz?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

529. DeskJet to ST questions...

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 03:13:49 UTC
From: r3akw@VAX1.CC.UAKRON.EDU
Message-ID: <1928@VAX1.CC.UAKRON.EDU>
Source record: 226762
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking into buying a used HP DeskJet + printer for use on my
520ST. I know that NeoCept had a program to drive the DeskJet for
WordUp, but in light of NeoCepts death, does anyone have any info on
DeskJet drivers for WordUp, ST Writer Elite, PageStream or other
ST apps?

Sources on soft fonts or font carts would also be appreciated.

Also: I know this question has been on here before, but I'll ask again.
Does anyone know the mods to use a Wico trackball or an Atari CX80
trakball with the ST as a mouse replacement?

Vielen Danken,
andy...

530. Is there a way to convert NeoDesk icons to NewDesk?

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 08:16:20 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan19.081620.12238@mnemosyne.cs.du.edu>
Source record: 226765

On a local BBS I have seen some files that are collections of icons for NeoDesk. Is there a program out there that will convert them to work on the new desktop ("NewDesk" as it is sometimes unofficially called")? I am using TOS 2.05.

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
/ Atari friend! ||| |"If we do not succeed, we run the risk of
\/ --- The Mark)|(	failure."
World Peace /	\ There's nothing else quite like it.

531. Re: How do I add icons to icon "library"?

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 09:19:18 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan19.091918.24128@atari.uucp>
Source record: 226781

mmiller@isis.cs.du.edu (Mark Miller) writes:

|I have a Mega STe and I've heard it is possible to add icons to its
|"library," so that I could install them on files. Is there a program
|available [...]?

There's a slick CPX called the Newdesk Icon CPX available from a company called SDS. The NIC has a built in icon editor and allows you to import icons of various formats into your DESKICON.RSC file. Nice CPX.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

532. Re: GCR with overscan?

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 12:27:02 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02uc@dino.DinoCo.de>
Source record: 226583

In article <1992Jan14.085741.15540@ux1.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>
>Does Spectre GCR work with the overscan modification??????
>
No. And according to Dave Small it never will.

>And on the TT, does it run in the color modes, i.e. TT med res.
>
>I know it won't be in color, I am just wondering whether it can
>run a mono 640x480 mode.
>
I really do not quite understand what you are asking here, so I will give an answer to what I thin I understood: the Spectre will work with any monochrome TT resolution - but not in color modes. It will also work with most monochrome modes of ST graphic boards.

>Does Spectre GCR do the sound via DMA sound on an STe, or is it done
>in software, like on the regular ST?
>
I am not sure, but believe that Dave did not find the time to do any STE specific work on the sound routines.

>Any help is appreciated (of course)!
>
Glad to give it.

>--Bill

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

533. Re: Bard's Tale won't work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 16:05:54 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan19.160554.12784@actrix.gen.nz>
Source record: 226773

In article <1992Jan18.070204.2850@milton.u.washington.edu> il@bambam.u.washington.edu (Il Hwan Oh) writes:
> I bought Bard's Tale a few years back. I played it for a while and forgot
> about it. I recently dug it out and wanted to finish the game. Well, it
> won't work any more. It keeps telling me there's a disk error when it tries
> to read the picture disk. I've done a TOS upgrade (to 1.4) since the last
> time I ran this. Could someone confirm that TOS 1.4 is the reason this
> won't run on my system? If so, does anyone know of a patch that will allow
> it run with TOS 1.4?
> --
> Il Hwan Oh |"...in Science, as in religion,
> Univ. of Washington, Tacoma | when one has destroyed human wonder and
> iho@cac.washington.edu | compassion,
> | one has killed man." -- Loren Eisley

There are changes with TOS 1.4 in the way it handles Hidden/Sys Files,
some one posted some info on some other program this did not work with
TOS 1.4, try unhiding the hidden files, that is if this could be the cause.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

534. Conversion of pictures to PI3 format

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 16:06:09 UTC
From: silvert@cs.dal.ca
Message-ID: <1992Jan19.160609.5841@cs.dal.ca>
Source record: 226774
Cross-posted to: alt.graphics.pixutils,comp.sys.atari.st

I've been having problems converting PCX and GIF files to PI3 format for importation into programs running on a monochrome Atari ST. I can transform most grayscale images but get incredible graininess in the output using pbmplus (generally ending the pipeline with "... | ppmtopgm | pgmtopbm | pbmtopi3"). I just tried a very simple B&W GIF file with just the two colours (black and white), about 4 kB. It turned into a real mess of snow splattered diagonally across the screen.

If anyone has ideas on how to get usable PI3 images please write or post.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
InterNet Address: silvert@biome.bio.ns.ca

535. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 16:49:14 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <695887037.1@therip.FidoNet.Org>
Source record: 226460

Well for one thing the productivity mode is only available on the new machines with the new 2meg chipset. Older machines still need flicker fixer..
The productivity mode is only a part of the new ECS chipset...

But last I heard this was an Atari echo...
Not only does high res on an st not flicker but it has a faster scan rate which is much better on your eyes..
(Essentially interlace slows your effective scan rate down quite a bit...
And the slower the scan rate the harder on your eyes it is.)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

536. 8bit <-> ST monitor cable?

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 16:51:46 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <695887037.2@therip.FidoNet.Org>
Source record: 226459

```
BR> From: reynolds@fsg.com (Brian Reynolds)
BR> Organization: Fusion Systems Group, New York City

BR> Is it possible to build a cable to connect an Atari ST color
BR> monitor (SC1224) to either an Atari 800 or XEGS through the monitor
BR> port. I'd like to set up one of my 8bits, but I don't want two
BR> monitors on my desk. Thanks in advance.
NO!

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)
```

537. Re: Need INFO on Tape backup for MEGA-2

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 17:08:03 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jan19.170803.21121@chinet.chi.il.us>
Source record: 226787

In article <1992Jan16.032718.2461@highland.oz.au> colinm@hls0.oz (Colin McDonough) writes:
>
> I have a Atari MEGA-2 with 40M hard disk box. I need a Tape_backup system to keep the data safe.
> No one seems to know too much about this stuff in Aus. but say that there are a few backup systems in the US.
> So, if you know more about this than I (wouldn't be hard), please let me know what, where and how much etc. by direct email or posting to this newsgroup.
>
I got my tape backup system from Berkeley Microsystems, P.O. Box 20119, Oakland, CA 94620 (USA). The phone number on their letterhead is (415)547-2191, but the area code may have been changed. David Beckemeyer did the software for it. It works well.
Steve J. saj@chinet.chi.il.us

538. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 19:05:01 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <6854@orbit.cts.com>
Source record: 226779

Sorry folks, i can't let this slip by, i'll make my corrections, and be out of your hair.

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Please tell us all how this is posible with Standard A500 or is this
>the Reason that the Amiga does not have very many DTP programs..??

Yes, ANY amiga can have a 640x480 non-interlaced display with the new chipset. Not many DTP programs? you mean like Pagestream, and Pro-Page, and Saxon Publisher, and PageSetter II and.... (i won't go on..)

>Also I here that the sales of A500 + is now gone minus, they are all taking
>them back as they can't play games on this new machine any more..??

Don't know where you get this information, but 500+ sales are brisk, very few OLD games don't work anymore, almost all new games work just fine under 2.0.

>And were are all your PD C compilers, this main Amiga chaps here don't
>seem to know much about them..
I guess your right, Dice, NorthC, Sozobon, PDC, and others are just figments of my imagination.

>Also have you thought that we have better things to do with our
>machines than to spend time chatting on the net...:-)..

Sorry, but we can chat on the net and do those other things.. :-)

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

539. Re: Drive Questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 19:30:13 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53032@cup.portal.com>
Source record: 226776

Never checked it out, but rumor <grin>: The 1.4 meg floppy needs a 500k transfer rate vs 250k for a 720k drive. There was a post floating around by someone from Germany on using a switch/2X crystal to get the rate right, but like I said, never tried. The default 'best' way to do it is buy an adapter module for $79. You can get one from ATY Computer (415)482-3776

540. Re: Mail-order software houses?

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 19:50:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <53037@cup.portal.com>
Source record: 226777

Compucat BBS @(408)353-4669 or voice @(408)353-1836 will order any software for you at about cost +10% or 20-25% below list. They don't often have great buys because they go through distributers so some titles that are 6yrs old will still be 75% of the original price. Good Folks
Some other numbers from SLCC newsletter:
ATY Computer (¦415)482-3776
Microworld Computers (415)845-2000
Winners Circle Systems (415)845-4814
*NOTE some (415) numbers have been changed to (510) don't know if these were.

541. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 20:42:35 UTC
From: bigham@acpub.duke.edu
Message-ID: <878@news.duke.edu>
Source record: 226778

From the Holy Book of <1072@ehviea.ine.philips.nl>
as spake by leo@ehviea.UUCP (Leo de Wit) :
>In article <1992Jan15.220056.2127@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>|For full generality, one needs to be able to jump from anywhere in
>|a segment to anywhere else in the segment. So segments are limited
>|to 32K without lots of trickery.
>|
>|Dave Baggett
>|dmb@wam.umd.edu
>
>OK, this seems to ask for an example:
[example deleted]

The key point you're missing is that this whole discussion is about PC-relative addressing. You're not branching relative to a conveniently-placed pointer; you're branching relative to where you are _right_now_, and you might be anywhere within the segment when you decide to branch. Thus, to ensure that you can branch to anywhere else in the segment relative to wherever you may happen to be right now, the segment can only be 32K.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

542. RAM upgrade + Latest TOS ???

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 21:35:46 UTC
From: ar698@cleveland.Freenet.Edu
Message-ID: <1992Jan19.213546.14164@usenet.ins.cwru.edu>
Source record: 226780
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Hello fellow Atari Users,

I have an Atari 1040 STFM (modulator model) with 1MB of RAM
and TOS version 1.0
I'd like to upgrade to 4 MB and install the latest version
of TOS.
Please enlighten me as to who, where, how and how much.

Thank you very much.

--

Evan Makris ar698@cleveland.freenet.edu
Boston, Mass. makris@northeastern.edu
```

543. Re: 8bit <-> ST monitor cable?

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 22:38:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <aFJTeB8w164w@cyberden.uucp>
Source record: 226622
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

reynolds@fsg.com (Brian Reynolds) writes:

>
> Is it possible to build a cable to connect an Atari ST color
> monitor (SC1224) to either an Atari 800 or XEGS through the monitor
> port. I'd like to set up one of my 8bits, but I don't want two
> monitors on my desk. Thanks in advance.
>
> --
> Brian Reynolds "... a drone from sector 7G."
> Fusion Systems Group
> reynolds@fsg.com -or- ...!uupsi!fsg!reynolds

What type of input does the monitor take (never used an ST)?
If it has the composite in (like you'd hook up the switch-box to), just
plug that in.. If it has two RCA in's (Audio/Video), just get a
monitor->RCA jack.. (called a Commidore Monitor Cable in MCM's
catalog..(800) 543 4330

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [phbill@<watch this space> (Bill kendrick)]

The CyberDen accepts liability or responsibility for no one-You're on your own.

544. 386SX emulation (was RE: IBM emulation)

Newsgroup: comp.sys.atari.st
Date: 1992-01-19 23:33:10 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2582@equinox.unr.edu>
Source record: 226783

In article <1992Jan17.082450.5394@forwiss.uni-passau.de> you write:
>In Germany, there are three companies producing/importing emulators, but only
>the 'Supercharger' is a full PC connected via DMA.
>The products of Sack and Vortex are built into the computer, they take place
>on the processor socket and the 68000 has to be put onto these boards.
>These boards do not have any RAM, no slots and nothing else that would
>qualify them as full PCs.
>The newest board by Sack has got a 16Mhz 80286, while the latest Vortex
>board (MegaSTE only) is a 80386SX 16Mhz with co-proc. socket and optional RAM
>(up to 512 KB, I think).
>
>Prices are ~500DM (80286) up to ~800DM (80386SX).
>
>Weregoose
>

This post partially answers my questions about a 386SX emulator for my MegaSTe.
Is the latest Vortex board (80386SX w/ opt RAM) considered full PC?
What is 'Supercharger'?

Please (anyone) send me information on the Sack and also the Vortex from
Germany (address, telephone, etc) or the specifics on the systems.

Are there any US distributors or are the products strictly from Germany for now?

How much is 800DM in USdollars?

Thanks in advance!

__________ _______
/ ________() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^

545. Re: Atari developer documentation

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 00:44:06 UTC
From: covert@cactus.org
Message-ID: <10238@cactus.org>
Source record: 226784

In article <1992Jan17.075620.6104@mnemosyne.cs.du.edu> mmiller@isis.cs.du.edu (Mark Miller) writes:
>This is truly a great event in the history of Atari, since the
>Tramiels took over anyway. I believe there was such documentation

Well this is truly a great thing, it is just a little too late!!

There are soo few ST/TT developers left in the USA that I doubt
that the release of the ST/TT Notes will help at this point.

As for me, please read my article in STR804 (due out next Friday)
to see why I won't buy the Atari Devloper Docs pack.

It is said that Atari Corp had to wait until the USA market was effectively
dead to release developer docs which could have had a BIG impact 4
or 5 years again!!

Well, just another example of the poor management at Atari Corp!!

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

546. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 01:15:30 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan20.011530.156@demon.co.uk>
Source record: 226791

Have you looked more closely at the HD in your TT? I have the same spec TT as
you and the label on the bottom of the TT says 8Mb/40Mb. The drive was partiti-
onedi
into 4 10Meg partitions. However, looking at it with ICD software revealed tha-
t it was
it was a 48.5 meg drive. Why do Atari hide something like that, or is it just -
a one
one off?

547. Looking for LOGO for the ST.

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 02:08:03 UTC
From: rcte2p@menudo.uh.edu
Message-ID: <1992Jan20.020803.26917@menudo.uh.edu>
Source record: 226790

I remember that once, along time ago, Atari used to ship LOGO with the STs. Well, I am now teaching 7th grade Computer Literacy and one of the units that is covered is LOGO. I am looking for a LOGO program, either PD or comercial. Is the version that Atari used to ship now considered PD? If it is, can someone send it to me through email??? Thanks!

--
* Paul Sears * Technology *** |"The greater an individual's power
* The University of Houston *** | over others, the greater the evil that
* RCTE2P@Jetson.uh.edu * * * | might possibly originate with him."
* RCTE2P@menudo.uh.edu * * * | - PROPAGANDA, from A Secret Wish (CD)

548. Re: Turboass

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 03:31:17 UTC
From: karloey@aahs.no
Message-ID: <"172*.S=karloey.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 226798

mcsun!uknet!edcastle!kev@uunet.uu.net (K S Shea) writes:
>Hi - I've been using the TurboAss assembler lately and I'm wondring how to
>get it to load in the debugger (which I assume is bugaboo.prg) to avoid
>to leave the editor every time I want to test something out.
>Any ideas?

There should be an option to have TurboAss load bugaboo automatically on
startup somewhere in the 'Settings...' menus (At least there is in my
copy - v1.7.11). Note that keeping both TurboAss and bugaboo in memory
simultaneously is impossible on 512KB ST's and cranky on 1MB's. 2 megs
of memory recommended.

/Email: Karl A Oygard <karloey@aahs.no> 'May you live in interesting times!'
/Karl Anders Oygard - regd. dev for Atari Norway - ancient Chinese curse

549. Copy of 1st Word went bad....

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 04:00:04 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jan20.040004.27898@usenet.ins.cwru.edu>
Source record: 226792

My copy of First Word went bad. Where can I get it replaced? Is there a charge?!

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

550. 32K or 64K?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 06:00:55 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan20.060055.5096@atari.uucp>
Source record: 226794

```
leo@ehviea.ine.philips.nl (Leo de Wit) writes:

|mid equ init+32768

|init
| lea.l mid,a5 * Use a5 as program text pointer
^^^^^^^^^^^^
Not position independant. I think you meant lea mid(pc),a5

| bsr atstart
| rts

|atstart
| ...do stuff here...
| jmp atend-mid(a5)
| ...etc...

|atend
| ...do stuff here...
| jmp atstart-mid(a5)

64K modules use up 4 registers for segment pointers to get fully
position-independant code: stack pointer, frame pointer, data segment
pointer and code segment pointer. With 3 scratch registers, that
leaves the hapless programmer with one address register for local
variables. Less than optimal when the CPU gives you 8 to play with.

And... <shudder> this whole discussion is reminding me of
Intel-architecture memory models. Eeeuuw. ;)
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>
```

551. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 06:19:56 UTC
From: kbad@atari.uucp
Message-ID: <1992Jan20.061956.5302@atari.uucp>
Source record: 226795

ksommerville@cix.compulink.co.uk (Keith Sommerville) writes:

|[...] the label on the bottom of the TT says 8Mb/40Mb.
|[...] However, looking at it with ICD software revealed that it was a
|48.5 meg drive. Why do Atari hide something like that, or is it just -
|a one one off?

I confess!

It's a conspiracy by Atari to steal 8.5 megabytes from you.

You caught us red handed. Boy, it's a good thing those nice ICD people are around, or Atari could have stolen millions of megabytes from TT hard disks all over the world. Darn them, anyhow. That rat Tom Harker is always fouling things up for us by making easy-to-use powerful peripherals. We tried putting him out of business with a bizarre high-capacity hard disk scheme, but he just figured out what BGM meant anyhow.

Now our plot to keep 8.5 megabytes of each ST157N we sell is foiled. Geeze, we can't get away with anything any more, can we?

...ken

p.s. I think if you check again, you'll find that the TTs sold with ST157N 48 meg drives are partitioned 12 megabytes per partition. If not, just use HDX to repartition 'em. The default partition size for the ST157N is 12 meg plus a bit.
--
||| Ken Badertscher (ames!atari!kbad)
||| Atari Corp. System Software Engine
/ | \ #include <disclaimer>

552. I cant get Zoo to work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 07:16:05 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9201192315.aa15112@Bonnie.ics.uci.edu>
Source record: 226796

I've been trying to get Zoo.ttp to work for the last couple of days
and even with the recent postings I can't get it to work.
I've tried the following with both zoo.ttp and the file zooboy.zoo
in the root directory of the a: drive:

After I click on zoo.ttp and the the parameter box I tried:

x zooboy.zoo
x zooboy
x [aA]:[\] zooboy[.zoo]
In other words, I tried both with and without the .zoo extender
on every other option, and I tried both upper and lower case on the
drive option, and with and without the backslash.

The only thing that happens is that it takes me right back to the
GEM desktop.

zooboy is supposed to be a graphical interface for zoo but you need
to be able to use zoo to unzoo Zooboy!!!!! #@&*%$!!

I'd dearly appreciate someone mailing me a way out of this!

Thanx,
Eric Hohnbaum

553. Which are the Roms?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 07:28:19 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9201192328.aa15499@Bonnie.ics.uci.edu>
Source record: 226797

I have an old 1040 STf and am looking to buy a set of Tos 1.4
chips, maybe even from someone who is upgrading to 2.06.

I opened up a broken 520 STfm only a year or so younger and
could not positively identify the Rom chip set. I'd been told that
it would either be a 6 or a 2 chip set. I found a 6 chip set under
the power supply, but I can't be positive that those are the roms.

They are the only chips that are obviously a set and also are the only
socketed (not soldered) DIP chips on the board. The only other possibilities
would be two square chips with pins on 4 sides surrounded by some
plug-in casing.

The numbers on the 6 chips are:
(the numbers in [] are the ones that differ from chip to chip)

First line:
C02616[0-5] -001

Second line:
RP23256 015[0-5]

Third Line
6M3 [either 6D A2 or A8]

They are arrayed in 2 rows of 3 diretcly under the power supply

I haven't opened my 1040 but it's likely that it will be the same

Anyone know for sure where the Rom's are?

I'm also looking to buy a set of them, if anyone is looking to sell
or knows a good place to buy.

Thanx,
Eric Hohnbaum

554. Re: Atari developer documentation

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 08:07:05 UTC
From: geert@ccsds.ahold.nl
Message-ID: <3166@ahds.ahold.nl>
Source record: 226657

In article <10238@cactus.org>, covert@cactus.org (Richard Covert) writes:
> In article <1992Jan17.075620.6104@mnemosyne.cs.du.edu> mmiller@isis.cs.du.edu (Mark Miller) writes:
> >This is truly a great event in the history of Atari, since the
> >Tramiels took over anyway. I believe there was such documentation
>
> Well this is truly a great thing, it is just a little too late!!
>
Well, maybe it helps to place all the documentation to the net. There
are so many readers, who are interested in it, I think. Maybe this is
the only and fair way to get the documentation. What about
other opinions?

Geert.

--
==
============ Geert W.T. Jonkheer. =============
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
==

555. Re: 4Mb upgrades...please help

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 09:12:36 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan20.091236.8865@Informatik.TU-Muenchen.DE>
Source record: 226799

In article <randallm.695303986@p4.cs.man.ac.uk>, randallm@p4.cs.man.ac.uk (Martin Randall) writes:
|>
|> Can anyone out there recommend a good upgrade 4Mb upgrade for a
|> 1040STF (TOS 1.0) ? Many thanks.
|>
|> Martin Randall
|> _____________

Dear Martin
The smallest expansion (with 4MBit chips): 4MB 399.- DM
3MB 277.- DM
Form: Friedhel Heyer & David Neumann
GbR Hardwareentwicklungen
Promenadenstr. 50
W-5100 Aachen
GERMANY

Hope it helps
Ewald

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Wir machen SPITZENTECHNOLOGIE, ATARI macht sie preiswert
==========

556. Problems with TEC card (TOS 2.06)

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 09:31:37 UTC
From: <>
Message-ID: <1992Jan20.093137.16077@vaxc.aud.auc.dk>
Source record: 226688

A friend of mine recently received the TEC (TOS Extension Card) with
TOS 2.06 from a German Company called Artifex. This got to be the
card that Codehead produces since there's references to Codehead
products inside.

We can't get it to boot the hard disk, a Megafile 30 with AHDI 4.0.
It simply doesn't start. Loading a driver from the floppy works
all right. It is just the DMA boot code which doesn't work.

We have designed our own hard disk (SCSI) interface which works
perfectly with TOS 1.4. This interface BOMBS the ST with the TEC installed!
We get 3/4 bombs (address error/privilege instruction) each time.
Removing the EPROM from our interface and a counter chip gives the
SAME result. Someway or another TOS 2.06 does funny things
with the DMA devices. Anyone out there knows anything about this?
ALL help would be appreciated!!

557. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 09:33:21 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4504@brahma.cs.hw.ac.uk>
Source record: 226669

In article <1992Jan15.132654.6403@fwi.uva.nl> storm@fwi.uva.nl
(Richard G.C. Storm (I89)) writes:
>Can anybody tell me how to unzoo a acrhived program(500 K) if
>you have only one drive.
>
>Zoo.ttp and the file just fit on the disk.
>
>Is using the file in a ram-disk a solution then tell me please
>how to redirect the unpacked files to drive A. If the unpacked files are
>written on the ram disk is runs out of memory .

The trick I use on such occasions when my HD isn't switched on is to open two windows. One with the archive and archiver and the other empty to receive the data. Make the empty drive the active window and so the current directory. Hold down the right hand mouse button and double click with the left button on the archiver. This allows you to start up an application from the non-active window. Specify the exact path, including drive, to the TTP commandline then press return. Some experimentation with RAM disc size may be necessary.

Or use a shell ...

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

558. Re: Gnu Make need sh.ttp?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 10:19:52 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Jan20.101952.29870@daimi.aau.dk>
Source record: 226683

JJL101@psuvm.psu.edu (J.J. Lehett) writes:

> Is it true that I need sh.ttp to use gnu's make? I tried substituing
>SHELL= gu.prg (gulam) in the makefile, but it then says can't find gulam.g
>which is right beside gu.prg. So, where can I find sh.ttp? I haven't been
>able to locate it.
> When I don't add the shell= line to the makefile, the cc environment
>variable in my gulam.g file must get cancelled, as makes then cannot find
>the cc program, which I have defined correctly (I know this since I can
>type cc ... where the makefile is and it will indeed find the gcc prog.

>------------------
>J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

> - jjl101@psuvm.psu.edu Penn State CAC Lab Operator
> - aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop

Not being a hardcore gulam user, I might be wrong, but this may be gulams fault. When I tried gulam out (some time ago), I tried to install it from the desktop with some suitable extension. I then had a gulam.g next to the gu.prg and had the same problems as you describe. My guess is that gulam always searches for gulam.g in the current directory (sensible enough) and then fails when it can't find it (not very sensible IMHO). I do think however that if it gets an *.g file as argument, it will load that instead, and thus not fail.

sh.prg could be found in the unix toolkit on a.a. somewhere in the utilities/unix directory. I'm not absolutely certain on the names. I could dig up the exact path if needed.

The unix toolkit is a fairly large collection of the standard unix utilities such as ls, cp, find, grep and many others. Unfortunately it is fairly old, and therefore have problems with UNIXMODE (sh.prg when starting programs) and ARGV (exceeding 125 chars in arguments).

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

HELLO, I'm a signature virus! Join in the fun and copy me into yours!

559. Re: Bard's Tale won't work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 10:38:30 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Jan20.103830.2094@usenet.ins.cwru.edu>
Source record: 226800

```
- It keeps telling me there's a disk error when it tries to read the
- picture disk. I've done a TOS upgrade (to 1.4) since the last
- time I ran this. Could someone confirm that TOS 1.4 is the reason
- this won't run on my system? If so, does anyone know of a patch
- that will allow it run with TOS 1.4?

TOS versions above 1.2 won't run Bard's Tale as is for some reason.
There is a program by Keith Ledbetter called BARDRAM which copies the
first disk into RAM, and runs the program from there. This will allow
you to play it on TOS 1.4. Using the same program, but off a hard
drive, will allow you to run Bard's Tale on TOS 1.4 and up. (TOS 1.6
in the STe won't work with the RAM disk. Not enough RAM.)

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18
```

560. PageStream upgrades/Deskjet colour drivers

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 10:45:56 UTC
From: jph@minster.york.ac.uk
Message-ID: <695904352.17938@minster.york.ac.uk>
Source record: 226673

Can anyone on the net tell me how to go about upgrading PageStream from version 1.82(UK) to version 2.1 from the UK ? I have written to Soft-Logik and have been eagerly awaiting a reply for about 5 months now and would prefer not to have to phone long distance.

What I really need to know is how much the upgrade costs and what proofs of purchase do I have to return. Has anyone in the UK actually managed to get anything out of SoftLogik ?

On the same track, does anyone know if the new version includes a colour driver for the HP Deskjet 500 Colour ? I am dying to trade in my Deskjet 500 for a colour printer - but only if I can utilise the output from what is still my favourite DTP (on any machine).

Any help appreciated.

Yours hoping that Softlogik can answer all these points and save me from having to buy a PC/Windows 3.x setup to achieve proper colour output.

Jonathan.

Jonathan P. Hassell - HCI Group
Dept. of Computer Science, University of York, York, Y01 5DD, UK.
Tel : (+44 904 432765)
UUCP MAIL: {mcsun,uknet}!minster!jph
JANET MAIL: jph@uk.ac.york.minster
INTERNET MAIL: jph@minster.york.ac.uk
last resort: jph%minster.york.ac.uk@nsfnet-relay.ac.uk
------------------------ Usual Disclaimers Apply ----------------------------

561. Re: 80N86 Emulation.

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 10:50:15 UTC
From: gismo@cs.tu-berlin.de
Message-ID: <2129@mailgzrz.tu-berlin.de>
Source record: 226651

In article <farcbc0j@cck.cov.ac.uk>, esx070@cck.cov.ac.uk (Brevan Miles (esx070)) writes:
> Hello out there,
> I want to run programs for the IBM PC machines on my ST and as far as
> I know there are two ways of doing this.
> 1) Use some emulation software such as PC Ditto.
> 2) Buy a chip which does the emulation.
> I have heard the second option can be bought, but what I want to know is,
> How good is it? How easy is it to install? Where can I get it and how
> much does it cost? How fast do they run the programs?
> If anyone out there has, or has seen such emulators, please let me know what
> they are like.
Well, I think, you heard about hardware-emulators like vortex-ATonce, AT-Speed,
PC-Speed, Supercharger in almost every constellation.
The most of these stuff has a processor 80C286 on it, but there is also PC-Speed having a
NEC V30-chip on board. Vortex, for example, made a 80C386SX-emulator,
with the highest performance about 15.2 Norton-Index, which is a normal AT performance. And
the best follows: nearly every program runs on that board, it is very easily installed and
also easy in using, for a price about DM 250,-- for a PC-Speed, DM 450,-- (AT-Speed,
ATonce), and about DM 700,-- for a 80C386SX.
ask your local compu-center for more details.

Gregor

--
Gregor Mischke Internet:
Techn. Universitaet Berlin gismo@cs.tu-berlin.de
FB Informatik

562. Re: Current TOS version?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 10:57:56 UTC
From: gismo@cs.tu-berlin.de
Message-ID: <2130@mailgzrz.tu-berlin.de>
Source record: 226652

In article <1992Jan14.132507.15579@syscon.rn.com>, miked@syscon.rn.com (Mike DeMetz) writes:
> cjd@zatch.Corp.Sun.COM (Chris Drake) writes:
>
> >I am planning on resurrecting a rather old 520ST (yep, only 512K), but since I
> >have very old ROM's in there I was curious as to the current level of TOS - the
> >latest which will run on a 520, if that makes a difference; plus what's changed
> >dramatically in the last few years...
>
> >I assume these are available from Atari? For a price; any ideas on what they
> >charge for these things?
>
> The latest version for 520/1040 is 1.4. Most Atari dealers ;) should have it
> for about $70. BEST Electronics is one source. You probably have 1.0.
Well, it isn't quiet correct; the latest TOS Release is 2.06 and it's about DM 198,-- , just as the Version 1.04.
But there are osme bugs in 1.04, so you should probably get 2.06 made for STEs.
don't worry, there's a way installing it on an old ST for sure. look out for some platines, your compu-shop should have it already there .....

Gregor

--
Gregor Mischke Internet:
Techn. Universitaet Berlin gismo@cs.tu-berlin.de
FB Informatik

563. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 11:44:37 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <695907875.19284@minster.york.ac.uk>
Source record: 226674

In article <1992Jan16.172705.15904@gumby.cc.wmich.edu> obryan@gumby.cc.wmich.edu (Mark O'Bryan) writes:
>In article <060192.120924ZWQ017@DMSWWU1C.BITNET> Bjarne Pohlers <zwq017@dmswwu1c.BITNET> writes:
>> In article <1992Jan02.171151.14033@disk.uucp> unknown@disk.uucp (unknown) writes:
>> >Why not just make a program that converts an IBM program to an ST runnable
>> >one? I'm not really concerned with graphical programs, just basic IBM
>> >compat. ones.. Wouldn't it be possible to load the program into memory
>> >and spend a few minutes to convert it? Then you could have a somewhat
>> >faster application, and it could be used without loading a special emu.
>>
>> It is nearly impossible to write such a program.
>
>This can be done (and HAS been done) if the conversion program has some
>input from the developers of the program being converted. It's been over
>a year since I read about it, so I don't remember all the details (it
>might possibly have been XDOS?), but a company came out with a conversion
>program that could translate PC programs to run on 68000 workstation
>platforms. They then collaborated with several major developers to pro-
>vide "hint" files for their important applications.
>
>> Imagine, you had as much memory as a computer
>> (which you do) you would not be able to convert a program without
>> thinking. These are also the reasons why there are not any perfectly
>> working disassemblers.
>
>Hmm? I can't compile a program without thinking either, but that
>doesn't stop perfectly working (well, almost! ;-) compilers from
>existing.

As has been stated by myself and others, converting a program by executing it and generating equivalent code for each opcode encountered is impossible. It is impossible because this process reduces to the Turing Machine Halting Problem, which has been proven to be non computable.

Essentially, you're trying to follow all the execution paths of the program, in order to convert it completely. This is essentially the same as trying to find out if a program will terminate, and hence it reduces to the halting problem.

This is not to say that you can't decide whether _some_ programs terminate, just that it's impossible to do it for _any_ program.

(If you want to know more, I suggest you read the chapter on computation of Roger Penrose's book, "The Emperor's New Mind". It explains Turning machines

for the lay-person extremely well.)

>Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

564. scanner software, OCR, IMG manipulation.

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 11:59:38 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <1992Jan20.115938.5105@newcastle.ac.uk>
Source record: 226521

I'm debating about buying a scanner and am looking for some recommendations and a few hints for suitable software. I'm intending to use it mainly to scale plans for models and am not looking for mega buck solutions.

What I want is something to scan in plans and allow me to scale them. A CAD-CAM system is way overkill for this, something that allows me to resize an IMG file and either see the size on the screen as I'm doing it or allows me to shrink/expand to a known size will be fine.

I'd also like some software that allows me to glue some images together accurately ie. not like touchup which just gives a blank clip box when you move it round. Has anyone used the golden image scanning tray?

Finally is there any OCR software out there?

Trev

565. Re: Common Lisp

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 12:02:21 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jan20120221@ghiggins.hpl.hp.com>
Source record: 226661

> There is an English version of CLISP, I thought it's already at
> atari.archive. But if it's not, you can get it via anonymous ftp from
> ma2s2.mathematik.uni-karlsruhe.de in pub/atari/clisp. There is also
> an archive of examples, including CLOSETTE (by Xerox) which is an
> implementation of a (quite big) subset of CLOS. In general CLISP is
> still a first edition implementation (of Steel, I mean).

I have the version currently on a.a which has German messages. I see that there is a clisp-e.arc on the Karlsruhe archive which I am attempting to d/l at the moment. I will sling it up to a.a if/when I manage to get it d/led.

I will also try to get the examples.

> The e-mail adress of one of the authors, Bruno Haible, is
> haible@ma2s2.mathematik.uni-karlsruhe.de.

Many thanks for the information.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

566. FTP for PD software

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 12:03:42 UTC
From: J.S.Fothergill@newcastle.ac.uk
Message-ID: <1992Jan20.120342.5586@newcastle.ac.uk>
Source record: 226520

Which FTP sites have PD available for the Atari ST????

BTW in reference to my last mail about a lack of memory, I was right, I've taken it back and now possess a 1040 not a mock 1040!!!

Jane

567. Re: Atari developer documentation

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 12:15:09 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan20.121509.5276@actrix.gen.nz>
Source record: 226654

In article <10238@cactus.org> covert@cactus.org (Richard Covert) writes:
> In article <1992Jan17.075620.6104@mnemosyne.cs.du.edu> mmiller@isis.cs.du.edu (Mark Miller) writes:
>
> Well this is truly a great thing, it is just a little too late!!
>
> There are soo few ST/TT developers left in the USA that I doubt
> that the release of the ST/TT Notes will help at this point.
>
> As for me, please read my article in STR804 (due out next Friday)
> to see why I won't buy the Atari Devloper Docs pack.
>
> It is said that Atari Corp had to wait until the USA market was effectively
> dead to release developer docs which could have had a BIG impact 4
> or 5 years again!!
>
> Well, just another example of the poor management at Atari Corp!!
> --
> Richard E. Covert covert@cactus.org
> CACTUS ..!cs.utexas.edu!cactus.org!covert

Well have a think about this one, they could be bailing out the sinking Ship.!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

568. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 12:19:21 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan20.121921.5417@actrix.gen.nz>
Source record: 226653

In article <1992Jan20.011530.156@demon.co.uk> Keith Sommerville
<ksommerville@cix.compulink.co.uk> writes:
> Have you looked more closely at the HD in your TT? I have the same spec TT as
> you and the label on the bottom of the TT says 8Mb/40Mb. The drive was partiti-
> onedi
> into 4 10Meg partitions. However, looking at it with ICD software revealed tha-
> t it was
> it was a 48.5 meg drive. Why do Atari hide something like that, or is it just -
> a one
> one off?

Yes these are Seagate ST157N drives, not as fast as the New Quantum LPS105S..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

569. I'd like a CPX to...

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 12:35:30 UTC
From: adrian@robots.ox.ac.uk
Message-ID: <2778@culhua.prg.ox.ac.uk>
Source record: 226655

There are two CPXs I'd like to have. I don't know if these have
been written, and if they're available, as archie searches are
difficult without a filename. If these exist, and are available for
anonymous ftp (or mail server, as our name server isn't working yet so
I can't use Terminator) please tell me.

1. Disk step rate control. I have one 5 1/4" drive and one 3 1/2"
drive, and I'd like to set a 6ms step rate for the 5 1/4".

2. Boot up control. I'm currently using a desk accessory and auto
program called Autoload which loads AUTO programs from a list, so that
they don't have to be in the AUTO folder of drive C. Is there a CPX
based version of the same trick, to save slots?

Thanx, Adrian
--
Adrian Cox, | This is yet another self referential signature.
Robotics Research Group, |
Engineering Science Dept,| I tried, as only a chimneypot can try...
Oxford, UK. |

570. Re: Common Lisp

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 13:11:56 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jan20131156@ghiggins.hpl.hp.com>
Source record: 226668

I wrote:

> I have the version currently on a.a which has German messages. I see that
> there is a clisp-e.arc on the Karlsruhe archive which I am attempting to d/l
> at the moment. I will sling it up to a.a if/when I manage to get it d/led.
>
> I will also try to get the examples.

I have sucessfully uploaded both files to atari.archive. Interested parties
should look for clisp-e.arc and examples.zoo in ~ftp/atari/languages.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

571. Gnustuff updates

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 13:28:14 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jan20132814@ghiggins.hpl.hp.com>
Source record: 226667

```
++jrb has released the following GNU s/w update which now appears on
atari.archive in directory ~ftp/atari/gnustuff/tos/updates as "update14.zoo".
++jrb comments:

------------------------------------------------------------------------------
If you use mintlib and not tos lib (or if you use both) then you should be
paying attention to changes in the following library files and merging the
changes into the corresponding files in mintlib yourself, or you may wish to
wait for Eric to release an updated version.

main.c, unlink.c, fread.c, scanf.c (replace with this file), atof.c,
crt0.c, gmon.c, malloc.c, sbrk.c, isatty.c, unistd.h, mkdir.c.

see the Changelog diffs to see what the changes were.

Of course the changes in gemlib, pml, curses, etc are all applicable to both
tos and MiNT users.
------------------------------------------------------------------------------

AFAIK, none of these updates have been applied to the archives in gnustuff/tos

Archive update14.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- -----
1958 46% 1056 15 Jan 92 11:33 ./README (V2.1)
209843 52% 100512 15 Jan 92 11:33 ./gdb/gdb.ttp (V2.1)
979 80% 199 15 Jan 92 11:33 ./gdb/init.c (V2.1)
211294 80% 43090 15 Jan 92 11:33 ./gdb/diffs (V2.1)
1682 59% 696 15 Jan 92 11:33 ./curses/diffs (V2.1)
5734 72% 1603 15 Jan 92 11:33 ./util/diffs (V2.1)
3837 67% 1284 15 Jan 92 11:33 ./pml/diffs (V2.1)
2889 55% 1304 15 Jan 92 11:33 ./include/gdbm.h (V2.1)
15568 71% 4587 15 Jan 92 11:33 ./include/diffh (V2.1)
347 34% 230 15 Jan 92 11:33 ./include/sys/timeb.h (V2.1)
848 55% 380 15 Jan 92 11:33 ./lib/timeoday.c (V2.1)
491 43% 279 15 Jan 92 11:33 ./lib/getpass.c (V2.1)
699 42% 403 15 Jan 92 11:33 ./lib/binmode.c (V2.1)
11532 68% 3693 15 Jan 92 11:33 ./lib/scanf.c (V2.1)
16755 64% 6073 15 Jan 92 11:33 ./lib/unx2dos.c (V2.1)
47944 67% 15816 15 Jan 92 11:33 ./lib/diffc (V2.1)
642 55% 286 15 Jan 92 11:33 ./flex/flexdef.hdiff (V2.1)
965 64% 346 15 Jan 92 11:33 ./bc/scanl.diff (V2.1)
4541 62% 1717 15 Jan 92 11:33 ./bc/Makefile.st (V2.1)
1478 71% 435 15 Jan 92 11:33 ./gcc/gcc.cdiff (V2.1)
8437 71% 2427 15 Jan 92 11:33 ./gemlib/vdibez.c (V2.1)
19176 73% 5131 15 Jan 92 11:33 ./gemlib/diffs (V2.1)
```

```
16330 70% 4963 15 Jan 92 11:33 ./gemlib/vdiesc1.c (V2.1)
258 31% 177 15 Jan 92 11:33 ./gmp/diffs (V2.1)
13454 77% 3085 15 Jan 92 11:33 ./gmp/Makefile.st (V2.1)
320 46% 172 15 Jan 92 11:33 ./Documentation/gcc-st.diff (V2.1)
630 43% 361 15 Jan 92 11:33 ./881/_fixunsd.s (V2.1)
2919 63% 1090 15 Jan 92 11:33 ./gdbm/Makefile.st (V2.1)
4645 69% 1418 15 Jan 92 11:33 ./gdbm/atari.diffs (V2.1)
1048 73% 286 15 Jan 92 11:33 ./xbra/fig1.fig (V2.1)
1232 76% 298 15 Jan 92 11:33 ./xbra/fig2.fig (V2.1)
1111 70% 332 15 Jan 92 11:33 ./xbra/fig1.tex (V2.1)
1349 73% 364 15 Jan 92 11:33 ./xbra/fig2.tex (V2.1)
19002 63% 7021 15 Jan 92 11:33 ./xbra/xbra.tex (V2.1)
313 47% 165 15 Jan 92 11:33 ./xbra/Makefile (V2.1)
28025 55% 12492 15 Jan 92 11:33 ./xbra/xbra.list (V2.1)
-------- --- -------- --------- -----
658275 66% 223771 36 files
------------
V: minimum version of Zoo needed to extract this file.

Cheers,

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>
```

572. Aladin

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 13:28:31 UTC
From: Kris Van Hees <GUTEST6@cc1.kuleuven.ac.be>
Message-ID: <92020.132931GUTEST6@cc1.kuleuven.ac.be>
Source record: 226686

Hi!

COuld anyone please tell me what version of Aladin is needed to execute Mac programs since system folder version 6. We have sent an MS Works version from a Mac running sys folder 6, and it fails to execute due to an incorrect system folder version. Any ideas hos to fix this?

Regards,
Kris Van Hees
GUTEST6@cc1.kuleuven.ac.be

573. Sozobon 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 13:30:44 UTC
From: Kris Van Hees <GUTEST6@cc1.kuleuven.ac.be>
Message-ID: <92020.133144GUTEST6@cc1.kuleuven.ac.be>
Source record: 226687

Hi!

I got Sozobon 1.33i `Heat and Serve` from the comp.binaries.atari.st
group, and I installed it on my 1040 Ste with one floppy drive. However,
running the test makefile, it failed on compiling MINICOLR. It gives
a loader error '_main' underfined, which is strange as it is the actual
test nakefile as included in the shipment. Any ideas? Is it actually
a bug in the 1.33i shipment?

Regards,
Kris Van Hees
GUTEST6@cc1.kuleuven.ac.be

574. jrd-emacs-probs

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 14:19:31 UTC
From: oliver@crypt4.cs.uni-sb.de
Message-ID: <OLIVER.92Jan20151931@crypt4.cs.uni-sb.de>
Source record: 226656

using jrd's gnu-emacs on a mega2 under a gulam shell we
got the following problems

- It is impossible to enter characters like \ [] {} a.s.o.

- it is not possible to start a shell running as a subprocess.
After setting ESHELL to d:gu.prg (i use gulaem as cli
and set everything like you wrote in readme.jrd
and entering M-x shell i got
symbol's definition is void: get-buffer-process

If anyone knows how to overcome these problems, or where to
get 18.57 for the atari i would be glad to receive your
answer as e-mail.
Thanks in advance
oliver@cs.uni-sb.de
--
Oliver van Sprang
FB 14-Informatik
Universitaet des Saarlandes
Im Stadtwald 15
E-mail: oliver@cs.uni-sb.de
Telefon: 0681 302 4165

575. Re: FTP for PD software

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 14:23:03 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Jan20.142303.14350@newcastle.ac.uk>
Source record: 226519

Why not try these sites for a starter, (courtesy of us at Newcastle University Computing Society, England)???

atari.archive.umich.edu / terminator.cc.umich.edu
ummts.cc.umich.edu (cd PC7:)
pdsoft.lancs.ac.uk
ssyx.ucsc.edu
tolsun.oulu.fi
umn-cs.cs.umn.edu
wuarchive.wustl.edu
score.stanford.edu
jyu.fi
dsrgsun.ces.cwru.edu
rusinfo.rus.uni-stuttgart.de

ENJOY.....

>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

576. Re: I'd like a CPX to...

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 14:51:49 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <031cb1r7@csv.warwick.ac.uk>
Source record: 226659

I like to know how to write a CPX, where can I get details of the file format?
With this information I can have those to programs written by tomorrow.

577. Re: HELP needed (UNIX arc,zoo.lharc : gdb : ST as typewriter)

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 14:58:03 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1992Jan20.145803.13245@mnemosyne.cs.du.edu>
Source record: 226658

In article <1992Jan17.121414.12486@bradford.ac.uk> A.J.Leaper@bradford.ac.uk (AJ.LEAPER) writes:
>In article <9201161155.AA23501@v1.cm.cf.ac.uk> Andrew.Stratton@cm.cf.ac.uk (Andrew F Stratton) writes:
>>
>> Can anyone help with :-
>>
>> 1. Are there versions of arc, zoo, lharc that run on SUN 4's or VAX?
>>
>
>On the SUN system here at the University we have arc and zoo they both run
>on SUN 4's.
>
>I'm not sure where you would get hold of arc but I got a Unix version of zoo
>from the NPDSA at Lancaster University. In the directory /tools they have
>UNIX and VMS versions of zoo v2.1 (latest version).
>
>I've not seen a version of lharc for Unix but I and a number of people that
>I know would be interested in hearing if anybody out there has got a version.
>
>Andy
>(88648967@uk.ac.bradford)

I have a version of lharc and Zip/Unzip that are running on the unix machine here and on my machine at work(Sun Sparc 1+). I can dig up the sites that I ftp'ed the source from.. I will post it in a couple of days...

John Bunch.

{line eater}

{More of the same}

578. Still in search of SCSI tape software

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 14:59:00 UTC
From: jrd@STONY-BROOK.SCRC.SYMBOLICS.COM
Message-ID: <19920120145912.8.JRD@MOA.SCRC.Symbolics.COM>
Source record: 226660

I'm still looking for software to drive a generic SCSI tapedrive through an ICD host adapter. My last query to the net turned up a bunch of responses referencing a TSR and backup application written by Paul Moreau, but alas, none of the people that had a copy were willing to ship it to me, and nobody seems to know where I could get hold of sources for it.

Does anybody have sources for this thing, or anything else that's able to talk to SCSI devices? A related question; is the panarthea archive server still in business? I can't seem to get a response from it recently. Is there another place that archives comp.sources.atari?

As before, please respond via e-mail. Thanks in advance for any software or info.

579. Re: Zmodem and UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 15:09:52 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1992Jan20.150952.16810@mnemosyne.cs.du.edu>
Source record: 226662

In article <1992Jan17.151004.9116@ericsson.se> etmelag@sunbeam15.ericsson.se (Louis Lagendijk) writes:
>In article <1992Jan17.033327.4435@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
>>I'm having trouble sending and receiving files using zmodem. Here's my setup:
>>
>> I'm on a 1040ST, running Uniterm. I'm hooked up to a 9600 baud port
>>of a network server that is hooked up to a Sun Sparcstation running SunOS 4.1.
>>I've tried xyz2.01, sz and rz 1.7 and 1.8. I've occasionally had success with
>>them, but very little. When I use sz/rz, I get 'bad subpacket' length, though
>>I've altered packet lengths to kingdom-come. When I use xyz, I get 'bad file
>>number' or something, which says in the docs that it's 'A serious bug in XYZ
>>or TOS.'
>> I've turned Xon/Xoff on and off, tried the -e option with sz on the
>>UNIX end, etc. Any suggestions?
>>
>> Sick of Kermit,
>> remyh@cco.caltech.edu
>>
>Yes, it looks like your network server messes around with the
>data. It either removes or translates certain characters in
>either direction. Try kermit with the 7-bit option, and check
>whether that helps.
>Cheers, Louis

I have a 9600 dialup connection to a decserver and connect to a sun
at work, and I have a few things I have to do to get zmodem to work.
First I call up and connect to the server, then I connect to the sun.
After I am logged in I go back to the server and set the session to
passall. I go back to the session and then run zmodem like so:
sz -w 2048 filename.ext

It works fine for me.. I get an average throughput of 1100 cps....

Hope this helps???

Oh, the server is a decserver....

John Bunch.

580. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 15:15:07 UTC
From: jas@oasis.icl.co.uk
Message-ID: <228@ozz.oasis.icl.co.uk>
Source record: 226666

Out of interest, surely it would be possible to compile from a disassembled version of the PC program. Wouldn't this just be compilation of a different language?

Just my 2 ECUs worth,

Jas.
--

| Jason Morris jas@oasis.icl.co.uk +44 344 424842 ext 2662 |
| ICL Computers Ltd, BRA01, Lovelace Rd, Bracknell, Berks, England. |

| I do not speak for ICL. I speak for everyone... |
---

581. Re: WANTED: Atari ST sequencing software...

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 15:31:04 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60290@aurs01.UUCP>
Source record: 226663

In article <AD0834.92Jan18162703@sarah.albany.edu> ad0834@csc.albany.edu (Andy Dickinson) writes:
>Hi -
>
> I'm looking to buy a MIDI sequencer for my Atari ST. If
>anyone has one they'd like to sell, please e-mail me...

A few years ago Intelligent Music put out an interesting sequencer called "RealTime" that gives you virtually unlimited number of tracks (you run out of tracks when you run out of memory) and lots of unusual and interesting features.

Dr.T's Music software took over distribution of many of Intelligent Music's products (including 'M', the interactive composing tool), and is now offering a closeout on RealTime if you order directly from them. It originally sold for $200+, and now they are selling it for $80. I got a copy, and while I will continue to use KCS Omega as my primary sequencer, RealTime offers some interesting options and variation for those times when I want to experiment or be a little more 'spontaneous' than I can be with KCS.

You can order from Dr.T's directly at (617) 455-1454.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

582. Atari ST Hardware and Software ForSale

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 15:59:41 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <8886@vice.ICO.TEK.COM>
Source record: 226665
Cross-posted to: comp.sys.atari.st,tek.forsale,pdx.forsale,or.forsale

I have the following hardware and software for sale. Prices DO NOT include shipping. Add $2.00 for first class shipping on software or $3.00 for second day air. Shipping on hardware depends on where you live. Please respond via e-mail so I can make sure first come, first served. Thank you.

Hardware

Atari 1040ST
with Color Monitor 450.00
with Monochrome Monitor 350.00
*Note: I only have one ST
and two monitors. I'll
be selling the monitor not
sold with the system
seperately later.
Supra 20Mb hard drive 200.00
shoe box style

Graphics Applications

Migraph Touch Up 50.00
Migraph Easy Draw 2.3 40.00
with Easy Tools
Print Master Plus 15.00
with Fonts and Borders
Publisher ST 35.00
Degas Elite 15.00

Games

Eagles Nest 10.00
Leader Board Golf 10.00
Star Trek - The Rebel Universe 10.00

Word Processors

Word Writer 25.00
Haba Writer 5.00
with Haba Spell

Spreadsheets

LDW Power 50.00
Analyze 5.00

Accounting

Phaser 4.01 30.00
Home Accountant 5.00

Programming Languages

Mark Williams C v 3.0 50.00
with csd source debugger

Desk Acc

Migraph OSpooler 15.00
G+Plus 15.00
Codehead Multi-Desk 10.00

Communications

Flash 1.6 10.00
ST-Talk 5.00

Game Creator Software

STOS Game Creator 15.00
TaleSpin 15.00

Misc Stuff

Migraph DeskJet GDOS Driver 20.00
with 3 150/300dpi fonts
Michtron Backup 5.00
Typing Tutor 5.00
Universal Item Selector II 7.00
Music Studio (color only) 5.00
Fontz 10.00
Turbo ST 10.00
Word Quest 10.00
Word Quest 2 Neo Desk 2.0 10.00

Keith Rast
keithr@icogem3.ICO.TEK.COM

583. Stuck in Knightmare

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 16:15:55 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Jan20.161555.14724@cs.nott.ac.uk>
Source record: 226664

I'm stuck in Knightmare (Bloody obvious from the subject line!!) on the quest for the sword (Quest 3) at the riddle "When is a well not a well?"

I have done the rest of the level its on, and got a gold coin from the jester in the fireball room. Any help anyone???

If anyone needs help from earlier in the game, I can help.

584. 6502 Crossassembler

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 17:17:22 UTC
From: wallmann@zuse.pu.informatik.th-darmstadt.de
Message-ID: <1992Jan20.171722.34659@infoserver.th-darmstadt.de>
Source record: 226675

I uploaded v1.6 of my crossassembler package to a.a.u.e.
A couple of things have changed, so I post a little summary
here for those interested:

- much less bugs now (obviously)

- ANSI-C portable
runs now on the AMIGA as well. (Still runs under UNIX and MSDOS)

- assembles code for Atari 8bit computers, but with a little
conversion program (included), creates files in C64 format and
Apple ProDOS format and also in raw format. (*)

- creates linkable output

- is 98% MAC/65 compatible

- includes linker, librarian, disassembler, MAC/65 detokenizer
ASCII/UNIX/ATASCII conversion program, binary convertor and
segment checker

- produces on the Atari8 bit runtime-relocatable code (one time
relocatable).

It's called nasm16b.zoo/nasm16s.zoo (binary/sources) and resides
in atari/languages/..
It's copyrighted, but free of charge.

Nat!

(*) This has not been actually tested, since I don't have any of
those machines (phew..), but I would be interested if owners
of that machinery have success. It OUGHT to work, since I got
the binary makeup information from various owners of Apple II
and C64.

--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Buch der Sprueche, Kap. 4: "Die eigenen Schmerzen sind immer die Schlimmsten"

585. Re: I cant get Zoo to work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 17:31:50 UTC
From: steve@thelake.mn.org
Message-ID: <A1543051316@thelake.mn.org>
Source record: 226671

[In article <9201192315.aa15112@Bonnie.ics.uci.edu>,
ehohnbau@Bonnie.ICS.UCI.EDU writes ...]

> After I click on zoo.ttp and the the parameter box I tried:
>
> x zooboy.zoo
> x zooboy
> x [aA]:[\] zooboy[.zoo]
> In other words, I tried both with and without the .zoo extender
> on every other option, and I tried both upper and lower case on the
> drive option, and with and without the backslash.
>
> The only thing that happens is that it takes me right back to the
> GEM desktop.

You didn't mention what model of ST or what version of TOS you're using.
>From your description, I'll bet lunch that the TOS version is < 1.4.
Old TOS converts .TTP arguments to upper case. That won't work with
ZOO. (If you were using a command interpreter shell, such as Gulam or
Mupfel, you would not have a problem.)

I'm mailing you, separately, a copy of ZOOSHELL that is archived with
ARC.TTP. You should be able to extract it using any version of ARC, and
then ZOO should be easy to use.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

586. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 17:38:32 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <cdSkYMu00awY0PLEUE@andrew.cmu.edu>
Source record: 226670

gfarrell@tomato.csil.sfu.ca (Gordon James Farrell) writes:

"...According to the January, 1992 issue of AtariUser, the TT040 will _show_ this spring at CeBIT, but won't actually hit the shelf until 12 to 18 months after that.

Regarding "broadcast graphics resolution", that probably means something like 1024x768, like the supposedly upcoming 24-bit board mentioned in c.s.atari.st.tech (I hope it's true, and also available for a "humble" TT030 :-))."

What to do:

Pick up a copy of the January 1992 issue of _AmigaWorld_. (gasp!)

Read the articles on '040 accelerators for $2500 or so.

Look at the ads for 24-bit, up to 1280x1024 graphics boards, RAM boards with up to 64 Meg, desktop-video boards, and tons and tons of very groovy graphics software.

Also, take a look at a Mac Quadra or an Amiga 3000/25 at your local computer store, which by this point is denying that Atari ever existed.

Weep for the state of Atari product design and marketing.

Flames are expected but not particularly appreciated.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"...but unfortunately, SHIT AIN'T LIKE THAT!"
---"Body Count", Body Count featuring Ice-T

587. 1 Meg 520 ST with 2sided floppy for sale: ALL OFFERS CONSIDERED

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 18:00:52 UTC
From: ravi@mcnc.org
Message-ID: <8485@alvin.mcnc.org>
Source record: 226672
Cross-posted to: comp.sys.atari.st,misc.forsale

For Sale: 520 ST (Atari) 1 Meg RAM, Mono monitor, C compiler, 50 disks
---

Make me an offer, this machine is sitting around doing nothing
and I'd rather see it used for something! All reasonable
offers are acceptable.

$400 or best offer

520 ST with 1 Meg RAM (68000 processor)

Atari's great black-on-white
monitor, 640x480.

1 double sided floppy drive
1 single sided floppy drive
Mark Williams C compiler

50 disks with all sorts of software

Ravi Subrahmanyan
ravi@ace4.sps.mot.com
(512) 345-4187 (home), (512) 928-7371 (work)

588. Length of MEGAFILE cable

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 18:43:12 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.695932992@nova>
Source record: 226677

Hello everyone,

like almost everybody using a MEGAFILE xx hard disk, I have come to
find the noise level unacceptable. The solution I'm contemplating
right now consists of 'putting it away' somehow: Into a desk drawer,
to the next room, under a pillow, ...
However, the short cable supplied with the MEGAFILE disk makes this
impossible. Are there longer cables available? If I try to make one
myself, what are the potential problems? In particular, what is the
maximum length for this cable (both my manual and the FAQ file are
silent on this point)?

Hoping to receive lots of useful hints before my ears go dead

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

589. Compressed Backups, Syquest Drives

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 19:29:00 UTC
From: rjg@garfield.cs.mun.ca
Message-ID: <1992Jan20.192900.6188@garfield.cs.mun.ca>
Source record: 226691

I'm looking for a file compression utility for the ST that will create archives across multiple floppies (like ARJ on the PC), or alternately, a PD backup program that does file compression and allows easy recovery of single files. I have a 150 meg hard drive that I want to back up, but not have to use 200 floppies.

Also, has anyone out there used a Syquest cartridge system to transfer files between the ST and a PC? Which controller was used on the PC side? (I have an ICD Advantage+ host adapter on the ST side, so that wouldn't be a problem). Can an appropriately formatted cartridge be used to boot up either system?

Thanks for any hints or pointers.

/|\ Russ.

--
Russell J. Gladden - rjg@garfield.cs.mun.ca _ /\
Telephone: (709) 753-5463. \'o.O'
Mail: 134-B Patrick Street, St. John's, =(___)=
Newfoundland, Canada, A1E 2T1. U

590. Zmodem

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 20:03:12 UTC
From: psurge@cs.utexas.edu
Message-ID: <knmao0INNct3@grit.cs.utexas.edu>
Source record: 226676

I have been having my problems with Zmodem, but it is in downloading, not uploading like everyone else seems to have. Anyway here is the problem:

When I tell my Unix system to send Zmodem batch, I get the first file fine, but then the program tells me that the sender aborted. When I switch back to the Unix machine, the screen is filled with "^H" all across the screen. Would my machine send those characters and would that be causing the abort to happen?

I am using XYZ in default mode (Zmodem download) and Unix on a Sun.

Please help as I have over 5 megs of stuff to download, and I do not want to wait for Kermit to do all that, and I do not want to have to re-set the down load for each file...

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

591. Finishing Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 20:40:51 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <4572@naucse.cse.nau.edu>
Source record: 226678

My brother-in-law just completed Dungeon Master this weekend using only one character. I was just curious if others had done this, and if so how hard they found it to complete. It seemed that he really didn't have too many problems completing the game with less than the full complement of characters.

Regards,
--
Timothy A. Roeder Fidonet: Timothy Roeder 1:300/24
3551 S. San Joaquin Rd. Internet: tar@naucse.cse.nau.edu
Tucson, AZ 85746 troeder@mis.arizona.edu
(602) 578-9115

592. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 21:27:21 UTC
From: rosenkra@convex.com
Message-ID: <1992Jan20.212721.28279@convex.com>
Source record: 226679

In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
>(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
>drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These
>numbers are computed from data in UnixWorld. I would guess the root of
>the difference is primarily memory system design (memory speed, burst vs.
>non-burst, etc). So my question *really* meant, did atari do a good job
>on the design of the TT memory interface, or perhaps how bad a job did
>they do? I did not mean to denigrate Amigas or glorify Ataris.

i would guess the compilers on the more expensive machines are better.
for example, i get about 100 dhrys/MHz on an ST with Alcyon C and closer
to 200 dhrys/MHz with GNU C. same machine otherwise...

dhrystone is not a very good benchmark, unless all things are equal. that
includes compiler technology in this case. caches on the bigger boxes will
help, as you point out, but few people consider compilers when comparing
(or reporting) dhrystone numbers. i have also seen people posting
executables of dhrystone, which is nonsense.

also realize there are at least 3 versions of dhrystone...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

593. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 21:38:26 UTC
From: jdutka@wpi.WPI.EDU
Message-ID: <1992Jan20.213826.28501@wpi.WPI.EDU>
Source record: 226681

In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>Getting whacked by Amiga lovers leads me to clarify this. A good 68030
>design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
>(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
>drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These

Well, my 3000-25 (nocache noburst) gets 6400 dhrystones, so 6400/25=256
drys/MHz, quite close to the NeXT. That number would be higher if I was using
burst mode and cache on, and not running the term program and text editor.
Just wanted to clarify things...
--
| John Dutka | WSU Term #10: Linear Momentum. Unit: The CowHit (CH): |
| jdutka@wpi.wpi.edu | 1 CH = the linear momentum of the average cow. |
`--------------------' = m*x/[m(c)*l(c)*t(c)] ------------------------'

594. Re: Gnu Make need sh.ttp?

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 21:49:44 UTC
From: rosenkra@convex.com
Message-ID: <1992Jan20.214944.29389@convex.com>
Source record: 226680

In article <92017.211936JJL101@psuvm.psu.edu> JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> Is it true that I need sh.ttp to use gnu's make?

yes, and no. simple makefiles will never invoke a subshell, so if you keep it simple, you are fine. gnu make parses each command looking for certain characters. when it finds something (like single quotes, sh commands, etc) it sets a flag to execute that command line via sh rather than directly with what amounts to a Pexec.

>So, where can I find sh.ttp? I haven't been
>able to locate it.

bash or ksh should work in place of sh. you may be able to use tcsh as well, provided SHELL is set correctly and provided your makefile commands are csh rather than sh in construct. note, however, that some versions of make on other platforms (unix) will only support bourne shell (sh) commands. this poses a portability problem. i would recommend against it.

note that i use GNU make 3.60 with some modifications on my system without sh, MiNT, or anything else fancy. it should work with any compiler with a cc-like front end (or even other languages). i use it with GNU C (1.40).

for reference, the O'Reily book on make (Nutshell) is pretty good. i have seen this in regular bookstores. i also find Sun's documentation on make to be excellent. GNU make also has a rather large user's manual, in the goofy texinfo format, if you can find a way to print it. there are DVI versions of the GNU docs, too.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

595. "Captive" help

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 22:01:22 UTC
From: orlepr@nuge110.its.rpi.edu
Message-ID: <70zr0!m@rpi.edu>
Source record: 226682

Does anyone have the game "Captive" who can help me get started? I landed on the planet Butre and found the explosives, but get trapped in the room. How do I get out? Was I even supposed to come here?

Robert Orlep
orlepr@rpi.edu

596. Atari Archive - PD Kids Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 22:46:01 UTC
From: seattle@triton.unm.edu
Message-ID: <tpng---@lynx.unm.edu>
Source record: 226685

I'm looking for Public Domain Children's programs. Games or Education.

There isn't a directory on the Archive (terminator) for this category.

Any help would be appreciated - thanks in advance even. :-)

Dave

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

597. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-20 22:53:53 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <1992Jan21.090317.9777@topaz.ucq.edu.au>
Source record: 226684

In article <A1883772977@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <27328@sdcc12.ucsd.edu>,
> bboychuk@sdcc13.ucsd.edu (The Fightin' Llama) writes ...]
>
> > Could somebody out there spell out the differences between, and
> > the advantages of, Sozobon 1.33i and 2.0? One's "Heat and Serve" and
> > one allows 32 character object names?
>
> Basically Sozobon 2.0 is Sozobon 1.2 plus the SozobonX extended object
> file format (long identifiers), some bugfixes, and source code that can
> be compiled on a variety of platforms (for cross development of ST
> binaries).
>
> 1.33i (Heat and Serve) is Sozobon 1.2 with even more bugfixes, much
> optimization, no source code, a long list of revisions to the user
> interface to allow it to be executed without a command interpreter,
> a completely new MAKE, and a long list of enhancements to the compiler
> itself -- several pragmas, some ANSI preprocessor features, C++ comments,
> intelligible error messages, etc. In addition, it comes with a nearly
> foolproof installation program and a GEM environment-setting utility.
>
> (As posted previously, the 2.0 linker can be modified to work with 1.33i
> and, in conjunction with the 2.0 assembler, 1.33i can handle long
> external identifiers.)
>
> > Is either ANSI compliant?
>
> Neither compiler conforms to the ANSI standard; neither compiler
> supports function prototypes.
>
> > Which is going to be the new Sozo "standard"?
>
> I expect both to be around for awhile, with descendants that probably
> will diverge.
>
> > And what's that on
> > my shoe?
>
> Hard to tell, but if you here, it'd be melted dirty ice and road salt.
>
> --
> Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
> Land of lutefisk, ice castles and jumper cables

Incidentally, if any new Sozobon users are confused, MAKE.INI may need changes if you are only using floppy drives. I've just installed it to work on the GEM desktop with floppies and found that for successful compilation with MAKE, I had to change the environment paths in MAKE.INI.

Initially they are set to work from C drive. If unchanged, you'll have an error linked to "compiler not found" to a few other messages I've forgotten now. Change the paths for PATH, INCLUDE and LIB to (respectively)

A:\SOZOBON\BIN\
A:\SOZOBON\INCLUDE\
A:\SOZOBON\LIB\

When compiling, I rely on the example .MAK files (which can be edited with a wordprocessor).

Chris.

598. Does:

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 00:41:42 UTC
From: <>
Message-ID: <1992Jan21.004142.7508@agora.uucp>
Source record: 226609

Does anyone have a copy of the online BBS game Movie Madness!? If you do, could you send it to my address: griffin@agora.rain.com.. Thanks.

599. MEGAFILE noise

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 03:05:50 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6262@uqcspe.cs.uq.oz.au>
Source record: 226689

nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:

>like almost everybody using a MEGAFILE xx hard disk, I have come to
>find the noise level unacceptable.

Mine is not very noisy, but slightly noisier than it was when I first bought
it. I'm thinking that perhaps the fan needs cleaning and oiling, since it
is the main source of noise. Or is it?

Warwick.
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

600. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 03:18:14 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Jan21.031814.8189@jsp.umontreal.ca>
Source record: 226690

In article <1992Jan20.213826.28501@wpi.WPI.EDU> jdutka@wpi.WPI.EDU (John Dutka) writes:
>In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>>Getting whacked by Amiga lovers leads me to clarify this. A good 68030
>>design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
>>(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
>>drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These
>
>Well, my 3000-25 (nocache noburst) gets 6400 dhrystones, so 6400/25=256
>drys/MHz, quite close to the NeXT. That number would be higher if I was using
>burst mode and cache on, and not running the term program and text editor.
>Just wanted to clarify things...

Are you trying to say that your Amiga 3000-25 is faster or even close the
speed of a 68040-25 NeXT? Obviously, either the numbers presented above are
wrong or unfair (which it seems so to me), or the NeXT has a bad design.

Why dont you turn your cache and burst mode on? Crashes?

>--
>| John Dutka | WSU Term #10: Linear Momentum. Unit: The CowHit (CH): |
>| jdutka@wpi.wpi.edu| 1 CH = the linear momentum of the average cow. |
--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

601. Repost of my plea for help

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 04:04:08 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Jan21.040408.9455@terminator.cc.umich.edu>
Source record: 226692

Hi everyone, this is a repost from last week. Fred (our archive
administrator) suggested I repost it, so here it is. Please consider my
request and reply if you feel you can.

Thanks,
weiner

As some of you may know, I'll be graduating this May. When I was
filling out grad school applications, the idea for a recommendation from
the usenet atari community as a whole crossed my mind as something that
would be pretty interesting (especially considering how much time I spend
with doing archive related stuff :)).

With this in mind, please consider writing a brief note, saying
what you think my chances for to complete a graduate degree in
statistics are. I realize this is quite difficult, but there are some
aspects of my work that some of you have certainly had contact with, such
as my organizational skills, my writing ability (Remember the ftp guide, etc.),
my teaching ability (ever try to help someone set up gnu c over email,
a question at a time?), and so on.

Here's how we've set this up to work:

1. You decide you'd like to help me out. You then send a brief
not to Fred Swartz, the archive administrator, who has agreed to accept
letters. His address is archive-admin@archive.umich.edu.

2. Fred will collect them, print them out, and enclose them in the
sealed envelope. I will NOT see these, unless you specifically state
that you'd like me to in your letter.

3. Fred will vouch for the authenticity of the e-mail, and sign all the forms.

That's really about it. Hopefully, admissions committees will look at
this as something original and then with this and everything else admit
me to their graduate program in statistics.

For the record, I'm currently interested in U of Washington, U of
Minnesota, U of North Carolina-Chapel Hill, and Carnegie-Mellon. There
is a number of other schools that I am considering applying to also, but
for now these four are it.

I'd like to thank all of you who reply, it really means a lot to me.

weiner

--
Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

602. Advice about MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 04:53:17 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <7877@tamsun.tamu.edu>
Source record: 226693

I want to delve into MiNT.

What version should I install? Where should I get installation instructions?

What I am hoping that I will gain with MiNT is the ability to do file transfer in the background while I use the computer in the foreground.

What is a good "C" and "C++" to use under MiNT? I have Sozobon and Laser C.

Do any MiNT users use TeX and LaTeX? If so, what version of TeX do you use under MiNT?

Thanks much.
Mark Lehmann
tamuts.tamu.edu!n160ao

603. Atari ST monitors for sale/wanted; modems & monitors for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 05:29:43 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Jan21.052943.22309@ultb.isc.rit.edu>
Source record: 226697
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,comp.sys.amiga.marketplace

Wanted:

Atari SM124 or SM125 monochrome monitor. Must be in GOOD WORKING
CONDITON. Willing to pay a REASONABLE price for it, or will trade
for it with some of the below equipment (and cash, where applicable).

For sale:

Atari SC1224 color monitor. Analog RGB, can be used on both an Atari ST
and any Amiga (with the proper cable). Manufactured in 1987. Goldstar
variation. Monitor is in PERFECT working condition. Asking $190 or
best offer. I will not sell this monitor until I have obtained an
SM124 or SM125 monochrome monitor. If you've been looking to upgrade
to a color monitor and have a monochrome you might want to involve
in a trade, this may be your chance!

Magnavox RGB Monitor 80. This monitor accepts both digital RGB and
color composite signals, and has a front switch so you can go between
them on the fly. Looks to be about a 13 inch screen. Has sound capability
(RCA jack input). In very good condition. I used this monitor in
composite mode on my Amiga until I got an analog RGB monitor for it. You
can hook up such things as an IBM computer (with CGA card), VCR, Nintendo,
Atari XL/XE and Commodore 64/128. Asking $110 or best offer. Owner's
manual is included so you can make specialty cables for the RGB port.

BMI monochrome monitor. A little old, but works just fine. Green
phosphor display, no sound. Ideal for use on older computers like
the Apple II series (which did not require sound). RCA jack for video
input. $25 or best offer.

Zenith Data Systems 2400 baud modem. Only used a few hours. This is
a "standard" modem, with Hayes compatibility and a size that fits easily
under a telephone. Has the standard 8 LEDs on the front, with power
switch on back. $75 or best offer.

Microcom AX/2400C modem. This is a 2400 baud modem featuring MNP
levels 1-5. Microcom invented MNP, and now you can have a real Microcom
modem! It's been on my BBS for about 3 months, but since I don't run a
BBS anymore, I'd like to sell this modem. It's got lots of dip switches
to set just about everything. Both asynchronous and syncronous operation
with a front switch. There is also a "talk/data" button on the front,
along with 7 LEDs. Owner's manual is included. This modem features
both full Hayes compatibility and Microcom's own protocol. $100 or best
offer.

If interested in anything here, contact me via one of the below methods.

```
------------------------------------------------------------------------
|| Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle ||
|| BITNET: clf3678@ritvax in front of me..... ||
|| Usenet: clf3678@rit.ultb.edu .....than have a frontal ||
|| GEnie: C.FREEMESSER L O B O T O M Y ! ! ! ||
------------------------------------------------------------------------
```

604. Complete Atari Mega-2 System for Sale!

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 06:36:35 UTC
From: k_mullin@oz.plymouth.edu
Message-ID: <1992Jan21.063635.17891@oz.plymouth.edu>
Source record: 226695

```
Newsgroups: comp.sys.atari.st
Subject: Complete Atari Mega-2 St for Sale
Expires:
References:
Sender:
Reply-To: k_mullin@oz.plymouth.edu (Keith Mullins)
Followup-To:
Distribution:
Organization: Plymouth State College - Plymouth, N.H.
Keywords:

The following system is for sale:

Atari Mega-2 ST w/ 3.5 floppy
Monocrome Monitor
Colour Monitor
Monitor Master
Acex 2400 baud Modem (Hayes Comp)
Supra Hard drive (30 megs)
Golden Image Mouse w/ pad
Various software

I'm asking $900 for the system but will consider any
reasonable offer. I will pay shipping if the system is bought
at the original price.

Keith J. Mullins
k_mullin@oz.plymouth.edu
```

605. Re: Aladin

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 06:37:33 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A2501@HH.maus.de>
Source record: 226698

```
iu> |> 1) Does anyone know where i can find a Mac program that
iu> |> can force a Mac to write a disk in Aladin format?

You can force a Mac to write a DOS disk. Threre a 2 programs available to do
this job: Access PC and DOS mounter. A DOS-Disk under DOS mounter behaves just
like a Mac-disk. If it is possible to install one of these programs on aladin,
it should'nt be a problem to excange disk's with a mac.
```

606. Complete Atari Mega-2 System for Sale!

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 06:38:26 UTC
From: k_mullin@oz.plymouth.edu
Message-ID: <1992Jan21.063826.18005@oz.plymouth.edu>
Source record: 226696

```
The following system is for sale:

Atari Mega-2 ST w/ 3.5 floppy
Monocrome Monitor
Colour Monitor
Monitor Master
Acex 2400 baud Modem (Hayes Comp)
Supra Hard drive (30 megs)
Golden Image Mouse w/ pad
Various software

I'm asking $900 for the system but will consider any
reasonable offer. I will pay shipping if the system is bought
at the original price.

Keith J. Mullins
k_mullin@oz.plymouth.edu
```

607. Re: "Captive" help

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 07:53:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53128@cup.portal.com>
Source record: 226699

In Captive, some of the wall sections are mounted on "rollers", and can
be pushed out of the way...

Butre has one such wall section in the "entryway"... check the documentaion
(such as it is) to see how to push a wall section...

Examine the bottom edge of the walls to find the rollers...

BobR

608. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 09:18:35 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jan21.091835.6394@donau.et.tudelft.nl>
Source record: 226602

In <1992Jan20.061956.5302@atari.uucp> kbad@atari.uucp (Ken Badertscher) writes:

>ksommerville@cix.compulink.co.uk (Keith Sommerville) writes:

[Thing about difference between 40 megabytes stated and 48.5 megabytes
actual.]

>I confess!
>
>It's a conspiracy by Atari to steal 8.5 megabytes from you.

>You caught us red handed. Boy, it's a good thing those nice ICD people
>are around, or Atari could have stolen millions of megabytes from TT
>hard disks all over the world. Darn them, anyhow.

[And so on..]

>
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

Boy, Ken is a brave man if I've ever seen one. Not a SINGLE smiley
in the entire post. :-)

=-=-=-

609. Re: I cant get Zoo to work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 09:30:00 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1992Jan21.093000.3106@actrix.gen.nz>
Source record: 226700

```
In article <A1543051316@thelake.mn.org> thelake!steve@cs.umn.edu writes:
> [In article <9201192315.aa15112@Bonnie.ics.uci.edu>,
> ehohnbau@Bonnie.ICS.UCI.EDU writes ... ]
>
> > After I click on zoo.ttp and the the parameter box I tried:
> >
> > x zooboy.zoo
> > x zooboy
> > x [aA]:[\] zooboy[.zoo]
> > In other words, I tried both with and without the .zoo extender
> > on every other option, and I tried both upper and lower case on the
> > drive option, and with and without the backslash.
> >
...
>
> You didn't mention what model of ST or what version of TOS you're using.
> >From your description, I'll bet lunch that the TOS version is < 1.4.
> Old TOS converts .TTP arguments to upper case. That won't work with
> ZOO. (If you were using a command interpreter shell, such as Gulam or
> Mupfel, you would not have a problem.)
>
...
Or you can use the 'novice' command set, which isn't case sensitive. I
believe the command to extract is -extract i.e. type

-extract zooboy

in the parameter box. BTW, I am not particularly impressed with
ZOOBOY. You're better off using a CLI, say, Gulam. (That's only my
opinion, of course. Feel free to disagree.)
--
================================Alex Valdez=============================
```

610. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 10:14:51 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Jan21.101451.27826@daimi.aau.dk>
Source record: 226603

johnsonc@topaz.ucq.edu.au writes:

>In article <A1883772977@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>> [In article <27328@sdcc12.ucsd.edu>,
>> bboychuk@sdcc13.ucsd.edu (The Fightin' Llama) writes ...]
>>

....

>> > Which is going to be the new Sozo "standard"?
>>
>> I expect both to be around for awhile, with descendants that probably
>> will diverge.

....

>Chris.

To me it seems that V1.33i really only needs the extended object format to be
everything V2.0 is (plus some extras, primarily in speed).

Is this correct, and if so, could we expect somebody to port this too?

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

HELLO, I'm a signature virus! Join in the fun and copy me into yours!

611. Re: 386SX emulation (was RE: IBM emulation)

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 10:59:28 UTC
From: gismo@cs.tu-berlin.de
Message-ID: <2152@mailgzrz.tu-berlin.de>
Source record: 226601

well, I'm a user of an AT-Speed(producer: SACK-Electronics) with an C286-Processor on it. Yes, there are no slots available an this board, and there's also no memory on it, but the ST-ram is fully used via XMA memory-access.
the BIOS is able to show MONO-VGA, MONO-EGA, AT&T(640x400) monochrom, and CGA/MGA, at a cpu-speed of 16MHz, which is about a Norton-Index of 8.2. And the most important thing is, almost every software runs.
The support is a little lossy, but the manual make the board easy to install upon your 68000 CPU.

There is a product having the same technical facts(286, 16MHz, 68k-hookup, ST-memory-access,....) from VORTEX, and there is also a board containing a 386sx cpu . this board brings full 386(will mean protected) mode, XMA, EMS is supported, windows runs fully in protected mode, VGA, EGA, AT&T, CGA
and as a option 512k fast-ram on board for full 32bit bus-access.
without fastram there's a NI from about 9.2 to 10.3, having fastram installed, it is 15.2.
And looking at thhe dollar-table, in this moment $1.00 costs about
DM 1.60, it will be about 500 to 600 USDollars.
But, living in germany, I really don't know whether there is a distributor in the United States.

Just ask your local compu-shop, or directly to HEIM-VERLAG, Heidelberger Landstrasse , W-???? Heidelberg, Germany

Sorry, I just don't know the ZIP-code, look it up in a magazine,

The Supercharger is a PC-Clone developed by Bela-Systems, using an own mainboard with own Ram-proms, and it contains about 3 slots for PC-cartridges, as VGA or anything else; you can use both, PC and TRARARI simultanously, and it is connected to your ATARI's DMA port. you may get info contacting to SIEMENS, I think, they got the manufacturing police.

Hope, this helps

Gregor

--
Gregor Mischke Internet:
Techn. Universitaet Berlin gismo@cs.tu-berlin.de
FB Informatik

612. UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 11:23:58 UTC
From: thomas@cadlab.cadlab.de
Message-ID: <1833@lutetia.cadlab.de>
Source record: 226589

I wonder why the UNIXMODE isn`t fully supported within the MiNT-libaries of the GCC. Is there any reason for the different behaviour of the MiNT-libaries concerning the UNIXMODE compared to the `standard' libaries of GCC?

One particularly striking disadvantage of this fact for example appears within the usage of the tcsh being linked with the MiNT-libaries:
If you try to apply the `file-name-competion`-feature of tcsh and you have got upper/lower case filenames or filenames longer than 8+3 letters, the tcsh won`t be able to complete these file-names.
Similar problems appear when trying to handle files with programs linked with the MiNT-Libs or for example if you use the tcsh linked with MiNT-Libs and call a program like grep and ls linked with the `standard' libs of GCC:

```
>grep XYZ *.c
file abcdefgh.c not found
>ls
ABCDEFGHIJKLMNOP.c
```

I`d be glad to either know why it is impossible or doesn`t make sense to support the enire UNIXMODE features or if any has a solution to this problem.
Probably it could be a nice idea to use an AUTO-folder-program as a realization of the UNIXMODE so that ordinary TOS executables are also able to share UNIXMODE.

Even if this question may seem strange to you I would like to get an answer.

Thomas Franken
thomas@cadlab.uni-paderborn.de

613. Re: Finishing Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 11:34:20 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan21113420@solb1.essex.ac.uk>
Source record: 226604

I finished Dungeon Master with only one character a couple of years ago.
It took me about a week, playing 1- 1.5 hours a day. The character I used,
incidentally, was Elija. What do other netters think of my choice of character?

Simon.

614. 386 emulator for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 12:14:21 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jan21.121421.6335@echo.philips.nl>
Source record: 226605

In september last year, Vortex has launched their 386SX emulator for
MEGA STE only.

Last night I saw an add for the Vortex emulators and they noted that
they had a 386SX emulator for ST and MEGA ST aswell.
As told before it does run DOS5.0 and windows3.0 etc..

John

--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

615. Turboass

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 12:36:40 UTC
From: hohmuth@FREIA.INF.TU-DRESDEN.DE
Message-ID: <9201211236.AA25061@ucbvax.Berkeley.EDU>
Source record: 226553

mcsun!uknet!edcastle!kev@uunet.uu.net (K S Shea) writes:
> Hi - I've been using the TurboAss assembler lately and I'm wondring how to
> get it to load in the debugger (which I assume is bugaboo.prg) to avoid
> to leave the editor every time I want to test something out.
> Any ideas?

You could:

a) load the debugger (bugaboo.prg) before the assembler and let it residently
stay in memory with the command "resident";

b) load the debugger from within the assembler with "Debugger nachladen" from
the "Assembler" menu (make sure that there is enough memory left to load
the debugger (if not, reorganize Turboass' memory menagement by selecting
"Information" from the "Editor" menu and then clicking "Reorganisieren"
(enter the amount of memory you want to keep free (at least 300K) at the
first editable line)).

The names of menus etc. refer to the German version of Turboass; I don't know
if there is an English version, too.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

616. I'd like a CPX to...

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 12:37:14 UTC
From: hohmuth@FREIA.INF.TU-DRESDEN.DE
Message-ID: <9201211236.AA25079@ucbvax.Berkeley.EDU>
Source record: 226554

mcsun!uknet!ox-prg!adrian@uunet.uu.net (Adrian Cox) writes:

> There are two CPXs I'd like to have. I don't know if these have
> been written, and if they're available, as archie searches are
> difficult without a filename. If these exist, and are available for
> anonymous ftp (or mail server, as our name server isn't working yet so
> I can't use Terminator) please tell me.
>
> 1. Disk step rate control. I have one 5 1/4" drive and one 3 1/2"
> drive, and I'd like to set a 6ms step rate for the 5 1/4".

There is a CPX named DISK.CPX. Its source code was published in the German magazine "ST Computer 3/91". I also have got the binary but I really don't know if it is legal to copy it to the net as it is copyrighted by the magazine...

> 2. Boot up control. I'm currently using a desk accessory and auto
> program called Autoload which loads AUTO programs from a list, so that
> they don't have to be in the AUTO folder of drive C. Is there a CPX
> based version of the same trick, to save slots?

I also use an AUTO program that loads other boot-up's from a list (called Autobatch, written by me ::). If I want to change the setup, I edit the list with an editor; what is the acc/cpx supposed to do?

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

617. Re: IBM software emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 13:05:09 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <695999106.24263@minster.york.ac.uk>
Source record: 226615

In article <228@ozz.oasis.icl.co.uk> jas@oasis.icl.co.uk (Jason Morris) writes:
>
> Out of interest, surely it would be possible to compile from a disassembled
>version of the PC program. Wouldn't this just be compilation of a different
>language?

Yes it would, but you miss the point that it's the _disassembly_ that's the
hard part! No disassembler can automatically (automagically?) accurately
disassemble object code. How can it know the difference between data and
code? If it attempts to follow the execution path, we're back to the halting
problem again [see previous postings of mine]

With human skill and a disassembler you can get a lot further, but it can
still be very difficult, if not impossible.

> Jas.
>| Jason Morris jas@oasis.icl.co.uk +44 344 424842 ext 2662 |

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

618. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 13:16:11 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jan21.131611.17662@cs.nott.ac.uk>
Source record: 226606

In article <1992Jan21.101451.27826@daimi.aau.dk> lynbech@daimi.aau.dk (Christian Lynbech) writes:
>[...]
>To me it seems that V1.33i really only needs the extended object format to be
>everything V2.0 is (plus some extras, primarily in speed).

What about source? I can't use binaries compiled with dLibs, as they crash under MiNT.I installed 2.0 for a laugh by compiling under the GCC as the "UNIX"-hosted cross-compiler version (GCC on my ST, that is).
--
`Grave' Dave Gymer | "When your problems seem like mountains,
42 St Mary's Park, | You feel the need to find some answers,
Louth, Lincs, | You can leave them for another day,
LN11 0EF, ENGLAND | Don't try so hard." - Queen

619. Re: I cant get Zoo to work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 13:42:38 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan21.134238.1@lapis.labmed.umn.edu>
Source record: 226623

In article <9201192315.aa15112@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
> After I click on zoo.ttp and the the parameter box I tried:

Try using the 'novice' parameters:

-extract zooboy

should work nicely.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

620. Arcgsh 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 13:47:47 UTC
From: klute@heike.informatik.uni-dortmund.de
Message-ID: <1992Jan21.134747.25651@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 226607

```
ARCGSH 4.0 (Archiver GEM Shell) for Atari ST
============================================

Arcgsh 4.0, the Archiver GEM Shell for Atari ST, is available now. You can
get it by anonymous FTP from atari.archive.umich.edu; the file name is
arcgsh40.zoo in the /atari/archivers directory. Alternatively you can wait
until it appears in the newsgroups comp.binaries.atari.st.

Arcgsh is a GEM shell that eases the use of the most popular archiving
programs for the Atari ST (arc, lharc, shar, tar, and zoo). Furthermore the
programs compress, uud, and uue are supported.

The most important enhancement with respect to the previous release 3.5 are
as follows:

- The most recent zoo version 2.1 with its `high performance
compression' is supported. By this considerably higher packing rates
can be achieved.

- The archiver tar is supported.

- The compression program compress is supported.

- The lharc interface has been improved considerably. Now Arcgsh can
be configured to work together with any lharc variant.

- In addition to the english manual there is also a german one now.

Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-W4600 Dortmund 50 |\|\ Fax : +49 231 755-2386
```

621. Re: Compressed Backups, Syquest Drives

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 14:15:24 UTC
From: dxper@dtek.chalmers.se
Message-ID: <8479@chalmers.se>
Source record: 226613

rjg@garfield.cs.mun.ca (Russell Gladden) writes:

>I'm looking for a file compression utility for the ST that will create
>archives across multiple floppies (like ARJ on the PC), or alternately,
>a PD backup program that does file compression and allows easy recovery
>of single files. I have a 150 meg hard drive that I want to back up,
>but not have to use 200 floppies.

You could try out my program dbackup if you want to. It is specifically
designed to do backups which are compressed using any compression utility such
as zoo or lharc.

Unfourtunately I cannot claim that doing a backup with any of these are quick
but at least it has enabled me to use my old Supra FD-10 10 Mb removable media
when backing up my 150 Mb drive. (<-- I had the same problem as you had...!)

I will be upgrading the program this week I think to be less militant about
127 char command lines (which my program restricted itself to since not all
archivers support the extended command line format).

Also, you probably have to use a shell which does not mess with the command
line excessively. (such as pcommand and desktop capitalising - delimited
options).

Yours,

pao

--
-------------------------------Andrew Olausson---------------------------------
-----------------------------Systems Architect-------------------------------
---------------------------dxper@dtek.chalmers.se-----------------------------
-------------------------------pao@proxxi.se---------------------------------

622. Re: MEGAFILE noise

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 14:31:17 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jan21.143117.20861@cs.mcgill.ca>
Source record: 226626

As with Atari floppy drives, hard drives are quite silent at first, but quickly get noisy. (My floppy can sometimes be heard in the next room). This is because there is some sort of grease on the stepper motor to have it glide nicely. But this wears off rapidly, resulting in many decibels. I don't think there is a way to get around that, as, for the HD, the cord should not (At least, as far as I know !) be any longer then what it is.

(Maybe you should really consider the muffling it with a pillow :-)

623. Re: Finishing Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 14:39:23 UTC
From: tar@naucse.cse.nau.edu
Message-ID: <4575@naucse.cse.nau.edu>
Source record: 226608

In article <OKES.92Jan21113420@solb1.essex.ac.uk>, okes@solb1.essex.ac.uk (Oke S) writes:
> I finished Dungeon Master with only one character a couple of years ago.
> It took me about a week, playing 1- 1.5 hours a day. The character I used,
> incidentally, was Elija. What do other netters think of my choice of character?

That's about the same amount of time it took him to finish. He played
this past weekend, with a total of about 20 hours (realtime) to complete
the game.

Incidentally, he used Hawk as his character.

Regards,

--
Timothy A. Roeder Fidonet: Timothy Roeder 1:300/24
3551 S. San Joaquin Rd. Internet: tar@naucse.cse.nau.edu
Tucson, AZ 85746 troeder@mis.arizona.edu
(602) 578-9115

624. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 14:51:14 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan21.145114.25642@unibi.uni-bielefeld.de>
Source record: 226610
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <12475@star.cs.vu.nl>, rfschaa@cs.vu.nl (Schaaf RF) writes:

|> I have been using hyperformatted disks (11-sectors/track) ever
|> since I bought Scheibenkleister. A few weeks ago I bought a PC
|> and assumed the High density drive would be able to handle 11
|> sectors per track. I was wrong, I am unable to read the disks.
|> Does anyone know whether it is possible to read Hyperformatted
|> disk on a PC. The problem isn't DOS (PC-speed works fine with
|> these disks), so what is the problem?

You're right, it's not a DOS problem. You can even add lines
like "device=driver.sys /d:1 /t:80 /s:11" to your config.sys and
it will work on an emulator on ST's. Maybe up to 10 sectors this
also works on "normal" PC's, but definitely not with 11-sector-disks,
because the standard PC floppy controller is unable to read/write 11
sectors on a DD disk.
And it also doesn't work on a HD-drive, because the data on such
a drive is written in half the physical space than on an DD drive
thus making more space for up to 20 (hyper-ST 21) sektors per track.
You can of cource format a HD disk with 11 sectors, but then it's
only half filled, the other half of the track is empty. Since this
is physically different (allthough it's logically the same) a HD floppy
controller in a PC is definitely not able to read this disk and will
never be, unless you manipulate the controller.

TeSche

P.S. 80 tracks * 2 sides * 21 sectors * 512 Bytes = 1.7 MegBytes
where is DOS with its 1.44 Megs ???????
--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting with the .signatur file a bit...

625. GCC 1.40 & GDB

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 15:28:16 UTC
From: malay@sae.com
Message-ID: <1992Jan21.152816.6418@sae.com>
Source record: 226611

I installed GCC 1.40 and compiled "hello.c" - it compiled and ran fine using Gemini 1.2.1; however, compiling "hello.c" with the "-gg" option to enable use of gdb gave me this:

```
gcc -v -gg hello.c - o hello.ttp

gcc -atariST version 1.40 Patchlevel 2
c:\bin\gcc-cpp.ttp -v -undef -D__GNUC__ -Datarist -Dgem -Dm68k -D__atarist__
-D__gem__ -D__m68k__ hello.c c:/tmp/cc100000.cpp

GNU cpp-atariST version 1.40 Patchlevel 2
c:\bin\gcc-cc1.ttp c:/tmp/cc100000.cpp -quiet -dumpbase hello.c -version
-symout c:/tmp/cc100000.sym -o c:/tmp/cc100000.s

GNU C version 1.40-atariST Patchlevel 2 (68K, MIT syntax) compiled by GNU C
version 1.40.
default target switches:
c:\bin\gcc-as.ttp -v -m68000 -G c:/tmp/cc100000.sym -o hello.c
c:/tmp/cc100000.s

GNU assembler version 1.38
c:\bin\gcc-as.ttp: I don't understand 'G' flag!
c:/tmp/cc100000.sym:0: End-of-File not at end of line
c:/tmp/cc100000.sym:1: Junk character 0
.
.
.
Lots of similar error messages
```

Ok, so whats the problem? Can gcc 1.40 generate the right stuff for gdb? The man page shows "-gg" as the correct option so what gives??

Bob Malay

626. Strategy game

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 16:27:53 UTC
From: weber@rhrk.uni-kl.de
Message-ID: <1992Jan21.162753.14214@rhrk.uni-kl.de>
Source record: 226612

Hello,

I saw recently the strategy-game Spaceward-Ho on a friend's apple.
Has that been ever sold for other machines, especially for my
atari ?

Just wondering..

Christoph

--
Christoph Weber-Fahr | E-Mail: weber@rhrk.uni-kl.de
Universitaet Kaiserslautern, KIT/IVS | S-Mail: Postfach 3049
Tel. 0631/205-3391 | D-6750 Kaiserslautern
---------- My personal opinion only ----------

627. VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 16:41:40 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan21.164140.143@unibi.uni-bielefeld.de>
Source record: 226614
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi there,

according to the numerous postings about PC emulations on Ataris,
I'd like to tell everybody who's interested some facts about the

VORTEX - ATonce 386SX

It's true that it exists, cause I own one. But it's only for use
with the MEGA-ST/E, since it is plugged in the PLCC socket of the
68000, and all of the other Ataris have DIP CPU's. Perhaps there is
something like an adaptor on the market, but I don't know.

Some facts :

- 32 bit CPU 80C386SX-16MHz
- optional 80C387SX-16 coprocessor
- optional 512Kb fast-ram
- uses internal MSTE-cache
- can use DD and HD floppy drives (theoretically)

Some data :

- Several graphic emulations like
when using a color or monochrome monitor
CGA - 640*200 (2)
320*200 (4)
when using monochrome monitor
HGC - 720*348 (2)
OLI - 640*400 (2)
EGA - 640*350 (2)
VGA - 640*480 (2)
- in the last two resolutions you can only have 640KB of base memory, all
the others can provide 704K base memory
- emulates serial mouse on com1: or com2:
- emulates centronics printer on lpt1:
- every ram above 1 meg is used as extended memory

There may be several thing said, but I'd only like to say a few
important facts. The graphic emulation is of cource the biggest
disadvantage. The EGAmono and Olivetti modes can simply not be
detected. If you try driver=detect in turbo for example, CGA is
reported. But if you ignore this report, it works well. Sadly, most
programs check the hardware before using it, so some programs refuse
to run. The VGAmono solution works correctly as MCGA 640*480 (2) mode
and can be used. Windows 3.0 runs not only in protected (standard) mode,
but also in extended 386 mode including virtual memory and things like

there. The performance is due to the original MSTE-harddisk not so fast, but bearable.

Some performance information:

```
without with FastRam
-----------------------------------
Norton SI4.5 12.3 15.7
PCTools 4.2 330% 510%
```

Now what is FastRam? Well, since the MSTE works as a 8MHz system, but the CPU runs with 16MHZ, it had to be slowed down (waitstates etc.). The Atonce 386SX uses the internal MSTE-cache and is therefore faster than other emulators on ST's. You can buy the additional fastram, which can be fitted in four sockets on the emulator and then completely replaces the lowest 512KBytes of memory, thus making the whole system another bit more faster. I think this is the absolute maximun in emulation performance for ST's that is and will be.

The prices:

Vortex Atonce 386SX : ca. 700 DM = 450 US$

The additinal FastRam needn't be bought at Vortex, since standard chips 4*256Kbit-70ns are used and costs about 50 DM = 30 US$.

The complete ST-ram can be used as extended memory. It is said that you can also configure it as expanded memory and there is a driver included, but this is not LIM4.0 compatible and therefore not widely accepted by programs. It'd like to say that the expanded memory doesn't work, but when using windows for example, that's not necessary.

The whole hardware is emulated quite good. It's funny to see several diagnostic programs reporting all these AT-chips working correctly, and knowing they're not even present.

I'm sorry, but I can't exactly remember the adress, but I've seen it was already posted in the last days, so have a look in magazines or other postings. It goes somehow like this:

```
Vortex
Computersysteme GmbH
Falterstrasse X
D-W 7102 or 7201 or X Flein
```

The W is neccessary for foreign writers, cause since the reunification there are some doubled zip-codes. Forgetting this will not end up in a bit error, but surely delay letters for some more days (and the german post office is really not one of the fastest nowadays).

Anyone who wants to know more or has special questions, is invited to send e-mail to the following adress:

itschere@techfak.uni-bielefeld.de

Hope, this has helped some guys...

TeSche
(Torsten Scherer)

--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting with the .signatur file a bit...

628. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 17:25:02 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <6878@orbit.cts.com>
Source record: 226627

u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>In article <1992Jan20.213826.28501@wpi.WPI.EDU> jdutka@wpi.WPI.EDU (John Dutka) writes:
>>In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>>>Getting whacked by Amiga lovers leads me to clarify this. A good 68030
>>>design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
>>>(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
>>>drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These
>>
>>Well, my 3000-25 (nocache noburst) gets 6400 dhrystones, so 6400/25=256
>>drys/MHz, quite close to the NeXT. That number would be higher if I was using
>>burst mode and cache on, and not running the term program and text editor.
>>Just wanted to clarify things...
>
>Are you trying to say that your Amiga 3000-25 is faster or even close the
>speed of a 68040-25 NeXT? Obviously, either the numbers presented above are
>wrong or unfair (which it seems so to me), or the NeXT has a bad design.
>
>Why dont you turn your cache and burst mode on? Crashes?

No, the NeXT has a bad design. The OS steals too many clock cycles for it's own work (task switching, display postscript, my god man It's UNIX!). We're talking system performance here, not processor performance. obviously an 040 outperforms an 030 at the same clock speed, but because of the NeXT's high overhead it's performance is in the dregs.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

629. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 17:45:06 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <6879@orbit.cts.com>
Source record: 226628

u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>Why dont you turn your cache and burst mode on? Crashes?

Forgot to respond to this item, I would assume he's not using burst mode because he doesn't have burst capable memory in his machine. as for the caches, it depends on what software he's running. alot of crappy german hacks don't work properly with cache's, they "crunch" their code and don't bother to flush the cache's to a update them.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

630. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 18:07:44 UTC
From: steve@thelake.mn.org
Message-ID: <A1626740789@thelake.mn.org>
Source record: 226620

[In article <1992Jan21.090317.9777@topaz.ucq.edu.au>,
johnsonc@topaz.ucq.edu.au writes ...]

> Incidentally, if any new Sozobon users are confused, MAKE.INI may need changes
> if you are only using floppy drives. I've just installed it to work on the
> GEM desktop with floppies and found that for successful compilation with
> MAKE, I had to change the environment paths in MAKE.INI.
>
> Initially they are set to work from C drive. If unchanged, you'll have an
> error linked to "compiler not found" to a few other messages I've forgotten
> now. Change the paths for PATH, INCLUDE and LIB to (respectively)
>
> A:\SOZOBON\BIN\
> A:\SOZOBON\INCLUDE\
> A:\SOZOBON\LIB\

As distributed, the lines in MAKE.INI that set the environment variables
are commented out. The method you described will work, but the package
is set up assuming that you'll put Ian's GEM environment-setting utility
in your auto folder.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

631. Re: Sozobon 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 18:12:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1636767797@thelake.mn.org>
Source record: 226618

[In article <92020.133144GUTEST6@cc1.kuleuven.ac.be>,
GUTEST6@cc1.kuleuven.ac.be (Kris Van Hees) writes ...]

> I got Sozobon 1.33i `Heat and Serve` from the comp.binaries.atari.st
> group, and I installed it on my 1040 Ste with one floppy drive. However,
> running the test makefile, it failed on compiling MINICOLR. It gives
> a loader error '_main' underfined, which is strange as it is the actual
> test nakefile as included in the shipment. Any ideas? Is it actually
> a bug in the 1.33i shipment?

Not that I know of. Make sure that you have the environment set up
properly. Also check minicolr.o to make sure it didn't get truncated
by some mysterious undetected disk write error (nm.ttp is good for
this).

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

632. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 18:15:04 UTC
From: steve@thelake.mn.org
Message-ID: <A1642207285@thelake.mn.org>
Source record: 226617

[In article <1992Jan21.101451.27826@daimi.aau.dk>,
lynbech@daimi.aau.dk (Christian Lynbech) writes ...]

> To me it seems that V1.33i really only needs the extended object format to be
> everything V2.0 is (plus some extras, primarily in speed).
>
> Is this correct, and if so, could we expect somebody to port this too?

Pretty much. I posted code here last week to modify the 2.0 ld.ttp so that it
and the companion jas from Sozobon 2.0 can be plugged into the 1.33i setup.
Basically what you have to do is fix ld.ttp so that ofile is initialized
and add code in pass1() to search for modules in the LIB directory if they
aren't found in the current directory. (See dlibs.doc, pfindfile.)

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

633. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 18:30:12 UTC
From: steve@thelake.mn.org
Message-ID: <A1673926709@thelake.mn.org>
Source record: 226619

[In article <1992Jan21.131611.17662@cs.nott.ac.uk>,
dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes ...]

> What about source? I can't use binaries compiled with dLibs, as they crash
> under MiNT.I installed 2.0 for a laugh by compiling under the GCC as the
> "UNIX"-hosted cross-compiler version (GCC on my ST, that is).

```
PID PPID PGRP DOMAIN STATUS SIZE TIME COMMAND
000 000 000 0 Waiting 4096 00:00:00 MiNT
001 000 000 0 Waiting 183752 00:00:03 GEM
002 001 000 0 Waiting 375144 00:01:18 GEMINI
013 002 000 0 Waiting 151584 00:01:15 READER
023 013 000 0 Waiting 96744 00:00:02 postnews
024 023 000 0 Waiting 144024 00:00:12 ue M:\_news.tmp
025 024 000 1 Running 28224 00:00:00 PS
```

I just did an escape from my text editor and ran MiNT ps.ttp with the
above result.

Three of the seven processes were compiled with Sozobon C (various
versions) and dLibs: READER, postnews, and ue (MicroEMACS).

You may have had problems with an old version of the library. There were
bugs in the original dLibs 1.2 distribution that bombed programs started
under Gemini/Mupfel and MiNT. As you can see, they were fixed in the
beta-testing stage (which is one reason it took so flipping long).

I can't answer your specific question about source availability, but the
sentiment will be passed along.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

634. Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 18:47:34 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Jan21.184734.1963@usenet.ins.cwru.edu>
Source record: 226616

Why is it that Calamus and Notator, probably the 2 most significant
reasons for purchasing an Atari computer, refuse to support Postscript
outputs? Does there exist some universal interceptor that will take
an output for 300dpi laser printers and convert it to a postscript file?
Why, why, why, why, why?

635. Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 18:59:35 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Jan21.135935.1467@desire.wright.edu>
Source record: 226648

Would somebody else please try a particular call in Sozobon 1.33i?
The offending call is vqf_attributes, and I'm getting back trash
for the fourth array parameter. What's more, it crashes my TT really
bad. Using vdicall, I can code it up by hand, but...geez. Is it me, or
is it Memorex?
--
?!?
? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$!
?)|(>> cse0507@desire.wright.edu << !
? / | \ the above address does not work - please use it!

636. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 19:00:51 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Jan21.190051.15950@jsp.umontreal.ca>
Source record: 226621

In article <1992Jan21.031814.8189@jsp.umontreal.ca> u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>In article <1992Jan20.213826.28501@wpi.WPI.EDU> jdutka@wpi.WPI.EDU (John Dutka) writes:
>>In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>>>Getting whacked by Amiga lovers leads me to clarify this. A good 68030
>>>design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
>>>(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
>>>drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These
>>
>>Well, my 3000-25 (nocache noburst) gets 6400 dhrystones, so 6400/25=256
>>drys/MHz, quite close to the NeXT. That number would be higher if I was using
>>burst mode and cache on, and not running the term program and text editor.
>>Just wanted to clarify things...
>
>Are you trying to say that your Amiga 3000-25 is faster or even close the
>speed of a 68040-25 NeXT? Obviously, either the numbers presented above are
>wrong or unfair (which it seems so to me), or the NeXT has a bad design.
>
>Why dont you turn your cache and burst mode on? Crashes?
>
Obviously, you meant a 68030 based NeXT.

I must have gotten confused. They don't sell 68030-based NeXT's as far as I know, and the prices for Amigas in Montreal (student prices at University) are ridiculous. So it is quite easy to ass-u-me you would compare your computer to one of the same price range. [As far as I know, people who have access to News are usually working/studying at University and thus are eligible for NeXT's faculty/student prices. Right? Tell me if not.]

The key, though, was _68030 design_. Check.
--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

637. Grumble...

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 19:01:37 UTC
From: herborth@riipsdev.Waterloo.NCR.Com
Message-ID: <8832@ncrwat.Waterloo.NCR.COM>
Source record: 226631

Sorry folks, but I've been bitten by the idiot-mailserver that's been going 'round. Ignore this unless you're:

Philipp Knirsh! My mail-server ate your address! Email me again so I can send you the email I tried to send you this morning!

My mailserver is lonely. It's been sending all of my replies to itself.

--
---------========================= _ /\ ==================================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U

638. Re: Finishing Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 19:47:58 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jan21.194758.27871@magnus.acs.ohio-state.edu>
Source record: 226624

>I finished Dungeon Master with only one character a couple of years ago.
>It took me about a week, playing 1- 1.5 hours a day. The character I used,
>incidentally, was Elija. What do other netters think of my choice of character

I finished with 1 character somewhere in 1989 I think. I did not have too much trouble since I had already played it with four and the two characters. I used WUUF. Maybe it is just me, but I've never found another character who advanced as quickly in everything... Who said you can't teach an old dog new tricks? (groan...)

When I played with two I used Hissa and Daroou. This is the game I liked the most, the two characters made it more interesting. Plus they were strong enough to wack-a-mole the heck out of everything in sight when their mana ran out. All in all, lots o' fun.

On a sad note, Columbus Ohio just lost their last ST dealer. What a joke. Looks like Atari USA has yet to improve despite the new products (nobody would buy one anyway, at least not around here).

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-once I was the one you wanted so bad
just a little more than you ever had
like adam & eve, paradise is sad
I need a holiday from you
I need a little more room to move
suffocation's on the loose - - Willie Phoenix -

639. CSB: I'm stuck in the DDD

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 20:39:41 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992Jan21.203941.7550@informatik.uni-erlangen.de>
Source record: 226625

Help!
I can enter the way of the ninja. A pit (marked as 1 in the figure
below) is blocking my way and i can't close it. I tried to force a
'stone pile' to the floor plate at 2, I heard a click, but the pit
stayed open 8-)

```
# ## ^ upstairs
#v# ## v downstairs
# # # O F floor plate
# 1 2#O O pit
#^# ### # # wall
# F B B black flame
## #O# ###
#B#F O
B# #
BB #
## ##
#v#
```

I have no clue. Any help is appreciated.

Larry


```
+-------------------------------------+----------------------------+
| lsmichae@faui43.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +----------------------------+
| Graduate Student of Computer Science | When I grow up I wanna have |
| at University of Erlangen/Germany | a really *BIG* signature. |
+-------------------------------------+----------------------------+
```

640. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 20:58:46 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jan21.205846.29303@syscon.rn.com>
Source record: 226632

rosenkra@convex.com (William Rosenkranz) writes:

>In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider)
writes:

(my explanation deleted)

>i would guess the compilers on the more expensive machines are better.
>for example, i get about 100 dhrys/MHz on an ST with Alcyon C and closer
>to 200 dhrys/MHz with GNU C. same machine otherwise...
That sounds right for Alcyon but pretty strong for GNU. MegaMax is about
1100 - 1600 for GNU seems strong.

>dhrystone is not a very good benchmark, unless all things are equal. that
>includes compiler technology in this case. caches on the bigger boxes will
>help, as you point out, but few people consider compilers when comparing
>(or reporting) dhrystone numbers. i have also seen people posting
>_executables_ of dhrystone, which is nonsense.
Your points are valid (and well understood here) but not very useful. I
think dhrystone is best bench available for general purpose. Much better
than generating primes or clocking nops. Do you *really* think the 3:1
difference is the compiler? I'll still bet most of it is the difference
between 3111 burst and 5 or 6 cycle non-burst or perhaps running ram at
the 'right' speed for the video circuit.

>also realize there are at least 3 versions of dhrystone...
I know of two and prefer version 2.0 over 1.1 since it is harder for
a compiler to recognise and optimize away.

>-bill
>rosenkra@convex.com
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com
--
Carl Kreider

CIS 71076,76
Usenet ....!syscon.rn.com!carl

641. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 21:03:36 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jan21.210336.29404@syscon.rn.com>
Source record: 226633

jdutka@wpi.WPI.EDU (John Dutka) writes:

>In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider)
writes:
>>Getting whacked by Amiga lovers leads me to clarify this. A good 68030
>>design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
>>(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
>>drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These

>Well, my 3000-25 (nocache noburst) gets 6400 dhrystones, so 6400/25=256
>drys/MHz, quite close to the NeXT. That number would be higher if I was using
>burst mode and cache on, and not running the term program and text editor.
>Just wanted to clarify things...
>--
>| John Dutka | WSU Term #10: Linear Momentum. Unit: The CowHit (CH): |

And my 520 8MHz gets 6400 dhrystones too. 'Course you can't watch it do
it. Please. Did you notice I chose an independent source of data to
compare? And did you notice I was *not* putting down your Amiga?
Just wanted to clarify things...

>`--------------------' = m*x/[m(c)*l(c)*t(c)] ------------------------'
--
Carl Kreider

CIS 71076,76
Usenet ....!syscon.rn.com!carl

642. Notator and sysex

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 21:55:09 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Jan21.215509.13072@usenet.ins.cwru.edu>
Source record: 226630

Has anybody else out there had any problems saving long strings of
sysex data in Notator? I have never had problems with my sampler and
Sound Designer, but Notator will almost always give me errors, and
it gets all locked up. Any suggestions?
<selick@bucsf.bu.edu>

643. Stuff I need to sell...

Newsgroup: comp.sys.atari.st
Date: 1992-01-21 23:18:50 UTC
From: sap@sactoh0.sac.ca.us
Message-ID: <1992Jan21.231850.20723@sactoh0.sac.ca.us>
Source record: 226637

Here is a list of Games/Programs and that I need to sell due to space limitations in my house. If you are interested in purchasing anything here send me some e-mail at:
sap@sactoh0.sac.ca.us
All games come with their original box and documentation. In most cases everything is in very good condition (i.e. if I shrinkwrapped the box, you would never be able to tell it was used!) The prices below do not take into account shipping charges which I am too poor to pay for and thus you should figure in approximately $2.00 - $3.00 for shipping. In some cases like F-19, which have a lot of docs and thus are heavy, the charge *might* be $4.00. Any and all prices are negotiable, once again just send me some e-mail.
You can request some short descriptions of the games if you are unsure of what you are buying, just send me some e-mail requesting which ones you want to know about.
Hurry, before someone else buys them!

An '*' means I have two(2) copies to sell.

Games	Company	Price
Airball	Microdeal	$ 5.00
AutoDuel	Origin	$ 5.00
Baal	Psyclapse/Psygnosis	$ 5.00
Barbarian	Psygnosis	$ 5.00
Barbarian II	Palace	$ 5.00
Championship Baseball	Gamestar	$ 5.00
Black Cauldron	Sierra	$ 5.00
Boulder Dash Cons. Kit	Epyx	$ 5.00
Dragon Spirit	Tengen	$ 5.00
Dragons of Flame	SSI	$10.00
Dyter 07	reLine	$ 5.00
Elvira	Accolade	$15.00
Escape from Planet of Robot Monsters	Tengen	$ 5.00
*F-19 Stealth Fighter	Microprose	$20.00
Galdregon's Domain	Pandora	$ 5.00
Gauntlet	Mindscape	$ 5.00
Ghouls 'N Ghosts	US Gold	$ 5.00
Gold of the Aztecs, The	US Gold	$ 7.00
Hardball	Accocalde	$ 5.00
Heroes of the Lance	SSI	$ 5.00
Hex Mark of the Unicorn		$ 5.00
Legend of Faerghail	reLine	$ 8.00
Midwinter	Rainbird	$10.00
Oriental Games	MicroStyle	$ 7.00

Pawn, The Magnetic Scrolls $ 5.00
Phantasie SSI $ 5.00
Phantasie II SSI $ 5.00
Phantasie III SSI $ 5.00
Questron SSI $ 5.00
Roadwar 2000 SSI $ 5.00
Rogue Epyx $ 5.00
Shadowgate Mindscape $ 5.00
Shadow of the Beast Psygnosis $ 8.00
TechnoCOP US Gold $ 5.00
UN Squadron US GOld $ 5.00
Universal Military Sim. Rainbird $ 7.00
Zany Golf Electronic Arts $ 5.00

Program	Company	Price
Mi-Term (terminal program)	MichTron	$ 2.00
A-Copier (bit copier)	Megasoft	$ 2.00

Unfortunately, due to several problems in the past(i.e not
receiving payment), I have to ask that you send me the money before
I send the package. If you have a problem with this, please leave
me a message.

--
###
"Its been surreal!" # sap@sactoh0.SAC.CA.US
-- Gogo Dodo # UUCP=..ames!pacbell!sactoh0
###

644. MIDI out to audio

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 01:16:04 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <53169@cup.portal.com>
Source record: 226636

Hi. I am interested in a hopefully easy way to take the stuff that I record via MIDI on my STe, and somehow pump it thru the STes stereo audio out. Anyway I can do this without buying stuff like expensive digitizers?

Thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com

645. easter eggs

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 01:32:50 UTC
From: RIFFEGL@PURCCVM.BITNET
Message-ID: <92021.203250RIFFEGL@PURCCVM.BITNET>
Source record: 226634

Does anyone know where I can get a good file with hints, cheats, tips and tricks for games? I know some of these are fondly called "easter eggs". I am particularly interested in ST and Lynx games.

646. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 01:39:29 UTC
From: leavitt@oxy.edu
Message-ID: <205781@tiger.oxy.edu>
Source record: 226629
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Actually, there is a PC shareware program, called Maxi16, that allows you to write up to 1.6 meg on hd 3.5" disks, 1.4 meg on 1.2 meg floppys, 420k on 360k floppies... all numbers rounded... of course, you need to have the program on both computers, and I think it operates as a memory-resident program.

Maybe getting this program would help?

647. How do Cconis() and Crawcin() work together (in MWC)?

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 02:04:10 UTC
From: flinn@cs.ubc.ca
Message-ID: <1992Jan22.020410.13023@cs.ubc.ca>
Source record: 226635
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I need to obtain keystrokes from standard input as they become available, and not have them echoed to standard output. I do not require redirection of input. After some experimentation, it seems that Crawcin() is the best way to obtain keyboard input that potentially needs to be buffered (i.e. I can't guarantee to execute the key press function while the key is actually physically depressed). But I require non blocking input, so I have used Cconis() to determine if a key is actually available. The acual code is:

```
/*
* This function will return -1 if no key is available, or the key
* that was pressed by the user. It is checking stdin, without blocking.
*/

int key_pressed()

{
if ( Cconis() == -1 )
{
return( (int)( Crawcin() & 0xffff ) );
}

return( -1 );
}
```

The problem is that the Cconis() condition does not become true until long after the program starts and many keys have been firmly pressed. After it behaves correctly once, it continues to behave correctly, but the first keystrokes (for which Cconis() did not return -1) are lost.

I'm a novice with this sort of I/O ... am I doing something that is obviously wrong? I am using MWC version 2.1.7.

Thanks in advance,
--
Scott Flinn
Department of Computer Science flinn@cs.ubc.ca
The University of British Columbia (604)822-8572

648. FOR SALE: 1040 ST and Multisync

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 05:46:09 UTC
From: i9853100@uavax0.ccit.arizona.edu
Message-ID: <1992Jan21.224609.1@uavax0.ccit.arizona.edu>
Source record: 226638
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

For sale :

Atari 1040 ST, 2.5 meg RAM upgradable to 4 meg by plugging in more
RAM chips, internal clock/calendar.

Thompson Ultrascan multisync moonitor. This monitor is compatible
with: - IBM CGA, EGA, VGA
- Atari ST high, medium, low resolutions
- Macintosh II
- VCR, video camera etc.
It has separate inputs for Analog, TTL, and composite video.
Three video sources can be connected at once, and then you
can switch between them. Includes a switchbox for the
Atari ST (to switch between monochrome and color), a cable for
CGA/EGA, and a cable for VGA. This is a very nice and
versitile monitor!

I will sell the computter and monitor for $325 EACH. Note that the RAM upgrade
in the ST uses high quality, low power, 70ns RAM. Not the cheap stuff.
If you are interested in either or both, email me or call Doug at
(602)795-7633. Thanks!

Doug Tarico
University of Arizona
I9853100@ccit.arizona.edu

649. Finding the filebase...

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 05:56:47 UTC
From: jared@midiline.la.ca.us
Message-ID: <c2sXeB2w164w@midiline.la.ca.us>
Source record: 226641

I'm here on MIDILINE. I hear all these other users, calling in to this BBS (node?) from local, or far away, talking about files in this weird format I can't understand. My main confusion is getting IN to the file area here on MIDILINE. What do I type and where do I type it to get in to this totally hidden/secret area? I've got an un.ZOO'er program (least I think I do...), but I have to be able to SEE the prgrams first to download them, so I can un.ZOO them. Where on here are they? Where are they anywhere?!? Help!!!

Reply in Email ("MAIL"). Thank you.

Jared

650. Re: Finishing Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 08:09:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53193@cup.portal.com>
Source record: 226640

The Champion I took through Dungeon Master alone was Tiggy...

While she starts out with the highest mana of any character, she is also the physically weakest of all the Champions.

The biggest problem I encountered with only one Champion was having her carry all the stuffffff that I knew she'd be needing later on... (food and water were MUCH less of a problem with only one mouth to feed...)

I ended up having her throw all her stuff (mostly in chests) down the stairs to the next level, then going down and wiping out the monsters on that level... then going back to the beginning and trucking all her stuffff to the stairs to the NEXT level, and starting all over again...

It was easier when she finally got to the Skeleton Key stairs... she could easily run up and down between levels to get whatever she needed from higher levels...

Also, she exhausted her mana MUCH faster, being the only one who could cast magic, thus she spent a lot more time resting to regain her mana... it was important to know what areas were safe to sleep in...

BobR

651. Re: PD C compilers for ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 09:33:14 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4518@brahma.cs.hw.ac.uk>
Source record: 226556

I just dug out my old Megamax manual and it says:-

"1.4.1 Segmentation

The space used by a program at run time is divided into a number of segments.
Each segment may contain up to 32KB. By default a program will consist of
three segments: a BSS ... a DATA ... and a CODE segment ..."

So that settles how Megamax did it.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

652. Re: I cant get Zoo to work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 09:44:33 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <1992Jan22.094433.9780@topaz.ucq.edu.au>
Source record: 226501

In article <9201192315.aa15112@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
>
> I've been trying to get Zoo.ttp to work for the last couple of days
> and even with the recent postings I can't get it to work.
> I've tried the following with both zoo.ttp and the file zooboy.zoo
> in the root directory of the a: drive:
>
> After I click on zoo.ttp and the the parameter box I tried:
>
> x zooboy.zoo
> x zooboy
> x [aA]:[\] zooboy[.zoo]
> In other words, I tried both with and without the .zoo extender
> on every other option, and I tried both upper and lower case on the
> drive option, and with and without the backslash.
>
> The only thing that happens is that it takes me right back to the
> GEM desktop.
>
> zooboy is supposed to be a graphical interface for zoo but you need
> to be able to use zoo to unzoo Zooboy!!!!! #@&*%$!!
>
> I'd dearly appreciate someone mailing me a way out of this!
>
> Thanx,
> Eric Hohnbaum

It's not the best solution about but what I do is copy the .zoo file to
an IBM disk, put in PC-DITTO and run the IBM version of Zoo 2.1 on the .zoo
file. It's okay if you have the emulator but I thought I'd tell everyone
anyway as the algorithms between machine versions (IBM and ST) appear to
the same for LHARC (but not the PC's LHA), (ARC and PKXARC[?]) and
(UUD and UUDECODE).

It's slow but does the trick.

Chris.

653. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 09:46:29 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jan22094629@acae127.cadence.com>
Source record: 226649

In article <1992Jan21.131611.17662@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:

> What about source? I can't use binaries compiled with dLibs, as they crash
> under MiNT.I installed 2.0 for a laugh by compiling under the GCC as the

You must have a very old version of MiNT. Eric specifically kludged up a fix for dLibs startup code which insists on not using the atari/mwc conventions that the rest of the world does (i know its not perfect).

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

654. Re: GCC 1.40 & GDB

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 10:18:20 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jan22101820@acae127.cadence.com>
Source record: 226650

In article <1992Jan21.152816.6418@sae.com> malay@sae.com (Bob Malay) writes:
> I installed GCC 1.40 and compiled "hello.c" - it compiled and ran fine using
> Gemini 1.2.1; however, compiling "hello.c" with the "-gg" option to enable
> use of gdb gave me this:

use '-g' and NOT '-gg'. please grab the latest gdb stuff from atari.archive
(atariST gdb v2.6 patchlevel 15) in gnustuff/.../updates/update14.zoo
it fixes a lot of problems with older gdb's. Also, -gg is no longer
supported by either FSF nor is it supported in gcc-atariST and related
tools. ONLY '-g' IS SUPPORTED. (also note that -g and -G are not the same
option to gcc. -G has a completely different meaning).

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

655. Re: I'd like a CPX to...

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 11:24:12 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <16842@castle.ed.ac.uk>
Source record: 226557

adrian@robots.ox.ac.uk (Adrian Cox) writes:

>There are two CPXs I'd like to have. I don't know if these have
>been written, and if they're available, as archie searches are
>difficult without a filename. If these exist, and are available for
>anonymous ftp (or mail server, as our name server isn't working yet so
>I can't use Terminator) please tell me.

>1. Disk step rate control. I have one 5 1/4" drive and one 3 1/2"
>drive, and I'd like to set a 6ms step rate for the 5 1/4".

>2. Boot up control. I'm currently using a desk accessory and auto
>program called Autoload which loads AUTO programs from a list, so that
>they don't have to be in the AUTO folder of drive C. Is there a CPX
>based version of the same trick, to save slots?

>Thanx, Adrian
>--
>Adrian Cox, | This is yet another self referential signature.
>Robotics Research Group, |
>Engineering Science Dept,| I tried, as only a chimneypot can try...
>Oxford, UK. |

This is probably a good time to mention what CPXs are and what they
are used for. CPXs althought thay are compiled as normal programs
are basically treated like subroutines to XCONTROL and as such are not
really programs in their own right.
According to Atari CPXs should do what their name says they do. They
should be used to control aspects of the system. Thus altering colours,
disk drive settings etc are legitimate uses. Controling TSR utilities
such as mouse accelerators is also a legitimate use. Actually running a
mouse accelerator or some other function often performed by DAs is *not*
a good use for a CPX.
Hope this helps somebody out there.

Simon Kinahan aka simonk@castle.ed.ac.uk - "Mostly Harmless"

656. Anyone interested in a sound saver for the Roland D70.

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 11:46:31 UTC
From: geert@ccsds.ahold.nl
Message-ID: <3171@ahds.ahold.nl>
Source record: 226646

Hi musicians,

While developing a performance, patch and tone editor for the Roland
D70 synthesizer, I already succeeded a program that receives and saves
the performance, patch,tone and parameters of the D70.
Of course this program can also send the parameters back
to the D70. Now you can edit your patches and tones,
without bothering of loosing (original) patches.
A very helpfull utility, right?

When someone is interested, I will post it to rec.music.synth, or
I will upload the program to atari.archive.umich.edu (if I know
how to do this). Please let me now, if you are interested, or
when you know how to upload programs to a.a.u.e.

Geert.

--
==========
========== Geert W.T. Jonkheer. ==========
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
==========

657. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 12:14:06 UTC
From: colina@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan22.121406.7493@Informatik.TU-Muenchen.DE>
Source record: 226643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In principle the DOS Computers are able to read the Atari format, but due to the 'laziness' there are mostly no questions if the disk is not in the 'standard' format. Therefore, even though Atari writes the information to the Bootsector, the DOS comps don't read them, but just assumes it's in the 'standard' format.

ERGO: DOS says NO WAY.......

...But who wants to use DOS Computers anyway ????

Dossi

658. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 12:14:43 UTC
From: rosenkra@convex.com
Message-ID: <1992Jan22.121443.7203@convex.com>
Source record: 226642

In article <1992Jan21.205846.29303@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>That sounds right for Alcyon but pretty strong for GNU. MegaMax is about
>1100 - 1600 for GNU seems strong.

memory fails, but i remember GNU being at least 1.5x alcyon (both 16-bit). the point about compilers having non-trivial impact on performance is nevertheless valid. i consider 10 percent or more significant so megamax's 35-40 percent improvement is quite significant and points out a possible problem if tests are performed with less than optimal compilers.

>I think dhrystone is best bench available for general purpose.

i could argue that there is really no universally adequate "general purpose" benchmark (real code is _always_ superior), but i won't :-).

>Do you *really* think the 3:1 difference is the compiler?

in this case (ie dhrystones) i can at least point out specific examples where the difference is significant, tho maybe not 3:1 (maybe 2:1). i could probably find 2 compilers on a single machine which differ by 3:1. extrapolation between systems adds more complexity, however. then each system's architectural features and configuration is important if not dominant. and a naive benchmarker could fall into this sort of situation. however, not knowing the conditions under which the reported numbers where generated, i can't claim it is the compiler in whole or in part. i can only tell you that compilers _can_ make huge differences tho. the fact that we are having this exchange indicates the importance of _fully_ documenting test conditions. unfortunately, this sort of info is not easily put in a nice small table so it is rarely done. linpack is one notable exception. jack dongara includes compiler rev as well as all compiler switch settings in his reports. it is sufficient to cite the great importance and relevance of compilers by indicating, at least in the supercomputer market, that the players spend significant development and R&D dollars on compilers, eeking out the last bit of performance possible on unmodified source code. i know of huge deals (ie multimillion $$$) that are won and lost solely based on a few percent improvement in execution exclusively attributed to compilers.

i have also seen as much as 30% or more improvement between compiler revs in the workstation realm (eg HP) so if you are using an old compiler, say a couple of revs old, you can easily see large differences on the same machine and the same benchmark. i'm not sure if this is always true for dhrystone, but it is the case for more complicated benchmarks like SPEC or Perfect Club.

i also know that on whetstone (another common "general purpose" benchmark), a compiler that can inline can make at least a 2:1 difference. since a significant part of whetstone is to measure call overhead, which inlining essentially eliminates, you have to question its value or at least its "proper" use (and reporting). caveat emptor.

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

659. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 12:17:49 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jan22.121749.2525@cs.nott.ac.uk>
Source record: 226644

In article <A1673926709@thelake.mn.org> thelake!steve@cs.umn.edu writes:
> > What about source? I can't use binaries compiled with dLibs, as they crash
> > under MiNT.I installed 2.0 for a laugh by compiling under the GCC as the
> > "UNIX"-hosted cross-compiler version (GCC on my ST, that is).
>
>You may have had problems with an old version of the library. There were
>bugs in the original dLibs 1.2 distribution that bombed programs started
>under Gemini/Mupfel and MiNT. As you can see, they were fixed in the
>beta-testing stage (which is one reason it took so flipping long).

Which version of MiNT are you running? There was a hack in at least one version
of MiNT which allows dLibs to work; it was removed in later version of MiNT.
Maybe I got hold of the wrong end of the stick, but I thought all versions
of dLibs misbehaved, because, among other things, they try to recover
information from their parent process (which may well have terminated under
MiNT).

In any case, I'm not using dLibs with Sozobon, I'm using a half-baked port
I did of Eric Smith's MiNTlib, which is why I'd like source. (I _hate_ using
\ in filenames; I have to type them all twice from bash or ksh!)

>I can't answer your specific question about source availability, but the
>sentiment will be passed along.

Thanks. I really don't like to use software I can't get source to.
--
`Grave' Dave Gymer | Olivier's law:
42 St Mary's Park, |
Louth, Lincs, | Experience is something you don't get until
LN11 0EF, ENGLAND | just after you need it.

660. Help atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 12:34:20 UTC
From: heszar@skcla.monsanto.com
Message-ID: <1992Jan22.123420.1@skcla.monsanto.com>
Source record: 226580

I have a general question.

I'm new to this system, and I've been reading message
stating that there are files available from atari.archive,
how do I get these files?

I've successfull used ftp, but I don't know the host name
for atari.archive. Or is it part of this system?

Thanks is advance for your help.

Henry Szarmach
VAX mail address = TIN::"heszar@skca9.monsanto.com"

661. To anyone stuck in DM or CSB

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 13:00:23 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan22130023@solb1.essex.ac.uk>
Source record: 226645

I have an editor/mapper for DM and CSB which I can mail if anyone wants it.
It was written by a friend and myself, and is free to all.

If you would like a copy, e-mail to okes@essex.ac.uk and ask nicely.

Simon Oke.

662. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 13:23:23 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan22.132323.87912@link-1.ts.bcc.ac.uk>
Source record: 226559

In article <1992Jan18.122843.10678@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1992Jan17.022926.27584@milton.u.washington.edu> england@milton.u.washington.edu (Gregory Miller) writes:
>> In article <1992Jan16.180537.167@vaxsar.vassar.edu> hishimoda@vaxsar.vassar.edu writes:
>>
>> england@u.washington.edu
>>
>> PS: to R Shepard of New Zealand (I believe)... I don't flicker either.
>> Guess you've never heard of 640 X 480 productivity mode in four colors
>> WITHOUT a friggin' flicker fixer, eh?
>>
>> AND at least my goddamn pointer NEVER HAS flickered... Not like a dying
>> lightglobe!
>>
>> --
>> --
>> __
>> I will not be pushed, filed, stamped, indexed, ///
>> briefed, debriefed, or numbered. __ /// Only Amiga makes
>
>Please tell us all how this is posible with Standard A500 or is this
>the Reason that the Amiga does not have very many DTP programs..??
>
>Also I here that the sales of A500 + is now gone minus, they are all taking
>them back as they can't play games on this new machine any more..??
>
>And were are all your PD C compilers, this main Amiga chaps here don't
>seem to know much about them..

There is now a version of GCC for the amiga with libraries. Don't ask me how good it is cos I've only seen it on a archive and do not have an Amiga.

>
>Also have you thought that we have better things to do with our
>machines than to spend time chatting on the net...:-)..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Steve
--
Addresses:-

JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

663. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 13:35:32 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan22.133532.58727@link-1.ts.bcc.ac.uk>
Source record: 226560

In article <1992Jan20.011530.156@demon.co.uk> Keith Sommerville
<ksommerville@cix.compulink.co.uk> writes:
>Have you looked more closely at the HD in your TT? I have the same spec TT as
>you and the label on the bottom of the TT says 8Mb/40Mb. The drive was partiti-
>onedi

Well.. I bought mine as an 8Mb/40Mb machine, but it had 2Mb/40Mb on the
bottom. Do you think Attari hadn't got any high-end machines in stock when I
bought mine :-)?

>into 4 10Meg partitions. However, looking at it with ICD software revealed tha-
>t it was
>it was a 48.5 meg drive. Why do Atari hide something like that, or is it just -
>a one
>one off?

Mine was the same, but I imeadiately repartitioned the drive using the HDX
tools to make two partitions of reasonable size.

Steve

PS. How did you get the ICD utils to see the TT scsi bus?

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

664. 1040 st floppy drive problem

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 13:35:44 UTC
From: lloyd@prlhp1.prl.philips.co.uk
Message-ID: <1542@prlhp1.prl.philips.co.uk>
Source record: 226576

Can anyone comment on a problem I have with my Atari 1040 ST floppy drive? I get occasional, random failures, like inability to load a program, and screw-ups

when writing to disc (even something as simple as entering a score into a game score-table). Sometimes there are bombs on the screen.

The problem seems to be associated with the initial activity when accessing a disc. For instance, I can prevent trouble when writing to disc, by first removing the disc, manually rotating the media a little (via the central metal section), and reinserting the disc.

Could it be that the disc position sensing is not working properly? I had the drive checked out on an exerciser, and it looked OK. Certainly, head alignment and rotational speed were well within spec. If there's something (relatively) simple I can try, then please let me know. I'm inclined to think that replacing the drive is probably the quickest solution!

Email responses welcome.

Thanks

Phil Lloyd
lloyd@prl.philips.co.uk

665. Re: Advice about MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 13:46:21 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan22.134621.42635@link-1.ts.bcc.ac.uk>
Source record: 226558

In article <7877@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>I want to delve into MiNT.
>
>What version should I install? Where should I get installation instructions?

The latest version is 0.93, though I'm not sure if this has made it onto
atari.archive yet. The installation instructions come with it.

>
>What I am hoping that I will gain with MiNT is the ability to do file
>transfer in the background while I use the computer in the foreground.
>
>What is a good "C" and "C++" to use under MiNT? I have Sozobon and Laser C.

The best compiler to use at the moment is GCC, though Dave Gymer is working
on a set of libraries for Sozobon (he's lost half his memory until his SST
arrives from Gadgets.. Necessity is the mother of invention). Laser C is a
bit of a dead loss in this area.

>
>Do any MiNT users use TeX and LaTeX? If so, what version of TeX do
>you use under MiNT?
>
>Thanks much.
>Mark Lehmann
>tamuts.tamu.edu!n160ao

I hope this helps a little.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

666. Re: Anyone interested in a sound saver for the Roland D70.

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 13:47:13 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.92Jan22134714@sarah.albany.edu>
Source record: 226565

Yeah! Go ahead and upload it! There aren't really any good PD
librarians out there for the Roland D-series...

Wonder if it will work with my D-10...

- Andy

//Andy Dickinson///////ad0834@csc.albany.edu///////ad0834@albnyvms.bitnet//////
||||/++++271 Lark St. # 3++++++++++++++++++++------++++++++++++++++++++\||||
||||\+++++++Albany, NY 12210++++++++++++++++++++++++++++++=========++++++=++/||||
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\(518)426-7907\\\

667. Thanks for all the mail-order/MIDI info!

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 13:48:41 UTC
From: ad0834@csc.albany.edu
Message-ID: <AD0834.92Jan22134841@sarah.albany.edu>
Source record: 226566

```
Hi all!

Just wanted to thank everyone who sent me mail order software company
phone numbers and offers to sell MIDI software!

Thanks!

//Andy Dickinson///////ad0834@csc.albany.edu///////ad0834@albnyvms.bitnet//////
||||/++++271 Lark St. # 3++++++++++++++++++++------++++++++++++++++++++\||||
||||\+++++++Albany, NY 12210++++++++++++++++++++++++++======++++++++++=++/||||
\\\\\\\\\\\\\\\\\\\\\\\\\\\\(518)426-7907\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
```

668. WANTED Cheap ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 13:53:25 UTC
From: jws7793@ritvax.isc.rit.edu
Message-ID: <1992Jan22.135325.28089@ultb.isc.rit.edu>
Source record: 226647

```
WANTED:
A cheap ST (520FM would do) do to some simple midi stuff. Need not
have a monitor if it has a RF modulator. Send Email if you have one for sale.

James
```

669. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 14:31:27 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan22.143127.1@lapis.labmed.umn.edu>
Source record: 226574

In article <A1647450166@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> ...not all of the VDI functions have been extensively tested.

Just a note to let folks know that there is at -least- a problem with one of the example programs that comes with the 1.33i release and STe computers.

I installed the 1.33i release on an STe last night, during the local MAST+ programmers meeting. We then 'tested' the program by clicking on the makefile in the example programs folder. It compiled and ran the test programs without a hitch. However, the 'minicolr' pallette changer doesn't work with STe machines. I didn't go through the code enough to learn whether it was a special call or not; I assume that the program makes assumptions about the color pallette information (which is 4 bits for the STe vs. 3 bits for the ST).

It -did- produce an interesting Moire pattern before locking up though. :)

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

670. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 15:05:28 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <d9tk028x08Lf01@JUTS.ccc.amdahl.com>
Source record: 226577

In article <1992Jan20.212721.28279@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>>design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
>>(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
>>drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These
This must be an '030 NeXT. The '040 gets ~1000drys/MHz.

>>numbers are computed from data in UnixWorld. I would guess the root of
>>the difference is primarily memory system design (memory speed, burst vs.
>>non-burst, etc). So my question *really* meant, did atari do a good job
>>on the design of the TT memory interface, or perhaps how bad a job did
>>they do? I did not mean to denigrate Amigas or glorify Ataris.
>
>i would guess the compilers on the more expensive machines are better.
>for example, i get about 100 dhrys/MHz on an ST with Alcyon C and closer
>to 200 dhrys/MHz with GNU C. same machine otherwise...

Compiler does matter.
>
>dhrystone is not a very good benchmark, unless all things are equal. that
>includes compiler technology in this case. caches on the bigger boxes will
>help, as you point out, but few people consider compilers when comparing
>(or reporting) dhrystone numbers. i have also seen people posting
>_executables_ of dhrystone, which is nonsense.
>
>also realize there are at least 3 versions of dhrystone...

On the NeXT I was using 2.0 of dhrystone.
>
>-bill
>rosenkra@convex.com
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */

671. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 15:08:28 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <daoH02W8081q01@JUTS.ccc.amdahl.com>
Source record: 226579

In article <1992Jan21.031814.8189@jsp.umontreal.ca> u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>In article <1992Jan20.213826.28501@wpi.WPI.EDU> jdutka@wpi.WPI.EDU (John Dutka) writes:
>>In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>>>Getting whacked by Amiga lovers leads me to clarify this. A good 68030
>>>design (HP/Apollo) seems to be able to run 350 dhrystones per MHZ of clock
>>>(i.e. 7000 dhrystones at 20MHZ and 17500 drystones at 50MHZ. Next gets 280
>>>drys/MHZ, which is still good. The Amiga 3000 gets 120 drys/MHZ. These
>>
>>Well, my 3000-25 (nocache noburst) gets 6400 dhrystones, so 6400/25=256
>>drys/MHz, quite close to the NeXT. That number would be higher if I was using
>>burst mode and cache on, and not running the term program and text editor.
>>Just wanted to clarify things...

That was an '030 NeXT.
>
>Are you trying to say that your Amiga 3000-25 is faster or even close the
>speed of a 68040-25 NeXT? Obviously, either the numbers presented above are
>wrong or unfair (which it seems so to me), or the NeXT has a bad design.

Wrong and unfair. Compared an outdated machine (NeXT '030) with offerings
from other companies. NeXT ---> ~1000ddrys/MHz.

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */

672. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 15:23:10 UTC
From: bobhays@spss.com
Message-ID: <1992Jan22.152310.41081@spss.com>
Source record: 226552

On the subject of the Sozobon 1.33i make utility (thanks for bringing it up, Chris:-), I found I needed to uncomment the buffer arguments for use on my box (2 DS/DD drives, a D drive ramdisk).

I commented out the path variables entirely and used the one I defined in my gulam shell as an environment variable. Works fine (I load three executables for Sozobon into the ramdisk at startup and it finds them fine).

I guess I should find a way to pay the "big bucks" for more memory or a hard disk (wonder which is cheaper for an older ST [1040]).

Anyway, if you have problems you might find uncommenting the buffer variables in MAKE.INI will help.

Have fun! - Bob
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "There is no dark side of the
Bob Hays Fax: (312) 329-3657 | moon really ...." - Pink Floyd

673. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 15:28:13 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <db2602tx08Ta01@JUTS.ccc.amdahl.com>
Source record: 226578

In article <6878@orbit.cts.com> chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:
>u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>>In article <1992Jan20.213826.28501@wpi.WPI.EDU> jdutka@wpi.WPI.EDU (John Dutka) writes:
>>>In article <1992Jan17.213613.10836@syscon.rn.com> carl@syscon.rn.com (Carl Kreider)
writes:
* stuff deleted *
>
>No, the NeXT has a bad design. The OS steals too many clock cycles for it's
>own work (task switching, display postscript, my god man It's UNIX!). We're
>talking system performance here, not processor performance. obviously an 040
>outperforms an 030 at the same clock speed, but because of the NeXT's high
>overhead it's performance is in the dregs.

You are saying that UNIX is such a dog it makes a NeXT run like a '030
Amiga, HP, TT, etc????
The test was on an '030 NeXT.
You are very uninformed. Have you ever used an '040 NeXT? I happen to
own one. I've done benchmarks on it, with and without the window server
running. In both cases with it scores ~1000drys/MHz or ~25000drys.
When tested with the window server running all the other UNIX stuff was
running. Without the window server running it is in single user mode
and is a bit faster. I didn't give exact numbers because I don't have
them in front of me.

The NeXT is in no way a "bad design." Other companies should have a
design so "bad."
>
>.---.
>| UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
>| ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |
>| INET: chucks@pnet51.orb.mn.org | you really think he's |
>|---| moved back in?" |
>| Amiga programmer at large, employment options | Lou Diamond Philips in |
>| welcome, inquire within. | "The First Power". |
>`---'

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */

674. Tips for high-speed modem use?

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 15:41:00 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <27544@sdcc12.ucsd.edu>
Source record: 226551

Howdy! I just picked up a v.32bis modem for a song, and now I need to know what patches/etc. I needfor top performance on my ST... Do I need to increase my serial buffer size, use TURBOCTS, etc.???

any e-mail would be appreciated.

-- adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

675. Re: Notator and sysex

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 16:02:22 UTC
From: darling@cellar.org
Message-ID: <N3kyeB9w164w@cellar.org>
Source record: 226567

be824@cleveland.Freenet.Edu (Steve Selick) writes:

> Has anybody else out there had any problems saving long strings of
> sysex data in Notator? I have never had problems with my sampler and
> Sound Designer, but Notator will almost always give me errors, and
> it gets all locked up. Any suggestions?

This has never happened to me, but a friend of mine was experiencing similar problems.

His solution was to record the sysex at a fast tempo, and then play it back at a slower one. You can also take it to the extreme and use the "half speed" function on your sysex track, if you don't mind it taking longer so send over.

(Btw, you're not sending over entire sample dumps, are you? You're really asking for trouble, in that case.)

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

676. ST Drive blues

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 16:44:19 UTC
From: aiscc@aifh.ed.ac.uk
Message-ID: <1992Jan22.164419@aifh.ed.ac.uk>
Source record: 226561

I have but a lowly single-sided internal drive, and am desperately in need of an update to double-sided. Can anyone give me any advice as to the best or cheapest way to go about this. Can I simply buy a external drive, or must I fit a new internal. What price an internal, can I fit it myself.

Cheers,

Stuart.

677. Re: GCC 1.40 & GDB

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 16:53:10 UTC
From: Bjarne Pohlers <ZWQ017@DMSWWU1C.BITNET>
Message-ID: <92022.165310ZWQ017@DMSWWU1C.BITNET>
Source record: 226586

```
In article <1992Jan21.152816.6418@sae.com>, malay@sae.com (Bob Malay) says:
>
>I installed GCC 1.40 and compiled "hello.c" - it compiled and ran fine using
>Gemini 1.2.1; however, compiling "hello.c" with the "-gg" option to enable
>use of gdb gave me this:
>
>gcc -v -gg hello.c - o hello.ttp
>
>[...results deleted...]
```

compile it with the "-g"-option. But to run gdb you should do the following
steps:
gcc -c hello.c -o hello.o
gcc hello.o -o hello.ttp
sym-ld $GNULIB/crt0.o hello.o -lgnu -o hello.sym
gdb -e hello.ttp -s hello.sym
(gdb) run
Then you can set breakpoints and start debugging...
--
!"$%&/);=?!-.'"�!=({\,@*~#+$�'&�(/!&=�`'"%$_�.|?>}`>|"/~�<$:&)*;#!;�&=#"&%$\':"�
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
�":'\$%&"#=&�;!#;*)&:$<�~/"|>`}>?|.�_$%"`�=&!/(�&'�$+#~*@,\{(=!�'".-!?=;)/&%$"!

678. need bits and pieces for Genedit, Cubase

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 17:09:37 UTC
From: rogalsky@fraser.sfu.ca
Message-ID: <rogalsky.696100177@fraser.sfu.ca>
Source record: 226562

Hello
Can anybody tell me where I could find

a) printer drivers for Cubase 2.0
b) templates and configurations for Genedit

both on ST of course.

If yu know of an ftp or other site, or have these programs
complete with an assortment of these items and would be willing
to email them to me (they're OK to trade as far as I know),
please drop me a line.

ps. I am looking for Emax templates/configs esp.

thanks
Matt
rogalsky@mailserver.sfu.ca

679. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 17:38:46 UTC
From: dujardin@rita.inria.fr
Message-ID: <3089@seti.UUCP>
Source record: 226564

In article <1992Jan15.140754.32779@link-1.ts.bcc.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
|> PS. For the record... I own the following computers:-
....
|>
|> Memotech MTX500 (R.I.P. & no-one's ever heard of it!)
^^^^^^^^^^^^^^^^^^^^^^^^^^

I did ! I remember the black box, with separate keyboard, I think. I saw it in some ads, and even in a shop ! I felt it was a little expensive for me at that time....

--
Eric Dujardin - dujardin@sabre.inria.fr
INRIA Rocquencourt, projet Sabre
"Noel au balcon, Paques aux tisons"

680. Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 17:39:18 UTC
From: maraninx@imag.fr
Message-ID: <29446@imag.imag.fr>
Source record: 226572

I need something like the equivalent of the Macintosh multifinder for Atari ST.
Does it exist ?

Or perhaps someone can find another way of solving my problem :
I would like to use a Lisp interpreter which does not allow to call an editor.
And I don't want to quit the interpreter, then to load the editor, etc...
for each modification of the source.

Thanks in advance

681. Woodlands Design Disk for CAD 3D

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 17:56:25 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Jan22.175625.22674@watmath.waterloo.edu>
Source record: 226563

Does anyone have a working copy of this?
I bought one a while ago and I could see all the files and display them as text
on the screen but copying them or trying to use them in Cyber Studio resulted
in disk errors. The guy at the local store checked with the distributor but
the entire batch was foobar. He then sent it back to Antic for me but
that was when they disappeared off the face of the earth.
I located another copy in Toronto last fall but it was foobar, too.

Dani Roloson

682. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 18:17:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1647450166@thelake.mn.org>
Source record: 226570

[In article <1992Jan21.135935.1467@desire.wright.edu>,
cse0507@desire.wright.edu writes ...]

> Would somebody else please try a particular call in Sozobon 1.33i?
> The offending call is vqf_attributes, and I'm getting back trash
> for the fourth array parameter. What's more, it crashes my TT really
> bad. Using vdicall, I can code it up by hand, but...geez. Is it me, or
> is it Memorex?

It's probably a bug in VDIFAST.A; not all of the VDI functions have been
extensively tested. It would be great if you could mail me a little program
demonstrating how you called the function (to make sure that we're all
working off the same function description!) I can forward it to the author.

Also, could you post your rewrite that uses vdicall? That way everybody can
use your code while waiting for Ian to fix the GEMFAST bug.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

683. Re: Sozobon 1.33i vs. Sozobon 2.0 (extras)

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 18:28:04 UTC
From: steve@thelake.mn.org
Message-ID: <A1669470262@thelake.mn.org>
Source record: 226571

[In article <1992Jan22.121749.2525@cs.nott.ac.uk>,
dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes ...]

> Which version of MiNT are you running? There was a hack in at least one version
> of MiNT which allows dLibs to work; it was removed in later version of MiNT.
> Maybe I got hold of the wrong end of the stick, but I thought all versions
> of dLibs misbehaved, because, among other things, they try to recover
> information from their parent process (which may well have terminated under
> MiNT).

Looks like it's MiNT 0.91, the most recent that was posted to comp.binaries.

> In any case, I'm not using dLibs with Sozobon, I'm using a half-baked port
> I did of Eric Smith's MiNTlib, which is why I'd like source. (I _hate_ using
> \ in filenames; I have to type them all twice from bash or ksh!)

I did a little bit of half-baking on MiNTlib before the ski lifts started
running. (Now my weekends are devoted to an attempt to break some bones
before the snow melts.) MiNTlib isn't the sort of project that you can
work on with 15 minutes here, 30 minutes there, so now I just have a bunch
of untouched files eating up disk space.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

684. Atari 520 st forsale

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 18:37:30 UTC
From: lefko@csbvax.uucp
Message-ID: <1992Jan22.183730.12621@varian.uucp>
Source record: 226591

```
Atari 520STfm for sale. Hardly used. 1040 motherboard.
Comes with mono monitor,
1 double sided disk (IBM compatible)
1 single sided disk.
Monitor Stand
All origonal boxes and manuals

$350 or best offer.
```

685. various ST topics

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 19:20:01 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Jan22.192001.23276@watserv1.waterloo.edu>
Source record: 226568

I'm just recently found a way to access a.a.u.e, and now I am wondering what things I should get a copy of and what I shouldn't bother with due to memory constraints. I have a 1040fm (1 meg), and a 52 meg hard drive, so space is not a problem, memory is.
I have heard several times that gcc needs 4 megs, so I shouldn't bother with it. I am interested in TeX. Can I run it in 1 meg? Which files do I need?
I have a 9 pin & a 24 pin printer at home. Am I just wasting my time until I get a laser printer?
I would also love to get the ksh that several people have mentioned - so far I have only seen bash.
I am also interested in MiNT - is there any use when I only have 1 meg?
Anyone have a list of 'must-have' utils for the ST? There are so many files and I only have access for 1 term (until end of april) unless I can get another account somewhere else. Is there a good VI for the ST? I have STevie, but it seems somewhat slow (screen updates) even running quickST. I will soon be upgrading to TOS 1.4. I have heard that there are still a few bugs with it. Are there any patches/fixes around, and if so, what are they?

As a side note, what happened to MegaMax? Haven't seen anything from them since my upgrade to Laser C. Did they go belly up and/or drop the ST? Is there a version out there later than 2.0?

Question about the SST. Saw an add in Atari User recently. However, it wasn't clear what the board comes with, if anything. Does it include a 68030? Any memory?

Hope I can finally get some of these longstanding questions answered.

Mattias

reply to mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca (expires end of april - prefer 1st address)
Ok Ok, so I haven't had time to design a nice fancy signature yet..
Sue me!!
R
R
or ec333way@sail.uwaterloo.ca (first one preferred)
upgrading to TOS 1.

686. New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 19:47:23 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Jan22.194723.23878@milton.u.washington.edu>
Source record: 226569

Hi, I recently saw an ad in a friend's computer magazine for a new Supra modem, something like the Supra 2400 PLUS, it says it has asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which). So can I actually pay the CHEAP $130 bucks for this modem and dial up my school net at 9600 baud? Sounds like a good deal to me, I know that my school dial-in IS this new v32(42).bis thing, someone tell me, 9600 baud would be awesome for only $130 mail order...

Ben

687. Dungeon Master, once again

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 19:49:55 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Jan22.194955.24668@milton.u.washington.edu>
Source record: 226573

Ok, I have played through Dungeon Master and I am at the end, you know I'm sealed off down there with Chaos, I've destroyed all the flame-sloth things and the dragon and I have the firestaff etc....

My question is simple : HOW do I kill Chaos? I know it's something about fluxcaging/fusing but I have been fighting him for at least 5-10 hours (no, not all at once) with no effect. Someone help please, I'm running out of food/water...

Ben

688. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 20:21:47 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jan22.202147.5034@syscon.rn.com>
Source record: 226555
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rfschaa@cs.vu.nl (Schaaf RF) writes:

>I have been using hyperformatted disks (11-sectors/track) ever
>since I bought Scheibenkleister. A few weeks ago I bought a PC
>and assumed the High density drive would be able to handle 11
>sectors per track. I was wrong, I am unable to read the disks.
>Does anyone know whether it is possible to read Hyperformatted
>disk on a PC. The problem isn't DOS (PC-speed works fine with
>these disks), so what is the problem?

My guess is that the NEC derived controller in the PC can't handle
inter-record gaps as short as they use to get 11 sectors on. The
177x chip used in the ST obviously can. This has bit me before.
--
Carl Kreider

CIS 71076,76
Usenet ....!syscon.rn.com!carl

689. Desktop background

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 20:23:27 UTC
From: theo@mailmak.swb.de
Message-ID: <185@mailmak.swb.de>
Source record: 226599

Hello there !
I posted the same question month's ago, but i haven't got any answer yet.
So i try again. Does anyone know if it is possible to have an alternate
background on the SM124 with a 'normal' ST ? I saw that feature on the
Mega STE's and the TT.
I know that there's a small program for the Auto folder, which loads any
DEGAS Picture as an alternate background, but only in Low-Res. Now i'm
looking for the same in High-Res. Can anyone help ?

greetings Theo

--

DON`T FORCE IT, | Theo Janssen, Kielstrasse 1, 4600 Dortmund, FRG
USE A BIGGER HAMMER !| theo@mailmak.swb.de Voice: +49 231 830394
/|\ | USBANG: {uunet}!cbmvax!cbmger!brewas!brewak!mailmak!theo
---

690. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 21:03:16 UTC
From: steve@thelake.mn.org
Message-ID: <A2020087862@thelake.mn.org>
Source record: 226575

[In article <1992Jan22.194723.23878@milton.u.washington.edu>,
tymbrimi@milton.u.washington.edu (Ben Gilbert) writes ...]

> Hi, I recently saw an ad in a friend's computer magazine for a new
> Supra modem, something like the Supra 2400 PLUS, it says it has
> asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps
> with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which).
> So can I actually pay the CHEAP $130 bucks for this modem and dial up
> my school net at 9600 baud? Sounds like a good deal to me, I know that
> my school dial-in IS this new v32(42).bis thing, someone tell me, 9600
> baud would be awesome for only $130 mail order...

You're confusing several different Supra modems.

The 2400plus doesn't do V.32. It is a 2400 modem with MNP5 and
V.42/V.42bis, which provide error correction and (potentially) data
compression. Theoretically, V.42bis can provide throughout of up to
9600bps, but in practice the gain from compression is modest, especially
if you're transferring compressed data (ARC, LZH or ZOO files). The
2400plus lists for about $199 and retails for about $130. (This message
comes to you through a 2400plus).

V.32 is a standard that provides a real 9600bps connection; the protocols
that provide error connection and data compression can be piggybacked onto
that. Supra recently announced a V.32 modem and a V.32bis modem (14,400).
The list prices are $349.95 and $399.95 respectively. I think BBS sysops
can buy the V.32 model for about $199 under Supra's sysop program.
Incidentally, the new models also support fax transmissions, but Supra
doesn't have fax software for the ST.

Here are Supra's addresses:

Supra Corp
7101 SW Supra Drv
Albany, OR 97321
503-967-2400 Main
503-967-2401 Fax
503-967-2440 Tech Support (9-4 pst)
503-967-2444 BBS
800-727-8772 Orders Only

CIS - 76004,565
GEnie - SupraTech
Bix - SupraCorp

You can send Internet mail to Supra at 76004.565@compuserve.com.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

691. Re: Woodlands Design Disk for CAD 3D

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 21:25:44 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jan22.212544.23181@a.cs.okstate.edu>
Source record: 226310

In article <1992Jan22.175625.22674@watmath.waterloo.edu> daroloso@watmath.waterloo.edu (Dani A. Roloson) writes:
>
>I bought one a while ago and I could see all the files and display them as text
>on the screen but copying them or trying to use them in Cyber Studio resulted
>in disk errors.

Try ICD's cleanup or a floppy recovery program....
I've salvaged a couple "bad disks" that way.

(First you have to find another copy...)

jc

692. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 23:18:24 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02ue@dino.DinoCo.de>
Source record: 226581

In article <1992Jan14.131837.15495@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>I just gave my wife my old 520 so I need something new. What about the
>TT? Is it fast (or slow like the Amiga 030)? Where is the best place

Well, if you call the (25 Mhz) Amiga 3000 slow, you will probably not like the TT either...

>to get one? Where do you find hardware details (like the Abacus books
>for the 520)? Should I take a current model or wait for the 1.44MB
>floppy version? How much better than a multi-synch is the Atari color
>monitor? Or should I get a Mega STE and a Small 030 board?
>
Nope. With an STE you cannot use the SST board at this time - and it will probably take SOME time until the STE version is available.

>It looks a little bleak at the moment since I only have $2500, but I
>have to get *something* again.
>
$2500 should buy you a nice system!

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

693. Beginner's FTP Guide

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 23:42:32 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Jan22.234232.26704@terminator.cc.umich.edu>
Source record: 226600

There's been some talk about ftp lately, so without much further ado.....

This is a basic guide to ftp. It is intended only to get you on your
way to ftp happiness. Please let me know if you have any comments,
questions, or suggestions.

weiner@atari.archive.umich.edu

~~~~~~
Jeff Weiner's FTP Basics Vol.1 #1

Part 1: Logging in
To begin an ftp session, the first thing you need to do is log in to our
machine. You can do this by issuing the 'ftp atari.archive.umich.edu'
command. You should then see something like this:

Connected to atari.archive.umich.edu.
220 atari.archive.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST 199
1) ready.
Name (yourhost.domain.edu:yourusername):

At this prompt you'll want to type 'anonymous'. On some hosts, the word
'guest' will work, but 'anonymous' is always a sure bet.

If you don't see this login prompt, but instead get something like
'Our host was unable to trace a name back to (some internet address).
We only accept ftp from properly registered hosts', then you'll have to
ask your sys-admin to properly register your machine in its name servers.
There's nothing we can do on this end, so please don't bother asking.
Also, if your machine doesn't allow you to specify the atari.archive name,
try using out internet address : 141.211.164.8 Then, march down to
your sys-admins office and ask him to install name-service. Your life will
become much easier.

Assuming you recieved the above prompt, you'll then be asked for a
password. Use your mail address. For example, I would use
'weiner@atari.archive.umich.edu'

Part 2: Basic Commands
Once you're logged on, there's a few basic commands you'll want to know about.

ls : lists the names of files of sub-directories in a directory.
ls -C : Lists the files horizontally, instead of vertically.
ls -F : Lists filenames, but adds a / to the end of directory names.
dir : does the same thing as ls, but is needed on some other machines
ls -l : A verbose listing of files. Includes permissions, filesize, etc.
cd : changes directories (i.e. 'cd atari' would put you in the atari area)
~~~~~~

cd .. : Goes 'back up' a directory, to the one you came from.

This from redmond@IUS4.IUS.CS.CMU.EDU:
For more than one argument to ls, use double quotes. Eg. ls "-FC *.lzh"

These are about all you need to get moving around the archive.

Part 3: Getting the Goddies

The main reason you want to ftp in the first place is to quickly transfer files. More often than not, you'll want to transfer the files from the archive to your account. You can do this using the following commands:

First, find the file you want to download.
Second, issue the command 'type binary'. This tells our machine that you'll be transferring a binary file. This is really important. You'll waste a LOT of time if you download files that were not transferred in binary mode.
Third, issue this command 'get <filename.ext>'. This will instruct the archive host to send <filename.ext> to your account.

The last thing you'll want to do is use the 'quit' command. This tells our machine you're no longer interested in ftping files, and would like to go back to your command prompt.

Now, you'll need to download your files from your mainframe(sparc, whatever) to your ST. Usually you'll want to use either kermit or x- or y- or z-modem protocals. They're very reliable. I'd be quite hesitant to try something else. Also, your machine and ST are usually unique to you. This means that I really can't help you with this part. You could try asking, but I'm going to promise anything.

Part 4: A Few Words on Net Ettiquette

Net Ettiquette is something that every net user should be aware of. Relating to ftp, and our archive, it is essentially this:

1) Try to keep ftp usage to an absolute minimum during business hours, in our time zone. That would be 9 am to 5 pm , EST. This roughly means upload or download one file or so and little else during these hours. After 5pm, have a blast. Go nuts. We probably won't mind nearly as much..... Otherwise, we will drive to your campus or place of work (even if you live in Europe) and we'll kick youe butt. Or, Jon will sing Prince songs to you. Whichever you'd like the least.

2) If you have a question about some aspect of ftp service or some other area of your computer, please ask around at your site first. Don't immediately fire off all of your questions to us. I don't mind answering questions about the archive, problems with logging in, or something similar. But I tend to get upset when people ask me questions like, "Jeff, how come I can't get the fgrep command to work properly on my sparc station...."

3) Please try to upload files that you know the archive doesn't have. I know it's not the greatest thing to do, but if you can find time to download stuff, I think you can find time to return the favor and upload things also.

If you have any reasonable questions, any comments or concerns, etc. please mail them to me, weiner@atari.archive.umich.edu.

Thanks,
weiner

--
Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

694. Re: SST (68030) for the ST. 520ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-22 23:56:45 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.02sm@dino.DinoCo.de>
Source record: 226584

In article <52693@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>But I also recently read in AtariUser (Jan 92), that an ST and STe
>version will be avaialble Real Soon Now
>
>Billy D'Augustine
>Azog-Thoth@cup.portal.com

News to me. I haven`t even received the first shipment of the standard SST board (for Mega ST and STs with big cases and even bigger power supplies). But then again, in late August 1991 Dave Small told the people at the Atari Fair in Duesseldorf that the SST would probably be shipping within a month.

Gadgets release dates are probably as reliable as those of Atari, but their products have always been worth the waiting time.

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

695. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 00:27:37 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan23.002737.16144@actrix.gen.nz>
Source record: 226587

In article <1992Jan22.133532.58727@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> In article <1992Jan20.011530.156@demon.co.uk> Keith Sommerville <ksommerville@cix.compulink.co.uk> writes:
>
> Steve
>
> PS. How did you get the ICD utils to see the TT scsi bus?
>
> --
> Addresses:-
> JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
> Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

You do need version 5.x.x of the ICD utils to work with a TT, and a ICD host adapter...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

696. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 02:01:26 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1992Jan23.020126.2287@ccu.umanitoba.ca>
Source record: 226588

In article <1992Jan22.143127.1@lapis.labmed.umn.edu> davidli@lapis.labmed.umn.edu writes:
>Just a note to let folks know that there is at -least- a problem with one of
>the example programs that comes with the 1.33i release and STe computers.
>
>I installed the 1.33i release on an STe last night, during the local MAST+
>programmers meeting. We then 'tested' the program by clicking on the makefile
>in the example programs folder. It compiled and ran the test programs without
>a hitch. However, the 'minicolr' pallette changer doesn't work with STe
>machines. I didn't go through the code enough to learn whether it was a
>special call or not; I assume that the program makes assumptions about the
>color pallette information (which is 4 bits for the STe vs. 3 bits for the ST).

There are also problems with minicolr that don't have anything to do
with whether it's running on an STe. When run as a prg, my mouse
locks up on exit and I have to reboot. This occurs on both of my
machines, a 520ST/TOS1.2 and 1040ST/TOS1.0. Minicolr seems to work
OK on both machines when it's actually running, though.

BBB
--
Bob Bright | E-mail: bright@ccu.umanitoba.ca
Dept. of Philosophy | FAX: (204) 261-0021
University of Manitoba | Voice: (204) 474-9105
Winnipeg, Man R3T 2N2 |

697. Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 02:27:04 UTC
From: devries@cs.arizona.edu
Message-ID: <2774@caslon.cs.arizona.edu>
Source record: 226590

In article <1992Jan22.194955.24668@milton.u.washington.edu> you write:
>Ok, I have played through Dungeon Master and I am at the end, you know I'm
>sealed off down there with Chaos, I've destroyed all the flame-sloth things
>and the dragon and I have the firestaff etc....
>
>
>My question is simple : HOW do I kill Chaos? I know it's something about
>fluxcaging/fusing but I have been fighting him for at least 5-10 hours (no,
>not all at once) with no effect. Someone help please, I'm running out of
>food/water...

Having just spent the weekend playing DM at my brother-in-laws, I think I
can help w/ that.. (sound familiar?) Anyway, you can't 'kill' chaos.
If you have the firestaff and that 'rock' (I forget the name of it.. and
so soon!) fused together, then you create a 'cage' using the second option
on the firestaff, and when he enters it, you use the fuse option on the
firestaff.

What I want to know is how to 'continue' after you have Chaos caged? The
hint book said something about 'he might let you gather the treasure after
you're done'?

As a final note, I picked Hawk (the fearless- or is that just plain stupid)
as a solo run because he had the strength to carry some stuff, but had a
little mana as well. It took awhile to build wizard levels- but by the
end of the game, his wizard level was highest (2nd level master- 1st
level fighter).

Oh, another question about DM- I was using the 'better' axe that you
find in the lower levels to hit the stone golems on level 7. However,
I was only doing very little damage to it. Is there something that
works better on these? Once you run out of mana, it's hard to fight, and
if it weren't for that door....

K'vin

--
"Gene Roddenbery: He must have been a red-shirt."

"Life would be great if all of these bad things didn't keep happening to me."
--
"Gene Roddenbery: He must have been a red-shirt."

"Life would be great if all of these bad things didn't keep happening to me."

698. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 03:17:50 UTC
From: scotty@verdix.com
Message-ID: <1992Jan23.031750.19244@verdix.com>
Source record: 226592

kbad@atari.uucp (Ken Badertscher) writes:

>I confess!

>It's a conspiracy by Atari to steal 8.5 megabytes from you.
>
> (stuff trimmed)

>Now our plot to keep 8.5 megabytes of each ST157N we sell is foiled.
>Geeze, we can't get away with anything any more, can we?

> ...ken

>--
> ||| Ken Badertscher (ames!atari!kbad)
> ||| Atari Corp. System Software Engine
> / | \ #include <disclaimer>

Hey, Ken, this isn't as twisted as it sounds!

When I bought my Mega 2 a couple of years ago, I eventually looked inside and found that it had FOUR megs of RAM in the motherboard!

Apparently very few Megas are like this one. I found that the RAS line to the upper bank had been left unsoldered, so only two megs of RAM were useable. I corrected this oversight, and zam! Four megs!

Atari's attempt to limit *my* address space failed too. Sadly, most mega 2's were not made this way; slim pickings for conspiracy hunters...

... So what's the real story behind the guy with the pipe again?

Disclaimer: I do not represent Verdix Corporation, and my
postings do not represent their opinions.

Scott R. Chilcote
scotty@verdix.com - or -
scotty%verdix.com@uunet.uu.net

699. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 05:04:21 UTC
From: pinelr@aix.rpi.edu
Message-ID: <4f3rxzd@rpi.edu>
Source record: 226593

In article <1992Jan23.031750.19244@verdix.com> scotty@verdix.com (Scott R. Chilcote) writes:
>
>Hey, Ken, this isn't as twisted as it sounds!
>
>When I bought my Mega 2 a couple of years ago, I eventually looked inside and
>found that it had FOUR megs of RAM in the motherboard!
>
>Apparently very few Megas are like this one. I found that the RAS line to the
>upper bank had been left unsoldered, so only two megs of RAM were useable. I
>corrected this oversight, and zam! Four megs!
>
>Atari's attempt to limit *my* address space failed too. Sadly, most mega 2's
>were not made this way; slim pickings for conspiracy hunters...
>
>... So what's the real story behind the guy with the pipe again?

I believe that the reason behind this is that Megas originally meant to be Mega 4's that had bad memory in the upper 2 megs had this modification made to convert it to a Mega 2. I have an early Mega (Bought Oct 87) which has the original motherboard with room for 4 megs, except half of the RAM chips are missing! Should I ever desire to upgrade to 4 megs, all I need to do is pop in 16 1Mb rams and I've got it. Atari eventually wisened up to this and redesigned the Mega 2 motherboard so that memory upgrades would be more $$$! I believe that somewhere printed on your machine you will find the words "Mega 4" (the bottom label perhaps, or maybe the back) since it was probably intended to be a Mega 4 originally.

--Rob

p.s. To get an idea how old my mega is, it has the 6 chip ROM set in it that almost NO Megas have! Boy am I glad I didn't take Toad Computer's word for it when ordering my TOS 1.4 upgrade!

700. Smalltalk for St

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 05:47:58 UTC
From: marshall@cs.uq.oz.au
Message-ID: <6306@uqcspe.cs.uq.oz.au>
Source record: 226595

Is there a binary of Smalltalk (not "Little Smalltalk") that runs on a
Mega4Ste? Is it PD? If so, where is it? If not, where is it, anyway!
Thanks.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

701. Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 06:23:47 UTC
From: england@milton.u.washington.edu
Message-ID: <1992Jan23.062347.2682@milton.u.washington.edu>
Source record: 226594

In article <1992Jan22.183730.12621@varian.uucp> lefko@csbvax.uucp (Marty Lefkowitz) writes:
>Atari 520STfm for sale. Hardly used. 1040 motherboard.
>Comes with mono monitor,
>1 double sided disk (IBM compatible)
>1 single sided disk.
>Monitor Stand
>All origonal boxes and manuals
>
>$350 or best offer.

Heh heh.... Like a rat scrambling to abandon a sinking ship, yet another Atarian offers up his 'computer' hoping that some fool will be stupid enough to buy it.

I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

702. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 07:03:45 UTC
From: ehohnbau@bonnie.ics.uci.edu
Message-ID: <297E68D1.12980@ics.uci.edu>
Source record: 226596

In article <29446@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:
>
>
>I need something like the equivalent of the Macintosh multifinder for Atari ST.
>Does it exist ?
>
>Or perhaps someone can find another way of solving my problem :
>I would like to use a Lisp interpreter which does not allow to call an editor.
>And I don't want to quit the interpreter, then to load the editor, etc...
>for each modification of the source.
>
>Thanks in advance

This kind of program is called a context-switcher and I've heard that
they can be found on Genie or the like but I've never actually seen one.

703. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 07:12:33 UTC
From: tlk@hardy.u.washington.edu
Message-ID: <1992Jan23.071233.10605@milton.u.washington.edu>
Source record: 226597

In article <1992Jan18.122843.10678@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>Please tell us all how this is posible with Standard A500 or is this
>the Reason that the Amiga does not have very many DTP programs..??
>
I suppose you don't consider PageStream 2.2 a DTP program??? Don't they even publish it for the toy atari? Of course the Amiga's is one version HIGHER than yours.

The Super Denise chip that is now included with new A500's sold in Europe (and soon to be in the states also) gives Productivity mode which displays 640 X 480 flicker free on ANY VGA type (or multisync monitor). This means a user can go out and buy an $89 paper white mono VGA and use it with his A500. The Super Denise can be had for about $55 for older A500's ($55 + $89 STILL adds up to less than the price of a new toyari monochrome - in case you can't add!)

>Also I here that the sales of A500 + is now gone minus, they are all taking
>them back as they can't play games on this new machine any more..??
>

Kinda like the monstrosity known as the STe??? TOS 1.06 hardly runs anything!! Also, how many of your ST GAMES run on your beloved TT??

>And were are all your PD C compilers, this main Amiga chaps here don't
>seem to know much about them..
>

The amiga doesn't NEED a PD compiler. There are still publishers that support us!!

>Also have you thought that we have better things to do with our
>machines than to spend time chatting on the net...:-)..
>

Since the Amiga is a TRUE multitasking machine, we can do more than one thing at a time. Try THAT with your ST! (and don't even bother mentioning multigem.... That's about as good a multitasker as switcher is on the Mac)

Also I guess keeping an eye out for some loser who will buy your 'computer' keeps the average Atarian pretty busy too!

And MY goddamn pointer never has flickered EITHER!!! In Fact the ONLY non-flickering pointer I've ever seen on a toy atari is when it is running under Spectre! Heh heh heh.....

704. Rom chip set switch time?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 07:40:30 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9201222340.aa17848@Bonnie.ics.uci.edu>
Source record: 226598

I've got a 1040 at least 5 years old and I'm pretty sure it has the 6-chip Rom set but I'm not certain and I'd rather not open it up if I don't have to. I'm looking to buy a set of 1.4 chips (used if anyone is wanting to sell) but I need to be sure if mine is the 6 chip set.

Can anyone tell me for sure when the switch was made from the 6 to the 2 chip set? This machine was made before the Mega's came out because my Grandfather gave me this when he got his new Mega not too long after the Mega's came out.

Thanx

705. Re: GCR with overscan?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 08:38:41 UTC
From: dsmall@well.sf.ca.us
Message-ID: <29570@well.sf.ca.us>
Source record: 226540

// base file has questions about the GCR. //

Spectre GCR 3.0 and below (all versions) do not work with overscan. The problem is that in monochrome overscan, the "border" on the sides of the screen
is created in video RAM, which hacks off Quickdraw, Mac's drawing package. I'm still looking for a fix, but have a few ideas.

We thought we had it fixed once and unfortunately said so.

It does not run in the TT color modes. On the TT, you get ST High Res, or the TT dual-page monitor.

The GCR does sound like a regular ST. It is difficult to adjust the timing of Mac sounds to the DMA sound timing of the STe/TT; the frequency is a little different. Might be worth doing even if the pitch is off, though, since it will greatly offload the CPU.

Happy to answer questions; I have been away from the Net due to SST development for quite some time. You may want to email me at dsmall@well.sf.ca.us as sometimes I don't get here in time before notes scroll off, particularly during "shipping madness".

-- thanks, Dave / Gadgets by Small

706. Re: Aladin

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 08:51:26 UTC
From: dsmall@well.sf.ca.us
Message-ID: <29572@well.sf.ca.us>
Source record: 226541

Spectre 3.0 (no prior versions) has the ability to read and write Aladin format disks. Use the Shift-HELP menu to configure the A/B: drives between Aladin/Spectre and 9/10 sectors, if I recall correctly.

To transfer data from Atari disks, use the program TRANSVERTER on the Spectre 3.0 disk. It even does some conversions on ASCII data if you wish; it's handy. It moves data from Atari fd/hd to Mac *single sided* MFS disks (Spectre format only); from there you can write to an Aladin disk.

In all honesty, it is possible that one or another of Aladin formats was not perfectly supported. I believe they had 9 / 10 sectors, single / double sided disks, and another format with MSDOS-TOS data on one side, and Mac data on the other side. Pull up the Shift-HELP menu from inside Spectre (while in Mac mode) and check it out, and experiment.

We added Aladin support as part of the effort to work with customers in Europe who had the Aladin cartridge before the company making it stopped; we did this in 3.0 with foreign language support in menus, etc.

CAUTION: Aladin INFECTS Mac programs with a virus called "Frankie virus" by virus killer programs; only fairly recent Disinfectants and such can find it. This virus checks for the Aladin copy protection "dongle" in the cartridge port. It attempts to disable itself while running on a real Mac; it accidentally disables itself on Spectre, due to pure, dumb luck.

However, any alteration to a program in that manner is not something to be lightly undertaken, and since you said you were moving data around ...

Finally, one other possibility: Boot up an Aladin ST with a terminal program that works, null-modem it to an ST or PC (if PC compatible disks) and x/y/zmodem the files across.

I hope this helps.

-- thanks, Dave / Gadgets

p.s. The author of Aladin is on the net here somewhere ...

707. SST shipdate & Gadgets news

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 09:34:11 UTC
From: dsmall@well.sf.ca.us
Message-ID: <29573@well.sf.ca.us>
Source record: 226545

Here's some updates on the SST, Spectre, MegaTalk, and so forth, for those who aren't on the GEnie / Compuserve networks (was posted there this week).

We expect to start shipping SST's this week, barring Murphy's law causing some minor problem. The software, hardware, and manuals are ready, as well as a lot of mailing labels ... :-)

We're sorry for the delay in shipping. It was vital to track down a serious bug in the hard disk "life support" for hard disks that were SST RAM (fastram) unaware; it turned out to be a buffer overlaying code. But it took weeks to nail down and led me down many false paths. Fun.

Several people have asked about the manual. Currently it is 2.8 megabytes long in Quark X*Press on Sandy's Mac. It works out to around 140 pages, plus or minus a few, on 8 1/2 x 11 paper. It's our best ever, with plenty of interludes.

MegaTalk was held up on its production run by having one PAL on every board be bad, probably from the factory. (SST had 4 bad GAL's from the factory -- what's this Built in America stuff? Sheesh, talk about getting good at switching chips). The MegaTalk batch here is about 75% tested, and once you replace the PAL controlling serial I/O, they work fine. They'll ship as soon as we get the SST shipping smoothly; both are backlogged "to the gills" <-- Americanism.

Spectre is still at 3.0. Work is being done now on TT SCSI hard disks so the internal drive and other SCSI devices can be accessed; that'll take a little doing but isn't the end of the world. The code to fix the cached accelerator bug on <4 meg machines is very minor (10 minutes?). Finally, System 7 is giving me absolute conniption fits as I trace it, with the ZAX set to "twang" and stop on any access to location 0 (typical Zerostore goblins);
I don't understand why any sane programmer would read the entire contents of battery-backed up extended parameter RAM into location 0 on up, thus destroying all the 68000 exception vectors.

I'll fix that one, and keep on slogging through until the thing boots up and quits hallucinating about its available memory (current symptom). Problem is, I have NO WAY to predict how many bugs lie between where I am now and bootup time; I just have to fix one and let it "G"o, and see where it crashes NeXT ... *grin*. It's like debugging anything else, I guess.

This means, in simple terms, Spectre 3.1 does not exist.

Anyone advertising it? I have heard rumours. It just plain does not exist.

It's been an interesting few weeks, as you might imagine, and
I've seen plenty of Colorado sunrises since I can get work done at night.
I have not been on the Net as much as I would like, nor any network; I have
had to focus time on SST's hard disk snag, as that was holding up the
manual and the disks, and it turned out to be difficult. (ST-Report ran the
final story; it's around 450 lines of text.)

I'll try to be answering back e-mail over the next few days; I still
have a couple minor "clean up" things to do (READ.ME files on the release
disks, for instance.). Currently, SST is at version 1.21.

We will begin the sixth Gadgets Newsletter as soon as I have something
to report on 3.1. I believe we are planning on FREE distribution of 3.1
unless something comes up to snag it (I can remember someone claiming that
posting s/w to the nets made it "public domain" ... yeah, right). I don't
know if the size, around 400K, will overload the net; I can't FTP and never
have, and don't know that side of things whatsoever. Maybe someone can let me
in on it. I'd like to get 3.1 around as quickly as possible.

Finally, we have isolated several different problems that TT's can
have with GCR's. Briefly, they are:

* The floppies are getting EMI from the monitor -- move it.

* The cartridge port fuse, on the +5 line, is blown. Common.
Check pins 14 and 28 for 0 and +5 volts (or close) respectively.

* The floppy drives may not be 100% if you have the caches on.
A lot depends on how fast the 68030 runs, which can depend on if
the program ends up paragraph aligned at a critical point. (True!)
Try clicking the caches off from the Spectre menu.

* DO NOT TT-RAM flag SPECTRE.PRG, LAUNCH.PRG, or GCRTEST.PRG.

* Finally, there can be a timing bug that relates to 68030's in
general and the GCR. It really all depends on the particular TT and on a
particular chip's speed in the GCR; if your GCR works, don't fix it!!!

We have a fix for this timing snag that appears to cure this problem
after much testing. I will try to get it from GEnie and upload it here. It
involves adding one IC piggyback and an RC network for fine tuning.

In the USA a "fix" involving piggybacking 7406 chips was published
by Atari User; no one checked with us. We have no idea why this would affect
the GCR on the TT whatsoever, and have talked to people who have gone to the
trouble of making the change to find it makes no difference. HONEST, the 7406
is NOT IN THE PATH OF THE MAC DATA being made by the GCR and sent to the disk;
the GCR drives the write-data line directly! I do not understand what this
7406 fix is about.

We have built up several hundred modified GCR's for TT's (they also
work on ST's still!) and are getting them into the pipeline.

Sorry for the overly long note; I had to route MANY rumours to
/dev/rumour/null.

-- thanks, Dave Small / Tired Bottle Washer / Gadgets by Small, Inc.

GEnie: DAVESMALL CIS: 76004,2136 Here: dsmall@well.sf.ca.us
FAX: USA (303) 791-0253, phone (303) 791-6098 mon-wed-fri (it is often busy).

708. Re: Length of MEGAFILE cable

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 09:43:58 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan23.094358.23158@Informatik.TU-Muenchen.DE>
Source record: 226504

In article <nollert.695932992@nova>, nollert@nova.tat.physik.uni-tuebingen.de (Hans-Peter Nollert) writes:
|> Hello everyone,
|>
|> like almost everybody using a MEGAFILE xx hard disk, I have come to
|> find the noise level unacceptable. The solution I'm contemplating
|> right now consists of 'putting it away' somehow: Into a desk drawer,
|> to the next room, under a pillow, ...
|> However, the short cable supplied with the MEGAFILE disk makes this
|> impossible. Are there longer cables available? If I try to make one
|> myself, what are the potential problems? In particular, what is the
|> maximum length for this cable (both my manual and the FAQ file are
|> silent on this point)?

Dear Hans-Peter

Some years ago ATARI tried to fulfill this wish, but soon the cut the cables again. As the stated, only those shot cables give you a secure operation. LOts of people reported problems with longer cables, so if you don't have a bufferd HD-controller, you are restricted to the ATARI cables.

Sorry for the bad news
Ewald

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

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==========

709. Re: ST Drive blues

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 09:50:19 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan23.095019.17874@unibi.uni-bielefeld.de>
Source record: 226506

In article <...>, aiscc@aifh.ed.ac.uk (Stuart Charman) writes:

|> I have but a lowly single-sided internal drive, and am desperately in need
|> of an update to double-sided. Can anyone give me any advice as to the best
|> or cheapest way to go about this. Can I simply buy a external drive, or must
|> I fit a new internal. What price an internal, can I fit it myself.

Well, in fact you must simply replace the internal drive by any double-
sided drive with shugart-bus connector and that's all... except that the
front plate layout will not fit in an ST, so you'll have to modify the
case a bit.

The costs of this operation?
Approximately 120DM = 75 US$ = 45 GB pounds
(just for the dd-drive without any case or power supply)

But be sure to put the connectors in the right way to it, otherwise...

TeSche

--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting with the .signatur file a bit...

710. Re: MIDI out to audio

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 10:14:38 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan23.101438.23577@Informatik.TU-Muenchen.DE>
Source record: 226505

In article <53169@cup.portal.com>, Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
|>
|> Hi. I am interested in a hopefully easy way to take the stuff that
|> I record via MIDI on my STe, and somehow pump it thru the STes
|> stereo audio out. Anyway I can do this without buying stuff like
|> expensive digitizers?

Dear Billy
In the case I misunderstood your message, I excuse me in before, but
'the stuff' you 'record via MIDI' is coded data for KEY-PRESS, KEY-RELEASE,
... (all events related to your special keboard). If you write an interpreter for
those datas, sample the souns of your instruments ... then you can play the
MIDI-data on an STE.

Greetings from Munich
Ewald

==========
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711. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 10:23:16 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan23.102316.400@actrix.gen.nz>
Source record: 226503

In article <1992Jan22.194723.23878@milton.u.washington.edu>
tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
> Hi, I recently saw an ad in a friend's computer magazine for a new
> Supra modem, something like the Supra 2400 PLUS, it says it has
> asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps
> with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which).
> So can I actually pay the CHEAP $130 bucks for this modem and dial up
> my school net at 9600 baud? Sounds like a good deal to me, I know that
> my school dial-in IS this new v32(42).bis thing, someone tell me, 9600
> baud would be awesome for only $130 mail order...
>
>
> Ben

No the prices are listed at $299 or $399, the lower price is for the V32
model, and the other for the V32bis...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

712. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 10:24:15 UTC
From: kc@dcs.ed.ac.uk
Message-ID: <25611@skye.dcs.ed.ac.uk>
Source record: 226518

In article <1992Jan23.071233.10605@milton.u.washington.edu>
... (Jeremy C. Norberg) writes:
>Since the Amiga is a TRUE multitasking machine, we can do more than one thing
>at a time. Try THAT with your ST! (and don't even bother mentioning
>multigem.... That's about as good a multitasker as switcher is on the Mac)

I don't really want to get involved in an Atari/Amiga flame war, but I heard
something about the Amiga from a friend who just got one, that I thought was
so funny, I just had to share it with my fellow Atarians.

You know how the Amiga fanatics flaunt the fact that they have a TRUE
multitasking machine. Well, apparently when two processes decide to
access the floppy, they do just that, and the head runs up and down the
disk as each moves it back and forward never getting where they want.
Eventually (after several seconds) they time out and after a pause one
restarts first and manages to complete the operation.

Can you say elavator algorithm ?, the Amiga systems programmers did n't.
(I think the machine by friend bought was new, so this is the current
release of the OS :-)
--
Kenneth@Edinburgh
Any opinions expressed above are mine, Edinburgh University can't afford any of
their own at the moment.

713. Amiga flamers

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 11:09:26 UTC
From: jph@minster.york.ac.uk
Message-ID: <696164966.2192@minster.york.ac.uk>
Source record: 226523

A note to all Atari owners on the net - please don't reply to the Amiga idiot who insists on trying to start a flame war every other week. These flames are totally non-productive and a complete waste of time. If we just ignore him he'll get bored and go off to somewhere else and leave us in peace.

Maybe we should have a moderator to filter out this flame trash.

Jonathan.

Jonathan P. Hassell - HCI Group
Dept. of Computer Science, University of York, York, Y01 5DD, UK.
Tel : (+44 904 432765)
UUCP MAIL: {mcsun,uknet}!minster!jph
JANET MAIL: jph@uk.ac.york.minster
INTERNET MAIL: jph@minster.york.ac.uk
last resort: jph%minster.york.ac.uk@nsfnet-relay.ac.uk

---------- Usual Disclaimers Apply ----------

714. Re: ST Drive blues

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 12:24:12 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <696169450.4081@minster.york.ac.uk>
Source record: 226522

In article <1992Jan22.164419@aifh.ed.ac.uk> aiscc@aifh.ed.ac.uk (Stuart Charman) writes:
>
>I have but a lowly single-sided internal drive, and am desperately in need
>of an update to double-sided. Can anyone give me any advice as to the best
>or cheapest way to go about this. Can I simply buy a external drive, or must
>I fit a new internal. What price an internal, can I fit it myself.

I believe that you can just go out and buy a slimline 3.5" drive mechanism
and plug it into the ST. You will probably have to cut your ST's case so
that you can push the button that ejects disks.

This is essentially what you get with "1MB drive upgrade kits." -- the
mechanism and instructions on where to cut your case! You will probably save
money by buying a 3.5" mechanism directly.

>Cheers,
>
>Stuart.

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

715. Re: Desktop background

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 12:57:47 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan23.125747.25101@Informatik.TU-Muenchen.DE>
Source record: 226508

```
In article <185@mailmak.swb.de>, theo@mailmak.swb.de (Theo Janssen) writes:
|> Hello there !
|> I posted the same question month's ago, but i haven't got any answer yet.
|> So i try again. Does anyone know if it is possible to have an alternate
|> background on the SM124 with a 'normal' ST ? I saw that feature on the
|> Mega STE's and the TT.
|> I know that there's a small program for the Auto folder, which loads any
|> DEGAS Picture as an alternate background, but only in Low-Res. Now i'm
|> looking for the same in High-Res. Can anyone help ?

Dear Theo

The best you can do, is to buy QuickST 2.x (or higher). With this util you get
faster screen-output and you can either have a (user-defined) pattern in the
background or a DEGAS-picture.

Greetings Ewald

================================================================================
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

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716. Re: Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 13:00:48 UTC
From: mpnolan@vax1.tcd.ie
Message-ID: <1992Jan23.130048.1@vax1.tcd.ie>
Source record: 226530

In article <1992Jan23.062347.2682@milton.u.washington.edu>,
england@milton.u.washington.edu (Gregory Miller) writes:
> In article <1992Jan22.183730.12621@varian.uucp> lefko@csbvax.uucp (Marty Lefkowitz)
writes:
>>Atari 520STfm for sale. Hardly used. 1040 motherboard.
>>Comes with mono monitor,
>>1 double sided disk (IBM compatible)
>>1 single sided disk.
>>Monitor Stand
>>All origonal boxes and manuals
>>
>>$350 or best offer.
>
>
> Heh heh.... Like a rat scrambling to abandon a sinking ship, yet another
> Atarian offers up his 'computer' hoping that some fool will be stupid enough
> to buy it.
>
> ____
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/
> ____
>
> england@u.washington.edu
What a plonker!
What age are you, Marty?

SIX?

YOU HAVE NOTHING TO ADD TO THIS GRUP.
THIS GROUP WAS SET UP FOR ATARI USERS AND OWNERS,
NOT KIDS WITH THE BIGGEST 'TOY' IN THEIR STREET.

Now leave us alone.

P.S. Is there anybody/anywhere I can complain to about this guy disrupting the group?

.-------------------------------------.
*Mark Nolan ************				
Trinity College Dublin				
*Eire******************	/	\
*mpnolan@vax1.tcd.ie****	/	\
----

717. Re: Rom chip set switch time?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 13:04:08 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan23.130408.25176@Informatik.TU-Muenchen.DE>
Source record: 226507

In article <9201222340.aa17848@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
|>
|> I've got a 1040 at least 5 years old and I'm pretty sure it has the 6-chip
|> Rom set but I'm not certain and I'd rather not open it up if I don't have to.
|> I'm looking to buy a set of 1.4 chips (used if anyone is wanting to sell)
|> but I need to be sure if mine is the 6 chip set.
|>
|> Can anyone tell me for sure when the switch was made from the 6 to the
|> 2 chip set? This machine was made before the Mega's came out because my
|> Grandfather gave me this when he got his new Mega not too long after the
|> Mega's came out.

The fist MEGAs had 6 Chips and the 1040STs were switched even later ....
... but now with TOS 2.06 in the shops you'd better get this one.

Greetings, Ewald

==
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

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==

718. TT Fast-RAM for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 13:11:23 UTC
From: andre@cix.compulink.co.uk
Message-ID: <1992Jan23.131123.10072@demon.co.uk>
Source record: 226531

Sorry if this is in the wrong place; I'll keep it short.

I'm upgrading my TT to >8Mb, but to do so my existing 4Mb Atari Fast-RAM board (about 6 months old) has got to be unplugged. If anyone wants it, it's yours for 350 UK pounds (about $620), or nearest sensible offer. It's a simple plug-in unit which would take a standard 2Mb TT up to 6Mb - the board is small & light, so could easily be air-mailed to anywhere in the world.

Any takers?

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | or andre@cix.uucp
West Midlands, B74 2TB, England. | or ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

719. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 13:28:27 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan23.132827.48664@link-1.ts.bcc.ac.uk>
Source record: 226510

In article <1992Jan23.071233.10605@milton.u.washington.edu> tlk@hardy.u.washington.edu (Jeremy C. Norberg) writes:
>In article <1992Jan18.122843.10678@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>>
>>Please tell us all how this is posible with Standard A500 or is this
>>the Reason that the Amiga does not have very many DTP programs..??
>>
>I suppose you don't consider PageStream 2.2 a DTP program??? Don't they
>even publish it for the toy atari? Of course the Amiga's is one version
>HIGHER than yours.

This is a childish remark.

>
>The Super Denise chip that is now included with new A500's sold in Europe
>(and soon to be in the states also) gives Productivity mode which displays
>640 X 480 flicker free on ANY VGA type (or multisync monitor). This means
>a user can go out and buy an $89 paper white mono VGA and use it with his A500.
>The Super Denise can be had for about $55 for older A500's ($55 + $89 STILL
>adds up to less than the price of a new toyari monochrome - in case you can't
>add!)
>
>>Also I here that the sales of A500 + is now gone minus, they are all taking
>>them back as they can't play games on this new machine any more..??
>>
>
>Kinda like the monstrosity known as the STe??? TOS 1.06 hardly runs anything!!
>Also, how many of your ST GAMES run on your beloved TT??

How many games will run on the A3000? I suspect none which assume that the processor is a 68000 or which assume that the hardware is theirs alone to play with. If they don't run, it's the software authors who should be blamed, not the hardware.

>
>>And were are all your PD C compilers, this main Amiga chaps here don't
>>seem to know much about them..
>>
>
>The amiga doesn't NEED a PD compiler. There are still publishers that
>support us!!

EVERY platform needs a PD C compiler unless it comes with one as standard, this allows poor people who can only afford the bare machine to contribute to the community.

>
>>Also have you thought that we have better things to do with our
>>machines than to spend time chatting on the net...:-)..
>>
>
>Since the Amiga is a TRUE multitasking machine, we can do more than one thing
>at a time. Try THAT with your ST! (and don't even bother mentioning
>multigem.... That's about as good a multitasker as switcher is on the Mac)

Have a look at the MiNT project... it is a fully multi-tasking OS extention
for TOS and includes such things as PIPEs, SEMAPHORES priority scheduling
etc, and the source is available! (It will run ALL software which doesn't
assume too much about the system, eg that it loads at a certain address or
that it knows where its parent's data space is).

If you want a Real-Time multitasking OS, then get RTX.

And.. oh yes.. multi-TOS is just around the corner.

>
>Also I guess keeping an eye out for some loser who will buy your 'computer'
>keeps the average Atarian pretty busy too!

This is again childish.

>
>And MY goddamn pointer never has flickered EITHER!!! In Fact the ONLY
>non-flickering pointer I've ever seen on a toy atari is when it is running
>under Spectre! Heh heh heh.....

Erm.. the pointer on my machines has never flickered! Maybe you were
thinking of the Amiga pointer on a HAM mode screen. (Sorry.. that's childish
too.)

Steve

PS. The Amiga is a fine machine for graphics, and quite good for sound, but
it isn't ideal for some things, including I must say, programming in C.

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

720. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 13:30:54 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jan23.133054.6471@cs.nott.ac.uk>
Source record: 226532

In article <29446@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:
>I need something like the equivalent of the Macintosh multifinder ...
>Does it exist ?

Not really. Yet.

>Or perhaps someone can find another way of solving my problem :
>I would like to use a Lisp interpreter which does not allow to call an editor.
>And I don't want to quit the interpreter, then to load the editor, etc...
>for each modification of the source.

I had a similar problem with a version of prolog. I got round it using MiNT;
suspending prolog whilst I edited, and suspending the editor whilst I, er,
prologed. You could also use the MGR window system under MiNT (but this
really is the long way round - nice if you can, though). This does seem
like an awful lot of trouble to go to, thought, if you don't already have
MiNT. Perhaps you should try looking for another Lisp? (Any Lisp guru's
out there know hidden system()-type commands in Lisp?)
--
`Grave' Dave Gymer | WHYDOPEOPLEUSETHESECONFUSINGMESSAGESINTHERESIGNATURESIDONT
42 St Mary's Park, | KNOWBUTIFIGUREIMIGHTASWELLDOITASWELLACTUALLYITSBLOODYDIFFI
Louth, Lincs, | CULTTOTYPEWITHOUTGOINGFORTHESPACEBARAUTOMATICALLYOHWELLBET
LN11 0EF, ENGLAND | TERTRYANDMAKETHISFINISHATEXACTLYTHEENDOFTHISCURRENTLINEUGH

721. Re: Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 13:48:00 UTC
From: glens@natinst.com
Message-ID: <31717@natinst.natinst.com>
Source record: 226509

england@u.washington.edu writes ...

> Heh heh.... Like a rat scrambling to abandon a sinking ship, yet another
> Atarian offers up his 'computer' hoping that some fool will be stupid enough
> to buy it.

I just wanted to mention that I can see at least 4X as many Amigas
for sale per week as Ataris. In fact they had to create a whole seperate
newsgroup just for unloading Amigas!

> Heh heh....

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. glens@natinst.com

---

722. Re: Dungeon Master, once again

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 14:49:57 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan23144957@solb1.essex.ac.uk>
Source record: 226513

How to defeat Chaos:
Get to the small room in the corner of the level and kill the demon in there.
Hang around in this room and wait for Chaos to arrive. When he does, let him
in and close the doors. Dodge his magic, and make fluxcages constantly.
When the room is fuul of them and Chaos is in the corner of the room which
is also the corner of the level, face him and FUSE.
Now watch the game's end sequence.

Simon.

723. MIDI out to audio

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 14:52:01 UTC
From: hohmuth@FREIA.INF.TU-DRESDEN.DE
Message-ID: <9201231451.AA05638@ucbvax.Berkeley.EDU>
Source record: 226511

fernwood!portal!cup.portal.com!Azog-Thoth@uunet.uu.net (William Thomas Daugustine) writes:

> Hi. I am interested in a hopefully easy way to take the stuff that
> I record via MIDI on my STe, and somehow pump it thru the STes
> stereo audio out. Anyway I can do this without buying stuff like
> expensive digitizers?

There is a freeware software syntesizer called SMS from R.A.P. It's able to record MIDI events and to pump them to the audio outputs (mono and STe's stereo (I think; I don't own a STe)) with a reasonable quality. It supports four sound channels and two drum channels.
Is that what you need?

SMS comes with lots of samples and a tool that lets you create your own high quality samples. For 40DM you get a tool that lets you play SMS soundtracks from within your own programs.

To get an impression of SMS' quality, get one of the games MidiMaze II (shareware) or OXYD (dongleware): The title soundtrack of these games was created using SMS.

Oh, I forgot: SMS' docs are in German. I don't know if there is an English version.

Michael
--
hohmuth@freia.inf.tu-dresden.de

724. computer flame wars are stupid

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 14:57:28 UTC
From: chu@acsu.buffalo.edu
Message-ID: <1992Jan23.145728.4683@acsu.buffalo.edu>
Source record: 226515

My apologies on the meta-discussion. (Anyone who has read news.announce.newusers can tell you that meta-discussions are frowned upon.)

However, does it really matter which computer is "better"?

More importantly, who cares?

"Knowing" that you have the "better" computer doesn't change its capacities, in any case.

Most of the flame wars I've witnessed are a result of ignorance. Cheap shots and ad hominem attacks are not going to change this.

I suppose its an ego thing to think that the computer you own is the "best". (I'm not necessarily above this myself.) So if you're going to waste your time arguing in ignorance using cheap tactics, will you please take it into e-mail?

All flames will be blissfully ignored.
Please note the follow-up.

john
chu@acsu.buffalo.edu

725. Poscript problem

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 14:59:17 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan23.145917.9169@syscon.rn.com>
Source record: 226514

For some time I have be producing our clubs newsletter on the
ST with Timeworks DTP and using PSCAPT to save the postscript
output to disk to take to work and copy to the laser printer.
It has worked fine. The cover page has some artwork and one
clip-art picture along with some text. When I took a digitized
pic from VIDI-ST and imported it into the cover page and tried to
print it I got nothing. The printer seems to take data for a while
then goes to waiting, then times out. Pushing the Formfeed does nothing.
Removing the pic makes everything OK again. Size of pic does no seem
to make any differnce. Any ideas on the problem??

726. Is STart magazine utterly dead?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 15:06:35 UTC
From: gerardo@uapnx1.dgsca.unam.mx
Message-ID: <4874@mtecv2.mty.itesm.mx>
Source record: 226512

Does anybody know if STart magazine is definitely dead?
Or whether they still have an office in San Francisco?

Their subscriptions P.O. Box in Mount Morris has been closed, according to the USPS.

Your replies to my questions will be appreciated.
--
Dr. Gerardo Cisneros |Depto. de Aplicacion de Microcomputadoras
gerardo@uapnx1.dgsca.unam.mx |Instituto de Ciencias, UAP, Puebla
CISNEROS@UNAMVM1 (BITNET) |91-92: on sabbatical at DGSCA/UNAM, Mexico

727. Desk Accessory ordering -- Summary

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 15:43:58 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <696181437.10821@minster.york.ac.uk>
Source record: 226528

Thanks to all those who responded to my question about how desk accessories are ordered on the "Desk" menu -- a summary follows:

When starting up, the AES gets the name of the next accessory (using Fsfirst and Fsnext GEMDOS calls), loads it and executes it. As soon as the DA makes an AES call, the AES suspends execution of that DA and loads the next... and so on.

The ordering on the menu depends on the order in which the DAs execute the menu_register call. However, due to the behaviour of the AES described above, "Desk" menu ordering depends on how many AES calls each accessory makes before it calls menu_register.

If all the accessories make the same number of AES calls, then the ordering will be the same as directory order. Otherwise, it depends on the number of AES calls made by each accessory.

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

728. Re: Desktop background

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 16:30:07 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan23.163007.1@lapis.labmed.umn.edu>
Source record: 226537

In article <185@mailmak.swb.de>, theo@mailmak.swb.de (Theo Janssen) writes:
> ...Does anyone know if it is possible to have an alternate
> background on the SM124 with a 'normal' ST ?

A program was posted to comp.binaries.atari.st a while back (volume 11). It was sent/written by Noud van Kruysbergen. You can obtain a copy from the atari.archive server in the /atari/Binaries/volume11/desktop1 directory. There are 2 uuencoded parts to the program.

The program only works with monochrome monitors.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

729. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 17:17:44 UTC
From: jparker@caddac1.waterloo.edu
Message-ID: <1992Jan23.171744.29869@watserv1.waterloo.edu>
Source record: 226516

In article <1992Jan23.102316.400@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1992Jan22.194723.23878@milton.u.washington.edu> tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
>> Hi, I recently saw an ad in a friend's computer magazine for a new
>> Supra modem, something like the Supra 2400 PLUS, it says it has
>> asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps
>> with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which).
>> So can I actually pay the CHEAP $130 bucks for this modem and dial up
>> my school net at 9600 baud? Sounds like a good deal to me, I know that
>> my school dial-in IS this new v32(42).bis thing, someone tell me, 9600
>> baud would be awesome for only $130 mail order...
>>

I have a somewhat related question concerning my Supra 2400 modem.
I have been using it satisfactorily for several years until recently
new modems were installed on the server here at the university.
Now I cannot connect at 2400 baud (tho' it does still work at 1200).

According to the docs, the dial-in lines use V.42bis at 2400 baud.
My Supra 2400 manual says it is V.22bis. Is there an inherent
incompatibility here? Do I need to get a new modem using V.42bis
to talk at 2400? Please say no! I know nil about what V.42, V.22 etc
means so be easy on me.

thanks for any help.
james

730. Re: Dungeon Master, once again

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 18:06:26 UTC
From: stevens@vms.macc.wisc.edu
Message-ID: <1992Jan23.181124.13495@macc.wisc.edu>
Source record: 226517

In article <OKES.92Jan23144957@solb1.essex.ac.uk>, okes@solb1.essex.
>How to defeat Chaos:
>Get to the small room in the corner of the level and kill the demon in there.
>Hang around in this room and wait for Chaos to arrive. When he does, let him
>in and close the doors. Dodge his magic, and make fluxcages constantly.
>When the room is fuul of them and Chaos is in the corner of the room which
>is also the corner of the level, face him and FUSE.
>Now watch the game's end sequence.
>
> Simon.

I did not find it QUITE that complicated. It has been a long
time but I recall getting him out in the middle of the big room in
a place I could move around, stepping to each of the four sides
of him and caging him on the four sides. Then the final blow.
Perhaps it would be easier your way in a small room!

PAul

731. Atari 1040STe/30Meg HD/Mono Monitor $550

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 18:34:27 UTC
From: longj@lonex.rl.af.mil
Message-ID: <1992Jan23.183427.3009@lonex.rl.af.mil>
Source record: 226524
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Title pretty much sums it up, huh?l

1040STe, Monochrome monitor, 30 Meg ICD Based Harddrive
WordPerfect 4.1, Flash 1.6, Shadow, Steno/Stalker,Generation Gap+
GFA Basic 3.0 w/compiler, Turbo ST

Works perfectly, looks new, All above software comes with original Docs and
Disks.

$550.00 I pay shipping via UPS

Jeff Long

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

732. X server for Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 18:51:24 UTC
From: mats@netcom.COM
Message-ID: <1992Jan23.185124.19367mats@netcom.COM>
Source record: 226525

So, does anyone know of an X server which would run on a TT/030 to make it usable as an Xterminal? Seems like I've heard rumors of such a thing, but I have no info at all.

--

Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

733. PRGFLAGS review (was talk about Tcsh)

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 18:54:00 UTC
From: apratt@atari.uucp
Message-ID: <1992Jan23.185400.15899@atari.uucp>
Source record: 226454

This is a review of what PRGFLAGS means; some people don't know and
are asking.

Starting with TOS 1.4, a previously-undefined field of the program header
(the first 0x1c bytes of every program file) acquired a meaning. It's
called PRGFLAGS, and contains bits and numeric fields which control
various things about the program.

The fast-load bit is Bit 0 in the PRGFLAGS field. Normally it is clear.
When it's clear, or if your TOS is older than 1.4, then all the memory the
process starts out with is cleared before the process is started. This
includes the BSS space that the program declared, and also the "heap" space
between the end of the BSS and the top of the memory the process gets.
Clearing this memory takes time, especially on a 4MB 68000 machine. If you
set the "fast-load" bit, TOS 1.4 and newer will save time by not bothering
to clear the "heap" memory. It still clears the BSS -- the BSS is
guaranteed to be clear when your program starts up.

Nobody ever guaranteed that the "heap" would be clear, but the original
GEMDOS cleared it, and some programs rely on this, either on purpose (i.e.
the programmer knew it would be clear and was counting on it) or by
accident (the program has a bug in which, for example, an uninitialized
field of a structure obtained from malloc() is expected to be zero). Thus,
for compatibility, the default action is to go on clearing this memory, and
if you ask for it (by setting that bit) the memory won't be cleared, and
the program will start faster.

Bits 1 and 2 of PRGFLAGS are concerned with the eligibility of alternative
RAM for loading the program and for satisfying Malloc calls, respectively.
The concept of alternative RAM comes into play if there is memory in
your machine which is not like ST RAM. This is the case in TT's and
in some 68030 accelerator systems. Also, bits 28-31 encode a four-bit
number which is also used when deciding whether to load the program
in alternative RAM.

All other bits in the PRGFLAGS field of the program header are reserved for
use by Atari, and should be set to zero unless you know what you're doing.

There is a program from Atari called PRGFLAGS which lets you examine and
set the flags in the headers of your program files. Check for it on
atari.archive, local archive servers, or the Atari roundtable on GEnie.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

734. Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 19:47:07 UTC
From: wmagro@firenze.physics.uiuc.edu
Message-ID: <1992Jan23.194707.3931@ux1.cso.uiuc.edu>
Source record: 226526

Are there enough spectre users out there to get a new newsgroup going?
I don't remember the rules for starting a new newsgroup. Anyone want
to refresh me? We could have comp.sys.atari.st.spectre and we could
share problems, experiences, successes, etc. there.

Any interest?

--Bill

735. Re: Sozobug 1.33i (fix?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 20:04:04 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Jan23.150405.1495@desire.wright.edu>
Source record: 226469

```
>Steve-o at The Lake writes:

>>bob@me.myself.&.I writes:
>> Would somebody else please try a particular call in Sozobon 1.33i?

> It's probably a bug in VDIFAST.A; not all of the VDI functions have been
> extensively tested.
> Also, could you post your rewrite that uses vdicall? That way everybody can
> use your code while waiting for Ian to fix the GEMFAST bug.
> --
> Steve Yelvington

Because S. Yelvington begged for one of my famous bug fixes to be
posted to the net, I have graciously obliged. :-) :-)

----Sozobon 1.33i Alleged Bug work-around.

/* Clear a given portion of a window. No error checking done. */
/* Inputs: window handle, VDI-style coordinate quad */
/* Outputs: a nicer looking display, hopefully */
/* This code is old-style (pre-ANSI) C. */
wipe_win(winhan,r)
int winhan, r[4];
{
int settings[4], temp[4];

temp[0]=r[0];temp[1]=r[1]; /* I don't know why she swallowed */
temp[2]=r[2];temp[3]=r[3]; /* the fly. I guess she'll die. */

/* vqf_attributes(winhan, settings); does not work! */
/* So, we use.... (for those keeping score, the next 7 lines are */
/* the actual workaround) */
contrl[0]=37;
contrl[1]=contrl[3]=0;
contrl[6]=winhan;
vdicall(contrl, intin, ptsin, intout, ptsout);

settings[0] = intout[0]; settings[1] = intout[1];
settings[2] = intout[2]; settings[3] = intout[3];
/* Whew. What a pain. (contrl, intin, etc. were previously */
/* set up as globals. See your friendly local VDI manual.) */

vsf_color(winhan, 0); /* set fill color */
vsf_interior(winhan, IS_SOLID); /* set fill pattern */
vr_recfl(winhan, temp); /* phasers on kill */
vsf_interior(winhan, settings[0]); /* reset f pattern */
vsf_color(winhan, settings[1]); /* and color */
```

```
}
/* Ok, ok. int contrl[12], intin[128], ptsin[128], */
/* intout[128], ptsout[128]; */
/* Flame off, huh? I know it's not very clean, but... */
```

Bob "What bug?" Schulze
cse0507@desire.wright.edu

736. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 20:05:32 UTC
From: steve@thelake.mn.org
Message-ID: <A1890588727@thelake.mn.org>
Source record: 226527

[In article <1992Jan23.171744.29869@watserv1.waterloo.edu>,
jparker@caddac1.waterloo.edu (James Parker) writes ...]

> I have a somewhat related question concerning my Supra 2400 modem.
> I have been using it satisfactorily for several years until recently
> new modems were installed on the server here at the university.
> Now I cannot connect at 2400 baud (tho' it does still work at 1200).
>
> According to the docs, the dial-in lines use V.42bis at 2400 baud.
> My Supra 2400 manual says it is V.22bis. Is there an inherent
> incompatibility here? Do I need to get a new modem using V.42bis
> to talk at 2400? Please say no! I know nil about what V.42, V.22 etc
> means so be easy on me.

No, there isn't an inherent incompatibility. All standard modems that
support 2400bps connections do it with V.22bis.

Does your university's modem support 9600 (V.32) connections? If so, your
old-model SupraModem may be ``falling back'' to 1200 about the time the
university modem is falling back to 2400, so they never link up at the
higher speed. Check your modem manual to see if there's a way to disable
fallback (connect ONLY at 2400) or extend the time your modem waits for a
2400 connection.

The V.42 stuff takes place AFTER the basic connection has been made. If
your university's modems work properly, they'll notice that they get no
V.42 answers from your older SupraModem, and proceed with a conventional
2400 link.

V.42 and V.42bis do not have anything to do with the speed of the link.
They deal with error-correction and data compression. They DO affect the
amount of data that will flow (computer-to-computer speed), but not the
speed at which signalling events take place (modem-to-modem speed).

V.42 is LAPM (Link Access Procedure M) error-correction. This is a
standard that describes the way two modems can detect errors and
retransmit bad data without either computer knowing anything about it.
They use a block-checksum method, sort of like Xmodem in a general sense.

V.42bis is BLTZ (British Telecom Lempel-Ziv) data compression. The modem
analyzes outgoing data, compresses it, and then hands it to V.42 for
transmission. The receiving modem then decompresses the data. It's sort of
like running ARC, ZOO or LZH on the fly. On easily compressed data, the
actual throughput might be three times as high as the bps rate supported
by the two modems. (Obviously, the computer-to-modem connection has to be
set at a higher speed. This requires flow control, which is a complicated

subject on the ST due to bugs in various versions of TOS.)

V.42 and V.42bis can be run on top of any modem-to-modem link speed.
The SupraModem 2400plus runs those protocols on top of V.22bis. High-speed
modems run V.42/V.42bis on top of V.32 or V.32bis links, achieving very
high throughput.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

737. Re: Finishing Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 20:11:30 UTC
From: jmack@b11.ingr.com
Message-ID: <1992Jan23.201130.15999@b11.ingr.com>
Source record: 226479

Since we're on the subject of Dungeon Master, I'm playing it again for the second time. I had read somewhere that if you 'throw' the firestaff out of the room from where you first got it, rather than walking out with it, then the upper levels will not be closed up to you. I can't remember where I read this. I'm only on level 5 now, but could someone substantiate this information about the firestaff? I would love to be able to walk back through the dungeon with a firestaff and show those purple worms on level 4 a thing or two!

| J. Cary McCormick | Intergraph Corporation |
| | jmack@gunshop.b11.ingr.com (205) 730-6185 |

738. The Computer Chronicles at NAMM

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 20:47:07 UTC
From: mmiller@isis.cs.du.edu
Message-ID: <1992Jan23.204707.29462@mnemosyne.cs.du.edu>
Source record: 226529

I just got Z*Net yesterday, and it says that the PBS show The Computer Chronicles will be at the NAMM show, and will focus on Atari in the MIDI field. Issue #91-03 was dated Jan. 17, and they said that the NAMM show started on Saturday. Z*Net also said the show is watched by about 700,000 viewers. You may want to make a point of watching The Computer Chronicles to see the show. I don't know how much of a delay they have in when they film and when they actually show it, but I would assume it is pretty quick since the computer industry moves so fast. It is on Wednesdays at 11:30am, and the Wednesday shows are repeated Sundays at 3:30pm. You should probably make a point of watching this Sunday's show to catch it.

Check your local TV listings for the right channel. For those of us in Colorado, it is on Channel 12.

```
|Mark Miller, computer science |"I was just thinking of the immortal words |
|major at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
|mmiller@isis.cs.du.edu | Do you _really_ think I care that your |
| / Atari friend! ||| | computer is "better" than mine??? Think |
| \/ --- The Mark )|( | about it. I'm not THAT ignorant. |
| World Peace / | \ There's nothing else quite like it. |
```

739. Re: easter eggs

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 21:20:06 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250027@hpindda.cup.hp.com>
Source record: 226483

>RIFFEGL@PURCCVM.BITNET writes...
>
> Does anyone know where I can get a good file with hints, cheats, tips and
>tricks for games? I know some of these are fondly called "easter eggs".
>I am particularly interested in ST and Lynx games.

Try comp.sys.amiga.games for the "Amiga games cheat list" (or something like that). The Atari and Amiga have many games in common and often the "Easter Eggs" are the same for both platforms.

Try rec.games.video for cheat list for all major home systems, including the Lynx.

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
hpinddh.cup.hp.com |
---

740. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 21:37:40 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <6907@orbit.cts.com>
Source record: 226539

ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>PS. The Amiga is a fine machine for graphics, and quite good for sound, but
>it isn't ideal for some things, including I must say, programming in C.

Huh? could you please explain that opinion? Since most of the OS was written
in C i don't understand how you could come to that conclusion.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
---	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

741. Re: Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 21:46:21 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <IdTnShi00iV185MH1B@andrew.cmu.edu>
Source record: 226533

On 23-Jan-92 in Re: Yet another ST for sale
user Gregory Miller@u.washing writes:
>FOAD loser....

The loser is the one who has nothing better to do than to read newsgroups that do not affect them, and send posts just to get a rise. If you do not own an ST, why bother us. I subscribe to comp.sys.atari.st for info on how to get the most out of my two STs. I subcribe to the Amiga group to get new on how to best use my 2500. I can get by with the mac just fine without. I do not post ST stuff to comp.sys.amiga that relates to the ST. Get a real life, and get a grip. Besides, there are actually more for sale posts in the amiga bulitten board than there are in the ST Bboard, with more people here selling to upgrade to another ST, so your original point is STUPID. God what a waste of time.Go away, little boy.

mark

742. Re: Is STart magazine utterly dead?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 22:13:25 UTC
From: gfarrell@tomato.csil.sfu.ca
Message-ID: <1992Jan23.221325.6827@sfu.ca>
Source record: 226534

In article <4874@mtecv2.mty.itesm.mx> gerardo@uapnx1.dgsca.unam.mx (Gerardo Cisneros) writes:
> Does anybody know if STart magazine is definitely dead?
> Or whether they still have an office in San Francisco?
>
> Their subscriptions P.O. Box in Mount Morris has been closed, according to the
> USPS.
>
> Your replies to my questions will be appreciated.

Yes, they're deader than a doornail.

Antic Publishing also did a dirty to those of us who still had issues coming (I had about 7 or 8 myself) by creating a new company (I forget the name), transferring all of Antic's assets to the new company, and declaring Antic to be non-existant!!!!! Therefore, they don't owe their subscribers (or any of their other creditors) any money!!!!!!

Thanks for nothing, you &%$%*&%'s!
> --
> Dr. Gerardo Cisneros |Depto. de Aplicacion de Microcomputadoras
> gerardo@uapnx1.dgsca.unam.mx |Instituto de Ciencias, UAP, Puebla
> CISNEROS@UNAMVM1 (BITNET) |91-92: on sabbatical at DGSCA/UNAM, Mexico

---
Gordon Farrell
Computing Science Major
Simon Fraser University e-mail: gfarrell@sfu.ca

743. Re: Is STart magazine utterly dead?

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 22:16:51 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <cdTnvHS00VB8IJz0Z1@andrew.cmu.edu>
Source record: 226538

I'm replying to the newsgroup so everyone who needs to find this out
hopefully sees it here:

"Does anybody know if STart magazine is definitely dead?"

DEADER THAN A DOORNAIL. I had a subscription which died with 5 months
left on it. This was sometime, uh, in the middle of last year I think.

I could say that a cerain larger metaphorical entity is dead too, but
that'd be inviting a flamewar...

Oh, and I still use my TOS 1.0 1040ST... because I can't afford anything
else at the moment.

____
Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"...but unfortunately, SHIT AIN'T LIKE THAT!"
---"Body Count", Body Count featuring Ice-T

744. blitter questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 23:48:05 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <53264@cup.portal.com>
Source record: 226452

Hiyas. Ive got a 520STe and am wondering if there is a program of some sort that I could run to see the difference between turning the blitter on and off. I chose blitter on from the desktop, and from any program I run thatll accept it, but I am just wondering just exactly what it does... (I dont see a difference between when I turn it off, try things, and turn it on again... btw: if it makes any difference, I am using a mono monitor)

Thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com

745. TOS chipsets (was Re: What to do?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 23:49:39 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Jan23184939@wookumz.gnu.ai.mit.edu>
Source record: 226542

In article <4f3rxzd@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey
Pinelli) writes:
>p.s. To get an idea how old my mega is, it has the 6 chip ROM set in it that
>almost NO Megas have! Boy am I glad I didn't take Toad Computer's word for
>it when ordering my TOS 1.4 upgrade!

I'm considering doing a TOS 1.4 upgrade in my circa-1987 1040 ST.
(rev. D motherboard.) Where are the TOS roms located? I found a
group of 6 chips under the power supply that looks like it might be
the TOS, but I'd like to be sure, so that I don't order the wrong set
and find out from the installation instructions that I was looking at
the wrong thing and really need a 2-chip set.

Thanks,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

746. Model questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 23:56:20 UTC
From: jws7793@ritvax.isc.rit.edu
Message-ID: <1992Jan23.235620.5522@ultb.isc.rit.edu>
Source record: 226546

I am new to the Atari ST line of computers. I posted a note earlier asking
for any cheap ST's for sale. I have had some offers. If you have one for sale
send Email.

Anyway what I would like to know is what is the difference between a
520 ST FM and a 520 STe?
If someone wouldn't mind giving a run down of all of the ST models spec-wise
that'd be cool too.

Thanks for your time.
James

747. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 23:57:01 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan23.185701.13229@mailer.cc.fsu.edu>
Source record: 226406

In article <1992Jan22.194723.23878@milton.u.washington.edu>,
tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
>Hi, I recently saw an ad in a friend's computer magazine for a new
>Supra modem, something like the Supra 2400 PLUS, it says it has
>asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps
>with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which).
>So can I actually pay the CHEAP $130 bucks for this modem and dial up
>my school net at 9600 baud? Sounds like a good deal to me, I know that
>my school dial-in IS this new v32(42).bis thing, someone tell me, 9600
>baud would be awesome for only $130 mail order...
>

Um, I think perhaps they are referring to optimal throughput with compression.
Thus, you could conceivably get 9600 baud every once in awhile (when you
just happen to be modeming something that can be compressed 4-1), but the
modem will not operate at that speed all the time. I have found that
even at true 9600 baud (32000 baud optimal), the overhead introduced by
the MNP error checking just about cancels out any speed advantage from
data compression.

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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748. Re: Dungeon Master, once again

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 23:58:05 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan23.185805.13272@mailer.cc.fsu.edu>
Source record: 226409

In article <1992Jan22.194955.24668@milton.u.washington.edu>,
tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
>Ok, I have played through Dungeon Master and I am at the end, you know I'm
>sealed off down there with Chaos, I've destroyed all the flame-sloth things
>and the dragon and I have the firestaff etc....
>
>
>My question is simple : HOW do I kill Chaos? I know it's something about
>fluxcaging/fusing but I have been fighting him for at least 5-10 hours (no,
>not all at once) with no effect. Someone help please, I'm running out of
>food/water...
>
>Ben

Surround him with fluxcages (all 8 squares around him), and fuse. He will
not weather the experience well.

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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749. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-23 23:59:34 UTC
From: harryk@bucsf.bu.edu
Message-ID: <97440@bu.edu>
Source record: 226543

In article <1992Jan23.020126.2287@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>In article <1992Jan22.143127.1@lapis.labmed.umn.edu> davidli@lapis.labmed.umn.edu writes:
>>Just a note to let folks know that there is at -least- a problem with one of
>>the example programs that comes with the 1.33i release and STe computers.
>>
>>I installed the 1.33i release on an STe last night, during the local MAST+
>>programmers meeting. We then 'tested' the program by clicking on the makefile
>>in the example programs folder. It compiled and ran the test programs without
>>a hitch. However, the 'minicolr' pallette changer doesn't work with STe
>>machines. I didn't go through the code enough to learn whether it was a
>>special call or not; I assume that the program makes assumptions about the
>>color pallette information (which is 4 bits for the STe vs. 3 bits for the ST).
>
>
>There are also problems with minicolr that don't have anything to do
>with whether it's running on an STe. When run as a prg, my mouse
>locks up on exit and I have to reboot. This occurs on both of my
>machines, a 520ST/TOS1.2 and 1040ST/TOS1.0. Minicolr seems to work
>OK on both machines when it's actually running, though.
>

Although I might be totally wrong here, I suspect (guess) the problem
is that there is a call to wind_update(END_UPDATE) missing from the source
code... Take a look at the code and make sure that for every call to
wind_update(BEG_UPDATE) there's a corresponding call to
wind_update(END_UPDATE).
However, if the code contains #ifdef directives the above search may turn
out to be rather tedious, 'cause you have to make sure that every pair of
calls to wind_update() lies (sp?) in the same context.

Note that I haven't looked at the code of the program so I am just
suggesting a possible cause of the problem.

>BBB
>--
>Bob Bright | E-mail: bright@ccu.umanitoba.ca
>Dept. of Philosophy | FAX: (204) 261-0021
>University of Manitoba | Voice: (204) 474-9105
>Winnipeg, Man R3T 2N2 |

==========
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu

** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu
----

750. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 00:01:37 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan23.190137.13355@mailer.cc.fsu.edu>
Source record: 226407

In article <29446@imag.imag.fr>, maraninx@imag.fr (Florence Maraninchi) writes:
>
>I need something like the equivalent of the Macintosh multifinder for Atari ST.
>Does it exist ?

There is an application called Revolver which can give you multiple ST's
that you can select with hot-keys. For example, you can split a 4 meg ST
into 4 1040ST's (functionally at least), and switch back and forth between
them. In your case, you would probably (given 4 megs) use 3.5 megs for LISP
and 512k for your editor.

>
>Or perhaps someone can find another way of solving my problem :
>I would like to use a Lisp interpreter which does not allow to call an editor.
>And I don't want to quit the interpreter, then to load the editor, etc...
>for each modification of the source.

If it is a GEM application you might try using an accessory editor, like
STENO.

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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751. Amiga geeks, read this

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 00:02:00 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <53265@cup.portal.com>
Source record: 226453

If you are an Atari ST user, and have no desire to move to an Amiga quit out of this.

If you are an Amiga user who insists on posting derogatory article GET THE FUCK OUT OF HERE. Notice the name of this news group? It is "comp.sys.ATARI.st". That ATARI means ATARI, not AMIGA. Go play in your own amiga land.

There is one asshole: Gregory Miller england@milton.u.washington.edu, who seems to feel the need to bash the Atari. Maybe he has his own feelings of insecurity?

Once again, GET THE HELL OUT OF HERE. Go kill yourself, get a life, die, we wont miss you. Post on your own goddamned newsgroups about how bad Atari is. I dont read any Amiga newsgroups, nor do I post there either. But if Greg Miller presists on this childish behaviour, I can post a few flames myself. But I dont want to do that. I like to consider myself above such jerkoff actions. You dont like the Atari, get the fuck away, and shut the hell up, yes?

I dont like computer wars, and I am sure there are others who feel the same, but if youll notice, many Atari VS Amiga wars in comp.sys.atari.st are started by AMIGA GEEKS!

In a thread some bit back, titled Atarians, where are you. I posted that I would consider an Amiga as a computer (I dont own just one, I own at least 20 different kinds, and the Amiga would be just another collection), but I do not want myself linked to people of such low mentality. Do I judge too hashly? I dunno, but out of 10 Amiga users I met, they all act the same. Its like a fucking brain virus.

Enough said. Flames, comments, etc, to /dev/null. If you (an Amiga user) reads this, and gets mad and wishes to flame me, dont bother)

Billy D'Augustine
Azog-Thoth@cup.portal.com

PS: To Greg Miller: I own a brand new 520STe, with 4mb of RAM, and TOS 1.62, and Ive yet to come across a program that wont run on it. I cannot play some games, simply because I do not have a colour monitor. And dont bother starting stupid wars about the different monitors. Your an asshole

752. Re: ST Drive blues

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 00:11:33 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan23.191133.13655@mailer.cc.fsu.edu>
Source record: 226410

In article <1992Jan22.164419@aifh.ed.ac.uk> aiscc@aifh.ed.ac.uk (Stuart Charman) writes:
>
>I have but a lowly single-sided internal drive, and am desperately in need
>of an update to double-sided. Can anyone give me any advice as to the best
>or cheapest way to go about this. Can I simply buy a external drive, or must
>I fit a new internal. What price an internal, can I fit it myself.

Get the file "ibmdrive.lzh" from atari.archive.umich.edu. It will tell you
all you want to know about ST drives.

Buy a Teac mechanism. They do not seem to have the media change detection
problem that other mechs sometimes have with ST's.

Feel free to email if you get stuck.

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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753. Re: Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 00:16:12 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan23.191612.13832@mailer.cc.fsu.edu>
Source record: 226408

In article <1992Jan23.130048.1@vax1.tcd.ie>, mpnolan@vax1.tcd.ie writes:
>In article <1992Jan23.062347.2682@milton.u.washington.edu>,
england@milton.u.washington.edu (Gregory Miller) writes:
>> [..moronic wheedlings deleted...]
>>
>> england@u.washington.edu
>What a plonker!
>What age are you, Marty?
>
> SIX?
>
> YOU HAVE NOTHING TO ADD TO THIS GRUP.
> THIS GROUP WAS SET UP FOR ATARI USERS AND OWNERS,
> NOT KIDS WITH THE BIGGEST 'TOY' IN THEIR STREET.
>
> Now leave us alone.
>
>P.S. Is there anybody/anywhere I can complain to about this guy disrupting the group?
>

Sure. Try "root@u.washington.edu", or maybe "news@u.washington.edu" and
tell them we have a bandwidth waster here. Also, look into "kill" files.

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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754. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 01:39:45 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan24.013945.1783@actrix.gen.nz>
Source record: 226547

In article <4f3rxzd@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
> In article <1992Jan23.031750.19244@verdix.com> scotty@verdix.com (Scott R. Chilcote) writes:
> >
> >Hey, Ken, this isn't as twisted as it sounds!
>
> --Rob
>
> p.s. To get an idea how old my mega is, it has the 6 chip ROM set in it that
> almost NO Megas have! Boy am I glad I didn't take Toad Computer's word for
> it when ordering my TOS 1.4 upgrade!
>

Can you tell me what the problem was , as these machines can take both,
the 2 chip set is far better as it has less buss loading..

The only problem could be with very old ST's and ones with 2 rom sockets
as they can only take this 2 chip set, with out adding the extra sockets..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

755. Re: Rom chip set switch time?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 01:45:02 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan24.014502.1999@actrix.gen.nz>
Source record: 226548

In article <9201222340.aa17848@Bonnie.ics.uci.edu> ehohnbau@Bonnie.ICS.UCI.EDU writes:
>
> I've got a 1040 at least 5 years old and I'm pretty sure it has the 6-chip
> Rom set but I'm not certain and I'd rather not open it up if I don't have to.
> I'm looking to buy a set of 1.4 chips (used if anyone is wanting to sell)
> but I need to be sure if mine is the 6 chip set.
>
> Can anyone tell me for sure when the switch was made from the 6 to the
> 2 chip set? This machine was made before the Mega's came out because my
> Grandfather gave me this when he got his new Mega not too long after the
> Mega's came out.
>
> Thanx

Get a copy of the install docs, there are some 3/4 mother boards
shown, and some to me look very old, like rames under the left of the keyboard

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

756. Re: I cant get Zoo to work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 01:48:45 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan24.014845.2126@actrix.gen.nz>
Source record: 226550

In article <1992Jan22.094433.9780@topaz.ucq.edu.au> johnsonc@topaz.ucq.edu.au writes:
> In article <9201192315.aa15112@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
> >
> > I've been trying to get Zoo.ttp to work for the last couple of days
> > and even with the recent postings I can't get it to work.
> > I've tried the following with both zoo.ttp and the file zooboy.zoo
> > in the root directory of the a: drive:
> >
> > After I click on zoo.ttp and the the parameter box I tried:
> >
> > x zooboy.zoo
> > x zooboy
> > x [aA]:[\] zooboy[.zoo]
> > In other words, I tried both with and without the .zoo extender
> > on every other option, and I tried both upper and lower case on the
> > drive option, and with and without the backslash.
> >
> > The only thing that happens is that it takes me right back to the
> > GEM desktop.
> >
> > zooboy is supposed to be a graphical interface for zoo but you need
> > to be able to use zoo to unzoo Zooboy!!!!! #@&*%$!!
> >
> > I'd dearly appreciate someone mailing me a way out of this!
> >
> > Thanx,
> > Eric Hohnbaum
>
> It's not the best solution about but what I do is copy the .zoo file to
> an IBM disk, put in PC-DITTO and run the IBM version of Zoo 2.1 on the .zoo
> file. It's okay if you have the emulator but I thought I'd tell everyone
> anyway as the algorithms between machine versions (IBM and ST) appear to
> the same for LHARC (but not the PC's LHA), (ARC and PKXARC[?]) and
> (UUD and UUDECODE).
>> It's slow but does the trick.

> Chris.

NO ! this is like going backwards, get the arcgsh40.zoo from A.A.
this will make like easyer..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

757. Re: Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 02:02:04 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan24.020204.2421@actrix.gen.nz>
Source record: 226549

In article <31717@natinst.natinst.com> glens@natinst.com (Glen Sescila) writes:
> england@u.washington.edu writes ...
>
> > Heh heh.... Like a rat scrambling to abandon a sinking ship, yet another
> > Atarian offers up his 'computer' hoping that some fool will be stupid enough
> > to buy it.
>
> I just wanted to mention that I can see at least 4X as many Amigas
> for sale per week as Ataris. In fact they had to create a whole seperate
> newsgroup just for unloading Amigas!

Well I quoted negative sales, meaning that they are taking there A500 Plus
back to the shops as they don't play games any more.

One shop here stated to me that only 2 games in the shop would work on
the New A500 +.

The games that are packed with the machine, most don't work, Commodore
include a list with the machine of the games that don't work..

And even Lemmings does not work, is that a old game..??

All this has been confirmed by 2 other Amiga Shops here

Hey this new work bench that they have still can't lasso files, to
copy or delete..

And they still use Sum Checks on all there disks..!!

> > Heh heh....
> --
> "Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
> My opinions do not necessarily reflect those of my employer and probably are
> exact opposites. glens@natinst.com
> --

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

758. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 02:14:29 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan24.021429.2716@actrix.gen.nz>
Source record: 226451

In article <1992Jan23.171744.29869@watserv1.waterloo.edu> jparker@caddac1.waterloo.edu (James Parker) writes:
> In article <1992Jan23.102316.400@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <1992Jan22.194723.23878@milton.u.washington.edu> tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
> >> Hi, I recently saw an ad in a friend's computer magazine for a new
> >> Supra modem, something like the Supra 2400 PLUS, it says it has
> >> asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps
> >> with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which).
> >> So can I actually pay the CHEAP $130 bucks for this modem and dial up
> >> my school net at 9600 baud? Sounds like a good deal to me, I know that
> >> my school dial-in IS this new v32(42).bis thing, someone tell me, 9600
> >> baud would be awesome for only $130 mail order...
> >>
>
> I have a somewhat related question concerning my Supra 2400 modem.
> I have been using it satisfactorily for several years until recently
> new modems were installed on the server here at the university.
> Now I cannot connect at 2400 baud (tho' it does still work at 1200).
>
> According to the docs, the dial-in lines use V.42bis at 2400 baud.
> My Supra 2400 manual says it is V.22bis. Is there an inherent
> incompatibility here? Do I need to get a new modem using V.42bis
> to talk at 2400? Please say no! I know nil about what V.42, V.22 etc
> means so be easy on me.
>
> thanks for any help.
> james
>

Well it should not be this way, V42 is a error correcting protocal
and V42 bis is a compression Protocal, you have a option to turn them off/on,
they are not part of the line standard, that is your V22,
if the don't let you connect then I would say that the system has been
programed incorrectly..

Check to see if there new modems support that line standard V22...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

759. Re: Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 02:39:46 UTC
From: darling@cellar.org
Message-ID: <Z991eB1w164w@cellar.org>
Source record: 226447

wmagro@firenze.physics.uiuc.edu (William Magro) writes:

> Are there enough spectre users out there to get a new newsgroup going?
> I don't remember the rules for starting a new newsgroup. Anyone want
> to refresh me? We could have comp.sys.atari.st.spectre and we could
> share problems, experiences, successes, etc. there.

Good idea, Bill, but perhaps a better one would be the more general
comp.sys.atari.st.emulation, encompassing both Mac and MS-DOS support.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

760. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 02:46:46 UTC
From: tls@agni
Message-ID: <1992Jan24.024646.7583@cherokee.uswest.com>
Source record: 226455

In article <1992Jan23.133054.6471@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>In article <29446@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:
>>I need something like the equivalent of the Macintosh multifinder ...
>>Does it exist ?
>
>Not really. Yet.
>

I was just reading an add in the ST Informer about MultiGem which claims to be just like a multifinder for the ST. Having never used MultiGem or Multifinder could someone else shed some light on this subject?

Thanx

Terry

PS the views expressed here are my own and are probably not understood by my employer.

--
==========

Terry Simmons e-mail tls@uswest.com
U S WEST Advanced Technologies

761. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 04:01:35 UTC
From: rjc@hal.gnu.ai.mit.edu
Message-ID: <1992Jan24.040135.19840@mintaka.lcs.mit.edu>
Source record: 226456

In article <25611@skye.dcs.ed.ac.uk> kc@dcs.ed.ac.uk (Kenneth Cameron) writes:
>In article <1992Jan23.071233.10605@milton.u.washington.edu>
> ... (Jeremy C. Norberg) writes:
>>Since the Amiga is a TRUE multitasking machine, we can do more than one thing
>>at a time. Try THAT with your ST! (and don't even bother mentioning
>>multigem.... That's about as good a multitasker as switcher is on the Mac)
>
>You know how the Amiga fanatics flaunt the fact that they have a TRUE
>multitasking machine. Well, apparently when two processes decide to
>access the floppy, they do just that, and the head runs up and down the
>disk as each moves it back and forward never getting where they want.
>Eventually (after several seconds) they time out and after a pause one
>restarts first and manages to complete the operation.

This part is wrong. The head walks back and forth between the areas
of the disk where the accessed data is. The difference on the Amiga is,
AmigaDOS (actually trackdisk.device) buffers and caches entire tracks when
it needs to access single sector. Unless the disk is heavily framented
there isn't much of a problem. There also isn't much of a solution.
This subject was debated at length a few months ago in the Amiga groups
and the conclusion was (verified by benchmarks on other systems) that
disk head schleduling algorithms offer little improvement on floppies,
especially fragmented disks. The best solution is a cache.

>Can you say elavator algorithm ?, the Amiga systems programmers did n't.
>(I think the machine by friend bought was new, so this is the current
>release of the OS :-)

You are wrong. The head doesn't ping pong without reaching it's destination.
The head reads some data, runs back to the other side of the disk, reads
some more, etc. When the Amiga accesses a sector, it ALWAYS reads in the
entire track and caches it. You can get a simple improvement just by
doing a "addbuffers" command.

>--
>Kenneth@Edinburgh
>Any opinions expressed above are mine, Edinburgh University can't afford any of
>their own at the moment.

762. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 04:42:08 UTC
From: rjc@hal.gnu.ai.mit.edu
Message-ID: <1992Jan24.044208.21223@mintaka.lcs.mit.edu>
Source record: 226457

In article <1992Jan23.132827.48664@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <1992Jan23.071233.10605@milton.u.washington.edu> tlk@hardy.u.washington.edu (Jeremy C. Norberg) writes:
>>In article <1992Jan18.122843.10678@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>>>
>>>Also I here that the sales of A500 + is now gone minus, they are all taking
>>>them back as they can't play games on this new machine any more..??
>>>
>>
>>Kinda like the monstrosity known as the STe??? TOS 1.06 hardly runs anything!!
>>Also, how many of your ST GAMES run on your beloved TT??
>
>How many games will run on the A3000? I suspect none which assume that the
>processor is a 68000 or which assume that the hardware is theirs alone to
>play with. If they don't run, it's the software authors who should be
>blamed, not the hardware.

Commodore has STRONGLY warned developers not to use self-modifying code, mess with the MMU, use cpu busy-loops for delay, etc since 1986. That's why there's OS calls like GetCC() and CacheClear(). That's the real difference between the Mac/ST and the Amiga. The Mac used to pass data in the upper 8 bits of an address register probably because Apple never foresaw full 32-bit addressing. And alot of ST stuff uses priveleged instructions like move SR,<ea>.

Only the real old european game hacks don't work too well. When did atari set down CPU rules like don't use move sr,ea, don't put data in the upper 8 bits of address registers, don't use cpu busy loops (because they are CPU speed and ram speed dependent), don't use self-modifying code?

>>
>>>And were are all your PD C compilers, this main Amiga chaps here don't
>>>seem to know much about them..
>>>
>>
>>The amiga doesn't NEED a PD compiler. There are still publishers that
>>support us!!
>
>EVERY platform needs a PD C compiler unless it comes with one as standard,
>this allows poor people who can only afford the bare machine to contribute
>to the community.

Well the Amiga has plenty of PD C compilers, I'll list the compilers
I know about.

PDC (PD)
Sozobon (PD)
GCC (PD)
C68k (PD)
DICE (PD)
NorthC (PD)

Lattice/SASC (Commercial)
Manx C (Commercial)
Comeau C++ (Commercial)

There are probably some more thatr I left out, however GCC and DICE
beat all the PD compilers. DICE is more Amiga specific. (BTW, the
author of DICE, Matt Dillon, is porting BSD 4.4 to the Amiga as FreeWare!
Don't think he can't do it either, Matt has single handedly programmed over
20 Amiga developer tools as freeware.)

>>
>PS. The Amiga is a fine machine for graphics, and quite good for sound, but
>it isn't ideal for some things, including I must say, programming in C.

You're gonna have to justify this statement. The Amiga has more
programming tools than I can count. Numerous C compilers, 4 Forth
implementations, Modula-2, Oberon, Smalltalk, Eiffel, Lisp/Scheme,
Basic (plentity of them including ones that produce optimized
assembly), AMOS, Fortran, the list goes on. Almost every
language has been ported. There are a couple PD interface builders
for GUI work, PD debuggers, not to mention that AmigaDOS looks and
smells like Unix from the shell point of view.
There is an entire (PD)C programming manual on disk that teaches
Amiga programming step by step. Not to mention the 590 fish disks
FULL of programs with C source code.

I'd say the Amiga is the second best computer to program C on
besides the NeXT.

>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
>Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

763. SF314 Drive, PCDitto 2, DEAD 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 04:46:57 UTC
From: jking@nmt.edu
Message-ID: <1992Jan24.044657.4879@nmt.edu>
Source record: 226463

Greetings, my upgraded 520ST, after limping painfully along for several months finally bit the proverbial floppy disk. (One week after I finally got a hard drive too.) It doesn't seem to be worth trying to fix. So I'm liquidating stuff to get enough money on hand to buy an STe.

Here's whats for sale...

ATARI SF314 DS/DD floppy drive. I have two floppies and the STe will replace one. This one is in perfect working order and reads and writes with no problem for two other STs. (A 520 STFM and a 1040 STe.) I have the cables and power supply at school with me. If you really want the manual and orignal box, I can get them. I'm looking for $110 on this one.

PC DITTO II. I tried once to install it and failed. I'm not going to use it in the forseeable future. So it's up for grabs. I have all the cables, hardware and manuals. The thing has been treated very nicely. (The board has been stored in anti-static bubblefoam with the anti-static pad attached to the circuit trace side.) I'll start at $130 for this one.

Last but not least...

DEAD 520ST. It works sporadically but is bombing more and more frequently and more and more violently. I can't honestly see this as more than a "parts strip" or "mechanic's special". The following parts might be of value-
1 MEG memory upgrade. Custom made and soldered in by L&Y Electronics in Virginia. Worked flawlessly until computer died. (This is an OLD ST.)
MOUSE. This is one of the original heavy ball mice that I prefer to the later, lighter mice.
TOS 1.4 6 chip chipset.
40 WATT power supply. Bought from a third party after my Atari power supply blew up. Its a metal cased job that a spliced the old cable to.

That about does it. I'll sell the 520ST in pieces or together for $100. Make me an offer for the pieces.

All the above prices are definitely negotiable and we'll deal on shipping.

First reasonable offers accepted. (I may already have an offer for the TOS chipset though.)

JEff

764. Dungeon Master, thanks!!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 05:07:09 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Jan24.050709.25180@milton.u.washington.edu>
Source record: 226458

Thanks to all the millions of people who responded to my DM question, I botted up the game and it took all of 2 minutes to finish off Chaos. I don't know why I never tried it before, I guess before I kept fluxcaging Chaos himself and he would always teleport... Anyway thanks again, now it's time for CSB (well I can't afford it yet but maybe I'll play it on my friend's (gasp! choke! eek) Amiga 500 down the hall, game looks exactly the same...

Ben Gilbert (tymbrimi@u.washington.edu)

765. Re: Is STart magazine utterly dead?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 06:33:21 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan24.063321.8976@actrix.gen.nz>
Source record: 226461

In article <1992Jan23.221325.6827@sfu.ca> gfarrell@sfu.ca writes:
> In article <4874@mtecv2.mty.itesm.mx> gerardo@uapnx1.dgsca.unam.mx (Gerardo
> Cisneros) writes:
> > Does anybody know if STart magazine is definitely dead?
> > Or whether they still have an office in San Francisco?
> >
> > Their subscriptions P.O. Box in Mount Morris has been closed, according to
> the
> > USPS.
> >
> > Your replies to my questions will be appreciated.
>
> Yes, they're deader than a doornail.
>
> Antic Publishing also did a dirty to those of us who still had issues coming (
> I had about 7 or 8 myself) by creating a new company (I forget the name),
> transferring all of Antic's assets to the new company, and declaring Antic to
> be non-existant!!!!! Therefore, they don't owe their subscribers (or any of
> their other creditors) any money!!!!!!
>
> Thanks for nothing, you &%$%*&%'s!
> > --
> > Dr. Gerardo Cisneros |Depto. de Aplicacion de Microcomputadoras
> > gerardo@uapnx1.dgsca.unam.mx |Instituto de Ciencias, UAP, Puebla
> > CISNEROS@UNAMVM1 (BITNET) |91-92: on sabbatical at DGSCA/UNAM, Mexico
>
> ____
> Gordon Farrell
> Computing Science Major
> Simon Fraser University e-mail: gfarrell@sfu.ca

From what I have read there are now court cases about all this, this
is some thing that you can't do..!!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

766. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 06:39:06 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jan24.063906.38192@yuma.acns.colostate.edu>
Source record: 226462

Question was mutigem like mutifinder?
My personal opion is not really.
The multiGEM is a big step from the GEM but not real to the multifinder yet,
the use of desk accessary slot is not convenient and limits the function.
On Mac the multiFinder is only limited by the memory availible, and multiGEM
is limited both by the memory and the desk accessary slots left. No setup
needed for multifinder except to start the system with multifinder set as start
up.
As I say, this just my personal view, others would see it differently. You are
ultimat judge as you are the one use your machine not me or others. So if it
serves your purpose then it's good.

Tang
sytang@lamar.colostate.edu

767. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 06:48:13 UTC
From: rjung@girtab.usc.edu
Message-ID: <knvdldINNpjb@girtab.usc.edu>
Source record: 226464

In article <1992Jan24.024646.7583@cherokee.uswest.com> tls@agni (Terry Simmons) writes:
>In article <1992Jan23.133054.6471@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>>In article <29446@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:
>>>I need something like the equivalent of the Macintosh multifinder ...
>>>Does it exist ?
>>
>>Not really. Yet.
>
> I was just reading an add in the ST Informer about MultiGem which
> claims to be just like a multifinder for the ST. Having never used
> MultiGem or Multifinder could someone else shed some light on this
> subject?

Well, I use MultiFinder on the Macs at work, and have MultiGEM on my STe, so I guess I should talk.

A quick background: MultiFinder is a version of the Mac OS (the Finder) that allows multitasking. With MF, you can run an application, adjust its window, go to the desktop, run another application, hop back 'n forth between them, and other such goodies.

MultiGEM is a software "hack" (albet a very good one) to give you multitasking on the ST (TOS 1.2 and up required). You install it on your system, then whenever you run a GEM program, it takes up one of your six accessory slots. You can hop back to the desktop, go to another active application, all sorts of fun multitasking stuff.

There are drawbacks with MultiGEM. It's a hack/kludge, so it's not perfect. Only GEM programs that"follow the rules" will multitask properly -- things that tend to break are games, early ST software, or PD/shareware efforts. The 68000 is not suited too well to multitasking, so if you are running several things at once (a word processor prints while you're working on a telecomm program), it will slow down noticeably.

Still, it's true multitasking on the ST, at least until Atari gets a multitasking TOS out. I admit it has flaws, but continue to endorse it -- it's not a final solution, but a good step in the right direction.

--R.J.
B-)

^^^

it to me and let's cut out the middleman.

768. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 07:04:01 UTC
From: rjc@hal.gnu.ai.mit.edu
Message-ID: <1992Jan24.070401.25918@mintaka.lcs.mit.edu>
Source record: 226466

In article <695887037.1@therip.FidoNet.Org> Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes:
>Well for one thing the productivity mode is only available on the new machines with the new 2meg chipset. Older machines still need flicker fixer..
>The productivity mode is only a part of the new ECS chipset...

Yes, all new Amiga's come with AmigaDOS 2.0 and the ECS Agnus/Denise chips.
(Incidently, the ECS allows you to have 2mb of video "chip" ram)
The Denise is the video controller chip. The new denise offers
programmable scan rates up to 70hz (probably more). The ECS, unlike
the flicker fixers, outputs 640x480 at VGA frequencies, or 1280x200.
There are new interlaced modes like 1280x400 and 640x960 which are nice
for titling work. The new Denise also offers new types of external
syncing (genlocking), including chroma keying (overlaying live video
on top of graphics which is the reverse of genlock), bitplane keying,
and genlocking to any color register.

>But last I heard this was an Atari echo...
>Not only does high res on an st not flicker but it has a faster scan rate which is much better on your eyes..
>(Essentially interlace slows your effective scan rate down quite a bit...
> And the slower the scan rate the harder on your eyes it is.)

Interlace slows the refresh down to 30hz because it takes 2 fields to make
a single screen. The ECS modes are 31khz VGA style. However, slow scan
rates have little to do with how hard the image is on your eyes.
By far the most important factors are dot pitch, color quality, and
resolution. As long as the persistence is high enough, even very slow
scan rates don't hurt. (Consider LCD displays whose persistence is very
high, so high, that images "smear" across the screen. The refresh rate
is low.)

>
> * Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

P.S. You don't have to use the built in chips if you don't want to.
There are plenty of megapixel megacolor cards out there now, and a
24bit device independent graphics standard called SAGE is nearing completion
which would allow every application to take full advantage of them.

769. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 08:05:06 UTC
From: i9853100@uavax0.ccit.arizona.edu
Message-ID: <1992Jan24.010506.1@uavax0.ccit.arizona.edu>
Source record: 226467

If you are running under GEM, have you tried using an editor which runs as a desk accessory? These are available in the public domain, and would be accessible from within your other program.

770. Context-switcher

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 09:42:47 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Jan24094247@ghiggins.hpl.hp.com>
Source record: 226470

In article <29446@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:

> I need something like the equivalent of the Macintosh multifinder for Atari
> ST. Does it exist ?
> Or perhaps someone can find another way of solving my problem : I would like
> to use a Lisp interpreter which does not allow to call an editor. And I
> don't want to quit the interpreter, then to load the editor, etc... for each
> modification of the source.

You have two immediate courses of action. Change Lisp implementations or use MiNT. The implementation of CL on atari.archive has an (ed "<file>") function which works admirably well, the actual editor called is settable in an initialisation file. If you *have* to stay with a Lisp without system calls (it can't be good for you), you don't have to go as far as running mgr. Allan Pratts mw2.zoo utility provides multiple GEM windows running the shell of one's choice (including gulam), allowing one to switch between windows. There's one slight difference between MW2+MiNT and MultiFinder, and that is --- under the former, programs continue running in the background.

You can find all the above-mentioned programs (except MultiFinder!) on atari.archive.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

771. UNIX2DOS

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 10:04:45 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jan24.040445.26274@hemlock.cray.com>
Source record: 226468

Hi People,

I downloaded UNIX2DOS.LZH, believing it to transmogrify UNIX text files to DOS text files, i.e. convert the <LF> record relimiters to <CR><LF>. However, I don't seem to be able to get the program to do anything. There were no docs, so I've been `shooting in the dark'. The program itself is only ~450 bytes long. Is the copy at a.a wrong? I am wrong? (Don't answer that...) Any clues and/or divine insight would be very much appreciated. Otherwise, I'll just have to write the program myself, and that's just not cricket!

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

772. D70 sound saver program (there is interest!).

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 11:12:14 UTC
From: geert@ccsds.ahold.nl
Message-ID: <3173@ahds.ahold.nl>
Source record: 226473
Cross-posted to: rec.music.synth,comp.sys.atari.st

Hi,

According to my recent posting about a D70 performance/patch/tone and
rhythm setup saver program for the atari-st I have the following to say.

- There is interest for such a program.

- Monday, I shall upload the program to both a.a.u.e and cs.ruu.nl

- The program will come with a file containing the complete factory setup for
the D70 synthesizer (so anyone can restore the original sound settings
if the program).

- Hope I will hear from users of the program.

Geert.

--

==
============ Geert W.T. Jonkheer. =============
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
==

773. Re: Length of MEGAFILE cable

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 12:19:09 UTC
From: jonc@status.gen.nz
Message-ID: <meX3eB1w164w@status.gen.nz>
Source record: 226465

> In article <nollert.695932992@nova>, nollert@nova.tat.physik.uni-tuebingen.de
> Some years ago ATARI tried to fulfill this wish, but soon the cut the cables
> again. As the stated, only those shot cables give you a secure operation. LOt
> of people reported problems with longer cables, so if you don't have a buffer
> HD-controller, you are restricted to the ATARI cables.
>

If you do the old mod for the mega II to your normal atari you can have
nearly anylength we have 8 devices all off our mega II with about 15 feet in
length dma cables from the PC racks..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

774. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 14:22:02 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jan24.142202.15657@syscon.rn.com>
Source record: 226476

rosenkra@convex.com (William Rosenkranz) writes:

In comp.sys.atari.st you write:

> memory fails, but i remember GNU being at least 1.5x alcyon (both 16-bit).
> the point about compilers having non-trivial impact on performance is
> nevertheless valid. i consider 10 percent or more significant so megamax's
I agree with you that compilers make a difference. I thought that was
clear at least from my statment about Alcyon vs. MegaMax vs. GNU. I also
consider 10 percent to be significant. My quest for speed started this
whole dialog. I still say that given the state of the art in compilers
that the major difference in my origional example is hardware. While I
appreciate your concern for not abusing benchmarking, I can buy or write
a better compiler. I can't speed up the memory system once I have
purchased the hardware. Which brings us full circle. My current non-GUI
system is a homebrew 030 at 20 MHz running 5 cycle access to memory without
burst. It gets around 5600 dhrystones using dnry 2.0 and GNU compiler.
Given similar test conditoions, will a TT be faster? How good is the
TT memory design? Should I instead get a Small SST and an old Mega?
How good is the SST? What would you buy with $2500?
--
Carl Kreider

CIS 71076,76
Usenet ....!syscon.rn.com!carl

775. Re: Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 14:31:22 UTC
From: oracle@iastate.edu
Message-ID: <oracle.696263482@vincent1.iastate.edu>
Source record: 226471

In <1992Jan23.194707.3931@ux1.cso.uiuc.edu> wmagro@firenze.physics.uiuc.edu (William Magro) writes:

>Are there enough spectre users out there to get a new newsgroup going?
>I don't remember the rules for starting a new newsgroup. Anyone want
>to refresh me? We could have comp.sys.atari.st.spectre and we could
>share problems, experiences, successes, etc. there.

I'd be interested!

776. Re: Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 15:07:07 UTC
From: malay@sae.com
Message-ID: <1992Jan24.150707.17255@sae.com>
Source record: 226472

```
In article <1992Jan23.130048.1@vax1.tcd.ie>, mpnolan@vax1.tcd.ie writes:
|> In article <1992Jan23.062347.2682@milton.u.washington.edu>,
england@milton.u.washington.edu (Gregory Miller) writes:
|> > In article <1992Jan22.183730.12621@varian.uucp> lefko@csbvax.uucp (Marty Lefkowitz)
writes:
|> >>Atari 520STfm for sale. Hardly used. 1040 motherboard.
|> >>Comes with mono monitor,
|> >>1 double sided disk (IBM compatible)
|> >>1 single sided disk.
|> >>Monitor Stand
|> >>All origonal boxes and manuals
|> >>
|> >>$350 or best offer.
|> >
|> >
|> > Heh heh.... Like a rat scrambling to abandon a sinking ship, yet another
|> > Atarian offers up his 'computer' hoping that some fool will be stupid enough
|> > to buy it.
|> >
|> > ____________________________________________________________________________
|> > __
|> > I will not be pushed, filed, stamped, indexed, ///
|> > briefed, debriefed, or numbered. __ /// Only Amiga makes
|> > \\\/// it possible.....
|> > My life is my own. \XX/
|> > ____________________________________________________________________________
|> >
|> > england@u.washington.edu
|> What a plonker!
|> What age are you, Marty?
|>
|> SIX?
|>
|> YOU HAVE NOTHING TO ADD TO THIS GRUP.
|> THIS GROUP WAS SET UP FOR ATARI USERS AND OWNERS,
|> NOT KIDS WITH THE BIGGEST 'TOY' IN THEIR STREET.
|>
|> Now leave us alone.
|>
|> P.S. Is there anybody/anywhere I can complain to about this guy disrupting the group?
|> .___________________________________.
|> |*Mark Nolan ************| ||| |
|> |*Trinity College Dublin*| ||| |
|> |*Eire******************| / | \ |
```

```
|> |*mpnolan@vax1.tcd.ie****| / | \ |
|> ------------------------------------
```

Why don't we find out where he lives and let the air out of his tires??

Bob Malay

777. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 15:41:21 UTC
From: asb@cs.nott.ac.uk
Message-ID: <1992Jan24.154121.9500@cs.nott.ac.uk>
Source record: 226475

> You're gonna have to justify this statement. The Amiga has more
>programming tools than I can count. Numerous C compilers, 4 Forth
>implementations, Modula-2, Oberon, Smalltalk, Eiffel, Lisp/Scheme,
>Basic (plentity of them including ones that produce optimized
>assembly), AMOS, Fortran, the list goes on. Almost every
>language has been ported. There are a couple PD interface builders
>for GUI work, PD debuggers, not to mention that AmigaDOS looks and
>smells like Unix from the shell point of view.
>There is an entire (PD)C programming manual on disk that teaches
>Amiga programming step by step. Not to mention the 590 fish disks
>FULL of programs with C source code.
>
> I'd say the Amiga is the second best computer to program C on
>besides the NeXT.

I suppose you're entitled to your opinion, it's how you come to that conclusion that beats me. Both the Mac, the ST and now even the PC all have consistent user interfaces that impose rigid styles on the programmer, providing him with the tools necessary for simplifying design and implementation. By contrast, the Amiga's so called GUI has all the hallmarks of something thrown together in rather a hurry (maybe it was ?). It provides virtually no services to the poor sod who has to program it - have you ever tried to enter data into a complex Amiga dialogue without resorting to the mouse ?

In short, the Amiga's designers should have read the Apple style guides before they even touched a keyboard. I apologise for bringing this to c.s.a.s but it was the Amiga's amateurish interface implementation that kept me on the Atari.

Andy.

--
==
= Disclaimer: I know I talk trash. You don't have to tell me. =
= Give me a VAX and I'll rule the world. =
= e-mail: asb@cs.nott.ac.uk =

778. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 16:07:52 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan24.160752.2826@actrix.gen.nz>
Source record: 226474

In article <1992Jan24.044208.21223@mintaka.lcs.mit.edu> rjc@hal.gnu.ai.mit.edu (Ray) writes:
> In article <1992Jan23.132827.48664@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
> >In article <1992Jan23.071233.10605@milton.u.washington.edu> tlk@hardy.u.washington.edu (Jeremy C. Norberg) writes:
> >>In article <1992Jan18.122843.10678@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>
> I'd say the Amiga is the second best computer to program C on
> besides the NeXT.

And with Sum check on disks..Tut tut tut..

If its that good, how is it you never got Turbo-C ported, and you never
mention the GNU C++..!!

>
> >--
> >Addresses:-
> >JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
> >Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

There is one computer that you forgot about beats, them all hands down,
its the Acorn (UK) A540/A5000, its a RISC machine and get a 26 mips performance,
so why not go and see if you can find one to look at..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

779. Re: Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 16:53:15 UTC
From: snoret@egon.unx.sas.com
Message-ID: <1992Jan24.165315.5787@unx.sas.com>
Source record: 226480

In article <1992Jan23.194707.3931@ux1.cso.uiuc.edu> wmagro@firenze.physics.uiuc.edu (William Magro) writes:
>
>Are there enough spectre users out there to get a new newsgroup going?
>I don't remember the rules for starting a new newsgroup. Anyone want
>to refresh me? We could have comp.sys.atari.st.spectre and we could
>share problems, experiences, successes, etc. there.
>
>Any interest?
>
>--Bill

Yes! I think there is. And if you include people like me (who don't yet own a spectre but who are diligently scraping together every loose nickel and dime they have to get one) you would find quite a bit of interest.

And with a newsgroup for spectre users, it would just help increase it's own size by giving those folks who (somewhat like me) have been living under a rock (or just nowhere near an Atari dealer ... oops, I guess that's just about everybody :) the chance to learn more about the product and its capabilities, making it more likely that they'll get one.

Just MH2CW,

Rick

Rick Tatem __-__ _
snoret@unx.sas.com =========@ ============ *#__===___
UNIX Support _______ / /_ `'~~~~~~~~*#*--(0)---\
SAS Institute, Inc. _____________{ @* @

780. Re: Amiga flamers

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 16:59:04 UTC
From: bcc@Eyring.COM
Message-ID: <1992Jan24.165904.867@Eyring.COM>
Source record: 226477

In article <696164966.2192@minster.york.ac.uk> jph@minster.york.ac.uk writes:
>A note to all Atari owners on the net - please don't reply to the Amiga idiot
>who insists on trying to start a flame war every other week. These flames are
>totally non-productive and a complete waste of time. If we just ignore him he'll
>get bored and go off to somewhere else and leave us in peace.
>
>Maybe we should have a moderator to filter out this flame trash.
>
>Jonathan.
>

I certainly agree -- I get tired of adding kill file entries for each new
idiot that comes along with a commodore and an attitude. Never mind the
relative merits of their computers; I am now convinced I would NEVER buy
a machine that caused its users to go wandering around picking fights with
owners of other brands! Does the monitor put out some special radiation
that causes brain damage? Maybe there are subliminal messages that
'flicker' past and incite people to mindless acts of .... (STOP IT!)
--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS
(If the above doesn't work, try coope@bert.cs.byu.edu)

781. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 17:11:35 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Jan24.171135.12394@cs.wayne.edu>
Source record: 226478

>In article <29446@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:
>>Or perhaps someone can find another way of solving my problem :
>>I would like to use a Lisp interpreter which does not allow to call an editor.
>>And I don't want to quit the interpreter, then to load the editor, etc...
>>for each modification of the source.

I don't know Prolog from ADA(m) (forced pun, sorry) but I found that by
modifying the macros file that came with C-Breeze, I am now able to
compile G++ from the menu bar, ala Turbo-C on PC's. Works pretty well,
too. You can probably find C-Breeze for less than $20 mail order; I
think I bought mine at a WAACE for around that.
--
"Again, the kingdom of heaven is like unto a net,"
Matthew 13:47

782. Re: Finishing Dungeon Master

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 18:18:09 UTC
From: dkoski@cs.arizona.edu
Message-ID: <2796@caslon.cs.arizona.edu>
Source record: 226481

In article <1992Jan23.201130.15999@b11.ingr.com> jmack@b11.ingr.com (Cery McCormick) writes:
>Since we're on the subject of Dungeon Master, I'm playing it again for
>the second time. I had read somewhere that if you 'throw' the firestaff
>out of the room from where you first got it, rather than walking out
>with it, then the upper levels will not be closed up to you.

OK, here it is:

grab the power gem with the firestaff. turn around. throw firestaff. leave.

There is a trigger in the doorway that goes off when you go accross with the firestaff. If you listen carefuly, you can hear it (that is how I found it).

David Koski

783. Re: MIDI out to audio

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 18:57:17 UTC
From: bill@mwca.UUCP
Message-ID: <1957@mwca.UUCP>
Source record: 226498

In article <53169@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>Hi. I am interested in a hopefully easy way to take the stuff that
>I record via MIDI on my STe, and somehow pump it thru the STes
>stereo audio out. Anyway I can do this without buying stuff like
>expensive digitizers?

MMM (Midi Music Maker) will play Midi files through your speaker, though it doesn't attempt to synthesize anything other than standard ST 'beeps'.
Available from atari.archive, GEnie, and other fine sources. Shareware.
--

Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201

########## Opinions expressed are my own and usually wrong ##########

784. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 19:23:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1793660984@thelake.mn.org>
Source record: 226495

[In article <1992Jan24.171135.12394@cs.wayne.edu>,
pbh@jake.cc.wayne.edu (Patrick Haggood) writes ...]

>>In article <29446@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:
>>>Or perhaps someone can find another way of solving my problem :
>>>I would like to use a Lisp interpreter which does not allow to call an editor.
>>>And I don't want to quit the interpreter, then to load the editor, etc...
>>>for each modification of the source.
>
> I don't know Prolog from ADA(m) (forced pun, sorry) but I found that by
> modifying the macros file that came with C-Breeze, I am now able to
> compile G++ from the menu bar, ala Turbo-C on PC's. Works pretty well,
> too. You can probably find C-Breeze for less than $20 mail order; I
> think I bought mine at a WAACE for around that.

E. Arthur Brown sells it, but I don't know whether they ship to France.

You can do pretty much the same thing with most versions of MicroEMACS
(and, I think, Origami as well). I usually compile C code directly from
my editor, using Sozobon C and a version of Conroy's MicroEMACS that I
compiled with Sozobon. But note that the compiler doesn't stay resident;
it has to be loaded for each pass.

If you have enough RAM to hold the Lisp interpreter on a RAMdisk and still
run it, that might speed things up considerably.

It sounds like what's really needed here is just a task switcher, like
the old Juggler program. I don't know if it's still available, or if it
supports non-GEM programs. Never used it.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.
It's probably another side effect of the Super Bowl.
(I'm praying for a blizzard on Super Sunday.)

785. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 19:26:17 UTC
From: rjc@hal.gnu.ai.mit.edu
Message-ID: <1992Jan24.192617.18720@mintaka.lcs.mit.edu>
Source record: 226482

In article <1992Jan24.160752.2826@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1992Jan24.044208.21223@mintaka.lcs.mit.edu> rjc@hal.gnu.ai.mit.edu (Ray) writes:
>> In article <1992Jan23.132827.48664@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>> >In article <1992Jan23.071233.10605@milton.u.washington.edu> tlk@hardy.u.washington.edu (Jeremy C. Norberg) writes:
>> >>In article <1992Jan18.122843.10678@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
>>
>> I'd say the Amiga is the second best computer to program C on
>> besides the NeXT.
>
>And with Sum check on disks..Tut tut tut..

This is one of the stupidest comments I've ever seen. Atleast I'm
not stuck with 11 character filenames, and I have soft and hardlinks
in my filesystem.

>If its that good, how is it you never got Turbo-C ported, and you never
>mention the GNU C++..!!

G++ has been ported, I think it's on nic.funet.fi. Turbo-C, who cares?
The ST version isn't even made by borland anymore? Not to mention that
GCC beta2 beats most commercial compilers anyway.

>>
>> >--
>> >Addresses:-
>> >JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
>> >Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk
>
>There is one computer that you forgot about beats, them all hands down,
>its the Acorn (UK) A540/A5000, its a RISC machine and get a 26 mips performance,
>so why not go and see if you can find one to look at..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

786. Re: Desktop background

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 19:53:34 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan24.195334.10977@email.tuwien.ac.at>
Source record: 226484

If the program you mentioned is the one I know of, it can display Hi-rez screens on the desktop background too, just with a different filename!! But since I don't have this program (anymore) I'm sorry, but I can't tell you the filename! But if you use a disk monitor to have a closer look at the program you might be able to find out what filenames it loads...
M.Yannikos
PS. The program I mean is 2048 bytes if I remember it well...

787. Re: GCC questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 20:09:28 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan24.200928.11117@email.tuwien.ac.at>
Source record: 226485

SH.TTP or SH.PRG is available for anonymous ftp'ing on various sites
in an archive called UXTOOLS.ZOO (or .ARC). I suppose it's available
at sol.cs.ruu.nl or wuarchive.wustl.edu.

Marinos Yannikos
TU-Vienna

788. Clipart ".img" files

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 20:16:50 UTC
From: malay@sae.com
Message-ID: <1992Jan24.201650.19076@sae.com>
Source record: 226489

I downloaded a bunch of clipart files from a.a and they are in some sort of GEM (.img) format. How can I convert these into MacPaint or PICT images so I can use them on my GCR??

Bob Malay

789. Does anybody know...

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 20:29:51 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan24.202951.11296@email.tuwien.ac.at>
Source record: 226486

Does anybody know...

- How to connect a second SCSI harddisk to a Mega STE, without having to buy a tower kit? Is it possible at all with the built-in SCSI controller?

- Why the gnu 'gcc.ttp' can't run in the background under MiNT 0.91, if called with '&' the next programs called can't get a PROC structure (at least that's the message I get :)).

- If there is an accelerator board available for the Mega STE, using a 32-Bit processor (maybe even an 68040???).

- If a 68881 coprocessor can be used directly with line-f floating-point instructions in the Mega STE when connected properly, since the line-f vector isn't used by GEM anymore?

- Which graphics cards's video memory can be accessed directly by programs without having to use hardware registers, drivers etc., i.e. using normal move instructions??? (I mean the new VGA cards)

Thanks in advance,
M.Yannikos

KDV_521@eiaida.tuwien.ac.at (TU Vienna, Austria)

790. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 20:34:20 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan24.203420.11375@email.tuwien.ac.at>
Source record: 226487

Well, as far as I know the NeXT has 25507 Dhrystones (the 68040) !!!
I don't think the Amiga is very close to that speed!!!!!!

M.Yannikos

791. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 20:36:45 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan24.203645.11435@email.tuwien.ac.at>
Source record: 226488

"That is not dead which may eternal lie,
yet with strange aeons, even death may die."

H.P.Lovecraft, Call Of Cthulhu

792. JRD's port of GNU Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 20:57:45 UTC
From: steveg@cseic.saic.com
Message-ID: <4991061@MVB.SAIC.COM>
Source record: 226502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm using John Dunning's port of GNU Emacs and like it alot except for one annoying problem. Can anyone help me:

Get the file loader to stop stripping out Ctl-M's (cr's) from my ST text files? It's a real pain to have to replace all LF's with CR/LF pairs everytime I go to save, and GNU Emacs on my Unix box has no trouble preserving 'hard' CR's, so why should the ST version?

Similarly, how would I go about creating a mode (or defining the key) so pressing enter caused CR and LF to be inserted?

(Bonus Question): What is the name of the .el file (and where does it live) that I can put startup commands into? On my Unix box here it's ".emacs" but that obviously won't work on the ST.
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

793. Atari ST stuff forsale

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 21:08:24 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <8925@vice.ICO.TEK.COM>
Source record: 226491
Cross-posted to: comp.sys.atari.st,tek.forsale,or.forsale,pdx.forsale,misc.forsale

This is a reposting of stuff I posted on Monday. I've had a lot of stuff sell, so I thought I'd post the updated list. I've also add a few items.

You pay shipping. Software titles ship at $2.00 each or $3.00 for second day air. If you buy several titles the price is flexable. I have bids on the hard drive, but am still open to bids. Make me an offer on anything. The worst that could happen is that I would say no. :-)

Hardware

Atari 1040ST
with Color Monitor 450.00
with Monochrome Monitor 350.00
Supra 20Mb hard drive 200.00
Lantech Local Area Network 150.00
with ADS Universal Network software. Includes two Lantech Cartridges and cable.

Graphics Applications

Migraph Touch Up 50.00
Migraph Easy Draw 2.3 40.00
with Easy Tools
Print Master Plus 15.00
with Fonts and Borders
Publisher ST 35.00

Games

Eagles Nest 10.00

Word Processors

Word Flair II 40.00
Word Writer 20.00
Haba Writer 5.00
with Haba Spell

Spreadsheets

LDW Power 50.00

Accounting

Phaser 4.01 30.00
Home Accountant 5.00

Programming Languages

Mark Williams C v 3.0 50.00
with csd source debugger

Desk Acc

Migraph OSpooler 15.00
Codehead Multi-Desk 10.00
Codehead CodeKeys 15.00

Communications

Flash 1.6 10.00
ST-Talk 5.00

Game Creator Software

STOS Game Creator 15.00
TaleSpin 15.00

Misc Stuff
----
dBMAN 5.10 75.00
Migraph DeskJet GDOS Driver 20.00
with 3 150/300dpi fonts
Turbo ST 10.00
Word Quest 10.00
Word Quest 2 10.00
Neo Desk 2.0 15.00
Neo Desk 3.0 35.00

794. 4 $ale...

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 21:16:43 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <23.2980FF85@gisatl.fidonet.org>
Source record: 226423

```
Two ATARI SC1224 COLOR MONITORS
$100.00, this one needs linearity adjustment.
$200.00, other in PERFECT condition.

WORD PERFECT for ATARI ST
$65.00

ATARI SM124 Monochrome monitor, PERFECT.
$125.00

Ed June
voice, 404-471-6369

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: ed_june@over.mind.org
UUCP ...!emory!uumind!overmind!ed_june

--
---------------------------------------------------------------
__ User: Ed June
/ Via FidoNet node: 1:133/411
/|oo
(_| /_) UUCP: gatech!warlord!gisatl!308!june
_`@/_ _ INTERNET: june@f308.n133.z1.FIDONET.ORG
| | \
| (*) | _ )) FidoNet <==> UUCP Gateway
______ |__U__| / // David Deitch, Administrator
/ FIDO _//|| _ /
(________) (_/(_|(____/ (jm)
```

795. Re: TOS chipsets (was Re: What to do?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 21:36:43 UTC
From: pinelr@aix.rpi.edu
Message-ID: <494rk=b@rpi.edu>
Source record: 226490

In article <ENTROPY.92Jan23184939@wookumz.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:
>
>I'm considering doing a TOS 1.4 upgrade in my circa-1987 1040 ST.
>(rev. D motherboard.) Where are the TOS roms located? I found a
>group of 6 chips under the power supply that looks like it might be
>the TOS, but I'd like to be sure, so that I don't order the wrong set
>and find out from the installation instructions that I was looking at
>the wrong thing and really need a 2-chip set.

Ok. In my Mega, the ROMS were sitting quite close to the 68000 and no-
where near the power supply. The ROMS will be sitting in plug-in sockets
(not soldered in!) and I believe they are labeled with numbers beginning
with 'C09...', or at least 'C0...'. Oh yeah... and the sockets should be
labeled U0, U1, U2, and L0, L1, L2 (for six chip sets, which you probably
have.) The three L sockets might be alternately labeled with U* instead.
Hope this helped.
--Rob

796. Re: Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 21:41:06 UTC
From: don@chopin.udel.edu
Message-ID: <18982@chopin.udel.edu>
Source record: 226493

I have a feeling I'll regret posting here, but here goes anyway:

In article <1992Jan24.020204.2421@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>Well I quoted negative sales, meaning that they are taking there A500 Plus
>back to the shops as they don't play games any more.
>One shop here stated to me that only 2 games in the shop would work on
>the New A500 +.
>The games that are packed with the machine, most don't work, Commodore
>include a list with the machine of the games that don't work..
>And even Lemmings does not work, is that a old game..??

Commodore laid down rules long ago about what not to do to
maintain compatibility. If the rules were followed, the software
generally worked. If not, it's the developers' own fault.
Lemmings works fine on my A3000 running the same version of the OS
as the 500+, with the added complication of a 25MHz '030, different bus
structure, etc. Not all old games fail either... I can still run Defender
of the Crown (probably the first Ami game, released something like 7
years ago) on the latest hardware.

>All this has been confirmed by 2 other Amiga Shops here

My statements are confirmed by the machine I'm typing this on :-).

>Hey this new work bench that they have still can't lasso files, to
>copy or delete..

Funny, I do it all the time. Maybe I've got some sort of virus that
adds lassoing capability to the workbench?

>And they still use Sum Checks on all there disks..!!

Uuhhhh... so?

I'm curious as to the state of Atari in Europe at this point. Nothing
in this post is meant as a flame or insult; I'm just trying to offer
corrections to some inaccuracies and ask some honest questions. No, I'm
not an Amiga user who skims the Atari groups looking for flame wars to jump
into. I occasionally peek into c.s.a.st out of a genuine interest in what's
going on in the ST world.

OK, now that the flame retardant has been applied, back to my question:
how is Atari doing in Europe? From the little I've heard lately it sounds
as if they're heading downhill there and picking up speed. Is the TT selling
much? I have yet to see a TT in person. There are, as far as I know,
_no_ Atari dealers or users' groups left in this (admittedly small) state,

and all 3 ST users I've known have long since moved on to other machines.

What kind of features does the latest TOS have? I don't even know what version it is, which machines it runs on, etc. Could somebody maybe send me some informative screen shots (in GIF or IFF format) :-)?

Oh, and a note to whoever posted part of this thread to c.s.a.advo with a 'Please get this out of our newsgroup' type heading.... not a good idea. It only attracts more of us insecure, jealous Amiga users into c.s.a.st to see what's going on, and steamrolls into a cross-posted flame-fest that can go on for months.

797. Re: Amiga flamers

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 21:44:37 UTC
From: don@chopin.udel.edu
Message-ID: <18983@chopin.udel.edu>
Source record: 226494

In article <1992Jan24.165904.867@Eyring.COM> bcc@Eyring.COM (Brian Cooper) writes:
>I certainly agree -- I get tired of adding kill file entries for each new
>idiot that comes along with a commodore and an attitude. Never mind the
>relative merits of their computers; I am now convinced I would NEVER buy
>a machine that caused its users to go wandering around picking fights with
>owners of other brands! Does the monitor put out some special radiation

If you followed that advice, you'd never have bought _any_ computer
at all. Maybe a used Vic 20 ("I know it's a piece of junk, but I bought
it because nobody who owns one ever says it's better than anything else!")

798. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 21:45:41 UTC
From: pinelr@aix.rpi.edu
Message-ID: <_04rcpb@rpi.edu>
Source record: 226492

In article <1992Jan24.013945.1783@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <4f3rxzd@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
>> In article <1992Jan23.031750.19244@verdix.com> scotty@verdix.com (Scott R. Chilcote) writes:
>> >
>> >Hey, Ken, this isn't as twisted as it sounds!
>>
>> --Rob
>>
>> p.s. To get an idea how old my mega is, it has the 6 chip ROM set in it that
>> almost NO Megas have! Boy am I glad I didn't take Toad Computer's word for
>> it when ordering my TOS 1.4 upgrade!
>>
>
>Can you tell me what the problem was , as these machines can take both,
>the 2 chip set is far better as it has less buss loading..
>
>The only problem could be with very old ST's and ones with 2 rom sockets
>as they can only take this 2 chip set, with out adding the extra sockets..

As far as I know, you cannot pop a 2-chip set into 2 of the sockets on a motherboard designed for a 6 chip set. That would mean that each socket must be addressed as if it were actually 3. Toad was quite adamant in its advertisements about making sure which set you needed (which is why I went through the ordeal of opening up my Mega to check!)

--Rob

799. Atari SF314 DS/DD drive for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 22:18:50 UTC
From: snoret@egon.unx.sas.com
Message-ID: <1992Jan24.221850.11597@unx.sas.com>
Source record: 226392

I have an extra SF314 drive I would like to sell. It has
original box, manual, and power supply, but I still need the
interface cable (sorry). I thoroughly tested it before I boxed
it up. It works great.

Price: $75 or best offer. Does NOT include shipping.
Terms are cash, MO, or UPS COD. (I prefer the two latter.)

Reply to : Rick Tatem
snoret@unx.sas.com

Thank you (sorry for wasting bandwidth here.)

Rick Tatem __-__ _
snoret@unx.sas.com =========@ ============ *#__===___
UNIX Support _______ / /_ `'~~~~~~~~*#*--(0)---\
SAS Institute, Inc. _____________{ @* @

800. Re: CSB: I'm stuck in the DDD

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 23:17:31 UTC
From: c90danjo@odalix.ida.liu.se
Message-ID: <1992Jan24.231731.27146@ida.liu.se>
Source record: 226411

lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:

>Help!
>I can enter the way of the ninja. A pit (marked as 1 in the figure
>below) is blocking my way and i can't close it. I tried to force a
>'stone pile' to the floor plate at 2, I heard a click, but the pit
>stayed open 8-)

> # ## ^ upstairs
> #v# ## v downstairs
> # # # O F floor plate
> # 1 2#O O pit
> #^# ### # # wall
> # F B B black flame
> ## #O# ###
> #B#F O
> B# #
> BB #
> ## ##
> #v#

>I have no clue. Any help is appreciated.
>---
> Larry

This problem is not as hard as it may seem. Try going down the stairs
marked v on the map above. Walk ahead to the iron door. You open it
by forcing a skeleton to stand in front of it, then quickly pressing the
button nearby. This should cause the skeleton to be transported to the
other side of the door. Now quickly kill the skeleton. (Throw arrows at it
or somthing, through the door.) The door will open. PRESS THE EYE ON THE WALL
with some transparent object, e.g. a magnifying glass or a gem. This will
close the pit (marked 1 on the map). Just go back upstairs and game on... :-)

Good luck!

+---+
! Daniel Johansson ! Email address: !
! Ryds Alle 15:109 ! c90danjo@und.ida.liu.se !
! 582 51 LINKOPING ! daniel@lysator.liu.se !
! SWEDEN ! !
+---+

801. Questions about TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-01-24 23:42:23 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992Jan24.234223.15404@CS.ORST.EDU>
Source record: 226496

Anybody out there swapped the new TOS 2.06 into their old ST?
How tough is it to install? I'm also wondering how the new TOS deals with
things like lack of Blitter, only 512 color palette, etc.

Do any of you know if Falcon runs under 2.06? I've had 1.4 installed for
a while, and my copy of Falcon craps out at the "Insert Disk Two" prompt.
I like the game, but not enough to justify ripping the cover of my machine
and popping 1.0 back in every time I want to play it.

So do I get TOS 2.06, or sell Falcon, or just quit asking so many questions?

Thanks,

--
+---+
John Thaanum thaanuj@prism.cs.orst.edu
"A better tomorrow takes your best today..." -Triumph
+---+

802. Enlightenment (was RE: Yet another ST for sale)

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 00:08:25 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2624@equinox.unr.edu>
Source record: 226497

In article <31717@natinst.natinst.com> you write:
>england@u.washington.edu writes ...
>
>> Heh heh.... Like a rat scrambling to abandon a sinking ship, yet another
>> Atarian offers up his 'computer' hoping that some fool will be stupid enough
>> to buy it.
>
> I just wanted to mention that I can see at least 4X as many Amigas
>for sale per week as Ataris. In fact they had to create a whole seperate
>newsgroup just for unloading Amigas!
>
>> Heh heh....

GEE. WOW. Are we Atari users being enlightened by the Amiga cult users?!

There are many Amiga newsgroups and a few Amiga users have to pick
comp.sys.atari.st!

The question of the hour is: WHY?

Their continual gripes, denunciations, and immaturity is clogging our group!

Are they trying to lower our moral? Or are they disturbed?

(Please NOTE that this is directed at the immature poster NOT some other
computer user correcting mistakes in posts of Atari users).
^^^^^^^^^^
Are you going to move to Japan because the US' economy is down?

All I can say is: SHUT UP.... it's getting ridiculous!!!!!!!!

OR they should flame through Email!!!!!!!
^^

_____ _____
/ _____() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

803. Monitor Refresh Rate

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 00:38:32 UTC
From: tucker@obelix.gaul.csd.uwo.ca
Message-ID: <1992Jan25.003832.9842@julian.uwo.ca>
Source record: 226499
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi, This could be FAQ but here it goes:

I am attempting to write a vertical blank routine which will
maintain a simple timer by incrementing a counter.
I think I need to know the monitor refresh rate to assign a
real world value to this (or do I?).

Comments, better ideas, clarifications are definitely welcome.

Oh, by the way, the language I am using is assembly.

Replies by posting here welcome, or e-mail them and I will
summarize.

I am:
REAL WORLD: John Tucker
JOB: sa_john@sscl.uwo.ca
SCHOOL: tucker@gaul.csd.uwo.ca

804. Re: UNIX2DOS

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 01:49:03 UTC
From: michael@dime.cs.umass.edu
Message-ID: <42250@dime.cs.umass.edu>
Source record: 226402

In article <1992Jan24.040445.26274@hemlock.cray.com> marc@hemlock.cray.com (Marc Bouron) writes:
>I downloaded UNIX2DOS.LZH, believing it to transmogrify UNIX text files to DOS
>text files, i.e. convert the <LF> record relimiters to <CR><LF>. However, I
>don't seem to be able to get the program to do anything. There were no docs, so
>I've been `shooting in the dark'. The program itself is only ~450 bytes long.
>Is the copy at a.a wrong? I am wrong? (Don't answer that...) Any clues and/or
>divine insight would be very much appreciated. Otherwise, I'll just have to
>write the program myself, and that's just not cricket!

Unix2dos is a neat little program that makes the system recognize
forward-slashes (/) as directory separators instead of back-slashes.
I run it from my auto folder.

The only problem I have with it is that I can't used it to input a
top-level directory as just "/". The version I have is 1.2. Does
anyone know of a more recent version that can handle "/" to mean a
root directory?

Michael Kieras
michael@cs.umass.edu

805. Re: UNIX2DOS

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 01:53:40 UTC
From: michael@dime.cs.umass.edu
Message-ID: <42251@dime.cs.umass.edu>
Source record: 226403

In article <42250@dime.cs.umass.edu> I write:
>The only problem I have with it is that I can't used it to input a
^^^^
AAARGH! I hate it when I miss typos. Obviously, it should be "I
can't use it to..." Sorry to waste more space with a correction.

806. Re: Amiga geeks, read this

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 02:33:10 UTC
From: jimmy@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Jan25.023310.18621@news.Hawaii.Edu>
Source record: 226404

In article <53265@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>If you are an Atari ST user, and have no desire to move to an Amiga
>quit out of this.

{Other dribble deleted for brevity}

What does owning an Atari ST have to do with being able to read comp.sys.atari.st. I don't recall owning something was a prerequisite for reading a newsgroup. Anyone with an interest in reading about Atari STs are entitled to join in. If you want to keep out unwanted posts in a newsgroup I would suggest having the newgroup moderated but until then anyone is entitled to read and post news though this does not forgive those who only enjoy flame-baiting and those who have to use derogatory remarks to get there points across.

Sorry, I keep reading posts from self-proclaimed net police to get out of a newsgroup when they have no authority to do so. Just because someone posts something another reader doesn't like, we get these ravings of "GET OUT OF HERE". This is a forum for discuss not censureship.

--
/----------------------------\
|jimmy@uhunix.uhcc.hawaii.edu |
\----------------------------/

807. Re: Smalltalk for St

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 04:30:04 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1992Jan25.043004.21265@actrix.gen.nz>
Source record: 226405

In article <6306@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
> Is there a binary of Smalltalk (not "Little Smalltalk") that runs on a
> Mega4Ste? Is it PD? If so, where is it? If not, where is it, anyway!
> Thanks.

GNU Smalltalk is in a.a. I've no idea how good it is as I have never
tried running it.
--
==========Alex Valdez==========

808. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 05:32:40 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan25.053240.26100@demon.co.uk>
Source record: 226425

"How did you get the ICD Utils to see the TT SCSI BUS?"
Any version of ICD after 5.2.x (currently 5.5 here in UK) sees the SCSI
bus on the TT. For some reason though, I have one TT SCSI Hard Drive and two
ACSI Hard drives off an ICD card, and although it all runs just fine, the
IDCHECK and RATHD progs dont see the ACSI drives anymore. They used to see the-
m
when there was only one external drive.
Any comments ICD?

809. Re: TT Fast-RAM for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 05:32:47 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan25.053247.26170@demon.co.uk>
Source record: 226426

It occurs to me that the bus connections are continued "through" the
Fast-Ram board. i wonder if one could simply plop another one on top?
Not going to shell out 350 squids to find out though.
B-)

810. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 05:32:56 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan25.053256.26244@demon.co.uk>
Source record: 226427

>"you need 5.x.x of the ICD utils to work with a TT, and an ICD
adapter" -
not quite true! You no longer need the ICD adapter. They will now let you
use ICD stuff without an adapter but the caches are disabled.

811. Re: Hyperformat disk on a PC

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 07:57:32 UTC
From: jonc@status.gen.nz
Message-ID: <LyF5eB4w164w@status.gen.nz>
Source record: 226500
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> Well, it also depends on the PC. My roomates Zentih with a HD drive
> could read the extended formats. (I don't know if I've tried 11 sectors,
> maybe I'll do that tonight and find out.) We joked about how his Zenith
> could read and write to my ST disks, saying the computer had the "Atari
> Spirit!!" I haven't tried it with a PS/2 or anything though. But I know
> the Zentih could read 10 sectors/80 tracks. (CHKDSK came back with 800K
> free on the disk.)
>

There is an old adage .. "Man with sector editor can make any disk say it is
more than it is under dos/tos/gem etc..) Weither or not the drive will read
past a certain point is another matter..

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

812. Re: Is STart magazine utterly dead?

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 08:24:07 UTC
From: jonc@status.gen.nz
Message-ID: <w7g5eB7w164w@status.gen.nz>
Source record: 226401

gfarrell@tomato.csil.sfu.ca (Gordon James Farrell) writes:

> I had about 7 or 8 myself) by creating a new company (I forget the name),
> transferring all of Antic's assets to the new company, and declaring Antic t
> be non-existant!!!!! Therefore, they don't owe their subscribers (or any of
> their other creditors) any money!!!!!!
>

Well you could always hit the holding company with a "218" for the
outstanding subscription you have and put them into chapter 11 so to speak
for a few days. I am sure this will do good for their crediblitiy (it might
even feel gooooooood).

(These are my thought and mine alone , right Jack, "yhea right")

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

813. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 08:52:24 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jan25.085224.25859@terminator.cc.umich.edu>
Source record: 226301

```
drwxrwxr-x daemon 1024 Jan 18 21:30 .
drwxrwxr-x jon 4608 Jan 18 14:30 ./games
-rw-rw-r-- weiner 9935 Jan 18 21:29 ./games/Index
-rw-r--r-- weiner 55118 Jan 18 14:29 ./games/robugs.lzh
drwxrwxr-x jon 6144 Jan 18 14:26 ./utilities
-rw-r--r-- weiner 130437 Jan 18 14:26 ./utilities/spbt_7_2.lzh
-rw-r--r-- weiner 11686 Jan 18 14:28 ./utilities/Index
drwxrwxr-x jon 2560 Jan 18 21:27 ./magazines/streport
-rw-r--r-- weiner 67437 Jan 18 21:27 ./magazines/streport/str803.txt.Z
-rw-rw-r-- weiner 115143 Jan 18 21:29 ./Index
-rw-rw-r-- weiner 70915 Jan 18 14:34 ./ls-lR.Z
-rw-rw-r-- weiner 56994 Jan 18 21:29 ./CompInd.Z
drwxrwxr-x jon 4608 Jan 19 12:11 ./games
-rw-rw-r-- weiner 10007 Jan 19 12:12 ./games/Index
-rw-r--r-- weiner 135453 Jan 19 12:11 ./games/revenge.zoo
drwxrwxr-x jon 1536 Jan 19 12:07 ./languages
-rw-rw-r-- weiner 3485 Jan 19 12:08 ./languages/Index
-rw-r--r-- weiner 177699 Jan 19 12:06 ./languages/nasm16b.zoo
-rw-r--r-- weiner 180661 Jan 19 12:06 ./languages/nasm16s.zoo
drwxrwxr-x jon 2048 Jan 20 00:58 ./magazines/znet
-rw-r--r-- weiner 31706 Jan 20 00:58 ./magazines/znet/znet9203.txt.Z
drwxrwxr-x daemon 1024 Jan 20 23:22 .
drwxrwxr-x jon 1536 Jan 20 08:14 ./languages
-rw-rw-r-- gray 349505 Jan 20 08:01 ./languages/clisp-e.arc
-rw-rw-r-- gray 181251 Jan 20 08:02 ./languages/examples.zoo
drwxrwxr-x jon 2560 Jan 20 08:03 ./gnustuff/tos
drwxrwxr-x gray 512 Jan 20 08:16 ./gnustuff/tos/updates
-rw-rw-r-- gray 226753 Jan 20 08:04 ./gnustuff/tos/updates/update14.zoo
-rw-rw-r-- gray 2777 Jan 20 08:16 ./gnustuff/tos/updates/Contents
-rw-rw-r-- weiner 13524 Jan 20 23:17 ./sound/sounds/Index
drwxrwxr-x daemon 1024 Jan 21 07:56 .
drwxrwxr-x jon 2048 Jan 21 07:33 ./archivers
-rw-r--r-- weiner 86165 Jan 21 07:33 ./archivers/arcgsh40.zoo
-rw-rw-r-- weiner 3343 Jan 21 07:35 ./archivers/Index
drwxrwxr-x weiner 512 Jan 21 07:37 ./applications/astronomy
-rw-r--r-- weiner 0 Jan 21 07:37 ./applications/astronomy/gnompl42.prg
-rw-rw-r-- weiner 13699 Jan 21 12:05 ./sound/sounds/Index
-rw-r--r-- weiner 2283 Jan 21 07:55 ./sound/Index
drwxrwxr-x weiner 512 Jan 21 07:55 ./sound/mods
-rw-r--r-- weiner 160633 Jan 21 07:54 ./sound/mods/leeds.lzh
-rw-rw-r-- weiner 115270 Jan 21 07:56 ./Index
-rw-rw-r-- weiner 57097 Jan 21 07:56 ./CompInd.Z
drwxrwxr-x daemon 1024 Jan 22 19:03 .
drwxrwxr-x jon 2048 Jan 22 16:15 ./telecomm
```

```
-rw-r--r-- weiner 107904 Jan 22 16:14 ./telecomm/stkrpat.lzh
-rw-r--r-- weiner 3555 Jan 22 16:16 ./telecomm/Index
drwxrwxr-x jon 1536 Jan 22 16:05 ./programming
-rw-r--r-- weiner 2731 Jan 22 16:07 ./programming/Index
-rw-r--r-- weiner 157610 Jan 22 16:05 ./programming/cryst018.zoo
-rw-rw-r-- weiner 115258 Jan 22 18:57 ./Index
-rw-r--r-- weiner 71227 Jan 22 18:58 ./ls-lR.Z
-rw-rw-r-- weiner 57095 Jan 22 18:57 ./CompInd.Z
drwxr-xr-x weiner 512 Jan 23 17:53 ./utilities/virus
drwxrwxr-x jon 2048 Jan 23 07:37 ./telecomm
drwxrwxr-x gray 512 Jan 23 04:39 ./gnustuff/tos/util
```

814. Forsale -- Supercharger with 8087-2 installed

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 10:39:31 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jan25.103931.51702@yuma.acns.colostate.edu>
Source record: 226413

I have a supercharger with 8087-2 installed in very good condition, including the software 1.4 (MSDOS 4.01 disk is included) FOR SALE.
It's standard supercharger (V30, 8MHz, 1MB RAM, DMA connection) with the FPU 8087-2 (8MHz) installed and tested. And external power supply included.
No hardware hack needed, just connect it to your ST DMA port and run the software. PC and ST run at same time (supercharge has its own 1MB memory so won't run over ST's memory space). The 1MB can be used as RAM disk when not running the PC emualation.

Reason to sell: Don't need to rum MSDOS program now and time to get SST.
Make offer, all offer considered and will accept reasonable offer.
Thanks.
Tang
sytang@lamar.colostate.edu

815. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 11:17:15 UTC
From: covert@cactus.org
Message-ID: <10298@cactus.org>
Source record: 226335

In article <1992Jan23.102316.400@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <1992Jan22.194723.23878@milton.u.washington.edu> tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
>> Hi, I recently saw an ad in a friend's computer magazine for a new
>> Supra modem, something like the Supra 2400 PLUS, it says it has
>> asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps
>> with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which).
>> So can I actually pay the CHEAP $130 bucks for this modem and dial up
>> my school net at 9600 baud? Sounds like a good deal to me, I know that
>> my school dial-in IS this new v32(42).bis thing, someone tell me, 9600
>> baud would be awesome for only $130 mail order...
>>
>>
>> Ben
>
>No the prices are listed at $299 or $399, the lower price is for the V32
>model, and the other for the V32bis...
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

Actually the last ST Report had the supra ad. and Supra is offering
the new modems at a special price to BBS operators. A really good
deal.

Did you also notice that the new modems are also send and receive
faxc modems? And that Supra has Fax sw only for the IBM PC and
the macs? so, both STers and amiga users can use the modem only
as data modems, not as FAX modems.

seems kinda strange that Supra isn't releasing ST FAX sw to
use with their fax modem!!
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--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

816. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 11:18:45 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan25.111845.508@actrix.gen.nz>
Source record: 226412

In article <_04rcpb@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
> In article <1992Jan24.013945.1783@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <4f3rxzd@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
> >> In article <1992Jan23.031750.19244@verdix.com> scotty@verdix.com (Scott R. Chilcote) writes:
> >> >
> >Can you tell me what the problem was , as these machines can take both,
> >the 2 chip set is far better as it has less buss loading..
> >
> >The only problem could be with very old ST's and ones with 2 rom sockets
> >as they can only take this 2 chip set, with out adding the extra sockets..
>
> As far as I know, you cannot pop a 2-chip set into 2 of the sockets on a
> motherboard designed for a 6 chip set. That would mean that each socket
> must be addressed as if it were actually 3. Toad was quite adamant in
> its advertisements about making sure which set you needed (which is
> why I went through the ordeal of opening up my Mega to check!)
>
> --Rob

Sory but this is not correct..

Here are the Atari mother board part No's. that can use 2 or 6 chip Rom Sets..

Megas ...C100501 mega 2..
C100167 mega 4..

ST's ... C070789 1040 ST
C103225 1040 ST
C070243 520 STF

All these boards have jumper options for 2 and 6 set roms..

It is far better to fit 2 chip sets as there is less loading on the buss,
this was also mentioned in some GCR notes..!!

I rest my case..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

817. Re: Questions about TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 11:28:38 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan25.112838.916@actrix.gen.nz>
Source record: 226414

In article <1992Jan24.234223.15404@CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
> Anybody out there swapped the new TOS 2.06 into their old ST?
> How tough is it to install? I'm also wondering how the new TOS deals with
> things like lack of Blitter, only 512 color palette, etc.
>
> Do any of you know if Falcon runs under 2.06? I've had 1.4 installed for
> a while, and my copy of Falcon craps out at the "Insert Disk Two" prompt.
> I like the game, but not enough to justify ripping the cover of my machine
> and popping 1.0 back in every time I want to play it.
>
> So do I get TOS 2.06, or sell Falcon, or just quit asking so many questions?
>
> John Thaanum thaanuj@prism.cs.orst.edu
> "A better tomorrow takes your best today..." -Triumph
> +---+

From memory there was a fix for Falcon..

One or two games failed with TOS 1.4 because of the way hidden files
now work, one from memory was Chonoquest...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

818. Re: How do I add icons to icon "library"?

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 11:32:02 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan25.113202.18385@email.tuwien.ac.at>
Source record: 226415

Is this CPX available somewhere in Europe?? (It's not PD or shareware, is it?)
BTW, could you tell me how I can configure the cachexxx.prg to use a specific
amount of FAT and DIR/DATA buffers when in the auto folder? (Well, I know
I could write a program that executes cachexxx.prg with parameters from
the auto folder, but can it be done otherwise?)

Marinos Yannikos

819. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 11:45:05 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jan25.114505.21983@ugle.unit.no>
Source record: 226416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan21.164140.143@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
> Some facts :
>
> - 32 bit CPU 80C386SX-16MHz

This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.

Stig Vidar Hovland - stigvi@lise.unit.no

820. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 12:11:06 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan25.121106.18593@email.tuwien.ac.at>
Source record: 226417

Well, actually I seem to have only 46.13 Megabytes on my Harddisk (Mega STE)!
But those bytes must be used for FAT's and partitioning data....

Here's something I always wantes to ask one of Atari's system software
programmers:
Why did Atari wait until 1990 to release such perfect programs like
the mouse speeder, the new Control Panel etc., what have you been doing
the past 5 years? Maybe in 1985 the good old desktop was sufficient, but
5 years are a long time for computer systems!!! And about those developer
packages, which, as I have heard can now be bought from Atari in Germany
at about 150DM, if this had been done some time ago, there would be much
more really professional software (like Calamus etc.), which is about
the only advantage the Macs have!! Today the computer buyer expects to
get professional programs for every purpose, even when he chooses a lower-
priced system. I HATE to see programs on my Mega STE that crash because
3 years ago people used undocumented line-a variables etc., NOT only
PD-software!!
Fortunately Atari seems to be on a better path now, but still, the software
you get when you buy a Mega STE (from Atari) is not what you expect to get
with a computer! I'm not trying to compare Atari's to PC-Clones (because
the latter are in fact worthless to a guy who dosn't know what do do
when he runs out of memory, and what all that stuff in the config.sys
means, how to read documents on the disk etc. etc. etc...)
but at least when I bought my Mega STE I expected to get some sort of
backup program (I had heard of Harddisk Utility being distributed by Atari
in Germany) or harddisk-cache!!! Why did't I get cachexxx.prg since it's
Public Domain anyway?? (At least it's available through Internet, though
I doubt the majority of ST Users has access to it)
Also, some more CPX's would be great, a printer installation CPX for various
hardcopy formats on various printers!!

Well, that sounds like too much criticism, but what I also wanted to tell
an Atari-guy (sorry! :) was that I think the Mega STE is GREAT, fast enough
since I don't need to use programs like Windows etc. to get a better desktop,
I was really pleased that the coprocessor only cost me 600 ATS, (~85DM),
that the Harddisk, even though its one of the slowest SCSI's, has transfer-
rates of about 550KB/sec. (which many '386er users dream of!!!) and that
the keyboard is really good, not to mention the SM124!! (and the SC1435)
...And, which surprised me most, that the computer is really 'clean' inside,
a really good design (as far as I can judge that), and it was a great idea
to make access to the RAM's, the ROM's and the harddisk and DIP switches
so easy, just by removing a single screw!!
Actually, the only thing I still want from Atari is a 1,44MB floppy controller
upgrade!!

Marinos Yannikos

PS: Sorry about that excessive verbosity, but I really had to tell these
things to someone!!!!!
Keep on doing that great little programs like the Mouse Speeder!!

821. Re: Turboass

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 12:13:42 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan25.121342.18665@email.tuwien.ac.at>
Source record: 226418

... I just wanted to tell you that your MOD player is great!! How about
a TSR modplayer??

Marinos Yannikos

822. Re: I'd like a CPX to...

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 12:18:59 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan25.121859.18740@email.tuwien.ac.at>
Source record: 226419

There are 3 ways I am aware of:
1. Get the Atari Developers Kit
2. I think the newer versions of Lattice C support the CPX format
3. If you can read German, buy the Atari ST/STE/TT Profibuch!!!

Marinos Yannikos

823. Re: Not another AMIGA vs. ST debate!

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 12:26:35 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan25.122635.18819@email.tuwien.ac.at>
Source record: 226420

Yeah! I don't know why people always think they own the BEST computer,
they need to own the BEST computer, and they have to convince everybody
else their computer is the best and so everybody must buy it!!
I'm happy with my Mega STE, and if the Amiga has better graphics, and
a multitasking OS, and there are more games available, well,
it would be nice to have better graphics too, but I can live without them,
and MiNT is very good too!! I don't want to say my computer is better, it
isn't, it just fits my modest needs better!!! And of course, since I'm
an Atari user since 1984 (800XL-130XE-520STFM-MEGA STE4) I'm so used
to these machines, that I wouldn't be a good Amiga user anyway!!

Marinos Yannikos

824. Re: Dungeon Master, once again

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 12:37:18 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan25.123718.18912@email.tuwien.ac.at>
Source record: 226422

I haven't played DM for a long time, but if I remember well, you need a special staff to freeze and kill him... Have you been in all rooms throughout the dungeon?

825. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 12:39:22 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan25.123922.18973@email.tuwien.ac.at>
Source record: 226421

```
Well, I think if you use gulam or emacs you can call XLisp from there, and
have it use the built-in buffers...
```

826. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 13:26:56 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan25.132656.15604@actrix.gen.nz>
Source record: 226424

In article <1992Jan23.185701.13229@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> In article <1992Jan22.194723.23878@milton.u.washington.edu>,
tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
> >Hi, I recently saw an ad in a friend's computer magazine for a new
> >Supra modem, something like the Supra 2400 PLUS, it says it has
> >asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps
> >with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which).
> >So can I actually pay the CHEAP $130 bucks for this modem and dial up
> >my school net at 9600 baud? Sounds like a good deal to me, I know that
> >my school dial-in IS this new v32(42).bis thing, someone tell me, 9600
> >baud would be awesome for only $130 mail order...
> >
>
> Um, I think perhaps they are referring to optimal throughput with compression.
> Thus, you could conceivably get 9600 baud every once in awhile (when you
> just happen to be modeming something that can be compressed 4-1), but the
> modem will not operate at that speed all the time. I have found that
> even at true 9600 baud (32000 baud optimal), the overhead introduced by
> the MNP error checking just about cancels out any speed advantage from
> data compression.
>
> --
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

These V32bis modems have a line speed of 14.4k and with V42bis it is
posible to get about 20k on a packed file, a UK magazine tested a
few of some high speed modems, the codex one had a tested speed for a
text file of 36k but droped to 20k with a Zip File..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

827. XENIX/UNIX on ST's ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 15:50:43 UTC
From: theo@mailmak.swb.de
Message-ID: <187@mailmak.swb.de>
Source record: 226317

Howdy !
After having read the articles about Vortex's new 386SX Emulator, i got
the (crazy ?!) idea to run XENIX or perhaps (more crazy ?!) SCO UNIX on
the ST. I read a test about the Emulator and even 'problem-software'
like Borland's Turbo-Debugger shall work. Should it really be possible
to run *IX on ST's ?

greetings Theo

--

DON`T FORCE IT, | Theo Janssen, Kielstrasse 1, 4600 Dortmund, FRG
USE A BIGGER HAMMER !| theo@mailmak.swb.de Voice: +49 231 830394
/|\ | USBANG: {uunet}!cbmvax!cbmger!brewas!brewak!mailmak!theo
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828. Re: UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 16:20:34 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan25.112034.746@uwovax.uwo.ca>
Source record: 226429

In article <1833@lutetia.cadlab.de>, thomas@cadlab.cadlab.de (Thomas Franken) writes:
> I wonder why the UNIXMODE isn`t fully supported within the MiNT-libaries of
> the GCC. Is there any reason for the different behaviour of the MiNT-libaries
> concerning the UNIXMODE compared to the `standard' libaries of GCC?
>

UNIXMODE isn't (much) supported in the MiNT libraries because I hate UNIXMODE.
It's the wrong solution to the long file names problem. UNIXMODE works only
with programs compiled with the UNIXMODE library.

The "correct" solution is to put handling for long file names and/or case
sensitivity into the kernel. MiNT has done this by providing new system
calls for handling symbolic links and directory searches. That's why,
for example, MiNT can read Minix style file systems -- UNIXMODE programs
tend to do very silly things when confronted with non-DOS file names.

> Probably it could be a nice idea to use an AUTO-folder-program as a realization
> of the UNIXMODE so that ordinary TOS executables are also able to share
> UNIXMODE.
>

Exactly. I hear that someone is working on such an AUTO folder program.
It should be (relatively) easy to write a UNIXMODE loadable file system
for MiNT that would have the same effect. I don't have the inclination to
do this (I have Minix file systems set up on my hard drive) but I'd
be willing to help anyone who wants to do it. tcsh uses the new
MiNT system calls for searching directories, so it will be able to
complete long file names once the proper file system driver is in place.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

829. Re: Does anybody know...

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 16:25:47 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan25.112547.747@uwovax.uwo.ca>
Source record: 226428

In article <1992Jan24.202951.11296@email.tuwien.ac.at>, kdv_521@eimoni.tuwien.ac.at writes:

> - Why the gnu 'gcc.ttp' can't run in the background under MiNT 0.91,
> if called with '&' the next programs called can't get a PROC structure
> (at least that's the message I get :)).

gcc-cc1.ttp, gcc-cpp.ttp and probably gcc-ld.ttp, as distributed, allocate
all available memory, so there's no memory left to run another program.
You can use the 'fixstk' program to change this behavior, e.g.
'fixstk 256K gcc-cc1.ttp'.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

830. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 17:03:22 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <53381@cup.portal.com>
Source record: 226430

You know, its kinda funny. All these Amiga people bashing Ataris, and vice versa (and yes, I am guilty on that count). The Amiga people like to throw numbers around about their machines, but stoop to just calling the Atari ST a toy computer.

I dont mind seeing comparisions between machines, but youve got to have meaningful comparisions on BOTH ends. Ive seen a few articles where Amiga people claim something like:

My Amiga gets 1 million gallstones, the Atari cant even do 10. (fictious rating, gallstones, but in this point, a gallstone is something only the Amiga can do)

Get the hint?

Someone also pointed out that the Amiga GUI looked like it was a hack job... I would like to point out that the Amiga was not developed by Commodore. Who, I forget, but Commodore purchased the rights. So chances are it was a hack job by the original developers.

Youve got to admit, the Amiga has some things I wish the ST had. Ive a friend whos got a 2000, with 37mb of RAM. Wish I could get that out of my STe... (maybe with a TT, you could, but TT fast RAM is expensive)

And dont forget, most of the people who purchased Atari STs purchased them of their own free will...

Billy D'Augustine

831. Various ST topics

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 19:53:51 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Jan25.195351.26589@watserv1.waterloo.edu>
Source record: 226535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was able to read my first post to the newsgroup, but it seems that either 1) it didn't make it out to the rest of the civilized world or 2) no one felt like replying.. Would someone at least respond (from outside of university of waterloo) so that I know that this did reach the 'net'??

I have several questions: is MiNT at all usable on a 1 meg ST?
Is TeX Usable on a 1 meg ST w/ hard drive?
If the answer to either is yes, would someone PLEASE either send me a list of files I need, or point me to a file outlining which files I need? I can access most of the free world through ftp, so I can get the files myself.

I recently got bash-bin and bash-doc (in lzh format) from a.a.u.e...
LHA (on the PC) wouldn't unarchive either one, lharc would, but the bash-doc file was messed up, and the bash.ttp ran and returned to desktop in 1ms.. Did I get a bad copy, or do I specifically need to unarchive them on the ST??

Also, I'm interested in whatever happened to Megamax as I have Laser C and am wondering if a later version is available.

Regarding the 2/6 TOS chipsets - I opened up my 1040STFM, and found 2 chips in sockets, with the other 4 punched out on the PCB, but 'soldered up'. I haven't checked the serial number with the one posted here before, but is there a chance I can get the 6 chipset to work? What is the retail price of tos 1.4 right now?
Or, how much is 2.06 right now for the older ST's?? I have a socket for blitter on my motherboard as well - does this mean I can buy one and stick it in? Is there any purpose to this - ie do more than a handful of programs actually use it? Will it work? How much is a blitter going for, and where can I get one?

I would be very appreciative for answers to any of my questions.

Mattias Hembruch

Please reply to either 1) the net,
2) mghembruch@electrical.watstar.uwaterloo.ca or
3) ec333way@sail.uwaterloo.ca

832. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 20:54:11 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan25.205411.34285@link-1.ts.bcc.ac.uk>
Source record: 226438

In article <1992Jan24.044208.21223@mintaka.lcs.mit.edu> rjc@hal.gnu.ai.mit.edu (Ray) writes:
>In article <1992Jan23.132827.48664@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>In article <1992Jan23.071233.10605@milton.u.washington.edu> tlk@hardy.u.washington.edu (Jeremy C. Norberg) writes:
>>>In article <1992Jan18.122843.10678@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
[... Stuff deleted]
>>PS. The Amiga is a fine machine for graphics, and quite good for sound, but
>>it isn't ideal for some things, including I must say, programming in C.
>
> You're gonna have to justify this statement. The Amiga has more
>programming tools than I can count. Numerous C compilers, 4 Forth
>implementations, Modula-2, Oberon, Smalltalk, Eiffel, Lisp/Scheme,
>Basic (plentity of them including ones that produce optimized
>assembly), AMOS, Fortran, the list goes on. Almost every
>language has been ported. There are a couple PD interface builders
>for GUI work, PD debuggers, not to mention that AmigaDOS looks and
>smells like Unix from the shell point of view.
>There is an entire (PD)C programming manual on disk that teaches
>Amiga programming step by step. Not to mention the 590 fish disks
>FULL of programs with C source code.
>
> I'd say the Amiga is the second best computer to program C on
>besides the NeXT.
>

Firstly.. I said that it wasn't ideal, I didn't say that it was horrid or anything else.

Secondly.. I wouldn't quite put it just behind the NeXT (but that's a purely personal point of view). There is C programming and C programming, if you are talking about program development for one platform only, then, yes, the Amiga is quite a nice platform.

I must admit that before your posting I knew of only three C compilers for the Amiga, they being Lattice, Sozobon and GNU. In my optinion (and that of a couple of Amiga programming friends), Lattice C (version 5 point something) is not a simple compiler to use and has a major bug in its implementation of the vprintf() function in its library. The last I heard of Sozobon was that it didn't come with a library. I knew nothing of the GCC port other than it existed.

>>--
>>Addresses:-
>>JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
>>Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

Steve

PS. I was not flaming the Amiga, it is a fine machine. It's just not quite my cup of tea. Lets build bridges between our communities rather than divide them, good things can come of this, such as the Sozobon compiler for the Amiga. Maybe a nice Amiga owner can write a program which will be of a great use to Atari users.
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

833. Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 21:54:55 UTC
From: wmagro@roma.physics.uiuc.edu
Message-ID: <1992Jan25.215455.14648@ux1.cso.uiuc.edu>
Source record: 226431

If you hate posts that respond to flamers, read on. This one is different.

I own an Atari 1040 and a Mac SE. I work on Sparcstations and a Mac IIx. I feel qualified to discuss my likes and dislikes about each of these machines, because I use them regularly. I love my Atari and I always amaze people when I show them what it can do.

The problem with flamewars is that each amiga or atari user roots for their own machine and picks on the other guy's machine. I don't like flamewars, but I do enjoy comparisons of various machines, even if I have no explicit plans to change computers as a result of the discussion. Since newsgroups are a forem for discussion, our newsgroup is a natural place to hold such a discussion.

I therefore feel that it would me most informative if each user were to say what they _dislike_ about their machine in addition to what they do like. In this spirit, and understanding that people have already rooted for the ST/STe/TT's good qualities, I'd like to say what I don't like about my ST. I invite a humble Amiga owner to do the same.

"Why my Atari 1040STf Sucks," by Bill Magro

I) GEM/Desktop has a lot of problems
A) Mouse events are not registered quickly, so if I click on a button and quickly move the mouse, the button doesn't see the click. Very annoying, and it slows me down.
B) I have to bring a window to the front before I can launch a program from it. In the mac's finder, if I double click on an icon in an obscured window, the window comes forward and the program runs. In GEM the window just comes forward. Arghh! This slows me down.
C) I can't arrange my desktop in any efficient way. Not being able to put programs on the desktop or to arrange them freely in a window makes launching programs a nightmare. This slows me down.
D) There is no effective and consistent multitasking environment. This is the 90's. A lot of people ask what the big deal is about multi-tasking. There isn't one until you use it for a week or so and then try to go back. I don't know how many Atari owners use their computers for real work. My work is scientific computing and I need to log into the big computers and do runs, then grab the data and graph it immediately, then update my TeX document with the results. I cannot do this right now with my ST (I don't have multigem yet). Atari really _needs_ multitasking.
E) Do we really need to reboot to change resolutions? Come on Atari, you can do better than this.
II) Hardware bitches

A) Why is TOS in ROM? What a stupid idea. Sure I can turn my computer
on and get a desktop without a long boot time. That is nice.
Unfortunately, if you hate the Desktop (see above), every time you
turn the computer on you _have_ to see that desktop. Almost any piece
of software is obsolete the day it is released. Putting your operating
system in ROM is like a 19 year old who gets "I am 19 years old"
tattooed on his chest. Atari only hurts itself by putting the OS out
in such a difficult (and expensive) upgrade format. Programs like
neodesk, folderxxx, pinhead, etc. should not have to exist.
B) Our graphics modes suck. 640x400 mono is great for work. But everyone
else has at least 640x400 256 colors available now. The new TT
resolutions should be in _all_ of the machines by now. Come on Atari!
C) We need a bus (or buss if you are a total computer nerd)! People
like to upgrade their machines. If you don't make provisions,
people will hack up their machines anyway. (VME bus in Mega/TT is
good).
D) The power supply/keyboard/mouse all suck. The keyboard is mushy, but
reliable. The power supply is too weak (mine has burned out twice in
three years). The mice don't feel very nice and are prone to quickly
wearing out. (Again Mega/TT seem to deal with this.)
E) Non standard connectors. ACSI, monitor and drive ports, a male rs232
port?!?!?! Come on! If you are going to introduce new connectors, at
least give them advantages over the standard connectors.

Why do I _love_ my ST? For the same reasons every other owner does. It is
an awesome computer, just a little outdated. Ok amiga/mac/pc/acorn/next/sun/
ibm rs/hp/decstation/vaxstation/cray/timex/ncube/connection-machine/SGI iris/
commodore64/atari8bit/pet/appleII owners, it's your turn. What do _you_
hate about your machine? Let's let each owner cut their own machine down.
Then we might actually learn something from these discussions.

By the way, if you decide to followup on this article, please don't include
the whole thing and respond line-by-line. Can you imagine anything more
agonizing than having to read this again in its entirety?

--Bill

834. Color Printer for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 22:31:13 UTC
From: psurge@cs.utexas.edu
Message-ID: <ko3p9hINNr5o@grit.cs.utexas.edu>
Source record: 226433
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.mac.hardware,comp.sys.ibm.pc.hardware,comp.sys.ibm.ps2.hardware,comp.sys.amiga.marketplace,comp.sys.atari.8bit

FOR SALE:

Epson JX80 7 COLOR printer.
Printer switchbox and cables
Manuals included (If I can find them!!)

$200 obo, you pay shipping.

Send Email to : psurge@cs.utexas.edu

or if this bounces, send email to : psurge@cc.utexas.edu

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

835. Supra Interface PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 22:36:15 UTC
From: ba014@cleveland.Freenet.Edu
Message-ID: <1992Jan25.223615.22106@usenet.ins.cwru.edu>
Source record: 226432

I've got a Supra ST DMA->SCSI Interface that's about a year old (It's got the clock on it) and I'm having some <gasp> troubles.

I've got two ST-125N 20Meg SCSI Drives I'd like to hook up to it. I can get them to work by themselves, but they won't work cabled together on the interface. The SUPRAFMT.PRG recognises and partitions both drives, but GEM/TOS tells me that drive "E" doesn't exist (the first partition on the 2nd ST-125N.) Both drives are terminated, otherwise I get erratic results from both drives. The Supra documentation discusses drives that may supply termination power from the SCSI bus on Pin 26 of the cable - and suggests clipping that pin between the two drives. However, it also says that the drives would likely not spin at all if that were the case.

Any hints, clues, etc. before I resort to Supra tech support? Last time I called them it took forever to get thru only to find out that the guy on the other end couldn't answer my question...

--
o---o
| Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
o---o

836. Re: Questions about TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-01-25 23:47:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <Nj0t6SVEEtM@jonh.wimsey.bc.ca>
Source record: 226437

In <1992Jan24.234223.15404@CS.ORST.EDU>, John Thaanum writes:
>
>Do any of you know if Falcon runs under 2.06? I've had 1.4 installed for
>a while, and my copy of Falcon craps out at the "Insert Disk Two" prompt.

There's good news and bad news. The bad news is a _lot_ of games
don't work on 2.0(5,6) and Falcon is one of them. Also FOTI and numerous
others. A freind tells me the keyboard handler was changed, and this is
what breaks some games.
The good news is your Falcon should work on 1.4. Just write protect
disk one. (Or was it don't?) It was discussed when the game came out,
and the fix is that simple.
If this is not the case, get in touch with Spectrum Holobyte, as their
support is excellant for their existing games, even if they aren't
converting any more. You can upgrade to the latest version, 1.2, for
$15.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

837. Re: TOS chipsets (was Re: What to do?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 00:02:52 UTC
From: bigham@acpub.duke.edu
Message-ID: <975@news.duke.edu>
Source record: 226436

From the Holy Book of <ENTROPY.92Jan23184939@wookumz.gnu.ai.mit.edu>
as spake by entropy@gnu.ai.mit.edu (maximum entropy) :
>I'm considering doing a TOS 1.4 upgrade in my circa-1987 1040 ST.
>(rev. D motherboard.) Where are the TOS roms located? I found a
>group of 6 chips under the power supply that looks like it might be
>the TOS,

That's where they were on my Nov. `85 machine, so you're probably set.

> but I'd like to be sure, so that I don't order the wrong set
>and find out from the installation instructions

What installation instructions? :)

[Well, that's slightly unfair; the company you order the upgrade from might
supply instructions. Toad does. Atari doesn't.]

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

838. QuickST3 -> MEGA_STe... / CrackArt

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 00:25:59 UTC
From: singhvk@eecg.toronto.edu
Message-ID: <1992Jan25.192559.22642@jarvis.csri.toronto.edu>
Source record: 226435

I tried the QuickST2 demo on my TOS 1.0 1040ST and noticed quite a speedup. I'll be upgrading to a MEGA_STe soon and I'm wondering whether QuickST3 is still worthwhile to get, or has stuff been cleaned up in the MEGA???

I also ftped the CrackArt drawing program from atari.archive. Wow, never realized how good low-rez could look. Does anyone know of English doc (the original docs are written in German).

Thanks,

VIJ...

839. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 00:58:12 UTC
From: ehobbs@nmt.edu
Message-ID: <1992Jan26.005812.1935@nmt.edu>
Source record: 226443
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan25.114505.21983@ugle.unit.no> stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>In article <1992Jan21.164140.143@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
> >
> > Some facts :
> >
> > - 32 bit CPU 80C386SX-16MHz
>
>This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
>
>Stig Vidar Hovland - stigvi@lise.unit.no

Don't flame me if I'm wrong, but I believe a 386SX is a 32-bit
processor, but it has a 16-bit bus.

Anyone know for sure?

Eric A. Hobbs
ehobbs@JUPITER.nmt.edu

840. want to BUY st (software), as opposed to sell

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 01:45:21 UTC
From: dont@loop.uucp
Message-ID: <1992Jan26.014521.29382@loop.uucp>
Source record: 226444

With all the activity of selling ST's, does anyone have a faster version of BASIC or a BASIC compiler for a 520 ST that they would sell inexpensively? How about any math related software, or maybe fractal or chaos or simulation or neural net software?

(I gave a friend an ST and he really resists learning yet another programming language but some of the math work he is doing is really going slowly in BASIC)

On another note, if anyone can tell from the return address on this WHY I can't get a peep out of the atari archive mail server I would be greatly appreciative. I would love to get some files, like the SubCal package but have not been able to ever be acknowledged. Oh, do we need a real domain address around here.

Thanks
Don Taylor
503-235-6853
dont@loop.UUCP
loop!dont@nosun.west.sun.com
qiclab.scn.rain.com!loop!dont

841. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 02:32:16 UTC
From: ncherry@cbnewsg.cb.att.com
Message-ID: <1992Jan26.023216.22516@cbfsb.att.com>
Source record: 226439

As a continuation of ever shrinking bandwith and total childish behavour, I submit my '2 cents':

My Timex-Sinclair is betterrrrr than yourrrrrr computer, so there!

Nan na na na na na!

Actually, a computer is only as good as its user! NJC

PS This was written on a 3B1, supposedly the boat anchor of Unix machines!

842. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 02:35:06 UTC
From: jking@nmt.edu
Message-ID: <1992Jan26.023506.11216@nmt.edu>
Source record: 226445

In article <53381@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>
>Someone also pointed out that the Amiga GUI looked like it was
>a hack job... I would like to point out that the Amiga was not
>developed by Commodore. Who, I forget, but Commodore purchased
>the rights. So chances are it was a hack job by the original
>developers.
>
Actually, interestingly enough.. it was someone working for Atari who
broke contract and took off...

_
/\/\/\/\> ... Slither...
<Admiral JC>

843. Re: Supra Interface PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 02:40:25 UTC
From: jking@nmt.edu
Message-ID: <1992Jan26.024025.11315@nmt.edu>
Source record: 226446

In article <1992Jan25.223615.22106@usenet.ins.cwru.edu> ba014@cleveland.Freenet.Edu (Matthew C. Brinkhoff) writes:

>I've got a Supra ST DMA->SCSI Interface that's about a year old (It's
>got the clock on it) and I'm having some <gasp> troubles.
>
>I've got two ST-125N 20Meg SCSI Drives I'd like to hook up to it. I can
>get them to work by themselves, but they won't work cabled together on
>the interface. The SUPRAFMT.PRG recognises and partitions both drives,
>but GEM/TOS tells me that drive "E" doesn't exist (the first partition
>on the 2nd ST-125N.) Both drives are terminated, otherwise I get
>erratic results from both drives. The Supra documentation discusses
>drives that may supply termination power from the SCSI bus on Pin 26 of
>the cable - and suggests clipping that pin between the two drives.
>However, it also says that the drives would likely not spin at all if
>that were the case.
>
>Any hints, clues, etc. before I resort to Supra tech support? Last time
>I called them it took forever to get thru only to find out that the guy
>on the other end couldn't answer my question...
>
>

A couple quickies.... one, I think only the last drive is supposed to be terminated...

two, what interleave are you using? I just put together a ST296N with a supra interface and had to use 2:1 to get things to work properly... (suprised the heck out ofme, since I expected a 1:1 to work...)

_
/\/\/\/\> ... Slither...
<Admiral JC>

844. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 02:58:44 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan26.025844.1429@actrix.gen.nz>
Source record: 226440

One think that could fix one or two of your gripes could be Neodesk III
or say the new TOS 2.06..

There is another Big computer in the UK, Acorn A5000 that has 2 megs bytes
Rom of RISC OS, with a lot of sotfware built in, these computers , they
have a range, (the A5000 is one of there latest), are aimed at schools
and Universities..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

845. Re: Supra Interface PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 03:10:11 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan26.031011.1647@actrix.gen.nz>
Source record: 226441

In article <1992Jan25.223615.22106@usenet.ins.cwru.edu> ba014@cleveland.Freenet.Edu (Matthew C. Brinkhoff) writes:

> I've got a Supra ST DMA->SCSI Interface that's about a year old (It's
> got the clock on it) and I'm having some <gasp> troubles.
>
> I've got two ST-125N 20Meg SCSI Drives I'd like to hook up to it. I can
> get them to work by themselves, but they won't work cabled together on
> the interface. The SUPRAFMT.PRG recognises and partitions both drives,
> but GEM/TOS tells me that drive "E" doesn't exist (the first partition
> on the 2nd ST-125N.) Both drives are terminated, otherwise I get
> erratic results from both drives. The Supra documentation discusses
> drives that may supply termination power from the SCSI bus on Pin 26 of
> the cable - and suggests clipping that pin between the two drives.
> However, it also says that the drives would likely not spin at all if
> that were the case.
>
> Any hints, clues, etc. before I resort to Supra tech support? Last time
> I called them it took forever to get thru only to find out that the guy
> on the other end couldn't answer my question...
>
>
> --
> o---o
> | Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
> o---o
>

You only terminate the last drive in the chain, if not the Supra host adapter
can't drive all that load..

What addresses have you set your drives for..??

On another note can you tell me the part No. of your clock chip in
the Supra host adapter, this is the big ic.. 24 pins..

I ended up changing the clock IC, to a Dalas one, I also rang Supra
but did not get mach help at all..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

846. Re: Various ST topics

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 04:20:18 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1992Jan26.042018.4006@actrix.gen.nz>
Source record: 226442
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan25.195351.26589@watserv1.waterloo.edu> ec333way@sail.uwaterloo.ca (Winter92 BEACON ec333 account) writes:
> I have several questions: is MiNT at all usable on a 1 meg ST?
Yes, but having four megs would definitely help.

> Is TeX Usable on a 1 meg ST w/ hard drive?
I believe version 3.1 is not but 2.9 is.

> Also, I'm interested in whatever happened to Megamax as I have Laser C
> and am wondering if a later version is available.
What version of Laser C do you have. The last version, released ages ago was 2.0 (or was it 2.1? I forget.) At any rate, new versions are not forthcoming.

--
==========Alex Valdez==========

847. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 06:52:55 UTC
From: leavitt@oxy.edu
Message-ID: <206668@tiger.oxy.edu>
Source record: 226264

"fragmented disks"? why not defragment them?

848. PCDitto (I) and hard disks

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 07:17:21 UTC
From: petcher@wuphys.wustl.edu
Message-ID: <1992Jan26.071721.27223@wuphys.wustl.edu>
Source record: 226448

I recall some discussion about warnings in using PC Ditto (the software version) with a hard disk. Can someone tell me if PC Ditto can be used with a hard disk, and if so, what dangers there are in so doing? I am new to PC Ditto (just purchased it right here through this newsgroup - it is a classic that I wanted for my collection! :-) so any other hints, experiences and warnings would be appreciated. (I know it is slooooooww.) You probably should email me directly as I am sure that this subject is not presently of general interest.

Cheers,
Donald Petcher
petcher@wuphys.wustl.edu

849. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 07:22:39 UTC
From: leavitt@oxy.edu
Message-ID: <206678@tiger.oxy.edu>
Source record: 226263

Why do I hate my PC?

It is a 286... it is functionally obslete. It is not a good game machine. I've put too much money into it... for what I spent a year ago, I could have an awesome machine of some other sort.

Why do I like my PC?

The standard machine. Everything available for it if I could afford it. Parts are cheap. It is modular (I'm not afraid to open up the case and fuck with things... it is easy). So, for instance, when my motherboard dies... at it is in the process of doing... all I have to do it opne up the machine, yank the thing out, and pop another in.

Peripherals are cheap.

Disk controllers cost $11... add 2 serial ports and a parallel, and the price is $24. I *never* pay retail. There are tons of used parts out there... the swaps are dominated by PC parts... I can buy a used 40 meg ide drive, add an $11 controller, and I'm set. I don't have to pay $129 for a disk controller, like I've seen elsewhere. 20 meg used drives go for $30...

However, I costs $1000 to get a basic machine, vs. $500 for a basic ST/Amiga (Macs, on the other hand).

Anyway, I'm working on getting an Amiga... if anyone will sell me an ST for $175 (how much would it cost to hook it to my multi-sync?) I might consider it as well.

Anyway, entertainment wise, I feel IBMs suck, which is why I'm looking into the Amiga/Atari sectors...

850. Sozobon C heat-n-serve

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 07:24:44 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Jan26.072444.21851@milton.u.washington.edu>
Source record: 226449

Greetings Atarians, I need some help with the Sozobon C I just got. I have installed it on my 520 w/DS floppy, and it is working well so far (having 2.5 megs helps I think).

Anyway, I need some help on accessing functions, like XBIOS and BIOS and that type of stuff. Where can I get more information on using these functions, I really have no documentation about them. Just as an example, I would like to know how to clear the screen (VT52 maybe???) and plot a point or draw a line...

Please respond by e-mail, I imagine this is an easy question and a lot of people may have suggestions... As you can tell I am new to C on the ST so I am sort of lost at the moment.

Thanks in advance, Ben Gilbert (tymbrimi@u.washington.edu)

851. Re: PCDitto (I) and hard disks

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 10:09:53 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan26.100953.11177@actrix.gen.nz>
Source record: 226450

In article <1992Jan26.071721.27223@wuphys.wustl.edu> petcher@wuphys.UUCP (Donald N. Petcher) writes:
> I recall some discussion about warnings in using PC Ditto (the software
> version) with a hard disk. Can someone tell me if PC Ditto can be used
> with a hard disk, and if so, what dangers there are in so doing? I am
> new to PC Ditto (just purchased it right here through this newsgroup -
> it is a classic that I wanted for my collection! :-) so any other hints,
> experiences and warnings would be appreciated. (I know it is slooooooww.)
> You probably should email me directly as I am sure that this subject is
> not presently of general interest.
>
> Cheers,
> Donald Petcher
> petcher@wuphys.wustl.edu
>

Well there was a few problems with formating the hard drive with HDX,
did not fill all the boot sector data correctly..

There are a few Doc's that I found on GEnie about all this, do you access
GEnie..?? if not let me know, there is also a maths patch as well..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

852. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 10:41:18 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.oDfKuh2DeNw@marsu.tynet.sub.org>
Source record: 226287

In <1992Jan22.133532.58727@link-1.ts.bcc.ac.uk>, Mr Stephen R Usher writes:
> Mine was the same, but I imeadiately repartitioned the drive using the HDX
> tools to make two partitions of reasonable size.
>
> Steve
>
> PS. How did you get the ICD utils to see the TT scsi bus?
Just get the current updates. For TT usage, ICDBOOT V 5.4.2 is
required.

> --
> Addresses:-
> JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
> Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu *
* /etc/motd >> Hey Dave, what about releasing Spectre 3.1 ? << *

853. Re: Poscript problem

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 10:48:58 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.vjTJ8SqAVks@marsu.tynet.sub.org>
Source record: 226290

In <1992Jan23.145917.9169@syscon.rn.com>, Mike DeMetz writes:
> For some time I have be producing our clubs newsletter on the
> ST with Timeworks DTP and using PSCAPT to save the postscript
> output to disk to take to work and copy to the laser printer.
> It has worked fine. The cover page has some artwork and one
> clip-art picture along with some text. When I took a digitized
> pic from VIDI-ST and imported it into the cover page and tried to
> print it I got nothing. The printer seems to take data for a while
> then goes to waiting, then times out. Pushing the Formfeed does nothing.
> Removing the pic makes everything OK again. Size of pic does no seem
> to make any differnce. Any ideas on the problem??

Check out your PostScript File if it contains a '\showpage' command
anywhere at the end... If there ain't any, add one. If there is one,
I have no further ideas at the moment.

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu *
* /etc/motd >> Hey Dave, what about releasing Spectre 3.1 ? << *

854. Re: Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 10:51:54 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.Y0t9uGIFhK_@marsu.tynet.sub.org>
Source record: 226289

In <1992Jan23.194707.3931@ux1.cso.uiuc.edu>, William Magro writes:
>
> Are there enough spectre users out there to get a new newsgroup going?
> I don't remember the rules for starting a new newsgroup. Anyone want
> to refresh me? We could have comp.sys.atari.st.spectre and we could
> share problems, experiences, successes, etc. there.
>
> Any interest?
Very strong interest, indeed. But we should convince Dave Small to do
some support within such a newsgroup.

> --Bill
Regards, Markus (TT-struck Spectre user).

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu *
* /etc/motd >> Hey Dave, what about releasing Spectre 3.1 ? << *

855. PD HPGL->DeskJet converter wanted

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 13:46:13 UTC
From: IFF327@DJUKFA11.BITNET
Message-ID: <92026.134613IFF327@DJUKFA11.BITNET>
Source record: 226302

Hi folks,

does anybody know a public domain program that reads files in
Hewlett Packards HPGL language and outputs them on a ST/STe/TT ?

Alternatively, is there PD program converting HPGL files into
Postscript ones (maybe executables i.e. (1) *.ttp _or_ (2) *.ps
for a suitable programming of the Postscript Printer)
qquit

856. Re: PD HPGL->DeskJet converter wanted

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 14:18:35 UTC
From: IFF327@DJUKFA11.BITNET
Message-ID: <92026.141835IFF327@DJUKFA11.BITNET>
Source record: 226303

Sorry, I've forgotten the end ...

Thanks in advance

Stefan <iff327@djukfa11.bitnet>

Stefan

857. ST sound hardware

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 15:50:20 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992Jan26.155020.6136@informatik.uni-erlangen.de>
Source record: 226305

```
Hi folks,

I need information or specs or applications of the following
sound hardware tools:

MV16
Prosound Designer
ST Replay

If anyone can help me, please email me.
Thanx,
---
Larry

+-------------------------------------+----------------------------+
| lsmichae@faui43.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +----------------------------+
| Graduate Student of Computer Science | When I grow up I wanna have |
| at University of Erlangen/Germany | a really *BIG* signature. |
+-------------------------------------+----------------------------+
```

858. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 15:57:27 UTC
From: don@chopin.udel.edu
Message-ID: <18989@chopin.udel.edu>
Source record: 226304

In article <1992Jan26.023506.11216@nmt.edu> jking@nmt.edu ('Admiral JC') writes:
>In article <53381@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>>a hack job... I would like to point out that the Amiga was not
>>developed by Commodore. Who, I forget, but Commodore purchased
>>the rights. So chances are it was a hack job by the original
>>developers.
>>
> Actually, interestingly enough.. it was someone working for Atari who
>broke contract and took off...
>

No, it was Amiga Corporation, founded by a bunch of rich doctors who wanted to invest their money. Jay Miner (of Atari 8-bit design fame...) and a number of others got together & started working on it, and were funded by Atari to the tune of a few hundred thousand. Apparently Atari assumed they had some kind of agreement set up to buy out Amiga, Inc. when the machine was done, but it never happened because Commodore got there first.

859. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 16:49:52 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <I1lSwNIhrvU@jonh.wimsey.bc.ca>
Source record: 226311

In <1992Jan25.215455.14648@ux1.cso.uiuc.edu>, William Magro writes:
>
>If you hate posts that respond to flamers, read on. This one is
>different.
>
>"Why my Atari 1040STf Sucks," by Bill Magro
>I) GEM/Desktop has a lot of problems

> B) I have to bring a window to the front before I can launch a program
> from it. In the mac's finder, if I double click on an icon in an
> obscured window, the window comes forward and the program runs. In
> GEM the window just comes forward. Arghh! This slows me down.
As _not_ documented, right clicking on the program to launch, then
double clicking with the left butoon solves this problem. Tos 2.06 solves the
docking programs on the desktop problem, though, IMO, Gemini does it better.

> D) There is no effective and consistent multitasking environment. This
> is the 90's. A lot of people ask what the big deal is about multi-
> tasking. There isn't one until you use it for a week or so and then
> E) Do we really need to reboot to change resolutions? Come on Atari,
> you can do better than this.

Well, things would probably get done a lot quicker if some genius at
Atari hadn't decided that it was more cost effective to have less staff
than sell more computers. ;-(While on the surface this idea may have
merit, it remains to be seen whether it is effective as a long term
business strategy.

>
>By the way, if you decide to followup on this article, please don't include
>the whole thing and respond line-by-line. Can you imagine anything more
>agonizing than having to read this again in its entirety?

Once was more than enough, thanks.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

860. Shellp, Gulam, GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 16:54:56 UTC
From: arktik@ersys.edmonton.ab.ca
Message-ID: <0626eB1w164w@ersys.edmonton.ab.ca>
Source record: 226306

Greetings.

I'm having problems trying to write a chunk of code to access the "shellp" features of Gulam and Mupfel.

I want to create a shell to go in my soon-to-be-released "TreeTop" BBS package (hierarchical message base system) that would let you use standard gulam or mupfel commands while adding some of my own and creating a new environment.

The problem is, I'm writing this in GFA Basic. (I know, I know, but you find me a language that is interpeted as well as compiled, has a wonderful editor like GFA, and lets you fix mistakes and problems on the fly... Besides, I'm a floppy user)

Anyways, I wrote a chunk of code similar to this:

```
Shellp=$4f6
Togu=Lpeek(Shellp)
Command$="ls -l"+chr$(0)
Return%=C:togu(Varptr(command$))
```

I tried thousands of combinations, like using "Call togu" instead of C:, passing a null string, executing the contents of "togu+2" instead of togu (which contains a "jmp" command before the address).

I'm annoyed. I really want to get the shell and configuration editor done on this thing. It's really beginning to bother me. All I ever get is two bombs, and I have to re-boot every single time because the computer doesn't stay operational for long after this crash.

I tried linking in some C code in .O files, but am doing something wrong as well. I even tried putting a "system.ttp" program on the same drive as the bbs and trying to load that with "pexec mode 3"... which bombs, as well.

Help me!

```
------------------------------------------------------------------------
arktik@ersys.edmonton.ab.ca -- Ryan Werner Daum -- "A man leaves his
------------------------------------------------------ impress on life and
Opiate on LambdaMOO ... Epicurus on DikuMUD -- outside of that
Citadels, TinyMUCKS -- there is nothing."
------------------------------------------------------ Jean-Paul Satre
```

861. ST and SupraFAXModem

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 17:58:52 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Jan26.175852.18155@usenet.ins.cwru.edu>
Source record: 226307

Is there any FAX software (Joppa FAX?) for the ST that will support
the send/receive of the new SupraFAXModem?

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

862. Re: Supra Interface PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 18:24:15 UTC
From: ba014@cleveland.Freenet.Edu
Message-ID: <1992Jan26.182415.18969@usenet.ins.cwru.edu>
Source record: 226308

In a previous article, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) says:

>> I've got a Supra ST DMA->SCSI Interface that's about a year old (It's
>> got the clock on it) and I'm having some <gasp> troubles.
>>
>You only terminate the last drive in the chain, if not the Supra host adapter
>can't drive all that load..
>
>What addresses have you set your drives for..??
>
>On another note can you tell me the part No. of your clock chip in
>the Supra host adapter, this is the big ic.. 24 pins..

If I only terminate the last drive in the chain, it's the only one that
works. The supra documentation reccomends terminating the drive closest
to the interface. If I terminate the drive closest to the interface,
erratic performance results (ie, now it's here-now it's not drives.)

The drives are set for SCSI 0, LUN 0 & SCSI 1, LUN 0.

The part # on the clock chip is: DS1287 (and yes, I know what the big
Dallas chip is :) I'm not hardware-illiterate (sp), that's why this
puzzles me so much...

--
o---o
| Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
o---o

863. Re: Context-switcher

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 18:51:34 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <17050@castle.ed.ac.uk>
Source record: 226309

In article <29446@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:

>> I need something like the equivalent of the Macintosh multifinder for Atari
>> ST. Does it exist ?
>> Or perhaps someone can find another way of solving my problem : I would like
>> to use a Lisp interpreter which does not allow to call an editor. And I
>> don't want to quit the interpreter, then to load the editor, etc... for each
>> modification of the source.

If you wasnt something close to MultiFinder the best thing is probably
MultiGEM. I do not know much about the program but it seems fairly
competent.

Simon Kinahan aka simonk@castle.ed.ac.uk - "Mostly Harmless"

864. Re: TOS chipsets (was Re: What to do?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-26 19:08:40 UTC
From: ggranger@ersys.edmonton.ab.ca
Message-ID: <6c96eB2w164w@ersys.edmonton.ab.ca>
Source record: 226352

entropy@gnu.ai.mit.edu (maximum entropy) writes:

> In article <4f3rxzd@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey
> Pinelli) writes:
> >p.s. To get an idea how old my mega is, it has the 6 chip ROM set in it that
> >almost NO Megas have! Boy am I glad I didn't take Toad Computer's word for
> >it when ordering my TOS 1.4 upgrade!
>
> I'm considering doing a TOS 1.4 upgrade in my circa-1987 1040 ST.
> (rev. D motherboard.) Where are the TOS roms located? I found a
> group of 6 chips under the power supply that looks like it might be
> the TOS, but I'd like to be sure, so that I don't order the wrong set
> and find out from the installation instructions that I was looking at
> the wrong thing and really need a 2-chip set.
>
> Thanks,
> entropy
> --
> entropy@gnu.ai.mit.edu
> entropy. . .it's not just a good idea, it's the second law.
> Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
> Programming Freedom! Write to league@prep.ai.mit.edu for more information.

Those 6 chips underneath your power supply are, indeed, your TOS chips.
My recommendation to you is to call CodeHead Software at (213) 386-5735
and order the new TOS 2.06. It fixes a few bugs that were in TOS 1.04
(aka TOS 1.4), and gives you some additional goodies. It costs approx.
$139 US, but call them for exact prices. I am waiting for my TOS 2.06 in
the mail for the time being.

Greg Granger

[InterNet: ggranger@ersys.edmonton.ab.ca] "Gimme the strongest
[FoReMNet: Greg Granger @ 532 or Dark Knight @ 595] thing you've got."
[Mail Adr: 5906-188 St. Edmonton, AB Canada T6M-2A9]
[Phone : +1 403 481-0803 or +1 403 481-5110] - Lt. Frank Drebin

865. Re: Atari 1040STe/30Meg HD/Mono Monitor $550

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 00:01:27 UTC
From: longj@lonex.rl.af.mil
Message-ID: <1992Jan27.000127.5705@lonex.rl.af.mil>
Source record: 226536
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

The Atari System has been sold (to a local user).

Thanks to all who made offers.

Jeff

--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

866. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 01:13:59 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92026.201359JJMCWILL@MTUS5.BITNET>
Source record: 226319

Well, I thought I would add something from the Atari 8 bit side to this
thread, as it seems the MOST INTELLIGENT thing I've read regarding
the Amiga Versus the Atari ST/STE/TT yet.

What I hate about the Atari 8 bit .....

Lack of a good ANSI C compiler. There are a few PD c compilers for it, and
only one commercial C compiler that wasn't a heck of a lot better.
There was a decent Pascal Compiler, but it has a serious bug in it
that hinders code of larger than about 8K in size.

Slow processor speed. Even the Apple II has processor speed upgrades.
Half the problem is the Antic chip, which is responsible for the
screen display, just isn't designed to run any faster than 1.8mHz.
Since some higher resolution needs to be implemented on the 8 bit
the ANTIC could be shut off and a faster machine could be realized.
Heck, the Lynx uses the same processor as the Atari 8 bit basically,
only it runs at about 8 mHz...

Like I said, better graphics. I don't need something awesome like
1280x960, 640x480 would be great , even in monochrome mode.

That's all I don't really like , now for what I like.

Longevity - this computer has been my baby for about eight years now,
and it is still meeting most of my BASIC computing needs even with
computers like the TT and the 486 40's selling today.

Simplicity - the operating system is easy to program and understand.
The processor isn't so complex as to make your head spin.

Upgradeability - even with the "old technology" that it has,
I can take advantage of Hard Drives, IBM keyboards, and 1.44meg floppy
drives.

Sure my computer is no longer on the cutting edge technology wise,
but I am not afraid of it either. It doesn't bother me to pry off
the cover and look inside, seeing what really makes it tick. I am not
afraid of designing a circuit to do this or that.. it's fairly simple
and straight forward. The 8 bit community is a friendly one, and
being part of it gives me a warm sense of family.
I don't feel like just "another PC clone owner" among an ocean
of clone owners.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3

"Atari 8-bit die hards never run out of power"

867. space empire (game) searching...

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 01:47:32 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.696476852@mailserv>
Source record: 226313

Hello, guys... I recently got a user in a new BBS near my home town, and it's got online games!! One of the games is called "SPACE EMPIRE", and in the titlepage it is mentioned that it was first coded on the Atari.

So if anybody knows anything about this game and how to get, if it's PD or freeware or shareware or whatever, please email me.

Tnx in advance

Read ya... Phil.

868. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 02:25:04 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan26.202504.26247@doug.cae.wisc.edu>
Source record: 226312

In article <colonius.02qy@dino.DinoCo.de> colonius@dino.DinoCo.de (Stephan Muhs) writes:
>In article <1992Jan2.231100.8017@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>>It's been a while, so I thought I'd ask again: any news on
>>progress toward making Spectre System 7 compatible? e.g., is
>>it in beta-version yet?
>>Just wondering.
>>--Gerry
>>ggreenbe@rodan.acs.syr.edu
>
>Here the latest information I got from Gadgets (dated December 31): Spectre
>3.1 *should* be ready at the end of January - and it will support System 7.
>However, since then I wasn`t able to reach anybody at Gadgets`. I understand
>that the lady who ran the paperworks quit in December and moved to Jamaica.
>
>Since then, Gadgets has been, hmm - let`s say less than responsive.
>
>Anyway, all release dates by Gadgets should be taken with a grain of salt,
>considering that the original release date for Spectre 3.1 was in Summer
>1991...
>
>Stephan
>
>--
>stephan muhs colonius@dino.dinoco.de
>wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
>5000 koeln 60 Genie: s.muhs
>germany voice: +49 221 7393484

I'm..back! Lets see now...more personalized comments..from yours truly:

You must be joking?! End of January!? Spectre 3.1? Please don't smoke
that stuff while online guy, you could injure yourself...

If you read David Small's message he left on the net Spectre development
is at a STAND STILL, and has been for quite sometime, almost a year I think.

Dave has been too busy programming his utilities for his SST board, and
trying to get the thing out...

They now are working on a MEGA STE version, which is going to delay things
even more.

I also suspect that MAC emulation has gone about as far as it is going to
on the ST. 68000 machines...anyway. What Dave needs is a MMU based
machine to do any more serious developement, to map out those naughty hardware

direct instructions.

I think Dave realizes this, and has decided to get the SST out so that we can achieve the next level of cheap mac emulation....

CHEAP, high quality:

High res COLOR support...
Possibly NuBUS support in the future??? (Probably not, but its fun to wonder..)
....

And, hopefully to use MORE actual Apple equipment on our machines....

I really admire, Apple's display equipment, its very nice...

I have been saving my money for a nice SST machine.

-Greg

869. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 03:06:30 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92026.220630JJMCWILL@MTUS5.BITNET>
Source record: 226322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Yes, the 386SX is basically a 386 32bit CPU in a 16 bit package. It will run all 386 stuff, just slower because of the data bus. The IBM people say it's a crippled CPU, I guess in a way it is. With costs constantly coming down on the 386 now that the 486 is out and "THE THING" I don't know if it's even justifiable to get a 386SX anymore. Of course for someone NORMAL it would still be plenty of horsepower ... unless you want to run windows.

Just my opinions.......

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

870. codehead TEC query

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 03:43:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <1992Jan27.034154.13970@acsu.buffalo.edu>
Source record: 226314

A quick post...I placed an order with Codehead for TEC when they first announced the board. I then promptly lost their phone number. Two questions:

1. Does anybody know whether they are shipping yet? Or when, if not?

2. What's their number?

Thanks..

.Philip

871. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 04:01:47 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8127@tamsun.tamu.edu>
Source record: 226315

I was not able to get Sozobon 1.33i "Heat and Serve" to install on my 1040ST with TOS 1.0 and 2.5MG. When I get part way through the installation the "-" minus signs turn into a series of random looking characters then I get two bombs. After the two bombs, a error message from the Heat and Serve installtion program says that the "CC.PRG" program cannot be found.

Here is what I did to attempt to fix the problem:

1) Downloaded the UUENCODED files again
2) UUDECODED the files again
3) ran the zoo 2.1 integrity check (it passed)
4) un-arced the zoo file again
5) tries the install program again (not luck)
6) checked my disk for problems
7) re-fromated my 60Mg hard disk and mapped out 6 bad sectors
8) did steps 1-6 again and got the same error

Here is what I need to know?

Is the "Heat and Serve" intended to work only with a certain level of TOS? Has anyone installed it succesfully on a 1040ST with TOS 1.0 and 2.5MG or less of memory? If so, will you send the SOZO133I.ZOO file to the atari archive?

Thanks a bunch (especially to Steve Yellington, who always seems to have useful comments about everything)
Mark Lehmann
tamuts.tamu.edu!n160ao

872. pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 04:31:29 UTC
From: wmagro@roma.physics.uiuc.edu
Message-ID: <1992Jan27.043129.2193@ux1.cso.uiuc.edu>
Source record: 226316

Has anyone tried the PCDitto software emulator on a TT? If so, does it work or no? If it does work, I wonder if the speed would be good enough to make it actually useful, unlike its speed on a regular ST.

Let me know if you know....

Thanks,

--Bill

873. Re: codehead TEC query

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 05:39:38 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <27809@sdcc12.ucsd.edu>
Source record: 226318

In article <1992Jan27.034154.13970@acsu.buffalo.edu> ugafence@ubvmsb.cc.buffalo.edu (UB FENCING CLUB) writes:

> {A Query regarding the status of the CodeHeads' TEC board}

When I called them early last week they said that the thing holding back shipment of the TEC was a lack of TOS ROMs - evidently, Atari found a "last minute" bug in 2.06 and has decided to go with 2.07, which will presumably correct that bug. The person I spoke to over the phone said something like 1-2 weeks from last Monday, but, then again, they said they had a firm Jan. 10th shipping date. (In fact, they told me I would probably get mine before that, because I just ordered the ROMs for my 520STe).
The CodeHead's number is: (213)386-5735. They seem to be pretty upset about the situation as well - I think Atari's to blame in this one, not CodeHead.

-- adam

P.S. - Just i case any of you are wondering: if you have a 520/1040/Mega ST, you need the TEC (TOS Expansion Card) to use TOS 2.0x - if you have an STe, however, you _may_ only need to bridge two jumpers and swap chips (some early STe's [those with TOS 1.60] might need to have their ROM chips desoldered). The ROMs themselves cost $60+S/H direct from CodeHead, which is probably the best price you'll find - CodeHead is selling them at cost.
/
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

874. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 07:23:49 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Jan27.072349.12663@milton.u.washington.edu>
Source record: 226321

In article <8127@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>I was not able to get Sozobon 1.33i "Heat and Serve" to install on my
>1040ST with TOS 1.0 and 2.5MG. When I get part way through the
> .
> .
> .
>Is the "Heat and Serve" intended to work only with a certain level of
>TOS? Has anyone installed it succesfully on a 1040ST with TOS 1.0 and
>2.5MG or less of memory? If so, will you send the SOZO133I.ZOO file to
>the atari archive?
>
>Thanks a bunch (especially to Steve Yellington, who always seems to have
>useful comments about everything)
>Mark Lehmann
>tamuts.tamu.edu!n160ao

I got the heat-n-serve to install on my 520STFM with 2.5 megs and TOS 1.0
I unzoo'd the file and it went to six files I believee, the install.prg,
install.doc, gemenv.prg, and three .pdf (packed) files... Then running
the install.prg as mentioned in the .doc, it set up my directories and
unpacked the stuff for me... I found that to have enough space, I told
it to unpack the docs onto one disk and everything else to another (all
this in the install program), this should work... (also I was using an
826K disk, but I'm pretty sure it would even work on a 720K one, as long
as the docs are on a separate disk). Hope this helps...

Ben Gilbert (tymbrimi@u.washington.edu)

875. RE: ATARIANS! WHERE ARE YOU?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 07:28:13 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <696529563.2@fquest.FidoNet>
Source record: 226273

rjc@hal.gnu.ai.mit.edu (Ray) wrote:
> Yes, all new Amiga's come with AmigaDOS 2.0 and the ECS Agnus/Denise
>chips. (Incidently, the ECS allows you to have 2mb of video "chip" ram)
>The Denise is the video controller chip. The new denise offers
>programmable scan rates up to 70hz (probably more). The ECS, unlike
>the flicker fixers, outputs 640x480 at VGA frequencies, or 1280x200.
>There are new interlaced modes like 1280x400 and 640x960 which are nice
>for titling work. The new Denise also offers new types of external
>syncing (genlocking), including chroma keying (overlaying live video
>on top of graphics which is the reverse of genlock), bitplane keying,
>and genlocking to any color register.

What do you mean by 'new'? My best friend just bought a new Amiga 500 and it
didn't come with AmigaDos 2.0 and the ECS Agnus/Denise and he can't use the
productivity mode thats being discussed without spending quite a bit of money
to upgrade it...

876. Application of the VSC-1/Atari 1040ST Image Processing System

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 07:29:39 UTC
From: rcarter@isis.cs.du.edu
Message-ID: <1992Jan27.072939.25806@mnemosyne.cs.du.edu>
Source record: 226320

There was someone that was looking for the ref. mentioned in the title of this message (Application of...); whoever that was, drop me some email; I have a copy of the article for you...

--
Ron Carter | rcarter@nyx.cs.du.edu rcarter GEnie 70707.3047 CIS
Director | Center for the Study of Creative Intelligence
Denver, CO | Knowledge is power. Knowledge to the people. Just say know.

877. Arcgsh 4.1

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 07:31:50 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <1992Jan27.073150.27695@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 226323

Some people made me aware of a bug in Arcgsh 4.0: If you have more than two desk accessories registered, the "ARCGSH" menu is distorted. (Usually I don't have more than two accessories so I didn't notice it.)

This bug is fixed with the new Arcgsh 4.1. I just uploaded it to atari.archive.umich.edu, and it should soon show up in the directory /atari/archivers as arcgsh41.zoo. I also sent Arcgsh 4.1 to Steven Grimm who should post it to comp.binaries.atari.st.

Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.bitnet
Postfach 500500 |)|/ Tel.: +49 231 755-4663
D-W4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

878. PC(AT)_SPEED

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 08:34:29 UTC
From: alex@paramount.nikhefk.nikhef.nl
Message-ID: <1992Jan27.083429.12919@paramount.nikhefk.nikhef.nl>
Source record: 226332

Hoi Atari users,

I have seen a demonstration of PC Ditto 1 (the software version,
is there a hardware version?) and it was slow!!.

Can anyone tell me how 'fast' PC_speed or
AT_speed are compared to PC Ditto? <|

/\ |\
/ \ | \
alex@nikhefk.nikhef.nl / \| \
/ | \
Alex Poelman NIKHEF-K (CSG) / | \
/ | \
Po.box 4395, 1009 AJ Amsterdam, / | \
/__________| \
The Netherlands _____________|________\
/ | /
~~~~~~
--
~~~~~~

879. Re: FTP for PD software

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 09:14:22 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan27.091422.533@email.tuwien.ac.at>
Source record: 226324

In article <1992Jan20.120342.5586@newcastle.ac.uk>, J.S.Fothergill@newcastle.ac.uk (Jane Fothergill) writes:
>Which FTP sites have PD available for the Atari ST????
>
>BTW in reference to my last mail about a lack of memory, I was right, I've
>taken it back and now possess a 1040 not a mock 1040!!!
>
>Jane

The best ftp sites for the atari st are (in my opinion):
sol.cs.ruu.nl
atari.archive.umich.edu
nic.funet.fi
wuarchive.wustl.edu
Of course, I hope those site names are correct, I typed them from memory...

Happy ftp'ing!
Marinos Yannikos
TU Wien

880. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 09:39:45 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan27.093945.1010@email.tuwien.ac.at>
Source record: 226326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan26.005812.1935@nmt.edu>, ehobbs@nmt.edu (Eric Hobbs) writes:
>In article <1992Jan25.114505.21983@ugle.unit.no> stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>>In article <1992Jan21.164140.143@unibi.uni-bielefeld.de>, itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>> >
>> > Some facts :
>> >
>> > - 32 bit CPU 80C386SX-16MHz
>>
>>This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
>>
>>Stig Vidar Hovland - stigvi@lise.unit.no
>
>
>Don't flame me if I'm wrong, but I believe a 386SX is a 32-bit
>processor, but it has a 16-bit bus.
>
>Anyone know for sure?
>
>Eric A. Hobbs
>ehobbs@JUPITER.nmt.edu

You're right!!

Marinos Yannikos
kdv_521@eiaida.tuwien.ac.at

881. Re: Supra Interface PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 10:22:48 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan27.102248.24578@actrix.gen.nz>
Source record: 226325

In article <1992Jan26.182415.18969@usenet.ins.cwru.edu> ba014@cleveland.Freenet.Edu (Matthew C. Brinkhoff) writes:
>
> In a previous article, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) says:
>
> >> I've got a Supra ST DMA->SCSI Interface that's about a year old (It's
> >> got the clock on it) and I'm having some <gasp> troubles.
> >>
> >You only terminate the last drive in the chain, if not the Supra host adapter
> >can't drive all that load..
> >
> >What addresses have you set your drives for..??
> >
> >On another note can you tell me the part No. of your clock chip in
> >the Supra host adapter, this is the big ic.. 24 pins..
>
> If I only terminate the last drive in the chain, it's the only one that
> works. The supra documentation reccomends terminating the drive closest
> to the interface. If I terminate the drive closest to the interface,
> erratic performance results (ie, now it's here-now it's not drives.)
>
> The drives are set for SCSI 0, LUN 0 & SCSI 1, LUN 0.
>
> The part # on the clock chip is: DS1287 (and yes, I know what the big
> Dallas chip is :) I'm not hardware-illiterate (sp), that's why this
> puzzles me so much...

> o---o
> | Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
> o---o

Try replacing the ribbon cables, I have found that R.N. connectors are
no very good..

I run a Supra and a 157n drive with no problems at all, how is the
PSU, can it handle both drives..?
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

882. Re: Advice about MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 10:30:18 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0441.01.92@troja.stgt.sub.org>
Source record: 226288

wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:

>> What I am hoping that I will gain with MiNT is the ability to do file
>> transfer in the background while I use the computer in the foreground.
>I'm afraid this won't work, but I never tried.

Sorry to disappoint you Markus, but it works !!!
Two days ago, I tried a full Fido-Net-Transmission, with my
Fido-mailer running in the background. In addition, I had a print job
in the backround (cp <file> u:/dev/prn &) and edited a file with a
GEM-based editor.

NO PROBLEMS !!!

stefan

--
+---+
Stefan Schober,	uucp: stenny@troja.stgt.sub.org
Linzer Str. 17,	fido: Stefan Schober on 2:247/776
D-W7000 Stuttgart 30	voice: +49-711-8568806
+---+
...wuerden sie das eventuell zuruecknehmen? - Wer? Sie! Ich? Ja! Nein!
Dann ist die Sache fuer mich erledigt. (W. Bendo)

883. Re: Arcgsh 4.1

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 10:34:39 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan27.103439.25008@actrix.gen.nz>
Source record: 226327

In article <1992Jan27.073150.27695@fbi-news.Informatik.Uni-Dortmund.DE>
klute@tommy.informatik.uni-dortmund.de (Rainer Klute) writes:
> Some people made me aware of a bug in Arcgsh 4.0: If you have more than two
> desk accessories registered, the "ARCGSH" menu is distorted. (Usually I
> don't have more than two accessories so I didn't notice it.)
>
> This bug is fixed with the new Arcgsh 4.1. I just uploaded it to
> atari.archive.umich.edu, and it should soon show up in the directory
> /atari/archivers as arcgsh41.zoo. I also sent Arcgsh 4.1 to Steven Grimm
> who should post it to comp.binaries.atari.st.
>
> Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
> Univ. Dortmund, IRB klute@unido.bitnet
> Postfach 500500 |)|/ Tel.: +49 231 755-4663
> D-W4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

Is this the thing with characters being left on the screen.??

One thing that did not look right was one of the drop down menus has
what looks like Quick Keys, but the letters are way to far over to the right
and hard to read, you could move them over to the left a bit and give them a
right margin, this would make them far easer to read.

The way it look at the moment is that the menu is picking charaters
from another menu to the right..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

884. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 10:53:23 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan27.105323.1@lapis.labmed.umn.edu>
Source record: 226339

In article <8127@tamsun.tamu.edu>, n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
> I was not able to get Sozobon 1.33i "Heat and Serve" to install on my
> 1040ST with TOS 1.0 and 2.5MG. When I get part way through the
> installation the "-" minus signs turn into a series of random looking
> characters then I get two bombs. After the two bombs, a error message
> from the Heat and Serve installtion program says that the "CC.PRG" program
> cannot be found.

I had a similar problem. Of course, I had multiple AUTO programs and DC
Desktop running, along with QuickST and a few other things...

My solution was to go to a bare-bones DeskTop (ie, the only AUTO programs
running were FOLDRxxx.PRG and the TOS 1.4 'fix' programs). Apparently, the
LHarc program used during the installation process does a few flips and giggles
if you're running non-compatible TSRs.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come
with it." -- R. Buckminster Fuller

885. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 10:54:17 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan27.105417.5411@unibi.uni-bielefeld.de>
Source record: 226544
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <..>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:

|> In article <...>, itschere@techfak.uni-bielefeld.de (me) writes:
|> >
|> > Some facts :
|> >
|> > - 32 bit CPU 80C386SX-16MHz
|>
|> This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
|>
|> Stig Vidar Hovland - stigvi@lise.unit.no

That's not perfectly right. The 386SX is a 32bit processor, but unlike the
"normal" 386 is has only got a 16bit wide external bus. Internally it's got
32bit registers, just the same way as the 68000. If there's any software
which really uses these 32bit is another question...

TeSche
--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting with the .signatur file a bit...

886. MINT ???

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 11:00:34 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan27.110034.5938@unibi.uni-bielefeld.de>
Source record: 226330

I`ve heard a lot abount MINT yet, perhaps the most important is that is
a multitasting system and you can get the source codes. There is just
one question left: Where can I get it and how much does it cost? Or is it
some kinda public domain or shareware???

TeSche
--
this perversion of alphanumerical characters was created by
torsten scherer, universitaet bielefeld, germany
just experimenting with the .signatur file a bit...

887. Deskjet 500

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 11:10:46 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jan27.051046.22967@hemlock.cray.com>
Source record: 226328

Hi People,

I am on the verge of buying myself a new printer -- an HP Deskjet 500. It looks (to me) like a sound step-up from my Epson LX-80. I just need a smidgen of encouragement from fellow ST users before I make the final commitment.

I want to use it with TeX, GhostScript, and GEM Metafiles. Does anyone have some damn good reasons why I am going to come to grief? Or am I on to a good thing? Hopefully the latter...

Thanks `a priori' for any words of encouragement, experiences and anecdotes.

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

888. Re: JRD's port of GNU Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 11:16:55 UTC
From: eczjr@mips.nott.ac.uk
Message-ID: <1992Jan27.111655.3125@cs.nott.ac.uk>
Source record: 226329
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <4991061@MVB.SAIC.COM> steveg@cseic.saic.com (Stephen Harold Goldstein) writes:

I origianlly tried to post this but OUR site bounced it so I'm forced to postto
the newsgroup.

In article <4991061@MVB.SAIC.COM> you write:
>I'm using John Dunning's port of GNU Emacs and like it alot except for
>one annoying problem. Can anyone help me:
>
>Get the file loader to stop stripping out Ctl-M's (cr's) from my ST
>text files? It's a real pain to have to replace all LF's with CR/LF
>pairs everytime I go to save, and GNU Emacs on my Unix box has no
>trouble preserving 'hard' CR's, so why should the ST version?

Don't know about this one as it's not a problem that I have but it must be
possible - most things are with emacs.

>
>Similarly, how would I go about creating a mode (or defining the key)
>so pressing enter caused CR and LF to be inserted?

Modify the keymap either for a special "ME" mode or for the global keymap. This
is described in the manual in the chapter on customisation. This may be
possible by a fix something like the fix for C-s being hold on vtxxx terminals.
This is detailed in the PROBLEMS doc but it basically consists of replacing C-s
with C-\ and setq'ing the keyboard-translate-table. This is done in the
emacsini.el (.emacs - see below).

The following line in my .emacs defines C-x! to be the function
this-line-to-top-of screen (a function I wrote myself).
(define-key global-map "\C-x!" 'this-line-to-top-of-screen)

I may as well include the keyboard translate table stuff for C-s as well

```
;; Suggested fix for Isearch at startup problem
;; Make a keyboard-translate-table
(let ((the-table (make-string 128 0)))
;; Default is to translate each character into itself
(let ((i 0))
(while (< i 128)
(aset the-table i i)
(setq i (1+ i))))
;; swap C-s with C-\
(aset the-table ?\C-\\ ?\C-s)
(aset the-table ?\C-s ?\C-\\)
;; swap C-q with C-^
```

```
(aset the-table ?\C-^ ?\C-q)
(aset the-table ?\C-q ?\C-^)
(setq keyboard-translate-table the-table)
)
```

>
>(Bonus Question): What is the name of the .el file (and where does it
>live) that I can put startup commands into? On my Unix box here it's
>".emacs" but that obviously won't work on the ST.

This one I do know !

It's called emacsini.el and it lives in your root directory (where emacs is started from). I found this out more by luck than anything else - I think it's in one of the README's that come with it.

Hope all this helps to solve the problem - If you manage it I'd be interested in the solution.

Bye,

John

****
John Richards | email : eczjr@mips.nott.ac.uk
Dept. of Chemical Engineering | : eczjr@unicorn.nott.ac.uk
Nottingham University | tel : (0602) 484848 x2956
Nottingham, NG7 2RD | fax : (0602) 790239
****

889. Re: Arcgsh 4.1

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 13:42:08 UTC
From: klute@tommy.informatik.uni-dortmund.de
Message-ID: <1992Jan27.134208.969@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 226331

In article <1992Jan27.103439.25008@actrix.gen.nz>,
Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
|> Is this the thing with characters being left on the screen.??

Yes, it is.

|> One thing that did not look right was one of the drop down menus has
|> what looks like Quick Keys, but the letters are way to far over to the right
|> and hard to read, you could move them over to the left a bit and give them a
|> right margin, this would make them far easer to read.

This one is new to me. All menus look fine now, at least on a monochrome
screen. Do you use a color monitor? Perhaps the symptom you describe has
something to do with the one that is corrected in Arcgsh 4.1. Please try
out the new version and let me know!

--
Dipl.-Inform. Rainer Klute klute@irb.informatik.uni-dortmund.de
Univ. Dortmund, IRB klute@unido.bitnet
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D-4600 Dortmund 50 |\|\ Fax : +49 231 755-2386

890. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 14:21:45 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60304@aurs01.UUCP>
Source record: 226336

In article <1992Jan25.215455.14648@ux1.cso.uiuc.edu> wmagro@roma.physics.uiuc.edu (William Magro) writes:
>
>If you hate posts that respond to flamers, read on. This one is
>different.

True. Good idea, Bill.

>"Why my Atari 1040STf Sucks," by Bill Magro

>I) GEM/Desktop has a lot of problems

> B) I have to bring a window to the front before I can launch a program
> from it.
> C) I can't arrange my desktop in any efficient way.

Agreed. Since switching to Codehead's HotWire/MaxiFile environment I've been able to circumvent these problems.

> D) There is no effective and consistent multitasking environment.

Agreed again.

> E) Do we really need to reboot to change resolutions?

I guess I don't really care about this one. A combination of a bootable, reset-proof ramdisk and a resolution switching utility makes this almost painless (15 seconds, tops).

>II) Hardware bitches
> A) Why is TOS in ROM?

I like TOS in ROM. It's fast and I don't have to see the desktop for more than 2 seconds before HotWire takes over (I can't say enough about this shell).

> B) Our graphics modes suck.
> C) We need a bus (or buss if you are a total computer nerd)!
> D) The power supply/keyboard/mouse all suck.
> E) Non standard connectors.

Yep, yep, yep, and yep. The new machines address mostof these issues. My only real gripe here is the power supply. I just replaced mine with a Best supply. The keyboard is a little mushy, but better on the Megas than the 1040s. There are enough decent third party mice that everyone can find one that they like.

Add to this list the 4 meg RAM limit. I don't want to have to move up to a TT just to get more RAM... I don't really need the extra processor

speed and graphics modes.

Another complaint is all the RF noise the ST generates. I use my ST primarily as a MIDI tool, and my guitar pickups just scream when I get near my ST (even when I turn off the monitor). Okey, I know they want to keep costs down, but this has backfired several times when they couldn't get the new machines past the FCC.

WHAT I LIKE ABOUT MY MEGA ST.

1. The SM124 monitor. Cheap, sturdy and great to work with. It's hard to bitch about these even if they do give out after a few years... at $25 a year for a great looking monitor it's still a bargain.

2. Built-in MIDI ports. Great idea, and it created an instant market and MIDI software base. I expect to be using my ST for many more years for the MIDI capability alone, and Atari has the forsight of keeping the interface on all the new models. I don't miss the MIDI thru port... most ST MIDI software handles the problem just fine. I would still recommend an ST first to anyone interested in computer based MIDI.

3. The loyal users. A machine this good wouldn't die a graceful death despite all of Atari's...er...INTERESTING marketing strategies. I can always get quick and useful answers to my problems on USENET, GEnie and Delphi, and the public domain software base is tremendous. About half of my most used software is public domain. I also consider folks like Codehead and Double Click to be loyal users...they certainly aren't in it for the money! Publications like ST Informer and Current Notes keep me up to date with the new software and hardware, and I can't believe anyone's getting rich off of them!

4. Personality. It's fun being a non-conformist. Okey, sure I'm disappointed when new software doesn't get ported to the ST, but on the other hand think of the money I save! 8^B

5. Dave Small. I don't own any of his products, but I like reading his magazine articles and I just feel better knowing he's around.

6. The 680X0 family. I haven't done much assembly language programming on my ST, but it's nice to know that when I do I won't have to delve into an Intel processor!

7. Bob.

8. And finally...Atari. For all our bitching, there are still some enthusiastic folks busting their butts to keep the ST family alive. No company is going to make everybody happy all the time, but Atari could have easily scrapped the ST line entirely and focused on the PC clones. It's just good to know that they are developing new machines in the line.

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

891. TEX printer problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 14:35:14 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992Jan27.143514.28656@city.cs>
Source record: 226252

I have successfully set up CS-TEX to allow me to run a basic TeX and
LaTeX setup on a 1 Meg 1040 STE, with 2 floppy drives (one can be
used if your prepared to swop disks alot), which allows me to
edit, process, view and print documents. I takes just 4 disks.
One for the TeX bins, one for the fonts and inputs, plus one each
for the viewer and printer driver.
(If your wishing to set up a similar system, mail me and I'll
tell you what you'll need, if there's enough interest, I'll put
together an article explaining things)

My problem lies in the 24-pin printer driver. I have a b/w Star LC24-200
and I use the Epson option in the driver, as suggested in the Star manual.
Occasionally (randomly) in the output, lines get skewed. Does anyone else
have this annoying problem? Is it due to the Epson emulation? Can I get a
true Star driver, or is the problem simply due to the resolution of the
output? (I highly doubt this, but thought I'd mention it.)

Thanks in advance for your help.

Mark.

--
"Wrathchild"	e-mail : dh108@cs.city.ac.uk				Atari - Power
dh108	** All views expressed are my own - **				Without
Mark Keates.	UNTIL I GET MARRIED !!	/	\ Our Support

892. Re: Unzooing big files on one drive

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 15:12:09 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jan27161209@orion.laas.fr>
Source record: 226334

Now to make ZOO more accesible to ST users.

>>>>> On 16 Jan 92 22:14:42 GMT, steve@thelake.mn.org (Steve Yelvington) said:

Steve> If you have two SF314 drives, put ZOO.TTP and the FILE.ZOO file on A:,
Steve> switch to B:, and run A:ZOO x A:FILE.ZOO. This is fairly simple and
Steve> straightforward if you're using a command-line shell. It's also
Steve> fairly simple with any of the several GEM-based shells that work with
Steve> ZOO.
|
Steve> It's a little harder with the standard GEM Desktop.

Not really, I believe that the following must be some undocumented
feature since I have never seen it in *any* ST Owners Manual. Even
the Double Click people musn't know about this since they sometimes
overload the right mouse button. The following works in good ol' TOS
1.0 and 1.2 (disclaimer: at least the versions that *I* had!). To do
Steve's recommendation above from the DESKTOP, just make B: be the
top-most GEM window. Make sure that ZOO.TTP is visible in window A:.
All set then, double click on ZOO.TTP while simultaneously holding the
right mouse button *down*. It's that easy!

Steve> Note that to run ZOO from the Desktop, you MUST have TOS 1.4 or newer.
Steve> Previous versions will not pass the .TTP arguments correctly.

True for the `extended' commands of ZOO. But the `novice' commands
will always work.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

893. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 16:44:40 UTC
From: steve@thelake.mn.org
Message-ID: <A1435768891@thelake.mn.org>
Source record: 226341

[In article <8127@tamsun.tamu.edu>,
n160ao@tamuts.tamu.edu (Mark Lehmann) writes ...]

> I was not able to get Sozobon 1.33i "Heat and Serve" to install on my
> 1040ST with TOS 1.0 and 2.5MG. When I get part way through the
> installation the "-" minus signs turn into a series of random looking
> characters then I get two bombs. After the two bombs, a error message
> from the Heat and Serve installtion program says that the "CC.PRG" program
> cannot be found.

I don't know what's causing that problem. The .PDF files are self-extracting
LZH archives. The "-" sign is a progress indicator that is supposed to turn
into "*" as the archive is melted. All INSTALL.PRG does is load the .PDF
files, change to the appropriate drive, create the directories, and execute
the .PDF program.

I'll run some tests on this as soon as I get a power supply for my TOS 1.0
machine, but I note that Ben Gilbert installed it on his (on floppies)
without trouble, so I have to wonder if there might be something in your
machine that's stepping on memory -- a bad chip, a wild desk accessory,
etc.

Meanwhile, you can install everything manually by creating the directories
and then running LHARC (any recent Questor version) to unpack the .PDF
files. You then should run INSTALL again, skipping the steps that unpack
the .PDF files, so that it can install GEMENV.PRG and update your DESKTOP.INF
file for you.

--
Steve Yelvington, Marine on St. Croix, Minnesota <steve@thelake.mn.org>
Note: Mail to the .mn.org domain has been failing for about a month.
If your mail bounces, try cs.umn.edu!thelake!steve.

894. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 16:57:10 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <27822@sdcc12.ucsd.edu>
Source record: 226343

In article <10298@cactus.org> covert@cactus.org (Richard Covert) writes:
>Actually the last ST Report had the supra ad. and Supra is offering
>the new modems at a special price to BBS operators. A really good
>deal.

Two days ago (on 25 Jan) I ordered a modem from a company
called "B.F.J." (1-800-932-4712) who are selling the SupraFaxMOdem
v.32bis for US$279, including shipping (presumably only to the
US/Canada, but you might ask). When I called they had a back order
of around 60 modems, but you might be able to queeze in on the first
shipment from Supra if you call soon.
If you're not interested in the "bis" option (hint: you ARE
:-), Computability is selling the FaxMOdem v.32 (no bis) for $239,
and their number is 1-800-558-0003. They are selling the v.32bis
modem for $309.

>
>Did you also notice that the new modems are also send and receive
>faxc modems? And that Supra has Fax sw only for the IBM PC and
>the macs? so, both STers and amiga users can use the modem only
>as data modems, not as FAX modems.

There are actually three versions of the software that
they're shipping - Mac, PC, and Windows. All three of these are
commercial, "off-the-shelf" packages tat Supra has merely licensed
for use with their modems. I don't think that they would go through
that kind of trouble given the small size of the ST market (there is
at least one commercial fax package for the Amiga - but maybe Supra
didn't want to bother, agai because of a miniscule market).

>seems kinda strange that Supra isn't releasing ST FAX sw to
>use with their fax modem!!

Aha! I sense an opportunity for a smart shareware author to
make some money! (heh! - evil grin!) If/when I receive my Supra
modem, I might try to whip up something - but you might also try
talking to the CodeHeads, who were considering importing a French
send/receive fax software package - with the plethora of v.32/fax
modems (thanks to the new Rockwell chipset), maybe there will be a
market for such software for the ST!

>Richard E. Covert covert@cactus.org
>CACTUS ..!cs.utexas.edu!cactus.org!covert
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

895. Supra Interface PROBLEM: SOLVED

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 17:06:11 UTC
From: ba014@cleveland.Freenet.Edu
Message-ID: <1992Jan27.170611.2145@usenet.ins.cwru.edu>
Source record: 226337

```
Thanks for the help, my problem has been solved.

--
o--------------------------------------------------------------------------o
| Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
o--------------------------------------------------------------------------o
```

896. BBS Express FTP?

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 17:08:06 UTC
From: ba014@cleveland.Freenet.Edu
Message-ID: <1992Jan27.170806.2220@usenet.ins.cwru.edu>
Source record: 226338

Does anyone out there run a BBS Express board with some good Express Utilities, Online Games, Etc.? Or is there an anonymous FTP site that would have some?

--
o--o
| Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
o--o

897. IBM emulator

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 17:30:48 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Jan27.173048.9557@newshub.ariel.yorku.ca>
Source record: 226344

Does anyone have an IBM emulator for the Atari ST (f)? I have the 1040 and would love to get an IBM emulator. I have posted here before on the subject, but to no response.

____
/ o n y.

898. How to hook a Microsoft bus mouse to the ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 17:36:18 UTC
From: boyd@sigma.cs.fsu.edu
Message-ID: <1992Jan27.123618.17885@mailer.cc.fsu.edu>
Source record: 226262

Back by popular demand, here is the article which describes this:

----cut here---

Date: 21 Feb 89 03:02:45 GMT
From: tektronix!ozvax!tekcsc!jeff@ucbvax.Berkeley.EDU (Jeff Beadles)
Subject: Here's how to hook a MicroSoft Mouse to a ST
To: info-atari16@score.stanford.edu

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040)
The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather
strange connector on the end. To prevent having to cut the mouse cable up,
I made this adaptor. If you still can't follow it, please let me know and
I'll try to redescribe it. This does work for me. I've been using it for
6 or so months now with no problems at all. It does take some soldering
skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I
have not asked Atari. :-)

Atari ST Microsoft Mouse ST expected signal
----- -- --------- ----- -- -------- ------
1 5 XB
2 3 XA
3 8 YA
4 9 YB
5 N/C N/C
6 2 Left button
7 N/C +5VDC (N/C)
8* 6 and also tie to pin 1 Ground
9 7 Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

Jeff

--
Jeff Beadles
jeff@quark.WV.TEK.COM

---cut here---

Hope that helps.

--
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."

899. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 17:48:47 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan27.114847.15361@doug.cae.wisc.edu>
Source record: 226342

```
>No, the NeXT has a bad design. The OS steals too many clock cycles for it's
>own work (task switching, display postscript, my god man It's UNIX!). We're
>talking system performance here, not processor performance. obviously an 040
>outperforms an 030 at the same clock speed, but because of the NeXT's high
>overhead it's performance is in the dregs.
>
>.-------------------------------------------------------------------------.
>| UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
>| ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |
>| INET: chucks@pnet51.orb.mn.org | you really think he's |
>|------------------------------------------------| moved back in?" |
>| Amiga programmer at large, employment options | Lou Diamond Philips in |
>| welcome, inquire within. | "The First Power". |
>`-------------------------------------------------------------------------'

You have to be joking guy, don't even try to compare AMIGA DOS with ANY
version of UNIX, especially the Mach version on the NeXT.

Its not even in the same league.

AMIGA DOS is incredibly primitive compared to Mach. Let me See the AMIGA
3000-25 run the same OS on its architecture, as the Next 030, and I bet
you wouldn't be such a proud owner of your 3000.

-Greg
```

900. unnkullian adventure questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 18:07:38 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Jan27.180738.2744@philce.ce.philips.nl>
Source record: 226340
Cross-posted to: rec.games.misc,comp.sys.atari.st

Hi,

I've started playing unnkullian adventure on my ST last weekend.
Getting started was pretty simple, but now it seems that I'm stuck.
I have 67 points (out of 400).
I think I've been on all places before the guardian, and on most places
I could do something. I also obtained a lot of stuff.

On the next screen are some questions. They may contain spoilers, so if
you are not that far in the game you may probably not want to read
further!

Main problem is how to pass the guardian. Probably I do not have all the
stuff (or it needs a trick I haven't mastered). I think I've been to all
places and retrieved everything.
I've also some smaller potential problems:
- I cannot operate the machine yet. I suspect I do not have the needed
resources.
- I've done nothing at the lake view room
- I could not descend the cliff by going west. A fatal fall is the result
- I haven't done anything with the patrons in the cliff.
- I cannot pass beyond the inn. I suppose this is impossible.
- I cannot post the card. If I drop it in the birds nest nothing
happens. And I want to try to catch that bird :-)
- I could not retrieve the rasberries.

I don't think there are other potential puzzles before the guardian
which I haven't mastered. If anyone has a hint, please let me know.
I do not have a need for spoilers yet.

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

901. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 18:49:58 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.696538198@gideon>
Source record: 226333

boyd@sigma.cs.fsu.edu (Mickey Boyd) writes:

>There is an application called Revolver which can give you multiple ST's
>that you can select with hot-keys. For example, you can split a 4 meg ST
>into 4 1040ST's (functionally at least), and switch back and forth between
>them. In your case, you would probably (given 4 megs) use 3.5 megs for LISP
>and 512k for your editor.

Revolver is quite nice program, but there is some problems.
First of all it is a switcher so the program in the background does
not run. Sometimes it is good as it does not use cpu either, so
program in the foreground runs as quickly as possible.

The other problem is that revolver does not work with
a graphics card. It was a nice idea from Atari that you can
change the position of display memory, but with a high resolution
card it does not work.
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

902. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 18:57:00 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <696576113.0@therip.FidoNet.Org>
Source record: 226398

I had a problem connecting to a Telibit modem with my HST and the solution there was to put a couple commas after the number to allow the modem to not see any of the tones placed by the telibit until it would see the part of the tone that it would like...
I now have a 100% hit ratio on the modem... Before I only connected once out of every 8 times.

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

903. tcsh.zoo

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 19:46:32 UTC
From: ec333way@sail.waterloo.edu
Message-ID: <1992Jan27.194632.6646@watserv1.waterloo.edu>
Source record: 226345

Ok, I had most of my questions answered - thanks to all those who responded!
I ftp'ed tcsh.zoo and (after having to wait another 2 days to get version 2.1
of zoo), I found that all I get is... 3 bombs... (To be honest, I didn't read
much of the docs, I was hoping that I could just run it and customize later).
I tried 1) off my hd with my favorite utils/acc's running.. No go.. 2) off a
separate disk with NOTHING but tos 1.2 running.. Do I need tos 1.4 to run this?
I hope not.. Anyone have a clue why it didn't work? I'm ftping a new copy today
just to make sure I had BIN on both times (although it shouldn't really matter
now should it?)..

Mattias

respond to 1) mghembruch@electrical.watstar.uwaterloo.ca
2) ec333way@sail.uwaterloo.ca or
3) here..
Thanks.

904. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 20:24:15 UTC
From: dbrooks@osf.org
Message-ID: <1992Jan27.202415.19310@osf.org>
Source record: 226346

In article <A1435768891@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
|> I'll run some tests on this as soon as I get a power supply for my TOS 1.0
|> machine, but I note that Ben Gilbert installed it on his (on floppies)
|> without trouble...

I had no trouble on a 520, TOS 1.0, double-sided floppy. Had to de-install
in pieces, though; I don't think there's room on one floppy for all the
.PDF files and their progeny.
--
David Brooks dbrooks@osf.org
Systems Engineering, OSF uunet!osf.org!dbrooks
For thy sweet love remember'd such wealth brings...

905. Re: blitter questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 21:17:59 UTC
From: ekrimen@wet.UUCP
Message-ID: <3266@wet.UUCP>
Source record: 226271

In article <53264@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>Hiyas. Ive got a 520STe and am wondering if there is a program of
>some sort that I could run to see the difference between turning
>the blitter on and off. I chose blitter on from the desktop, and
>from any program I run thatll accept it, but I am just wondering
>just exactly what it does... (I dont see a difference between
>when I turn it off, try things, and turn it on again... btw: if
>it makes any difference, I am using a mono monitor)

Rats, you don't have a color monitor. Well, if you ever get a chance to hook up the STE to a TV (color preferably :^) , get a copy of the Bird demo. I'm pretty sure it's at atari.archive; it's very old too, but does a good job at showing what the blitter can do. Run it with the blitter on and run it with the blitter off. The demo shows a bird flying across the screen with a seascape background.

On a monochrome monitor, if you have a copy of a paint program which will show a block of the screen when you move it around to paste it, you can use that (with blitter on and off) to see what affect the blitter has.

For most uses however, QuickST, TurboST, or NVDI are best. If you're doing a lot of graphics and/or animation work, the blitter will be useful to you.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

906. ATARI 1040ST FOR SALE...CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 21:28:36 UTC
From: tominatr@ac.dal.ca
Message-ID: <1992Jan27.172836.3157@ac.dal.ca>
Source record: 226347
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

```
FOR SALE:
=========

Atari 1040ST
3.5" internal drive
1 meg RAM
Monochrome monitor (SM125)
Mouse

Software:

GEM (System)
1st Word (unopened)
DB Master1 File Manager (unopened)
LDW Power Spreadsheet (unopened)
A-CALC Prime Spreadsheet (unopened)
ST Basic (Included on sys)
And some others.

$375 takes everything. Will split shipping.

Send replies to: PTINGLEY@AC.DAL.CA
```

907. Re: Advice about MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 21:53:25 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1929@olymp.informatik.uni-bonn.de>
Source record: 226121

In article <7877@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>I want to delve into MiNT.

A good thing to do!

>What is a good "C" and "C++" to use under MiNT? I have Sozobon and Laser C.

Gcc/g++ are the ideal choice if you have the memory.

>Do any MiNT users use TeX and LaTeX? If so, what version of TeX do
>you use under MiNT?

Christoph Strunk's CS-TeX package is "MiNT-aware", i.e. the dvi drivers etc
can run in the background. I assume that the other ST TeX packages would also
work with MiNT installed, but you'd probably lose the multitasking.

I don't really know what exactly CS does in his TeX but if it's really very
important I'll ask him :-)
--
Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

908. Re: Questions about TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-01-27 22:32:47 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250028@hpindda.cup.hp.com>
Source record: 226276

>thaanuj@prism.CS.ORST.EDU (John Thaanum) writes...
>
>Do any of you know if Falcon runs under 2.06? I've had 1.4 installed for
>a while, and my copy of Falcon craps out at the "Insert Disk Two" prompt.

Hmmm...I have 1.4 (6 chip set / 520ST / 2 meg) and Falcon runs just fine.
I even have both the copy-protected and un-copy-protected versions.

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
hpinddh.cup.hp.com |

---

909. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 00:01:49 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <53521@cup.portal.com>
Source record: 226349

Most of my ST gripes are the same as the article that started this thread, but...

I agree launching a program from the desktop is slow, but since Ive ordered and am waiting for TOS 2.06, I hope this will remedy that problem. I currently have NeoDesk 3.2 and love it, but am wondering if Ill need it for 2.06? Ill find out...

I dont mind not having a buss, considering all the ports that are available. One this I miss is the absense of an accepted industry standard hard drive interface (ST-506 at least, or true SCSI).

I dont like the processor speed. I think Atari is still the only company these days that has a current product with an 8MHz 68k. And memory expansion isnt that bad. Ive an STe with 4mb (not a Mega STe, tho. 4180STe? In keeping with the model numbers?) but I want more, more, more RAM!

I like the OS in ROM. Its not a hassle to boot of a disk. Since at this point I dont have a hard drive, thats fine with me. Also, I disagree with the original posters comment about upgradeability. TOS 2.06 only cost me $63, which is less than say MS-DOS 5, or DR-DOS 6. And upgrading is easy (at least for me, since I am a qualified electronics technicion and bad speller, I dont mind ripping my machine apart)

If TOS 2.06 will fit right in my late 1991 STe, I anticipate a 15 minute procedure. Try to upgrade MS-DOS in that time. Hell, loading MS-Windows takes a hell of a lot longer than that to load. Considering that a GUI is part of the Atari OS, thats not bad...

I hate my non-Mega keyboard. The layout is perfect, the feel sux. I see a product called Z-Keys that will allow you to attach a PC clone stanard keyboard, which will allow concurrent use of the ST and PC keyboard. Maybe... Anyone have this?

Screen resolution is no big deal to me. Monochrome is close enough to standard VGA, which is fine with me. I wouldnt mind having 1280x1024, or 24 bit colour, but those upgrades would undoubtable cost over $1000

Now, let me justifiy myself a little. All these do not add up to a flame against Atari. I work on very large VAX machines, Macs, IBM mainframes, PCs, etc... Ive no loyalty to one or the other. I like my Atari cause it does most of what I need...

And if I could afford it, I would love a TT. I also am wondering about the ST Book. Anyone have one, or have any stats on it? Like memory, disk storage, price?

Billy D'Augustine
Azog-Thoth@cup.portal.com

910. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 00:42:45 UTC
From: rjc@hal.gnu.ai.mit.edu
Message-ID: <1992Jan28.004245.12805@mintaka.lcs.mit.edu>
Source record: 226348

In article <1992Jan27.114847.15361@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>You have to be joking guy, don't even try to compare AMIGA DOS with ANY
>version of UNIX, especially the Mach version on the NeXT.
>
>Its not even in the same league.

Dream on, you don't know what you're talking about. If AmigaDOS (actually exec.library) had memory protection and virtual memory, it would virtually be unix. Exec, like Mach, is not Unix, they are merely microkernels with other OSs put on top, (in the Amiga's case, dos and intuition, in the NeXT's case, BSD and NeXTStep).
If they are not in the same league, how come I can compile most Unix source's without changing anything? How a number of Exec and Dos functions have the same name as Unix counter parts?
Exec is even object oriented!

>AMIGA DOS is incredibly primitive compared to Mach. Let me See the AMIGA

Well it lacks memory protection and virtual memory, but besides that, Mach doesn't have that much on it. Exec has the fastest context switch time of any multitasking OS, and its the reason why we don't have virtual memory or memory protection. The entire Amiga OS relies on shared memory the tasks can write to each other's local memory. For instance, when you send a message, it doesn't copy it, it just changes a single longword pointer to point to the message.

>3000-25 run the same OS on its architecture, as the Next 030, and I bet
>you wouldn't be such a proud owner of your 3000.

Get a clue. The 3000 has a very fast memory and bus design. The Zorro III bus can reach speeds of over 40mb/s at 25mhz, and the 3000 uses burst/nibble SCRAM ZIPs, 32bit access to memory, and a custom chip, RAMsey, to manage RAM access so it knows when to use the SCRAM features.
The NeXT is slow because Display Postscript is slow. I should know because I have an AMI 486/33, Tseng ET4000, running ESIX SVr4 with Motif, OpenLook, OpenWindows, and NeWS (Display Postscript). When I run NeWS it takes about 5 seconds to move a window, about 8 to resize it, and the whole time the mouse pointer jumps around the screen because the server is running in 100% interpreted postscript. If it's slow on a 486/33 w/16mb memory, 256k cache, imagine how slow it is on a 256 byte cache, 68030/25 with 8mb of memory.

What this has to do with the pathetic ST I don't know.

>-Greg

911. STalker 3 problems!

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 02:04:52 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1992Jan28.020452.22012@sactoh0.sac.ca.us>
Source record: 226254

Has anyone had any problems booting up their system when STalker 3 is installed? I installed STalker on my hard drive and when I tried to boot up with, my machine would lock up. It locks up when loading the NEODESK.EXE program.

On the rare occasion that I am able to get my machine to come up, I select STalker from the DA panel and nothing happens. The mouse moves around but STalker doesn't show and I can't do anything on the desk top. Does anyone or has anyone had this problem? If so, could you let me know how you rectified the problem. BTW, below are the programs in my auto folder and the DAs I have on boot up.

Auto folder - TOS14FIX.PRG (They are in this order)
POOLFIX3.PRG
DCACHE.PRG
ICDTIME.PRG
NEOLOAD.PRG
GDOS.PRG
AUXINT.PRG

DAs - Diamond Format
NeoDesk CLI
DC Xtract Plus
Harlekin

Thanks in advance.

--

- jhp@sactoh0.SAC.CA.US What else can I say? -
---

912. Supra 20-Meg HD for sale!

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 02:49:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jan28.024907.3147@usenet.ins.cwru.edu>
Source record: 226350

I have a Super 20-Meg HD for sale.

A new host adaptor was recently placed in it.

The system comes with the original box, cables, manuals, and software.

There is one slight problem with the mechinisim. It sometimes "sticks"
and the switcher inside of it needs to be moved in order to work.

I have been told by more than one person that this is a common problem
among Supras and that it can be easily fixed by a good cleaning.

If you have had this problem before and know how to fix it, you might
want to take a chance on this one.

OR

You can just keep using the drive even though it sticks sometimes.
When left on, there is no problem.

OR

You can just replace it. Mechinisms are cheap.

I'm interested in selling the host adaptor, casing, and everyting else.

The price: $220.00

I may go a little lower.

I originally had a buyer for this amount but it fell through.

Len

Please respond by e-mail.

P.S. for your information, the host adaptor cost me around $150.00.
The hard drive itself cost me $250.00 a year ago.

--

913. Re: Various ST topics

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 03:04:12 UTC
From: bigham@acpub.duke.edu
Message-ID: <999@news.duke.edu>
Source record: 226256
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <1992Jan26.042018.4006@actrix.gen.nz>
as spake by Alex.Valdez@actrix.gen.nz (Alex Valdez) :
>In article <1992Jan25.195351.26589@watserv1.waterloo.edu> ec333way@sail.uwaterloo.ca
(Winter92 BEACON ec333 account) writes:
>> Is TeX Usable on a 1 meg ST w/ hard drive?
>I believe version 3.1 is not but 2.9 is.

3.1 is usable, just. I had room for FATSPEED and FOLDR080, and that was
pushing it. Of course, my copy has initex and virtex in separate executables;
newer versions merged them, and that might not fit.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

914. Re: unnkullian adventure questions (minor spoilers, maybe)

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 03:05:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jan28.030517.6950@wam.umd.edu>
Source record: 226251
Cross-posted to: rec.games.misc,comp.sys.atari.st

In article <1992Jan27.180738.2744@philce.ce.philips.nl> meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:
>I've started playing unnkullian adventure on my ST last weekend.
>Getting started was pretty simple, but now it seems that I'm stuck.

>Main problem is how to pass the guardian. Probably I do not have all the
>stuff (or it needs a trick I haven't mastered).

I'm sure you have everything you need to get past the guardian,
although you'll need to find an item to replace the one you'll use
getting past it. Pay close attention to what motivates the guardian,
and check your inventory to see if you've got anything that might help
out (you do).

Once you get past the guardian, more things will be clear.

Dave

915. WANTED: List of good Atari Desktop Publishing Software

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 05:21:41 UTC
From: rfrost@spam.adelaide.edu.au
Message-ID: <RFROST.92Jan28155141@spam.maths.adelaide.edu.au>
Source record: 226253

A friend of mine is about to buy a desktop publishing package
and he has no idea what to get...

Please *email* me the name / price / and system requirements
for the desktop publishing package you think is best.

Also, are there any good PD desktop publishing progs for the
Atari and if so are they available via ANON FTP?

Thanks alot!

Richard.
--
.---------------.---.
| Richard Frost | Internet Address : rfrost@spam.adelaide.edu.au |
.-------.-------^---|
| O F F | A NEW life awaits you in the OFF WORLD colony, the chance to |
| WORLD | begin again in a golden land of opportunity and adventure ! |
`-------' New climates, recreational facilities ... |
| The custom tailored genetically engineered humanoid replicant designed |
| especially for YOUR needs !! .... BLADERUNNER |
`---'

916. KanjiTalk on an Atari ST with Spectre 128

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 07:02:26 UTC
From: dcrevier@jarthur.claremont.edu
Message-ID: <1992Jan28.070226.10155@muddcs.claremont.edu>
Source record: 226255
Cross-posted to: sci.lang.japan,comp.sys.atari.st

I don't know if anyone remembers, but I asked about getting KanjiTalk to work on an Atari ST with Spectre a few months ago, and got a couple of replies, but I didn't have time to follow up on it. Well, I am trying again, and have found that it crashes when trying to run the KanjiTalk init (the one that has an icon with a mountain). If I remove that from the system folder, it boots up fine, but won't show any kanji. I am using KanjiTalk 6.0.7. Anyone have any ideas on getting it to work?

Thanks,

Dan

917. Re: Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 07:37:57 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan28.073757.5888@demon.co.uk>
Source record: 226277

I am interested too

918. D70 sound saver program uploaded.

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 08:12:56 UTC
From: geert@ccsds.ahold.nl
Message-ID: <3174@ahds.ahold.nl>
Source record: 226257
Cross-posted to: comp.sys.atari.st,rec.music.synth

```
As mentioned earlier I have uploaded the D70 sound saver program
to both a.a.u.e. and cs.ruu.nl.

The program is called d70rxtx.zoo and must be found in the
midi directory of both servers.

Hope anyone who is interested enjoys the program.

Geert.
--
================================================================================
============ Geert W.T. Jonkheer. =============
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
================================================================
```

919. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 08:25:03 UTC
From: chucks@pnet51.cts.com
Message-ID: <6939@orbit.cts.com>
Source record: 226266

carter@cae.wisc.edu (Carter Gregory) writes:
>You have to be joking guy, don't even try to compare AMIGA DOS with ANY
>version of UNIX, especially the Mach version on the NeXT.
>
>Its not even in the same league.
>
>AMIGA DOS is incredibly primitive compared to Mach. Let me See the AMIGA
>3000-25 run the same OS on its architecture, as the Next 030, and I bet
>you wouldn't be such a proud owner of your 3000.

And thank god for that. I wouldn't WANT half the garbage that's in Unix in AmigaDos. Unix is good for what it does (i.e. a multi-user environment that goes to great pains to insure that another user cannot interfere with another user.), however, i prefer speed and headache free operation.

By the way, Unix or Mach are not *that* much more "advanced" if that's what you wish to call it. It's just more features (which may or may not be wanted). by your reasoning then, Multics is a FAR more advanced OS than Unix (simply because it has more features). There's more to an OS than how many MAN pages it takes up.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

920. Crack Art

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 08:27:57 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2637@equinox.unr.edu>
Source record: 226269

A few posts earlier, someone wrote about a great PD art program on atari.
archive.umich.edu...

I ftp'ed it (crackart.lzh approx. 250k) and unlzh'ed it!

Got it running...

All I can tell you is WOW! Every ST user must try it once! Seems to support
ST/TT users! Load Degas, Crack Art, Neo, Spectrum, IFF, ... (?!).

Tons of great features BUT the docs are in German (yet the prg itself is English...) The
crackart.txt is 120k long...

Anybody know of a English version? of the text file????

If the programmers read this please respond (apologies: don't have the info
in front of me (names, etc))...

(Better than Degas!!!)

Later...

_____ _____
/ _____() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

921. Re: MINT ???

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 09:24:57 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan28.092457.80510@link-1.ts.bcc.ac.uk>
Source record: 226258

In article <1992Jan27.110034.5938@unibi.uni-bielefeld.de>
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
> I`ve heard a lot abount MINT yet, perhaps the most important is that is
>a multitasting system and you can get the source codes. There is just
>one question left: Where can I get it and how much does it cost? Or is it
>some kinda public domain or shareware???

It's freeware.. ie it's free but it is copyright.

Where can you get it?.. You can get it from atari.archive.umich.edu via ftp.

>
> TeSche
>--
>this perversion of alphanumerical characters was created by
>torsten scherer, universitaet bielefeld, germany
>just experimenting with the .signatur file a bit...

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

922. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 09:43:48 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan28.094348.98945@link-1.ts.bcc.ac.uk>
Source record: 226280

In article <1992Jan27.043129.2193@ux1.cso.uiuc.edu> wmagro@roma.physics.uiuc.edu (William Magro) writes:
>Has anyone tried the PCDitto software emulator on a TT? If so, does
>it work or no? If it does work, I wonder if the speed would be good
>enough to make it actually useful, unlike its speed on a regular ST.
>
>Let me know if you know....
>
>Thanks,
>
>--Bill

I tried it and it failed :-)

Then again I didn't expect it to work, the TT is such a different beast to the ST.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

923. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 10:40:20 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan28.104020.8441@actrix.gen.nz>
Source record: 226260

In article <lahtinen.696538198@gideon> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
> boyd@sigma.cs.fsu.edu (Mickey Boyd) writes:
>
>
> >There is an application called Revolver which can give you multiple ST's
> >that you can select with hot-keys. For example, you can split a 4 meg ST
> >into 4 1040ST's (functionally at least), and switch back and forth between
> >them. In your case, you would probably (given 4 megs) use 3.5 megs for LISP
> >and 512k for your editor.
>
> Revolver is quite nice program, but there is some problems.
> First of all it is a switcher so the program in the background does
> not run. Sometimes it is good as it does not use cpu either, so
> program in the foreground runs as quickly as possible.
>
> The other problem is that revolver does not work with
> a graphics card. It was a nice idea from Atari that you can
> change the positi on of display memory, but with a high resolution
> card it does not work.
> --
> *
> Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
> Finnish Meteorological Institute Phone : +358 0 758 1322
> Possessed by a Spirit G3 Fax : +358 0 758 1396

There is also Twist by HiSoft...??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

924. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 10:43:06 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan28.104306.8582@actrix.gen.nz>
Source record: 226261

In article <10298@cactus.org> covert@cactus.org (Richard Covert) writes:
> In article <1992Jan23.102316.400@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >In article <1992Jan22.194723.23878@milton.u.washington.edu> tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
> >> Hi, I recently saw an ad in a friend's computer magazine for a new
> >> Supra modem, something like the Supra 2400 PLUS, it says it has
> >> asynchronous 300,1200,2400 bps (that's the usual I suppose), 4800 bps
> >> with MNP 5, and 9600 bps with v32.bis or v42.bis (can't remember which).
> >> So can I actually pay the CHEAP $130 bucks for this modem and dial up
> >> my school net at 9600 baud? Sounds like a good deal to me, I know that
> >> my school dial-in IS this new v32(42).bis thing, someone tell me, 9600
> >> baud would be awesome for only $130 mail order...
> >>
> >>
> >> Ben
> >
> >No the prices are listed at $299 or $399, the lower price is for the V32
> >model, and the other for the V32bis...
> >*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>
> Actually the last ST Report had the supra ad. and Supra is offering
> the new modems at a special price to BBS operators. A really good
> deal.
>
> Did you also notice that the new modems are also send and receive
> faxc modems? And that Supra has Fax sw only for the IBM PC and
> the macs? so, both STers and amiga users can use the modem only
> as data modems, not as FAX modems.
>
> seems kinda strange that Supra isn't releasing ST FAX sw to
> use with their fax modem!!
> --
> Richard E. Covert covert@cactus.org
> CACTUS ..!cs.utexas.edu!cactus.org!covert

Some others here have quoted some other firms are doing Fax software,
one was a UK firm and the othere from memory was Codehead..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

925. Re: Supra Interface PROBLEM: SOLVED

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 10:45:37 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan28.104537.8736@actrix.gen.nz>
Source record: 226259

```
In article <1992Jan27.170611.2145@usenet.ins.cwru.edu> ba014@cleveland.Freenet.Edu
(Matthew C. Brinkhoff) writes:
>
> Thanks for the help, my problem has been solved.
>
> --
> o---------------------------------------------------------------------------o
> | Orwell was an optimist! | ba014@cleveland.freenet.edu | E Pluribus Unix |
> o---------------------------------------------------------------------------o
>

Please tell us what the problem was, so we can avoid the same problem..??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

926. Deskjet 500

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 12:52:59 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jan28.065259.29747@hemlock.cray.com>
Source record: 226265

Well, here we are only a day later, and I've received zillions, well, several replies already to my query about buying a DJ500. I'll summarise below:

B U Y I T ! ! !

A thousand thanks to all those who took the trouble to email words of encouragement. You don't all work for Hewlett-Packard, do you?? ;-)

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

927. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 13:08:36 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <3381@mercury.brunel.ac.uk>
Source record: 226272

koreth@panarthea.ebay.sun.com (koreth@panarthea.ebay.sun.com) writes:
: Has anyone tried the PCDitto software emulator on a TT? If so, does
: it work or no? If it does work, I wonder if the speed would be good
: enough to make it actually useful, unlike its speed on a regular ST.
:
: Let me know if you know....
:
: Thanks,
:
: --Bill

It is reported not to work in a few computer magazines that i have read.

Gareth Blades

928. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 13:30:12 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan28133012@solb1.essex.ac.uk>
Source record: 226268

[stuff about amigas and un*x deleted]

> What this has to do with the pathetic ST I don't know.

Nothing at all, so take it elsewhere.

Simon Oke.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

929. Re: Shellp, Gulam, GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 13:31:41 UTC
From: alex@obh.in-berlin.de
Message-ID: <KRWYN5@obh.in-berlin.de>
Source record: 226355

arktik@ersys.edmonton.ab.ca (Ryan Daum) writes:

>Greetings.

>I'm having problems trying to write a chunk of code to access the "shellp"
>features of Gulam and Mupfel.

>I want to create a shell to go in my soon-to-be-released "TreeTop" BBS package
>(hierarchical message base system) that would let you use standard gulam or
>mupfel commands while adding some of my own and creating a new environment.

>The problem is, I'm writing this in GFA Basic. (I know, I know, but you find
>me a language that is interpeted as well as compiled, has a wonderful editor
>like GFA, and lets you fix mistakes and problems on the fly... Besides, I'm a
>floppy user)

>Anyways, I wrote a chunk of code similar to this:

```
> Shellp=$4f6
> Togu=Lpeek(Shellp)
> Command$="ls -l"+chr$(0)
> Return%=C:togu(Varptr(command$))
```

>I tried thousands of combinations, like using "Call togu" instead of C:,
>passing a null string, executing the contents of "togu+2" instead of togu
>(which contains a "jmp" command before the address).

>I'm annoyed. I really want to get the shell and configuration editor done on
>this thing. It's really beginning to bother me. All I ever get is two bombs,
>and I have to re-boot every single time because the computer doesn't stay
>operational for long after this crash.

>I tried linking in some C code in .O files, but am doing something wrong as
>well. I even tried putting a "system.ttp" program on the same drive as the bbs
>and trying to load that with "pexec mode 3"... which bombs, as well.

>Help me!

If you use Gemini, try something like this ...

```
shell_p=&H4F6
gmni=LPEEK(shell_p)
k$=SPACE$(8)
BMOVE gmni+24,V:k$,8
IF k$="XBRAGMNI"
a$=SPACE$(256)
DO
INPUT "# ",com$
```

```
EXIT IF com$="exit"
CHAR{V:a$}=com$
ex_code=C:gmni(L:V:a$)
LOOP
ELSE
PRINT "GEMINI ist nicht Installiert !"
ENDIF
EDIT
```

bye ... alex


```
--
| Alexander Kordecki | Kantstrasse 125 | 1000 Berlin 12 | Germany |
| e-mail : alex@obh.in-berlin.de | Tel.: +49 30 312 37 20 |
| Always look on the bright side of life ... pfpf pfpfpfpfpfpf |
----------------------------------------------------------------------
```

930. gnuemacs and ispell

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 14:07:55 UTC
From: hofmann@cbnewse.cb.att.com
Message-ID: <1992Jan28.140755.29512@cbnewse.cb.att.com>
Source record: 226267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am using gnuemacs 18.57 and Bammi's ispell port (both are
excellent ports, many thanks to Scott and Jwahar). Howerver,
I am unable to invoke ispell from gnuemacs using the ispell.el
in the ispell package. That does not surprise me, as I would
expect to have to set an environment variable or a path in the .el
file. However, after playing around with it for awhile, I could not
get it to work. Does anyone on the net use ispell from gnuemacs (18.57)?
If so, would you let me know what I have to set up in order to do it?

On a related note, Edgar Roeder(sp?) posted a compile.el and then
a patch to it to create a compiles.el. My version of patch will not h
handle this file. Would some kind soul email me an updated compiles.el?

Thanks in advance!

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL (USA)

931. Re: Various ST topics

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 14:28:53 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan28.142853.25040@actrix.gen.nz>
Source record: 226270

In article <999@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
> From the Holy Book of <1992Jan26.042018.4006@actrix.gen.nz>
> as spake by Alex.Valdez@actrix.gen.nz (Alex Valdez) :
> >In article <1992Jan25.195351.26589@watserv1.waterloo.edu> ec333way@sail.uwaterloo.ca
(Winter92 BEACON ec333 account) writes:
> >> Is TeX Usable on a 1 meg ST w/ hard drive?
> >I believe version 3.1 is not but 2.9 is.
>
> 3.1 is usable, just. I had room for FATSPEED and FOLDR080, and that was
> pushing it. Of course, my copy has initex and virtex in separate executables;
> newer versions merged them, and that might not fit.
>
> -sbigham
> --
> Scott Bigham | The opinions expressed above are
> bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
> | copied or distributed without a
> | Darn Good Reason(tm).

Why not get TOS 1.4 then you would have lots more room, it uses these RAM
than TOS 1.2 , plus you don't nead Fatspeed and you can do away with
Folder Fix, and you would end up liking your machine more..:-)..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

932. Re: TEX printer problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 14:36:45 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1932@olymp.informatik.uni-bonn.de>
Source record: 226118

In article <1992Jan27.143514.28656@city.cs> dh108@cs.city.ac.uk (KEATES M G) writes:
>My problem lies in the 24-pin printer driver. I have a b/w Star LC24-200
>and I use the Epson option in the driver, as suggested in the Star manual.
>Occasionally (randomly) in the output, lines get skewed. Does anyone else
>have this annoying problem? Is it due to the Epson emulation? Can I get a
>true Star driver, or is the problem simply due to the resolution of the
>output? (I highly doubt this, but thought I'd mention it.)

The problem is known: This is not due to the high resolution or the Epson
driver, it's a bug in the Star firmware.

Christoph Strunk, the author of the CS-TeX package, knows about this. I don't
quite remember what the fix was but it will be mentioned in the forthcoming
new version of CS-TeX. I will post here the moment the new version is out.

Also, I will ask Christoph what exactly the bug is about. I will post this
information here as well.
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

933. Re: Deskjet 500

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 14:38:19 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jan28.143819.20133@digi.lonestar.org>
Source record: 226278

I have an HP DeskJet 500 (upgraded from the original DeskJet) and I love it! It is quiet, reasonably fast, and has beautiful output. The output compares favorably to my HP LaserJet III at work. (You have to look real, real close to see the difference.) I don't use Tex or Ghostscript but do use GDOS (actually G+PLUS), primarily with Easy-Draw (GEM Metafiles) and Word-Up.

Be aware of a couple of things: 1) The printout *is sensitive* to the paper stock that you use. Some paper will give really crummy printouts and on others you could swear you had a laser printer. 2) With GDOS fonts, the driver is very important. For most of my GDOS programs I use the Migraph driver with excellent results. However, the Word-Up fonts print better with the original Neocept TurboJet driver.

I have never regretted buying this (or the original) printer. I have recommended it to many friends and not one has been unhappy with it. Go for it!

Roy C. Gosewehr

934. spectre problem w/ aztec shell

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 15:10:53 UTC
From: arpajian@rodan.acs.syr.edu
Message-ID: <1992Jan28.101053.29178@newstand.syr.edu>
Source record: 226274
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello, I seem to be having trouble using manx's Aztec shell v3.6a
under spectre (v3.0). Whenever I try to launch the shell spectre bombs
and returns "bus error"... this bomb is not recoverable (I can only restart
the finder).
I use this shell alot at work as a platform for the aztec C68k (MPW)
compiler. It works on all the machines at work (plusses,se's,II's) and I was
really suprised to find it crashing with spectre.

any help or insight would be appreciated. thanx.

-dean

--
Dean Arpajian (aka---> arpajian@rodan.acs.syr.edu)

std. disclaimer: if I expressed an opinion, remember this:
it's simply my opinion. period.

935. Re: Darn brevity (And all those stupid Amiga/Next msg's)

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 16:25:10 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Jan28.162510.6613@jsp.umontreal.ca>
Source record: 226275

In article <6939@orbit.cts.com> chucks@pnet51.cts.com (Erik Funkenbusch) writes:
>carter@cae.wisc.edu (Carter Gregory) writes:
>>You have to be joking guy, don't even try to compare AMIGA DOS with ANY
>>version of UNIX, especially the Mach version on the NeXT.
>>
>>[NeXT Junk deleted]
>[Amiga Junk reply deleted]

Look, This is COMP.SYS.ATARI.ST. This thread should be carried on somewhere else,
where people actually care. I am tired of reading through this newsgroup only
to waste my time reading things about the Amiga and Next. Nothing 2 do with Atari.

@$#%@%@#$!@Stupid#$!@!%@!Amiga@#$!#%!@#stick@#$!#@%it!@#^%!#up@#$#!@your#!@#

--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

936. BFJ International Orders ($279 Supra v.32bis)

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 16:58:57 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <27880@sdcc12.ucsd.edu>
Source record: 226279

(I'm posting this because I've received >>10 requests for such info :)

In E-mail you write:
> In your article you mentioned a company that sels
> Supra modems at a good price. Could you email me their
> phone(or better still thei fax) number without that 800-
> prefix. Is that a reliable company?

BFJ, who are selling the v.32bis SupraFaxModem for US$279,
are located near Atlanta, but besides that I don't know about their
track record. From talking with their sales rep., they seem like a
reputable company.
You can reach them at 1-800-932-4712 (US/Canada), (404)998-8251
(voice), or (404)992-0448 (Fax).

-- adam

> Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
> Finnish Meteorological Institute Phone : +358 0 758 1322
> Possessed by a Spirit G3 Fax : +358 0 758 1396
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

937. Re: Various ST topics

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 17:00:20 UTC
From: bigham@acpub.duke.edu
Message-ID: <1004@news.duke.edu>
Source record: 226282

From the Holy Book of <1992Jan28.142853.25040@actrix.gen.nz>
as spake by Roger.Sheppard@actrix.gen.nz (Roger Sheppard) :
>In article <999@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
>> [TeX] 3.1 is usable, just. I had room for FATSPEED and FOLDR080, and that was
>> pushing it. [...]

>Why not get TOS 1.4 [...]

I did, hence the "had." I have a bit more room now. :)

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1991 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

938. Some peoples kids

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 17:19:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.MtbTaHldi_s@jonh.wimsey.bc.ca>
Source record: 226381

In <1992Jan28.143618.14501@doug.cae.wisc.edu>, Carter Gregory writes:
>In article <1992Jan25.023310.18621@news.Hawaii.Edu> jimmy@uhunix.uhcc.Hawaii.Edu (Jimmy Chan) writes:
>>In article <53265@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>>>
>>>If you are an Atari ST user, and have no desire to move to an Amiga
>>>quit out of this.
>>
>>{Other dribble deleted for brevity}
>>
>>What does owning an Atari ST have to do with being able to read
>>comp.sys.atari.st. I don't recall owning something was a prerequisite
>>for reading a newsgroup. Anyone with an interest in reading about Atari STs
>>are entitled to join in. If you want to keep out unwanted posts in
>>a newsgroup I would suggest having the newgroup moderated but until then
>>anyone is entitled to read and post news though this does not forgive
>>those who only enjoy flame-baiting and those who have to use derogatory
>>remarks to get there points across.

>
>I totally agree with Jimbo here..of course I have radical ideas about
>information and people but...
>
>Any inherent restriction, placed on a group on the rn reader on the internet
>is extremely DANGEROUS in my view. That includes any restrictions based on
>content.
>

Neither of you guys must stray far beyond the comp.sys.* groups,
I guess. Like say to news.announce.newusers, for a start . There are
a few monthly postings there that provide some basic guidelines on
how to interact with the usenet community.
Now, one of the conventions generally followed is that dropping
"flame bait" into newsfroups whose charters don't encourage such behaviour
is childish, and reflects what is commonly considered a "BBS" mentality.
This cyclical dropping in by some amiga user to start a flame war
has caused anyone who knows how to use theis newsreader to kill all
postings that mention the word amiga. Strangely, enough, Amiga users
tell me this same phenomenon does not occur in the amiga groups. A
few users make the whole community look bad.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

939. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 17:21:50 UTC
From: elmar@lut.ac.uk
Message-ID: <1992Jan28.172150.28330@lut.ac.uk>
Source record: 226364

>In article <8127@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>I was not able to get Sozobon 1.33i "Heat and Serve" to install on my
>1040ST with TOS 1.0 and 2.5MG. When I get part way through the
> .
> .
> .
>Is the "Heat and Serve" intended to work only with a certain level of
>TOS? Has anyone installed it succesfully on a 1040ST with TOS 1.0 and
>2.5MG or less of memory? If so, will you send the SOZO133I.ZOO file to
>the atari archive?
>

I installed it on my 520STFM with TOS 1.0, 2 floppies & 1 Meg memory. The installation procedure really went very smoothly & I did not have any problem. However, one thing I noticed was that the example programs after compilation & run occassionally freezes the machine. The mouse works ok, but none of the menus or buttons (in the example program that showes the GEM capability) can be activated. Could be that this program (& MINCOLOR as well) is having a compatibilty problem with my AUTO programs or DAs. I have to check on that.

The GEMENV.PRG that came with this package is quite large & took comparatively large amount of memory. I substituted this with ENVIRON.PRG (from the showdvi package). The latter is much smaller in size & saved me about 30k of memory, when checked with FREERAM DA.

>Thanks a bunch (especially to Steve Yellington, who always seems to have
>useful comments about everything)
>Mark Lehmann
>tamuts.tamu.edu!n160ao

Thanks a lot to Ian Lepore for giving us this version.

- M.A.Rahin@lut.ac.uk

940. Re: UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 18:01:36 UTC
From: thomas@feanor.cadlab.de
Message-ID: <1992Jan28.180136.22364@uni-paderborn.de>
Source record: 226281

First of all thank you for the quick respond to my request on my problems concerning UNIXMODE and MiNT.

Secondly I have some questions on the Minix file-system:
- Is it true that the filename-length is restricted to 14 chars?
- Is the contens of mfs0541.zoo from aa suitable to the effort of creating a Minix-like file-system and
- if it is suitable, do I need any additional sources for this purpose?

The most interesting thing for me to hear certainly was the information that someone is working on an AUTO folder program as a realization of the UNIXMODE. I'd like to know more about that...

Finally, if I try to write an appropriate file-system on my own, would it be sensible to use the file `tosfs.c' from the MINIX sources as an idea and basement to extract and modify in order to supply an alternative, UNIXMODE-able file system?

Thomas Franken
thomas@cadlab.uni-paderborn.de

941. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 18:10:57 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <0dVNml600iV1I3ep8C@andrew.cmu.edu>
Source record: 226283

I have to agree with all the ST gripes so far. Here are a few suggestions.

1) Atari has to out the idea that buss architectures make a computer more expensive where it belongs, in the garbage. The added expense to hack something to expand a non-expandable" machine is at least triple. Look at the difference between internal and externa PC harware, for instance.

2) I do not mind TOS in ROM (Well, I guess I mind TOS no matter where it is!) But it is a bit intimidating to upgrade to those out there who are techno phobes, or expensive tohave a dealer do. So here are two suggestions.
a) put the TOS chips under a removable cover on a removale card. Then upgrading is just a matter of slipping in a card. A piece of circuitboar of this lack of complexity would only add at most a few buck to the cost, and make the whole project more pallatable for many. Also, it would alow a user to ugrade TOS without voiding their warranty (Is Atari the only company left with a lame ass "The users are too stupid to be allowed to open their computer" policy?).

b) make TOS modular, So that to upgrade only bits and pieces, a disk with patches could be used as a boot disk as well as the ROM, and then the OS could be ugraded on disk until the user buys the ROMS, sorta the way the macOS is (sorta). Imagine how much easier somethig like neodesk would be to program. Or replacement VDI driver, QuickST, etc..

3) Kill the Tramiels (sorry, I couldn't resist :))

4) Make the cartidge port read/write, with a much bigger data bus. Have a software switch for compatibility.

5) Just use a better Power Supply. This is just plain bad engineering, especially when there is no bus, causing expansion hacks to have to draw inordinate amounts of power, or have ungainly external supplies.

6) Get the damn 24-bit VDI ot the damn door. What time is it? 1992?

7) include the new PDS in the notebook on all ST/TTs

All this should have been done ages ago, so I doubt it will be done now, but it is nice to dream

mark

942. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 18:44:28 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan28.184428.5969@syscon.rn.com>
Source record: 226295

ee90grb@brunel.ac.uk (Gareth R Blades) writes:

>koreth@panarthea.ebay.sun.com (koreth@panarthea.ebay.sun.com) writes:
>: Has anyone tried the PCDitto software emulator on a TT? If so, does
>: it work or no? If it does work, I wonder if the speed would be good
>: enough to make it actually useful, unlike its speed on a regular ST.
>:
>: Let me know if you know....
>:
>: Thanks,
>:
>: --Bill

>It is reported not to work in a few computer magazines that i have read.

A version one of our engineers had would not even work on an ST
that had TOS 1.2 in it because it checked the ROM for the country
code.

943. Wanted: Hard disk for use with 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 20:02:31 UTC
From: davek@mcrware.UUCP
Message-ID: <10985@mcrware.UUCP>
Source record: 226297

I would like to finish a project that I started on the Atari 1040ST. I have a friend here at work that has an STe that I can use but he doesn't have a spare hard disk.

I would love to go back to work on the project, but I can't afford the $450 that retailers have been happy to charge me.

If you have an Atari drive that you've had sitting under-utilized and you would like to turn into cash (or a good quality check), please repond via E-mail. Thanks a megabyte.

Dave Kimble

Internet: davek@MICROWARE.COM
UUCP: uunet!mcrware!davek

944. Re: Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 20:25:55 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan28.142555.14324@doug.cae.wisc.edu>
Source record: 226284

In article <1992Jan24.165315.5787@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:
>Yes! I think there is. And if you include people like me (who don't yet
>own a spectre but who are diligently scraping together every loose nickel
>and dime they have to get one) you would find quite a bit of interest.
>
>And with a newsgroup for spectre users, it would just help increase it's
>own size by giving those folks who (somewhat like me) have been living
>under a rock (or just nowhere near an Atari dealer ... oops, I guess
>that's just about everybody :) the chance to learn more about the
>product and its capabilities, making it more likely that they'll get
>one.
>
>Just MH2CW,
>
>Rick
>----
>Rick Tatem __-__ _
>snoret@unx.sas.com =========@ ============ *#__===___
>UNIX Support _______ / /_ `'~~~~~~~~*#*--(0)---\
>SAS Institute, Inc. _____________{ @* @

I don't think the Spectre GCR warrants a complete seperate group...yet.

Right now, if your at all serious about the Spectre GCR your on the MAC group in rn, not in comp.sys.atari.st.

However, if Mr. Small delivers on his promise of a well designed hardware accelerator board for current ST owners, the capabilities of such a board might warrant a comp.sys.atari.sst group.

I hope Mr. Small gets the MEGA STE version out quickly, I have my check waiting...

--Greg

945. Re: Amiga geeks, read this

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 20:36:18 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan28.143618.14501@doug.cae.wisc.edu>
Source record: 226285

In article <1992Jan25.023310.18621@news.Hawaii.Edu> jimmy@uhunix.uhcc.Hawaii.Edu (Jimmy Chan) writes:
>In article <53265@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>>
>>If you are an Atari ST user, and have no desire to move to an Amiga
>>quit out of this.
>
>{Other dribble deleted for brevity}
>
>What does owning an Atari ST have to do with being able to read
>comp.sys.atari.st. I don't recall owning something was a prerequisite
>for reading a newsgroup. Anyone with an interest in reading about Atari STs
>are entitled to join in. If you want to keep out unwanted posts in
>a newsgroup I would suggest having the newgroup moderated but until then
>anyone is entitled to read and post news though this does not forgive
>those who only enjoy flame-baiting and those who have to use derogatory
>remarks to get there points across.
>
>Sorry, I keep reading posts from self-proclaimed net police to get
>out of a newsgroup when they have no authority to do so. Just because
>someone posts something another reader doesn't like, we get these ravings
>of "GET OUT OF HERE". This is a forum for discuss not censureship.
>
>
>--
>/----------------------------\
>|jimmy@uhunix.uhcc.hawaii.edu |
>\----------------------------/

I totally agree with Jimbo here..of course I have radical ideas about information and people but...

Any inherent restriction, placed on a group on the rn reader on the internet is extremely DANGEROUS in my view. That includes any restrictions based on content.

You post where you want, how much you want, and when you want, AND EVERYONE should recieve a copy of WHAT YOU WANT TO POST.

Actually, I welcome any alternate computer people to comp.sys.atari.st.

I think ATARI people just can't stand to hear there are many computers out there, far more capable, far less expensive, than the ones with the ATARI label on thier desks...or floor.

This group is NOT meant to be a strict PLATFORM for ATARI products. If ATARI wants a strict platform, let them set one up themselves...privately as a business adventure. Better yet if you want one write to them and send them a check...

Moderating a newsgroup through voting for a moderator would be an acceptable alternative also...

--Greg

946. Did anyone write a good read() for Mint (or TOS)?

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 21:02:22 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Jan28220220@fysaq.fys.ruu.nl>
Source record: 226292

Hello,

for some applications I would very much like to be able to have a
read() (or an Fread() implemented in the kernel even better) that
generates vt52 escape sequences from Funcion/cursor/etc keys, so the
ST can be a real vt52.

Also, I would like that ALT-combinations do not return '0', but the
ascii code, with the 8th bit set. This would make porting of unix
editors/shells with full keyboard use much easier. (I hate to resort
to GEM and do not even start it up at a reboot).

If someone has made it I would like to use it. Otherwise, and when/if
I find the time, I'll have to do it myself.

Regards,
--

Peter Mutsaers. RUU physics dept. Heidelberglaan 5, Utrecht, Nederland
muts@fysap.fys.ruu.nl |==
tel: (+31)-(0)30-533880 | Memento Mori

947. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 21:09:46 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan28.150947.14998@doug.cae.wisc.edu>
Source record: 226286

In article <1992Jan28.004245.12805@mintaka.lcs.mit.edu> rjc@hal.gnu.ai.mit.edu (Ray) writes:
>In article <1992Jan27.114847.15361@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>>You have to be joking guy, don't even try to compare AMIGA DOS with ANY
>>version of UNIX, especially the Mach version on the NeXT.
>>
> Dream on, you don't know what you're talking about. If AmigaDOS (
>actually exec.library) had memory protection and virtual memory, it
>would virtually be unix. Exec, like Mach, is not Unix, they are merely

Yes AMIGA DOS would virtually be UNIX, but it DOESN'T have these options,
and they aren't available period unless you buy a UNIX BOX or Package from
CBM. Which was my original point.

...
>If they are not in the same league, how come I can compile most
>Unix source's without changing anything? How a number of Exec and

Depends WHAT KIND of UNIX applications your talking about. I have UNIX
libraries too on my ST, with LOWLY TOS. But I can't compile rn and have
it run under TOS.

The fact is, you can't make claims about AMIGA DOS when it comes to running
UNIX applications of some weight like X-Windows under AMIGA DOS. You can't.
You need a fundamentally different software architecture to take advantage
of UNIX. Thats why people buy UNIX to run UNIX applications.

This is the point I was making.

>Dos functions have the same name as Unix counter parts?
>Exec is even object oriented!
>
>
> Well it lacks memory protection and virtual memory, but besides that,
>Mach doesn't have that much on it. Exec has the fastest context switch time
>of any multitasking OS, and its the reason why we don't have virtual

ANY Multitasking OS? Oh really now. Thats just a bit presumptuous...
and besides that you left out a critical point...depending on what CPU you
run a particular core program on, it could be slower or faster.

There is NOW WAY you can support that claim given the incredibly huge
variety of computers and software combinations out there.

>...
> Get a clue. The 3000 has a very fast memory and bus design. The Zorro III

>bus can reach speeds of over 40mb/s at 25mhz, and the 3000 uses
>burst/nibble SCRAM ZIPs, 32bit access to memory, and a custom chip, RAMsey,
>to manage RAM access so it knows when to use the SCRAM features.
>The NeXT is slow because Display Postscript is slow. I should know because

I don't doubt the AMIGA has an efficient bus design, its come a long way since
the A2000 days.

But here your comparing hardware to software, your bus to Postscript. The
NuBUS backplane on the next is quite fast, very fast. And not only that,
it doesn't have the double memory architecture the ZORRO III bus has to
negotiate between slow and fast RAM. The NeXT simply blows information
were it wills accross the bus. I know the handshaking for cards and
protocol is much simpler on the NeXT machine.

I don't know the exact specs for the NeXT backplane, but I bet they are
truly awesome indeed.

>I have an AMI 486/33, Tseng ET4000, running ESIX SVr4 with
>Motif, OpenLook, OpenWindows, and NeWS (Display Postscript). When I run
>NeWS it takes about 5 seconds to move a window, about 8 to resize it,
>and the whole time the mouse pointer jumps around the screen because
>the server is running in 100% interpreted postscript. If it's slow on
>a 486/33 w/16mb memory, 256k cache, imagine how slow it is on a 256 byte
>cache, 68030/25 with 8mb of memory.
>
> What this has to do with the pathetic ST I don't know.

I didn't post it as a ST rebuke, you simply made points that I feel were
very misleading about AMIGA DOS and the NeXT system capabilities.

-Greg

948. Re: Deskjet 500

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 22:28:25 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6372@uqcspe.cs.uq.oz.au>
Source record: 226291

marc@hemlock.cray.com (Marc Bouron) writes:

>Well, here we are only a day later, and I've received zillions, well, several
>replies already to my query about buying a DJ500. I'll summarise below:

> B U Y I T ! ! !

I don't know much about the DJ500, but the Canon Bubble Jets are also NLQ
(Near LASER Quality) 360dpi and all that, totally silent, and the ink is
DRY as soon as the paper comes out of the printer.

But the BJ10ex does take 10 minutes to print a page of graphics (until I get
my hands on a faster driver).

Warwick
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

949. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 22:41:21 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92028.174121JJMCWILL@MTUS5.BITNET>
Source record: 226354

Some people have been debating whether TOS in ROM is a good idea or not.

The pros are that it is instantly bootable, you never have to wait minutes for it to load from disk. The cons are that it is expensive and sometimes awkward (at best!) to upgrade the ROM chips. Well, why not use EEPROMS instead? In the long run, it certainly would be cheaper than constantly buying new ROM sets, especially for the user. To upgrade, all you would need is a special program that updates the EEPROM to the new TOS, and away you go. No muss, no fuss. You get the best of both worlds, fast TOS loading time, and easy upgradeability.

Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

950. Re: Aladin

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 22:48:42 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.0350@dino.DinoCo.de>
Source record: 226293

In article <92020.132931GUTEST6@cc1.kuleuven.ac.be> GUTEST6@cc1.kuleuven.ac.be (Kris Van Hees) writes:
>Hi!
>
>COuld anyone please tell me what version of Aladin is needed to execute
>Mac programs since system folder version 6. We have sent an MS Works
>version from a Mac running sys folder 6, and it fails to execute due to
>an incorrect system folder version. Any ideas hos to fix this?
>

As far as I know, you are out of luck. You need the newer 128 kByte MAC boot ROMs to run system 6.0.x. To the best of my knowledge, Aladin never supported the 128 kB ROMs. Thus, Aladin is pretty obsolete nowadays. You should consider to dump the Aladin and get Gadget`s Spectre GCR.

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!{tmpmbx|mcshh|smurf|unido}!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

951. 128K Mac ROMS for sale!

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 22:55:56 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1992Jan28.225556.5553@umbc3.umbc.edu>
Source record: 226294

I have a few sets of 128K Mac ROMs that I am selling for $175
each set. It's just what you need for your new Spectre GCR!

If interested, please contact me at the address below.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

952. Re: Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 23:46:17 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan28.234617.26663@demon.co.uk>
Source record: 226368

The TT is alive, maybe not too well, but definately exists in Europe, this
is done on a TT. the new TOS is a definate improvement in terms of the Desktop-
which in some in
oops
which in some instances is better than NeoDesk.

953. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 23:46:21 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan28.234621.26721@demon.co.uk>
Source record: 226369

"great little programs like the Mouse Speeder"
Its so great it doesnt work properly! On my TT, if you set the screen blank option and the modem flag so that it doesnt blank during modem activity, it still blanks out if you use anything other than modem 1. I use the other serial ports cos they work properly!

954. Re: QuickST3 -> MEGA_STe... / CrackArt

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 23:46:30 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan28.234630.26797@demon.co.uk>
Source record: 226370

"QuickST and the Mega/New TOS"
Still worth it belive it or not, although the improvements are not quite as dr-
amatic

955. Adding a second Hard Drive with new LUN. Help.

Newsgroup: comp.sys.atari.st
Date: 1992-01-28 23:50:02 UTC
From: jmack@b11.ingr.com
Message-ID: <1992Jan28.235002.25541@b11.ingr.com>
Source record: 226296
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am having trouble adding a second hard drive to my 520ST. I have a Berkely BMS host adapter with an Adaptec 5000 (4 MFM ports) SCSI card. My first drive is logical unit 0 and has always booted/worked fine. I added a second drive as LUN 1; the supra software lets me format and partition it OK but I can't get it to be recognized as having partitions F, G, and H when I boot up. (Icons are there, but the driver doesn't recogize those drives; ie. DRVBITS doesn't have them in it.) My first drive has C, D, and E. Any help on how to get my second SCSI 0, LUN 1, drive to have partitions F, G, and H would be greatly appreciated.

| J. Cary McCormick | Intergraph Corporation |
| | jmack@gunshop.b11.ingr.com (205) 730-6185 |

956. Amiga SW/HW, Atari ST SW, modems, monitors, SCSI HDs for sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 00:51:34 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Jan29.005134.17758@ultb.isc.rit.edu>
Source record: 226351
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,comp.sys.amiga.marketplace

This is a repost of an earlier post. More stuff added, some prices lowered!

The various items listed here are for sale. If you are interested in anything here, please contact me via:

GEnie: C.FREEMESSER
Internet: clf3678@rit.ultb.edu
clf3678@ritvax
Phone: (716)328-5505 after 6pm EST

Prices do not include shipping. Will make a deal on multiple purchase of items, but prices are pretty low. Everything listed here is in PERFECT working condition! I'll find out the EXACT UPS shipping charges for anything you want to order. I've got more stuff than I need, and a big tuition bill coming, so I need to sell this stuff soon!

Amiga 500 computer system. About 4 months old. Includes the computer with a 1MB Supra memory expansion (total memory 1MB). This was one of those starter kits that came with the Amiga 520 RF/color composite adapter, TextCraft Plus, Tetris, and Where In the World is Carmen Sandiego. Complete with all manuals, disks, original packaging, cables, etc. I will throw in a copy of "Amiga for Beginners" by Abacus Books, a few European mags, and Gauntlet II. I'll also include the original reciept for everything so you can take advantage of the remaining warranty period. Very little use.

$325

Golden Image 880k Amiga external drive. Very little use on my part. Purchased used, but is in EXCELLENT condition. Also complete with manuals and original packaging. Warranty card was never sent in, so you can probably get FULL warranty on it.

$60

DataFlyer Plus hard drive interface for Amiga 500. 1 1/2 months old (at most). Sidecars onto the Amiga 500. Not just the board, but the complete steel case as well. With original packaging, disk, and manual. The manual, however, is missing 4 pages (fault of factory, not me). I'll include the original receipt for it so you can take advantage of the remaining warranty period.

$120

Maxtor 7120SR hard drive. 125MB, 3.5 inch SCSI embedded drive. Data transfer rate of 960K/s @ 21ms. Manufacture date of 9/28/91. This drive has seen little use! I bought it in November to replace an ailing drive on my BBS. Now that I've taken down my BBS, I'd like to sell the drive. It's a low-profile (1 inch high) drive. Nice and quiet, and FAST! Paid $380 for it. Note that you have about 9 months left on the warranty! I will include a copy of the original sales slip so you can take advantage of said warranty (if you need to).

$330

Magnavox RGB Monitor 80. This monitor accepts both digital RGB and color composite signals, and has a front switch so you can go between them on the fly. Looks to be about a 13 inch screen. Has sound capability (RCA jack input). In very good condition. I used this monitor in composite mode on my Amiga until I got an analog RGB monitor for it. You can hook up such things as an IBM computer (with CGA card), VCR, Nintendo, Atari XL/XE and Commodore 64/128. Owner's manual is included so you can make specialty cables for the RGB port.

$90

BMI monochrome monitor. A little old, but works just fine. Green phosphor display, no sound. Ideal for use on older computers like the Apple II series (which did not require sound). RCA jack for video input.

$25

Zenith Data Systems 2400 baud modem. Only used a few hours. This is a "standard" modem, with Hayes compatibility and a size that fits easily under a telephone. Has the standard 8 LEDs on the front, with power switch on back. Includes manual.

$65

Microcom AX/2400C modem. This is a 2400 baud modem featuring MNP levels 1-5. Microcom invented MNP, and now you can have a real Microcom modem! It's been on my BBS for about 3 months, but since I don't run a BBS anymore, I'd like to sell this modem. It's got lots of dip switches to set just about everything. Both asynchronous and syncronous operation with a front switch. There is also a "talk/data" button on the front, along with 7 LEDs. Owner's manual and original packaging included. This modem features both full Hayes compatibility and Microcom's own protocol.

$90

Amiga Software (all include boxes and manuals):

Alternate Reality: The City.....$10
Major Motion.....$10
TransWrite (latest version).....$40
Wings.....$30
Battle of Britain (LucasFilm)....$15
FirePower.....$10

Atari ST Software (all include boxes and manuals):

Joust.....$5
Great Battles (Napoleonic/Civil War).....$10
King of Chicago (Cinemaware).....$10
BattleHawks: 1942.....$15
Sub Battle Simulator.....$10
Hole-In-One Mini Golf (2nd disk bad).....$2

_____
	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@rit.ultb.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	
---

957. Dead 520 ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 00:52:47 UTC
From: ncherry@cbnewsg.cb.att.com
Message-ID: <1992Jan29.005247.5671@cbfsb.att.com>
Source record: 226298

I killed my ST! ;-{ But I may be able to revive it if I can find a place that sell replacement chips. It died when I upgraded from 2.5 meg to 4.0 Meg. Any help would be greatly appreciated. Or if someone has a 520 motherboard for sale cheap .....

NJC

958. Good Public Domain Spreadsheet wanted for the ST.

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 02:22:29 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <7BNaFB3w164w@sys6626.bison.mb.ca>
Source record: 226358

```
Can anyone recommend (and know where I can get) a good spreadsheet
(Public Domain, Shareware, etc.) for the ST?
Thanks for any info.

Please reply via e-mail, as I don't have access to this newsgroup.

+-------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+-------------------------------------------------------------------+
```

959. Re: Amiga geeks, read this

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 03:43:48 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Jan29.034348.12664@jsp.umontreal.ca>
Source record: 226353

In article <1992Jan28.143618.14501@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
[irrelevant stuff deleted][sp]

>I think ATARI people just can't stand to hear there are many computers
^^^
>out there, far more capable, far less expensive, than the ones with the
^^^^^^^^^^^^^^^^ ^^^^^^^^^^^^^^^^^^
>ATARI label on thier desks...or floor.

Okay, enlighten us, which computers are out there that are less expensive
than Atari computers, and are far more capable.

Start off with the $349 Atari STE 512K. (Current price, Toad computers)
I find this fair, as most people have 8MHZ machines. An STE with blitter
chip, stereo 50Khz sound, Midi ports, SIMM, Instant boot, 640x400 mono.

Next, step up to Mega STE1 for $999. 16Mhz with cache, 68881 socket,
VME card slot, Built in HD ready, and all the previous model's features.

L'ets stop here temporarily. (Please, no remarks in the "AH! you know
the TT doesnt have a chance in such a discussion" sense.) We can discuss
the TT line after, thats all. Or is the TT the only thing you can pick on?

>--Greg
--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! ------------- :-) ------

960. Re: UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 05:04:44 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan29.000444.767@uwovax.uwo.ca>
Source record: 226356

In article <1992Jan28.180136.22364@uni-paderborn.de>, thomas@feanor.cadlab.de (Thomas Franken) writes:
> First of all thank you for the quick respond to my request on my problems
> concerning UNIXMODE and MiNT.

You're welcome.

> Secondly I have some questions on the Minix file-system:
> - Is it true that the filename-length is restricted to 14 chars?

For strict compatibility with Minix, yes. If you don't care about this, newer versions of mfs provide the option of formatting the disk to understand longer file names (e.g. 30 characters).

> - Is the contens of mfs0541.zoo from aa suitable to the effort
> of creating a Minix-like file-system and

Yes, I think so.

> - if it is suitable, do I need any additional sources for this purpose?

No, although I would certainly recommend that you have a copy of the MiNT source code if you want to modify the minix fs source code.

> Finally, if I try to write an appropriate file-system on my own, would it be
> sensible to use the file `tosfs.c' from the MINIX sources as an idea and
> basement to extract and modify in order to supply an alternative, UNIXMODE-able
> file system?

Yes, I think so. In fact, the easiest thing to do would probably be to modify tosfs.c and re-compile MiNT to always provide built-in UNIXMODE.

(Of course, if you're *really* ambitious you might want to re-write the TOS file system entirely, e.g. by getting rid of all calls to GEMDOS and reading the disk directly -- this would provide better speed and more flexibility, as well as eliminating things like the 40 folder bug. Such a project would be quite difficult, needless to say :-).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

961. Does anyone know...

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 06:14:45 UTC
From: jared@midiline.la.ca.us
Message-ID: <aJsaFB1w164w@midiline.la.ca.us>
Source record: 226357

the address of any member of TCB (The CareBears)? If clarification is necessary, I'm referring to the Swedish 3 member demo crew that did "The Cuddly Demos" and is a member of The Union. They also made TCB Tracker (A commercial .MOD file player/creator program) and Enchanted Land, a very good (supposedly commercial, but not here in America) game for the Atari ST.

I've already extracted (with MUCH effort) one address from the title screen of The Cuddly Demos, but I'm wondering if the three addresses within that lengthy scroll-text are outdated. I mailed to the first address and am still waiting for a reply (if I ever get one). I just want to talk to them. They're... MegaMighty! :-)

Jared

962. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 08:15:51 UTC
From: ksommerville@cix.compulink.co.uk
Message-ID: <1992Jan29.081551.16968@demon.co.uk>
Source record: 226380

"PC-Ditto(s/w) and the TT"

Nope, it doesnt even begin to work, sadly.

963. HELP WANTED in handling forms !!!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 08:47:00 UTC
From: kuykens@amc.uva.nl
Message-ID: <1992Jan29.094700.69@amc.uva.nl>
Source record: 226181

Hi there,

Twice I have been trying to develop a shell as an interface to
a TTP program I am working on. Twice I bumped onto the same problem.
I use a form defined in a source file to perform user interactions .
I have two problems :

1. How can I handle an edit field, i.e. how do I set and get
the string's value ?

2. The form_do seems to work OK for buttons and switching
between edit fields. However, when I stand in an edit
field characters entered on the keyboard do not appear
in the field. ALso, in some cases I am not allowed to
place the cursos beyonf a certain position in the editline.
I DID set the text template to allow to fill the complete
box.

Could anybody give me a hint on this issue ? I would appreciate some example
code which would illustrate the solution. If possible please send responds
through e-mail. I do not read this news item regularly.

thanks, Hans Kuykens

964. Re: TOS chipsets (was Re: What to do?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 09:43:02 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jan29.034303.11108@hemlock.cray.com>
Source record: 226359

I am a little confused by the recommendation to get TOS 2.06 instead of 1.4 for an `ordinary' ST. Please unconfuse me. I thought the 2.xx chips couldn't simply be plugged in to a pre-STe machine? If it turns out that you can, then that's great. Or is this just a veiled reference to the TEC mod? Also, since finding new ROMs in the UK is pretty tough going, would there be any problems expected if I were to get a set from the US?

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

965. Re: Dungeon Master, once again

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 10:19:21 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <1992Jan29.101921.9788@topaz.ucq.edu.au>
Source record: 226299

In article <1992Jan23.181124.13495@macc.wisc.edu>, stevens@vms.macc.wisc.edu (PAul STevens -- MACC) writes:
> In article <OKES.92Jan23144957@solb1.essex.ac.uk>, okes@solb1.essex.
>>How to defeat Chaos:
>>Get to the small room in the corner of the level and kill the demon in there.
>>Hang around in this room and wait for Chaos to arrive. When he does, let him
>>in and close the doors. Dodge his magic, and make fluxcages constantly.
>>When the room is fuul of them and Chaos is in the corner of the room which
>>is also the corner of the level, face him and FUSE.
>>Now watch the game's end sequence.
>>
>> Simon.
>
> I did not find it QUITE that complicated. It has been a long
> time but I recall getting him out in the middle of the big room in
> a place I could move around, stepping to each of the four sides
> of him and caging him on the four sides. Then the final blow.
> Perhaps it would be easier your way in a small room!
>
> PAul

I haven't played Dungeon Master that much (lack of time and I've only played it at my friend's place) but how many levels are there in total? I've only reached about the fourth and I think I've heard of a seventh and possibly (?) a twelfth.

Chris.

966. Sources BackupST

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 10:25:55 UTC
From: fred@cv.ruu.nl
Message-ID: <1992Jan29.102555.7638@cv.ruu.nl>
Source record: 226363

Hello BackupST users.

Some of you have asked me to send the sources of BackupST. As you all know I don't have an Atari ST anymore, but that doesn't mean I am no longer interested in the direction BackupST is turning. I would like to keep the development of the sources more or less organized. Nobody is pleased by having multiple incompatible versions of the same program on the net.

That's the reason why I have setup a mailing list to help organizing this. Everybody who aksed for the sources have been put on the mailing list. I have send mail to the mailing list, so if you asked for the sources but didn't receive mail from the mailing list, let me iknow.

Requests to be put (or removed) on (from) the mailing list can be send to backupst-request, and your name will be added (removed) to (from) the list.

I will distribute the source via this mailing list. What I would like to see is that all your contributions, bugfixes etc. are send via this mailling list. From time to time, we should come up with a new release etc, and distribute the binaries via the net.

Technically I am not forbidding you to do as you please. The sources will be send under the GNU general public license, so nobody will have any commercial gain from them.

Fred

967. Re: I cant get Zoo to work!

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 10:29:38 UTC
From: johnsonc@topaz.ucq.edu.au
Message-ID: <1992Jan29.102938.9789@topaz.ucq.edu.au>
Source record: 226300

In article <1992Jan24.014845.2126@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> In article <1992Jan22.094433.9780@topaz.ucq.edu.au> johnsonc@topaz.ucq.edu.au writes:

[parts deleted]

>>
>> It's not the best solution about but what I do is copy the .zoo file to
>> an IBM disk, put in PC-DITTO and run the IBM version of Zoo 2.1 on the .zoo
>> file. It's okay if you have the emulator but I thought I'd tell everyone
>> anyway as the algorithms between machine versions (IBM and ST) appear to
>> the same for LHARC (but not the PC's LHA), (ARC and PKXARC[?]) and
>> (UUD and UUDECODE).
>>> It's slow but does the trick.
>
>> Chris.
>
> NO ! this is like going backwards, get the arcgsh40.zoo from A.A.
> this will make like easyer..
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

I never said it was a good solution, Roger, and I know it's "not the best" as I said before.

I only come in contact with these binaries through the Uni I go to where we only use IBMs (they still think Atari's a games machine) so it works best for me to do all of the unarchiving and uudecoding on campus so that the programs are ready to use on my floppy disk when I get home.

It's only a suggestion for those who don't know how to get the sources/binaries for all of the archiving programs for the ST but have them on a PC. :-)

Chris.

968. Re: VORTEX ATonce 386SX for MSTE's

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 11:21:26 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jan29.112126.27513@ugle.unit.no>
Source record: 226362
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jan27.105417.5411@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
> In article <..>, stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:
>
> |> In article <...>, itschere@techfak.uni-bielefeld.de (me) writes:
> |> >
> |> > Some facts :
> |> >
> |> > - 32 bit CPU 80C386SX-16MHz
> |>
> |> This must be wrong. Isn't the 80386SX a 16 bit processor as the same way the 68000 is.
> |>
> |> Stig Vidar Hovland - stigvi@lise.unit.no
>
> That's not perfectly right. The 386SX is a 32bit processor, but unlike the
> "normal" 386 is has only got a 16bit wide external bus. Internally it's got
> 32bit registers, just the same way as the 68000. If there's any software
> which really uses these 32bit is another question...
>
> TeSche
> --
> this perversion of alphanumerical characters was created by
> torsten scherer, universitaet bielefeld, germany
> just experimenting with the .signatur file a bit...

But as the 80386SX have a 16bit databus, it is indeed a 16 bit
processor. The same way the M6809 and 8088 are 8 bit processors,
the M68000 a 16bit and the M68020 a 32 bit processor. If this
practice is not followed, you can say that the M6800 is a
8 bit processor and the M6801 a 16 bit even they are almost
identical.

Stig Vidar Hovland - stigvi@lise.unit.no

969. Re: Atarians! Where Are You?!

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 12:23:04 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan29.122304.19938@Informatik.TU-Muenchen.DE>
Source record: 226360

open atari.archive.umich.edu
In article <53381@cup.portal.com>, Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
|>
[...]

|> Youve got to admit, the Amiga has some things I wish the ST had.
|> Ive a friend whos got a 2000, with 37mb of RAM. Wish I could get
^^^^^^^^^^^^^^^^^^^^^^

|> that out of my STe... (maybe with a TT, you could, but TT fast
|> RAM is expensive)
|>
|> And dont forget, most of the people who purchased Atari STs
|> purchased them of their own free will...
|>
|> Billy D'Augustine

You don't get this with a A2000 built by CBM.
Why ?
Commodore still uses an THOMSON MC68000 havin only 24 adresspins giving 16MB of liear adresses for RAM,ROM and hardware.

With the MEGA STE you get the same possibilities:
4 MB with SIMMs
10 MB on the VME-Bus
2 MB for ROM and hardware

With a new processor in your machine (A3000, TT, SST-Board, TURBO30, ...)
you can try to face the next frontier (4GB)

remember: Don't compare APPLEs with PEANUTs

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

970. HD-floppy drive (1.44 MB) and Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 12:51:40 UTC
From: liebsche@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan29.125140.20329@Informatik.TU-Muenchen.DE>
Source record: 226361

Hi Atari Users,

I have got a question:

Several weeks ago I bought the HD-Kit from Hard&Soft A.Herberg and
the TEAC FD 235 HF floppy drive (also from Hard&Soft).
Calling Hard&Soft they said the controller VL1772-02PC in my MEGA ST
is ok, but it doesn't work at all (grumble :( ). So I changed it to
the WD 1772 PH 02-02. Now the HD mode runs for several minutes, but it
stops as soon as the computer has 'warmed up'.

Who has any experience with HD-Kits and floppy controllers?
Who has the same or similar problems and isn't satisfied with his
HD-Kit?

Thanks for any information and help.

Andreas.

971. TOS 1.4 fixes?

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 13:09:58 UTC
From: tony@mwuk.UUCP
Message-ID: <740@mwuk.UUCP>
Source record: 226201

I have just ordered a 6-ROM upgrade to TOS 1.4 (Yo!). I believe there are one or two niggly little bugs for which there are fixes to install in the AUTO folder. Can anyone send me a list of these, including the filenames to look for in such places as atari.archive or lancs.pdsoft?

Thanks in advance.

Tony.
--
Tony Mountifield | Microware Systems (UK) Ltd.
INET: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
UUCP: ...!mcsun!uknet!mwuk!tony | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **
---

972. Re: MINT ???

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 13:55:06 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan29.135506.8748@email.tuwien.ac.at>
Source record: 226365

In article <1992Jan27.110034.5938@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
> I`ve heard a lot abount MINT yet, perhaps the most important is that is
>a multitasting system and you can get the source codes. There is just
>one question left: Where can I get it and how much does it cost? Or is it
>some kinda public domain or shareware???
>
> TeSche
>--

It's available for anonymous ftp'ing on many sites, try atari.archive.umich.edu
they have the lates version (0.92)...

Marinos Yannikos
TU Vienna
kdv_521@eiaida.tuwien.ac.at

973. Re: unnkullian adventure questions

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 14:03:16 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Jan29.140316.8997@email.tuwien.ac.at>
Source record: 226366
Cross-posted to: rec.games.misc,comp.sys.atari.st

In article <1992Jan27.180738.2744@philce.ce.philips.nl>, meulenbr@ce.philips.nl (Frans Meulenbroeks) writes:
>Hi,
>
>I've started playing unnkullian adventure on my ST last weekend.
>Getting started was pretty simple, but now it seems that I'm stuck.
>I have 67 points (out of 400).
>I think I've been on all places before the guardian, and on most places
>I could do something. I also obtained a lot of stuff.
>
>On the next screen are some questions. They may contain spoilers, so if
>you are not that far in the game you may probably not want to read
>further!
>
>Main problem is how to pass the guardian. Probably I do not have all the
>stuff (or it needs a trick I haven't mastered). I think I've been to all
>places and retrieved everything.
>I've also some smaller potential problems:
>- I cannot operate the machine yet. I suspect I do not have the needed
> resources.
>- I've done nothing at the lake view room
>- I could not descend the cliff by going west. A fatal fall is the result
>- I haven't done anything with the patrons in the cliff.
>- I cannot pass beyond the inn. I suppose this is impossible.
>- I cannot post the card. If I drop it in the birds nest nothing
> happens. And I want to try to catch that bird :-)
>- I could not retrieve the rasberries.
>
>I don't think there are other potential puzzles before the guardian
>which I haven't mastered. If anyone has a hint, please let me know.
>I do not have a need for spoilers yet.
>
I have also started playing a few days ago, but at least I can tell you
how to pass the guardian. If you examine him, you are told that he is
some kind of heat-seeking, so why don't you approach him to make him angry,
(go south), then drop the warm lamp, and run away to the nw... then he
will be gone!!

Marinos Yannikos
TU Vienna
kdv_521@eiaida.tuwien.ac.at

974. Re: Dungeon Master, once again

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 14:15:32 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jan29141532@solb1.essex.ac.uk>
Source record: 226367

In article <1992Jan29.101921.9788@topaz.ucq.edu.au> johnsonc@topaz.ucq.edu.au writes:

> I haven't played Dungeon Master that much (lack of time and I've only played
> it at my friend's place) but how many levels are there in total? I've only
> reached about the fourth and I think I've heard of a seventh and possibly (?)
> a twelfth.
>
> Chris.

There are 14 levels in Dungeon Master, counting the one you start on (some people don't, since there are no puzzles or monsters on this level). You have to go down to level 12, back up to level 7, down again to 14, and up to 13 where you finish the game.

Simon.

--
email: okes@essex.ac.uk
#
##
##
#
Reincarnation: life sucks, then you die. Then life sucks again.

975. Re: Crack Art

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 14:21:10 UTC
From: THE WALKING SPIRIT <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92029.092110EENG6801@RyeVm.Ryerson.Ca>
Source record: 226232

If the docs are in German, just run an English translator. Althought the setenc
es are garbed, you can almost always understand what's going on (ie. Disk was r
eady not.).

get eeng6801 signature a

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
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| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

976. Re: Sozobug 1.33i

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 14:38:02 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan29.143802.1@lapis.labmed.umn.edu>
Source record: 226376

In article <1992Jan27.202415.19310@osf.org>, dbrooks@osf.org (David Brooks) writes:
> I had no trouble on a 520, TOS 1.0, double-sided floppy. Had to de-install
> in pieces, though; I don't think there's room on one floppy for all the
> .PDF files and their progeny.

The 1.33i installation to double-sided floppy disks requires two disks. The first disk holds the binary distribution (ie the programs, the include files and the libraries), the second disk holds the documentation and example programs. The documentation in the distribution tells you how to go about doing this.

Incidentally, if you put source code on a RAM disk (and remember to back it off to floppy afterwards!), the program works fine on a 1 meg system with a single floppy drive.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

977. regarding the 'correct' post [was (re: Amiga geeks, read this)

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 15:08:25 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Jan29.150825.1@lapis.labmed.umn.edu>
Source record: 226377

In article <1992Jan28.143618.14501@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
> Any inherent restriction, placed on a group on the rn reader on the internet
> is extremely DANGEROUS in my view. That includes any restrictions based on
> content.
>
> You post where you want, how much you want, and when you want, AND EVERYONE
> should recieve a copy of WHAT YOU WANT TO POST.

Of course, there are guidelines and 'establishing principles' that should probably be observed. For instance, comp.sys.atari.st is oriented toward Atari ST computers, not Amigas or NeXT or Macintosh computers. One would expect information in the newsgroup to relate to the Atari ST.

By Mr. Carter's logic, one should feel free to post about abortion in comp.sys.amiga.advocacy (for example) with relative impunity. After all, 'you post where you want'....

For those who don't see (or don't want to see) that there are certain principles which, when followed, enhance the learning and enjoyment one may obtain through reading a newsgroup, I would point them to the articles posted every month in news.announce.newusers. There are articles on 'netiquette' and 'posting rules' which it would seem Mr. Carter omitted from his reading schedule ...

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

978. Re: HELP needed (UNIX arc,zoo.lharc : gdb : ST as typewriter)

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 16:59:14 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jan29175914@orion.laas.fr>
Source record: 226371

I have now uploaded to atari.archive Unix versions of the following:

zoo 2.10
arc 5.21
and 2 versions of lharc.

These have all passed through the USENET News. Lharc.orig.tar.Z is a
patched version of lharc which handles correctly zero length files.

Maybe Howard Chu could also post his latest version of arc 5.21e.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

979. Re: TOS chipsets (was Re: What to do?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 17:13:18 UTC
From: miked@syscon.rn.com
Message-ID: <1992Jan29.171318.12661@syscon.rn.com>
Source record: 226374

marc@hemlock.cray.com (Marc Bouron) writes:

>I am a little confused by the recommendation to get TOS 2.06 instead of 1.4
>for an `ordinary' ST. Please unconfuse me. I thought the 2.xx chips couldn't
>simply be plugged in to a pre-STe machine? If it turns out that you can, then
>that's great. Or is this just a veiled reference to the TEC mod? Also, since
>finding new ROMs in the UK is pretty tough going, would there be any problems
>expected if I were to get a set from the US?

You would require the board which involves pulling the CPU.

The US set would not reconize any special UK keys you might have.Some
UK only software may not work correctly(if there is such a thing).

980. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 17:20:26 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.5kG0THOW_8k@marsu.tynet.sub.org>
Source record: 226221

In <1992Jan25.215455.14648@ux1.cso.uiuc.edu>, William Magro writes:
> I) GEM/Desktop has a lot of problems
> C) I can't arrange my desktop in any efficient way. Not being able to
> put programs on the desktop
Get your new TOS 2.06!

> D) There is no effective and consistent multitasking environment. This
> is the 90's. A lot of people ask what the big deal is about multi-
> tasking. There isn't one until you use it for a week or so and then
> try to go back. I don't know how many Atari owners use their computers
> for real work. My work is scientific computing and I need to log into
> the big computers and do runs, then grab the data and graph it
> immediately, then update my TeX document with the results. I cannot
> do this right now with my ST (I don't have multigem yet). Atari
> really _needs_ multitasking.
That's true. But I think Atari hesitated with MultiTOS mutually, due to
compatibility problems. Most of the software currently available are
programmed so dirty or individually that they cannot run within a
multitasking environment. Try MultiGEM to check out which applications can
deal with multitasking and which cannot. -> If Atari comes out with MultiTOS,
they have to force all developers to rewrite their software - more or less
entirely.

> E) Do we really need to reboot to change resolutions? Come on Atari,
> you can do better than this.
On the TT, switching resolutions doesn't perform a reboot.

> II) Hardware bitches
> A) Why is TOS in ROM? What a stupid idea. Sure I can turn my computer
> [...]
If I think of all my DOS using friends that call me up late at night
and beg me to repair their f**king system, because one driver killed another,
the setting has disappeared, the mouse has gone, the screen is black,
and so on, and so forth...
What I want to mention is: You can't kill your OS if it is in ROMs.
This is a very important thing for inexperienced users. The ST is also
bought by young children with parents without computer knowledge, and
it could cause much trouble if an OS is as easy to shoot up as e.g. DOS
(or even Unix :-) .

> B) Our graphics modes suck. 640x400 mono is great for work. But everyone
> else has at least 640x400 256 colors available now. The new TT
> resolutions should be in _all_ of the machines by now. Come on Atari!
Being a TT owner I have no more complaints.

> D) The power supply/keyboard/mouse all suck. The keyboard is mushy, but
> reliable. The power supply is too weak (mine has burned out twice in
> three years). The mice don't feel very nice and are prone to quickly
> wearing out. (Again Mega/TT seem to deal with this.)
The TT keyboard is quite fine, and I really like it.
> E) Non standard connectors. ACSI, monitor and drive ports, a male rs232
> port?!?!?! Come on! If you are going to introduce new connectors, at
> least give them advantages over the standard connectors.
No more wishes about connections on the TT.

> Let's let each owner cut their own machine down.
I only wish my TT to

1. have 256 colours in 640x480 resolution,
2. run Spectre without nasty bugs,
3. get MultiTOS,
4. get a CHEAP Unix, BSD or Mach Kernel.

The main problem about the TT is its unreasonable price.
I can get a fast 386DX clone with large hard disk and the new BSD 4.3
for less money than Ataris System V disk. That's not fair. I never
wanted a BIM-compatible.

> Then we might actually learn something from these discussions.
Hope so, too.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu *
* /etc/motd >> Luck is believing you're lucky. << *

981. Re: FTP for PD software

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 17:25:02 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.83oBcd89tuU@marsu.tynet.sub.org>
Source record: 226220

In <1992Jan27.091422.533@email.tuwien.ac.at>, kdv_521@eimoni.tuwien.ac.at writes:
> In article <1992Jan20.120342.5586@newcastle.ac.uk>, J.S.Fothergill@newcastle.ac.uk (Jane Fothergill) writes:
> >Which FTP sites have PD available for the Atari ST????
> >
> >Jane
>
> The best ftp sites for the atari st are (in my opinion):
> sol.cs.ruu.nl
> atari.archive.umich.edu
> nic.funet.fi
> wuarchive.wustl.edu
> Of course, I hope those site names are correct, I typed them from memory...
>
> Happy ftp'ing!
> Marinos Yannikos
> TU Wien

I'd like to add
rusmv1.rus.uni-stuttgart.de (129.69.1.12)
- just advertising :-)

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu *
* /etc/motd >> Luck is believing you're lucky. << *

982. Mega/STe question

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 18:06:37 UTC
From: au036@cleveland.Freenet.Edu
Message-ID: <1992Jan29.180637.15562@usenet.ins.cwru.edu>
Source record: 226372

```
Is there any documentation available on how to switch between
8Mhz and 16Mhz processor speeeds on a Mega/STe under program
control, not with the control panel?

Chris Burgess
```

983. Re: Multifinder for Atari-ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 19:22:35 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1992Jan29.192235.1356@wega.rz.uni-ulm.de>
Source record: 226373

In <29446@imag.imag.fr> maraninx@imag.fr writes:

>
>
> I need something like the equivalent of the Macintosh multifinder for Atari ST.
> Does it exist ?
>
> Or perhaps someone can find another way of solving my problem :
> I would like to use a Lisp interpreter which does not allow to call an editor.
> And I don't want to quit the interpreter, then to load the editor, etc...
> for each modification of the source.
>
You should try MultiGem for the ST. If your programs are GEM-conform,
you will not have any problems with it.
In Germany it costs about 150DM, that are about 100$.
-Joe.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 W-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

\ [DISCLAIMER] /
_____/

984. MASTER V6.0 (SHAREWARE)

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 19:45:40 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.gQSVg8w1z5s@pingu.saar.sub.org>
Source record: 226395

Hi!

If you are not interested in commandline oriented shells, you should say 'n'
now. To everybody else, i have to offer a special goodie:

The newest version of MASTER (V6.0) is now available as SHAREWARE.
Today i have uploaded it to cs.uni-sb.de in /pub/atari/shells. Look
for master.zoo.

What is MASTER ?

It is a shell for all Atari ST computers. It feels a bit like COMMAND.COM and
a bit like /bin/csh for unix. If you have worked with Gulam or similar shells,
you should take a look at it.

Which resources do you need to run it ?

An Atari ST computer with at least 150 kB of RAM, a single-sided disk drive and
TOS version 1.0 or later. MASTER will run on a TT, but some features might not
work (probably you would never need them).

What are the basic features of MASTER ?

You get many built-in commands, editable command lines, history, expansion of
shell-variables with a single keystroke and file-name completion. MASTER can
execute external programs (TOS, GEM or MiNT) or batchfiles. You can use i/o
redirection for any builtin or external command using >, >>, 2>, 2>>, 2>&1,
1>&2, <, << and | or the special variable-redirections of MASTER into and
out of shell variables =>, ==>, ->, -->, <-.

What are the advanced features of MASTER ?

You can use most of the extended argument passing conventions ever mentioned on
the net (including MWC, xArg and the Atari standard) thus passing up to 32 kB
of parameters to any program knowing about these methods (BTW: 32 kB is the
limit that TOS has for passing environments to programs, with xArg you could
pass as many bytes as you like).
You get symbolic links (much like those in MiNT - but we had them back in
1987) that affect any program using GEMDOS filesystem calls. You can also watch
the activities of programs related to files.
You get pipes (using in-core-buffering instead of temporary files) between any
two commands wether builtin or not.
You can use job-control in TOS (not only with MiNT installed!) much like in
the csh under BSD. For example you could say:

less example.txt
them inside less press ^Z
back in the shell, you could say

```
emacs another.c
then inside emacs press ^Z
back in the shell, you can either
go back to emacs with "%%" or "%2"
or
go back to less with "%1"
then finish less
and back in the shell
restart the suspended emacs with "%2"
...
```

Programs doing screen-output can be stopped after a specified amount of lines (usually a page) by appending a single |-symbol at the end of the command. When a program is stopped in this way (looks like "command | more" under unix), you can see the next page or line or suspend screen output until a specified string (actually a regular expression) occurs in the output line. And you can even say "!command" and start another shell-command (which can be any program). Job-control will work in these cases too!

Which interfaces to other programs has MASTER ?

MASTER can be called with a command as parameter. It can also be called via the system()-call (it hooks itself into the _shell_p vector) and this call IS RELIABLE (there are NO PROBLEMS with memory ownership as mentioned for other shells on the net). MASTER can for instance be used as the underlying shell for VENUS, the GEM part of GEMINI (though venus.app has to be patched to expect MASTER instead of MUPFEL). The values of shell-variables can be asked about with a special system call. The shell itself can be expanded with so called Master Module eXtensions (example modules are included in the distribution).

- Edgar

Before i forget it. These are the builtin commands:

```
alias ask beep bye car cat
cd cdr chmod chrono close cls
comp copy cp date del delete
diff dir dirs dump elapsed era
erase err eval exit export fgrep
files find format free get getline
goto grep help history inverse jobs
kbd key kill ll ln lock
ls md memdump mkdir module more
move mv normal on open pack
page pause popd printf pushd pwd
quit rd rem ren rename restore
rewind rm rmdir rs232 save set
set? setenv shift show shrink sleep
status time touch type unalias unlink
unlock unpack unset unsetenv version which
zcat l25 l50
```

The available control constructs are:

break continue else goto if loop
while
--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

985. STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 20:03:58 UTC
From: brucel@castle.ed.ac.uk
Message-ID: <17199@castle.ed.ac.uk>
Source record: 226379

Does anyone know if Mandarin have released, or are going to release, STOS 3D? I have been eagerly awaiting it since I got STOS a couple of years ago, and plans for it were mentioned then. I have recently seen AMOS 3D in the shops, so I thought it might be on the way.

Thanks

986. Russian fonts

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 20:22:39 UTC
From: glens@natinst.com
Message-ID: <31862@natinst.natinst.com>
Source record: 226375

Hi! I'm looking for a Russian font for the ST or even a Russianized
ST. Also, is there a program that will convert a Mac (cyrillic)
font to GDOS?

Keith Winkeler
winkeler@natinst.com

987. Re: TOS chipsets (was Re: What to do?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 20:37:04 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jan29.203704.24666@a.cs.okstate.edu>
Source record: 226386

I have 2 machines which came w the 6 chip set, and one that came with the 2 chip set.

I put the 2 chip set into all 3 machines. All I had to do was move a resistor and place a jumper between 2 pads. (And plug in the 2 chip set...)

Works GREAT!
jc

988. Atari sys 4 sale

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 21:04:13 UTC
From: ericth@i88.isc.com
Message-ID: <1992Jan29.210413.8995@i88.isc.com>
Source record: 226378
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Posted for a friend who doesn't have net access - please phone him

Atari Mega 4 ST/mouse/pad $750
Megafile 30MB hard drive 250
SM124 HiRes Mono Monitor 100
SLM804 Laser Printer 650
(includes Brand New Drum)

Software
Pagestream 1.8 $ 50
1st Word Plus 25
Turbo ST accelerator 15
Diamondback II 25
Cardfile 3 25
Universal Item Selector 25
Thunder spell checker 25
DEGAS paint program 10
Touch Up graphics program 25
Scan Art clip art program 25
Data Manager ST 25

** OR **

Buy everything for a package price of $1200, and he'll toss in
all his 3.5" floppies (about 50 of 'em)

Call Darryl Hedges (708) 369-3656

989. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 21:06:45 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <7dOV0240095c01@JUTS.ccc.amdahl.com>
Source record: 226382

In article <1992Jan28.004245.12805@mintaka.lcs.mit.edu> rjc@hal.gnu.ai.mit.edu (Ray) writes:
>In article <1992Jan27.114847.15361@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>>You have to be joking guy, don't even try to compare AMIGA DOS with ANY
>>version of UNIX, especially the Mach version on the NeXT.
>>
>>Its not even in the same league.
>
> Dream on, you don't know what you're talking about. If AmigaDOS (
>actually exec.library) had memory protection and virtual memory, it
>would virtually be unix. Exec, like Mach, is not Unix, they are merely
>microkernels with other OSs put on top, (in the Amiga's case,
>dos and intuition, in the NeXT's case, BSD and NeXTStep).
>If they are not in the same league, how come I can compile most
>Unix source's without changing anything? How a number of Exec and
>Dos functions have the same name as Unix counter parts?
>Exec is even object oriented!
>

I can compile most UNIX stuff on my PC with my Borland compiler w/out much in the way of code changes.

>>AMIGA DOS is incredibly primitive compared to Mach. Let me See the AMIGA
>
> Well it lacks memory protection and virtual memory, but besides that,
>Mach doesn't have that much on it. Exec has the fastest context switch time
>of any multitasking OS, and its the reason why we don't have virtual

Have you ever heard of threads. I can do things on my NeXT that will make anything not running a Mach kernal just choke.

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */

990. Re: What to do?

Newsgroup: comp.sys.atari.st
Date: 1992-01-29 21:38:43 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jan29.213843.29304@a.cs.okstate.edu>
Source record: 226387

In article <_04rcpb@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
> That would mean that each socket
>must be addressed as if it were actually 3. Toad was quite adamant in
>its advertisements about making sure which set you needed (which is
>why I went through the ordeal of opening up my Mega to check!)
>
>--Rob

Just move a resistor, install a jumper... and it works.
Really!!! I've installed 2 chip tos on 2 of my old 6 chip Megas....

jc

991. Mail sites.

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 01:54:35 UTC
From: ziggy@grafted.UUCP
Message-ID: <oD9BFB1w161w@grafted.UUCP>
Source record: 226383

Hi all,
I am shure this has been asked before, but does anyone have a listing of mail sites for Atari files (actually pc and unix would be nice too....). I have limited access to Internet,and wuold love to get files at home too! BTW, can we all quit the Amiga/.PC/ etc bashing? All it proves is that you are closed minded and inconsiderate.....(but I do like my (presently dead) ST the best).

Thanks.....
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

992. Re: TOS chipsets (was Re: What to do?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 02:04:29 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan30.020429.24701@actrix.gen.nz>
Source record: 226384

In article <1992Jan29.034303.11108@hemlock.cray.com> marc@hemlock.cray.com (Marc Bouron) writes:
>
> I am a little confused by the recommendation to get TOS 2.06 instead of 1.4
> for an `ordinary' ST. Please unconfuse me. I thought the 2.xx chips couldn't
> simply be plugged in to a pre-STe machine? If it turns out that you can, then
> that's great. Or is this just a veiled reference to the TEC mod? Also, since
> finding new ROMs in the UK is pretty tough going, would there be any problems
> expected if I were to get a set from the US?

> [M][a][r][c] ===== Cray Research (UK) Ltd. =====
> INTERNET: marc@hemlock.cray.com
> "If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
> end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
> slightest bit surprised..." VOICE: +44 344 485971 x2208

As Atari has decided to do another change, the Roms will be TOS 2.07, may
be next Xmas when they will be available, but then it could be TOS 12345..

No you can't get UK Roms in the USA, why not give Atari UK, a ring
some time next year..:-)..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

993. Re: Amiga geeks, read this

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 03:15:11 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <53650@cup.portal.com>
Source record: 226390

Wrong. The posting I made was not saying that only Atari users should read this newsgroup. The point is if you dont have anything productive to say, dont say it. Dont go bashing Atari for no reason. I said before, and again, I like to read comparisions about different machines, but youve got to support your claims with evidence, not, my computer is better than yours.

All I am saying is that the people who own Ataris own them of their own free will. A while back, someone posted an Atari ST for sale, and this Miller guy posted that it was a joke. Perhaps he didnt think that the seller was upgrading to a new ST?

And I dont really care that there are other, better, etc, machines than what I own. Perhaps you should think twice before thinking that is true. I own approx 20 different computers of different architecures, and I would not rate any one of them as better or worse than any other of them. I call myself a collector, I collect computers. Currently of interest is my VAX 11/730, a MicroPDP-11, and an AT&T UnixPC (aka 3b1).

Shall I compare? Its impossible. The VAX has a great user interface, if you like CLIs. Its also multitasking, regardless to personal opinion. The PDP-11, well, thats mostly a curio (sp?), considering that its the oldest computer architecture that is still supported, etc, today. The first PDP-11 (11/20) was produced in 1970, and in 1992, the latest model that I know of is the 11/83 & 11/84. 20+ years is a helluva shelf live... IBM mainframes can kinda claim that, but theyve dont other stuff... I digress.

And perhaps it occured to you, or not, that I once did own an Amiga, but no longer. If you know my name and postings, youll know that the reason I dont own one is the users attitude turn me off. Atarians know what they have, and like it.

(BTW: my next addition to my collection will hopefully be either a Sun 3/60, and a MicroVAX 2000. The MicroVAX uses less power than my 730, and I can fit it on my desk :-)

Apples to oranges...

Billy D'Augustine
Azog-Thoth@cup.portal.com

994. Re: regarding the 'correct' post [was (re: Amiga geeks, read this)

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 03:17:12 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan29.211713.16327@doug.cae.wisc.edu>
Source record: 226385

In article <1992Jan29.150825.1@lapis.labmed.umn.edu> davidli@lapis.labmed.umn.edu writes:
>In article <1992Jan28.143618.14501@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
>> Any inherent restriction, placed on a group on the rn reader on the internet
>> is extremely DANGEROUS in my view. That includes any restrictions based on
>> content.
>>
>> You post where you want, how much you want, and when you want, AND EVERYONE
>> should recieve a copy of WHAT YOU WANT TO POST.
>
>Of course, there are guidelines and 'establishing principles' that should
>probably be observed. For instance, comp.sys.atari.st is oriented toward Atari
>ST computers, not Amigas or NeXT or Macintosh computers. One would expect
>information in the newsgroup to relate to the Atari ST.

Yes ONE WOULD expect to find information about ST's in atari..rn. But in
no way MUST it be that way.

>
>By Mr. Carter's logic, one should feel free to post about abortion in
>comp.sys.amiga.advocacy (for example) with relative impunity. After all, 'you
>post where you want'....

Yeah! MR.CARTER. I LIKE that. And yes, if you want to post about abortion in
comp.sys.atari.st, feel free to do so.

Although, I wouldn't.

>
>For those who don't see (or don't want to see) that there are certain
>principles which, when followed, enhance the learning and enjoyment one may
>obtain through reading a newsgroup, I would point them to the articles posted

Yes, I have principles which I follow, based on a philosophy that observes
that information is light, and the mind is the lens. Focus on what you
will...too, many times in histories past has information been focused for
people deemed too idiotic to find or interpret their own views from what
they read.

The reason why everything is arranged the way it is, is because rn hasn't
caught up with the times. In fact, rn is incredibly crude. There are much
better ways to arrange all of this information.

And, what makes you think this particular arrangement fosters learning?
RN is probably the most confusing program on the net. Its horrible
to work with. Although, I am working on that, through PC technology. :)

>every month in news.announce.newusers. There are articles on 'netiquette' and
>'posting rules' which it would seem Mr. Carter omitted from his reading
>schedule ...

What makes a good netter to you, might not be great for others. This is all
based on the expression of the human condition in dealing with technology.
The wide differences in technology backgrounds each one of us shares gives
very different viewpoints on what to express, or to emphasize what is most
important to us.

You simply don't have a right to deny a persons experiences just because
they aren't excatly the same as yours when dealing with this technology.

So post what you want people. And lets continue the discussion!

>
>--
>
>David Paschall-Zimbel davidli@simvax.labmed.umn.edu
>
>"The most important fact about Spaceship Earth: An instruction book didn't come
>with it." -- R. Buckminster Fuller

-Greg

995. Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 04:01:58 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <27947@sdcc12.ucsd.edu>
Source record: 226434
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ack! I'm having serious problems with my STe system. If anybody
could offer some wisdom, I would appreciate it!

Symptoms:

(The first problem I caught) - MINT.CNF suddenly appeared
with random data scattered throughout the "normal" text.

The Desktop is now mistaking executables for Text files,
and is asking me if I want to view them. This
is happening perhaps 10% of the time, and I have
NEVER had this problem (in 6 months of intense use).

MiNT 0.92 is hanging much more often than usual - basically,
anything involving a large file operation, like
running GCC.

On most large hard drive read operations my screen is
overwritten with data :-(

Odd crashes every so often (usually non-repeatable).

On reset, the screen doesn't clear - so if I reboot from
the desktop, my hard drive boot is overlaid on the
old Desktop image.

My Hardware:

Atari 520STe (w/ TOS 1.62, bought in August 1991) - 4MB of RAM
ICD Host Adapter (original model) + Seagate ST1096N drive
DEKA PC Keyboard Adapter (w/ keyboard)
SM124 Mono Monitor

Does anybody recognize these problems? I think they're serious
and there's NO WAY that Atari's going to take back my computer under
warranty :-(... Eek!

-- adam
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

996. Zoo problems continue

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 04:30:41 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9201292030.aa29694@Bonnie.ics.uci.edu>
Source record: 226388

I have this annoying problem with zoo. I have an old TOS (probably 1.0) and therefore cannot use Zoo without a shell. Someone was kind enough to mail me a shell and zoo still does not work. I think that my Tos is simply too old but I'm not sure. I also tried downloading that "starter.tos" program from an archive but it also does absolutely nothing.

Does anyone know why zoo will not work even with a shell?
I suspect the Tos, but can't substantiate it.

I think I'll do something less frustrating like read uncommented Assembly code :-).

Thanx
Eric Hohnbaum

997. Orange County Atari dealers?

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 04:32:15 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9201292032.aa29783@Bonnie.ics.uci.edu>
Source record: 226389

Does anyone know where in Orange County in California there are any
Atari dealers still around?

My thanx

998. Re: PC(AT)_SPEED

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 05:09:29 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8304@tamsun.tamu.edu>
Source record: 226393

In article <1992Jan27.083429.12919@paramount.nikhefk.nikhef.nl>
alex@paramount.nikhefk.nikhef.nl (Alex Poelman) writes:
>Can anyone tell me how 'fast' PC_speed or
>AT_speed are compared to PC Ditto? <|

PCTools rates PC_DITTO I at 15% of the speed of an original PC.
PCTools rates PC_SPEED at 220% of the speed of an original PC.
PCTools rate a 80286 NEC computer at 295% of the speed of an original PC.

999. RE: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 05:49:39 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2652@equinox.unr.edu>
Source record: 226391

Well here's my 2 cents worth of qualms about my Atari...

a. When I first got my 1040STf in 1986, it came with TOS 1.0.
The 1040STf had the same version until June 1991 when I opted
for a MegaSTE4. The original TOS was limited (user-wise) and
a little buggy.
b. Hated (when I never knew about RAMdisks plus when I couldn't
afford a hard drive AND when I only had one drive) copying
files (4 disk swaps for 1 file (2 verification, read, write).
c. Hated (and still hate) the mushy keyboard. Developed painful
wrists. (LOVE my MSTE's keyboard).
d. Hated the internal drive noise especially when the plastic
casing is cold and it's touching the drive mechanism itself.
The noise dropped as the computer warmed up (since plastic
expands when the power supply is on for awhile).

I guess that's all I can think of right now...

_____ _______
/ ________() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^

1000. Software fuer Atari ST MINIX 1.5 ???

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 07:22:44 UTC
From: aragon@Materna.DE
Message-ID: <aragon.696756164@materna>
Source record: 226399

Hallo Leute,

ich habe Atari Minix 1.5 und suche nunmehr verzweiflt Software dazu.
Unter anderem GNU C (und wenn moeglich C++) Compiler, LaTeX, Metafont
und so weiter....

Wer weiss wo es sowas unter anonymous ftp zu besorgen gibt, bzw.
wo man evtl. so etwas fuer wenig Geld bekommt ???

Bitte mail an mich oder in diese Gruppe posten...

Bye, Jorge

____ ______________________________ ____
) Jorge Aragon (work: +49 231 5599 309) Scotty (
/ aragon@Materna.DE \ fax: +49 231 5599 100 / Beam me up \
(_________________________) home: +49 2304 14222 (_____________________)

--

____ ______________________________ ____
) Jorge Aragon (work: +49 231 5599 309) Scotty (
/ aragon@Materna.DE \ fax: +49 231 5599 100 / Beam me up \
(_________________________) home: +49 2304 14222 (_____________________)

1001. Looking for low priced 68030 CPUs

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 08:13:42 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.03ak@dino.DinoCo.de>
Source record: 226234
Cross-posted to: comp.sys.mac.hardware,comp.sys.amiga.hardware,comp.sys.atari.st,comp.sys.next.hardware

Hi!

I am currently looking for low-priced 68030 CPUs in smaller amounts (between 10 and 50), all speeds from 16 MHz to 50 MHz. Most interesting for me is the 33 MHz CPU. I am looking for matching 68882 FPUs as well.

If you know of a low priced dealer or distributor for said chips, then please email me. Commercial offers are welcome, of course. It really does not matter, where on this planet your low-price-source for 68030`s is - I am specialized in the import business anyway ;-)

Any help greatly appreciated!

Stephan

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!unido!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

1002. MapleV

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 09:07:47 UTC
From: hb9zz@bernina.ethz.ch
Message-ID: <1992Jan30.090747.17003@bernina.ethz.ch>
Source record: 226396

Hi

I just bought a licence for the MapleV symbolic math package for the Atari ST. It works very good and quite fast, but the problem is that there is no 3D plot possibility. My question is: Is there somebody of Waterloo University on the Net? Does somebody know if there are plans to devlop this feature?

Thank you in advance

Ciao --- Rick

--

Opinion expressed here are mine, and I'm proud of them !!!
And don't forget that: "No problem is so big or so complicated that it can't

1003. Re: How to hook a Microsoft bus mouse to the ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 09:34:57 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4558@brahma.cs.hw.ac.uk>
Source record: 226216

In article <1992Jan27.123618.17885@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes about Microsoft Mice:
> <deleted>

Anyone have any idea on how to connect an IBM PS/2 style muse to the ST in a similar way.

This is what the connector looks like:-

```
Key
/
O # O
#
O O

O O
```

Looks very similar to a Macintosh Lan connector but with 6 instead of 3 pins. The mouse in question is a three button one made by Logitech and has a 28pin(?) custom chip inside. 2 of the pins must be power and ground and a third is shield.

Any ideas?


```
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+-------------------------------------------------------------------------+
```

1004. (And all those stupid Amiga/Next msg's)

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 09:39:44 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Jan30.093944.14383@cs.ruu.nl>
Source record: 226400

I think the best thing to do is to send these people mail messages staing
that their discussion is in the wrong group.

It would even be better if we had a moderator (not a censor) who could
cancel messages like this and other amiga flamers
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

1005. Re: Shellp, Gulam, GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 09:45:06 UTC
From: roeder@sbsvax.cs.uni-sb.de
Message-ID: <15893@sbsvax.cs.uni-sb.de>
Source record: 226203

arktik@ersys.edmonton.ab.ca (Ryan Daum) writes:
>I want to create a shell to go in my soon-to-be-released "TreeTop" BBS package
>(hierarchical message base system) that would let you use standard gulam or
>mupfel commands while adding some of my own and creating a new environment.

>The problem is, I'm writing this in GFA Basic. (I know, I know, but you find
>me a language that is interpeted as well as compiled, has a wonderful editor
>like GFA, and lets you fix mistakes and problems on the fly... Besides, I'm a
>floppy user)

>Help me!

In the archive /pub/atari/shell/master.zoo on cs.uni-sb.de is sample code
to call _shell_p (here Master, but usable for other shells too) written in
GFA Basic. There are also versions for Omicron Basic and C.

Hope this helps you!

- Edgar
--

Mail: Edgar Greuter E-Mail: roeder@cs.uni-sb.de
Fran\c{c}oisstra\ss e 21
D-6600 Saarbr\"ucken -o- -o-
Germany ^
Phone: 0681/583934 `---'

1006. Re: AmigaFS

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 10:19:34 UTC
From: clausb@hpbbrd.HP.COM
Message-ID: <86010001@hpbbrd.HP.COM>
Source record: 226184

>Perhaps you are right when you look at single sectors, but i think if i can
>read track by track, that would be enough to build up a AmigaFS

The WD1772 is not designed to read track by track in a way you would
expect it, i.e. the results are not reliable. So without hardware
extensions, you won't ever be able to read Amiga disks with a 1772.
No way.

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Things. Take. Time. (Piet Hein)
--#include <std_disclaimer>--

1007. Re: STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 10:20:23 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan30.102023.5481@actrix.gen.nz>
Source record: 226394

In article <17199@castle.ed.ac.uk> brucel@castle.ed.ac.uk (Bruce Lamond) writes:
> Does anyone know if Mandarin have released, or are going to release,
> STOS 3D? I have been eagerly awaiting it since I got STOS a couple of
> years ago, and plans for it were mentioned then. I have recently seen
> AMOS 3D in the shops, so I thought it might be on the way.
>
> Thanks

From what I have read, I don't think so, the Author has gone over to
the Amiga..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1008. Re: Mega/STe question

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 10:44:50 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan30.104450.16084@unibi.uni-bielefeld.de>
Source record: 226202

```
In article <...>, au036@cleveland.Freenet.Edu (Chris Burgess) writes:
|>
|> Is there any documentation available on how to switch between
|> 8Mhz and 16Mhz processor speeeds on a Mega/STe under program
|> control, not with the control panel?
|>
|> Chris Burgess
|>

Yes, it is. It's the adress $FF8E21 and the lowest two bits are used
to switch between 8 and 16 MHz and to enable the cache.

TeSche
--
torsten scherer, universitaet bielefeld, germany
e-mail to : itschere@techfak.uni-bielefeld.de

There is a theory which states that if ever anyone would find out what the
universe exactly is and what it is for it will be instantly replaced by
something even more bizarre and inexplicable.

There is another theory which states that this has already happened.

D.N.A.
```

1009. Uniterm manual

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 11:43:17 UTC
From: vreeken@cs.utwente.nl
Message-ID: <1992Jan30.124317@cs.utwente.nl>
Source record: 226204

Hello,

Does anybody know if there is a postscript version of the Uniterm manual
and if so how to obtain it.

Thanks,

Maarten Vreeken (email: vreeken@cs.utwente.nl)

1010. Anonymous FTP..

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 12:11:37 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan30.121137.8238@actrix.gen.nz>
Source record: 226397

Is there a list of Anonymous FTP, Atari support sites that some
one could send to me, or direct me to were I could find such a list..

Thanks..!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1011. Re: Did anyone write a good read() for Mint (or TOS)?

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 13:00:42 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jan30.130042.11106@cs.nott.ac.uk>
Source record: 226206

In article <MUTS.92Jan28220220@fysaq.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>for some applications I would very much like to be able to have a
>read() (or an Fread() implemented in the kernel even better) that
>generates vt52 escape sequences from Funcion/cursor/etc keys, so the
>ST can be a real vt52.
>
>Also, I would like that ALT-combinations do not return '0', but the
>ascii code, with the 8th bit set. This would make porting of unix
>editors/shells with full keyboard use much easier. (I hate to resort
>to GEM and do not even start it up at a reboot).

There is a relatively easy way to do this under MiNT; you write a program which opens a pseudo-tty as the server, then opens it as a client, too, then spawns a shell (like bash or tcsh) which is on the client end of the pty, and then reads input from the console (via Fgetchar() or Bconin()), and converts F-keys and so on into vt52 strings, before passing them down the pty to the shell. It must also print the shell's output on the screen (although it could just leave the shell's o/p attached direct to the console). (The select() call comes in handy here!)

Hope this helps some...
--
`Grave' Dave Gymer | "When your problems seem like mountains,
42 St Mary's Park, | You feel the need to find some answers,
Louth, Lincs, | You can leave them for another day,
LN11 0EF, ENGLAND | Don't try so hard." - Queen

1012. Re: Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 13:12:59 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1992Jan30.131259.4585@newcastle.ac.uk>
Source record: 226217

```
In article <27947@sdcc12.ucsd.edu>, atilghma@sdcc13.ucsd.edu (Adam
Tilghman) writes:
|>
|> Ack! I'm having serious problems with my STe system. If anybody
|> could offer some wisdom, I would appreciate it!
|>
|> Symptoms:
|>
|> (The first problem I caught) - MINT.CNF suddenly appeared
|> with random data scattered throughout the "normal" text.
|>
|> The Desktop is now mistaking executables for Text files,
|> and is asking me if I want to view them. This
|> is happening perhaps 10% of the time, and I have
|> NEVER had this problem (in 6 months of intense use).

This tends to happen if you use an old desktop.inf file try deleeting
the existing desktop.inf file and make a new one from scratch.

As for the others I don't know?

Dave
------------------------------------------------------------------------
Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232
```

1013. Useful information

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 13:55:17 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Jan30.135517.13538@sun.pcl.ac.uk>
Source record: 226205

Hi fellow Atarians

Two reasons for posting this message.

1) Does ANYONE know what happened to that great ST NEWS?
It was a monthly disk-magazine, one of the best, and supported by some pretty important people. Stefan Posthuma and Richard Karsmakers (he of AVK virus killer fame) were the editors I believe. I stumbled across a couple of very old issues and got hooked.

Any info would be appreciated.

2) ST information

I have got hold of a book that lists some legal system variables. SO for the benefit of all, here are some useful snippets that many people might find useful.

A comprehensive list of ST variables, valid on all ST's.

Address (.Length) Name

$408 .L Gem vector for ending a program

$42E .L Address of the end of RAM

$432 .L Address of the user memory (TPA)

$43E .W If non-zero, a disk access is in progress

$440 .W Seekrate. See table below

Value in $440 Seekrate time
0 6ms
1 12ms
2 2ms
3 3ms

$442 .W Time span between two timer calls.

$444 .W If non-zero, a verify is performed after every disk access

$446 .W Contains device number of boot drive

$448 .W If non-zero, then screen refresh is 50hz

$44C .W Holds resolution: 0=low, 1=med, 2=high
(This can be set as well as read)

$44E .L Pointer to logical screen address

$452 .W If zero, VBL is disabled

$454 .W Number of vertical blank routines

$456 .L Pointer to VBL_queue

$45A .L If non-zero, assumed to be a pointer to a colour
palette which will be loaded at the next VBL
(Note: I'm English, hence 'colour'!)

$45E .L Address of video RAM which will be set during next
VBL

$462 .L Ongoing counter for number of VBL interrupts. This
is incremented every VBL

$466 .L Number of VBL routines executed

$46E .L When another monitor is connected, then this vector
is jumped to. Defuault is reset.

$482 .W If non-zero (set by an AUTO program) then the ST
will attempt to load a program called COMMAND.PRG
as an alternative to the desktop.

$484 .B Attribute for console output
BIT Meaning
0 Key click on/off
1 Key repeat on/off
2 Control-G bell on/off
3 SHIFT key checked on/off

$4A2 .L Pointer to saved registers after a BIOS call.

$4AC .W Storage for X coordinate of cursor after ESC-Y

$4BA .L COunter for 200hz system clock

$4C2 .L 32 bit vector for connected drives 0=A 1=B ....
Changing a bit will make the ST believe that the
relevant drive is on/off line.

$4CE 8 x .L 8 addresses forming the VBL queue. Some free so you
can install your own VBL routines.

$4EE .W Incremented by 1 when ALT-HELP pressed. This forces
a hardcopy.

$4F2 .L Pointer to start of operating system

The above system variables can be used to bypass certain TRAP calls, such
as XBIOS 5 (setscreen). They are legal variables, and shouldnt change.

Any questions: Mail me.

Edd Deegan vatec@uk.ac.pcl.sun

--
PS: Sozobon C rules OK. (An' I've only got v1.01!)

--

1014. uuencode & uudecode

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 13:56:02 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan30.135602.24022@unibi.uni-bielefeld.de>
Source record: 226209

After I finally managed to connect to atari.archives.umich.edu and got some nice programs sent, another problem occurs. All these files are of cource uuencoded. They're also split in more smaller files. When I try to uudecode them, I olny get the message "no end line". How do I have to put these fragmented files together again? I'm sorry, but I don't understand what's written in the Unxi manual.

Thanks in advance

TeSche

---
torsten scherer, universitaet bielefeld, germany
e-mail to : itschere@techfak.uni-bielefeld.de

There is a theory which states that if ever anyone would find out what the universe exactly is and what it is for it will be instantly replaced by something even more bizarre and inexplicable.

There is another theory which states that this has already happened.

D.N.A.

1015. Re: MIDI out to audio

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 14:10:04 UTC
From: jensk@hpbbrd.HP.COM
Message-ID: <86010002@hpbbrd.HP.COM>
Source record: 226182

/ hpbbrd:comp.sys.atari.st / Azog-Thoth@cup.portal.com (William Thomas Daugustine) / 6:16 pm Jan 21, 1992 /

> Hi. I am interested in a hopefully easy way to take the stuff that
> I record via MIDI on my STe, and somehow pump it thru the STes
> stereo audio out. Anyway I can do this without buying stuff like
> expensive digitizers?
>
> Thanx
>
> Billy D'Augustine
> Azog-Thoth@cup.portal.com
> ----------

Try SMS Synthesizer. In case you can't get it in the US, I can post it to a.a.u.e (if I can find a way to get the files from my ST onto my workstation, that is).

In short: SMS Synthesizer emulates a six-channel (4 tone & 2 percussion channels) synthesizer on an ST. It can be used to integrate MIDI songs into your programs (check out OXYD, SPACOLA or MIDIMAZE 2 if you want to see examples). It works on an ST, there's *no* special support for the STe DMA sound.

The program is free, but the module that's built into an application is not. You can get it from SMS's author for DM 40,- .

Stay tuned ...

Jens Kilian

1016. Re: Anonymous FTP..

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 14:36:17 UTC
From: vreeken@cs.utwente.nl
Message-ID: <1992Jan30.153617@cs.utwente.nl>
Source record: 226208

In article <1992Jan30.121137.8238@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
|> Is there a list of Anonymous FTP, Atari support sites that some
|> one could send to me, or direct me to were I could find such a list..
|>
|> Thanks..!
|>
|>
|> --
|> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
|> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
|> *** Kapiti At least I don't Flicker, ***
|> *** New Zealand.. * not like a dying light globe ***

A frequently asked question.
Here are some sites and their addresses:

atari.archive.umich.edu 141.211.164.8
cs.uni-sb.de 134.96.252.31
faui43.informatik.uni-erlangen.de 131.188.31.3
jyu.fi 130.234.0.1
rusmv1.rus.uni-stuttgart.de 129.69.1.12
sol.cs.ruu.nl 131.211.80.5
um.cc.umich.edu 35.1.1.43
star.cs.vu.nl 130.37.24.6

At least one of them will have a FTP-list with more sites.

Maarten Vreeken (vreeken@cs.utwente.nl)

1017. Re: STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 15:15:52 UTC
From: sms@sys.uea.ac.uk
Message-ID: <2120@sys.uea.ac.uk>
Source record: 226207

brucel@castle.ed.ac.uk (Bruce Lamond) writes:

>Does anyone know if Mandarin have released, or are going to release,
>STOS 3D? I have been eagerly awaiting it since I got STOS a couple of
>years ago, and plans for it were mentioned then. I have recently seen
>AMOS 3D in the shops, so I thought it might be on the way.

>Thanks

One of the UK ST mags (either Atari ST User or ST Format) recently said
it would be out real soon, but I don't know how soon that is. The
article showed some screen shots which looked OK and quoted someone
as saying it will not be noticeably slower than any commerical 3D games.
I'll believe that when I see it but hope it's right.

Steve Sowerby, Postgraduate layabout,
School of Information Systems, University of East Anglia, Norwich.

1018. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 17:33:54 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.RTW7W9wCwPA@marsu.tynet.sub.org>
Source record: 226004

In <1992Jan27.043129.2193@ux1.cso.uiuc.edu>, William Magro writes:
> Has anyone tried the PCDitto software emulator on a TT? If so, does
> it work or no? If it does work, I wonder if the speed would be good
> enough to make it actually useful, unlike its speed on a regular ST.
>
> Let me know if you know....

You must be joking. The TT is so different in its hardware and chipset compared to an ordinary ST, that a soft emulator had to be totally rewritten. If I started counting all applications which don't run on the TT, I would never dare to try PC Ditto.
Ont the other hand, with the increase of performance (about five times) it could be an interesting project for the developers of PC Ditto to make a TT version, using its 68030/68882 features. Nevertheless, Fast RAM would surely be _very_ problematic to supply for DOS usage.

My personal opinion is: I bought a TT because I hate BIM-compatibles with their lousy OS, therefore I _never_ wanted to run DOS on my TT :-)

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu *
* /etc/motd >> Luck is believing you're lucky. << *

1019. Re: Does anyone know...

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 17:44:14 UTC
From: THE WALKING SPIRIT <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92030.124414EENG6801@RyeVm.Ryerson.Ca>
Source record: 226183

```
You may try to contact them on IRC (International Relay Chat).
I know that most members of Delta-Force (Daniel, NewMode, Jerker...)
and also some German ST programmers (I've seen the person that did
NeoChrome Master & the person that did SYSMON.PRG (I don't remember
names)). They're usually on 4-6PM local time (German & Sweden)
therefore from N.A. is usually good to try at 9.30AM
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1020. Re: Some peoples kids

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 18:05:13 UTC
From: chucks@pnet51.cts.com
Message-ID: <6967@orbit.cts.com>
Source record: 226228

jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> This cyclical dropping in by some amiga user to start a flame war
>has caused anyone who knows how to use theis newsreader to kill all
>postings that mention the word amiga. Strangely, enough, Amiga users
>tell me this same phenomenon does not occur in the amiga groups. A
>few users make the whole community look bad.

Then those amiga users have never seen comp.sys.amiga.advocacy. This group
was created specifically to move all the "St/Mac/IBM/NeXT/whatever computer is
much better than Amiga" articles into one place where people that WANTED to
read them could, but the majority of people didn't have to. It's worked quite
well so far.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1021. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 18:05:14 UTC
From: chucks@pnet51.cts.com
Message-ID: <6968@orbit.cts.com>
Source record: 226227

kls30@duts.ccc.amdahl.com (Kent L Shephard) writes:
>Have you ever heard of threads. I can do things on my NeXT that will make
>anything not running a Mach kernal just choke.

Umm.. i don't quite understand this. There are many Threaded OS's or at least
OS's that are thread capable. The Amiga, OS-{9/k}, OS/2, etc..

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1022. Calamus file format wanted

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 18:34:39 UTC
From: cosic@cs.tu-berlin.de
Message-ID: <2276@mailgzrz.tu-berlin.de>
Source record: 226212

Can somebody help me with CTX and CVG file formats? I intend to generate files in those formats within my own programs. Therefore I'd apprechiate it if somebody could provide me with any information.

Domagoj Cosic

1023. SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 18:47:46 UTC
From: au036@cleveland.Freenet.Edu
Message-ID: <1992Jan30.184746.9931@usenet.ins.cwru.edu>
Source record: 226210

I am having a problem with a SM124 (Goldstar) monitor. When the screen is mostly black, the white portions of the screen are very dim, and as more white is displayed the white return to normal brightness.

Has anybody seen this problem before? Is there somthing I need to tweak on the monitor?

Chris Burgess

1024. Re: current TOS-version

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 19:02:11 UTC
From: harryk@bucsf.bu.edu
Message-ID: <97819@bu.edu>
Source record: 226211

In article <1992Jan16.085038.19121@unibi.uni-bielefeld.de>
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
> Hi there outside!
>
> Can anybody tell me the difference between TOS 2.05 and 2.06 ?
>

Even better, could someone post the difference between TOS 2.06 & TOS 2.07?

I'm thiniking of buying Fastech's switchable 25/8 MHz accelerator which also
has an option for TOS 2.06 (switchable to your ST's older TOS)... However,
their representative told me that Atari will send them TOS 2.07 in a couple
of weeks.

>TeSche

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@bucsf.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

1025. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 19:45:04 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <0dW5L0_00Uh_A4OPNp@andrew.cmu.edu>
Source record: 226213

On 28-Jan-92 in Re: Darn brevity
user Carter Gregory@cae.wisc. writes:
>I don't know the exact specs for the NeXT backplane, but I bet they are
>truly awesome indeed.
>
>>I have an AMI 486/33, Tseng ET4000, running ESIX SVr4 with
>>Motif, OpenLook, OpenWindows, and NeWS (Display Postscript). When I run
>>NeWS it takes about 5 seconds to move a window, about 8 to resize it,
>>and the whole time the mouse pointer jumps around the screen because
>>the server is running in 100% interpreted postscript. If it's slow on
>>a 486/33 w/16mb memory, 256k cache, imagine how slow it is on a 256 byte
>>cache, 68030/25 with 8mb of memory.
>>
>> What this has to do with the pathetic ST I don't know.
>
>I didn't post it as a ST rebuke, you simply made points that I feel were
>very misleading about AMIGA DOS and the NeXT system capabilities.

This is not to gregg but to the fool who was responding to him. Even the original NeXT cube (Which they don't even make anymore) with *only* a 68030 and 8 megs, did not have any gui problems. Don't compare intel architectures to Motorola. The NeXT with display PS has no lagging problems in the GUI. If you don't know what you are talking about. Be quite. Or do you just like the sound of your voice. Besides all the NeXTs now use 68040's, and they will blow away anything that commodore will put out for the next several years.

mark

1026. ST msyncs: Sony 1302, Princeton Ultra 14 Querys

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 19:57:22 UTC
From: pegram@uvm-gen.UUCP
Message-ID: <1992Jan30.195722.27078@uvm.edu>
Source record: 226214
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Anybody using a Sony 1302 with an ST, how about a Princeton Ultra 14?

I am especially interested in difficulties, quality of display but
most of all, I want to know:

Do either or both of these monitors correctly size and center all ST
screens automatically?

That is, do Mono *and* color modes switch easily without lots of fiddling?
I know that Nec 3Ds save settings in Nvram, what about these two machines?

I'd prefer email responses, because I'm behind on my c.s.a.st news
8-). I'll post a summary if anybody is interested.

bye,

Bob Pegram

pegram@uvm.edu
or
...!uvm-gen!pegram

--
pegram@uvm.edu
or
..!uvm-gen!pegram

1027. MEGA 4 and software

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 20:23:09 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <0dW5uhS00Uh_E4OIE3@andrew.cmu.edu>
Source record: 226215

I have the folowing for sale (stuff without a price make an offer):

Hardware
Atari Mega 4 ST $750
SLM804 Laser Printer $650
VIDI-ST video fram grabber
Spectre 128 with ROMs $225

Software
Pagestream 1.8 $ 50
DEGAS paint program $10
Cybersculpt
CyberStudio 2.0
Cyber Studio design disks
microbots
architecture
future
human
plus others
CyberSculpt 1.0
Cyber VCR plus VcR control cable
Cyber Texture
Cyber Paint
Cyber Print
WordUp
Nueral Network Construction Set
Plus other stuff I can't remember right now.

1028. Selling (older) Atari's

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 21:25:31 UTC
From: rob@spot.Colorado.EDU
Message-ID: <1992Jan30.212531.17326@ucsu.Colorado.EDU>
Source record: 226222

Tip for the day. The net is a LOW market. Readers on the net are educated about the product, and about the true value of the product. When I bought my Atari, it was from an ad on netnews, and I paid $350 for the system.

1040STf, 1Meg, mouse, Atari SC1224 color monitor, Citizen 120D printer, 1200b modem, lots of sw.

When I sold my system, I wrote down this description, paid $19.50 to run an ad in a local newspaper (Rocky Mtn News, Denver) and sold it for $560 in two days.

Moral: Stop wasting the bandwidth. I know it seems that the free advertising space is a bargain, but I paid $19.50 and gained over $200. If I advertised this system for "$575/obo" on the net, I would get no response. In the paper, I got three calls the first day, and the buyer picked it up on the third.

--Rob Cuthbertson, rob@spot.Colorado.EDU
Project: To determine what makes things tick.
Plan:
To stop the ticking.

1029. ZOO V2.1 is bugfree, GCC library isn't!

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 21:39:06 UTC
From: dxper@dtek.chalmers.se
Message-ID: <8781@chalmers.se>
Source record: 226218

Someone here in the group might remember that I claimed that zoo v2.1 wasn't entirely bug-free but it seems now that the problem wasn't a bad port but had to do with a bug in the GCC library, where localtime() could make programs bomb if it was fed with bad time.

So hopefully when JRB releases a new GCC update and Zoo gets recompiled with it we can start use Zoo without the "bomb paranoia".

Credits go to JRB who found the cause of the bug.

...yet another step closer to bugfree utopia...

pao

--

------------------------------Andrew Olausson---------------------------------
------------------------------Systems Architect-------------------------------
----------------------------dxper@dtek.chalmers.se----------------------------
--------------------------------pao@proxxi.se---------------------------------

1030. Re: How to hook a Microsoft bus mouse to the ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 21:42:28 UTC
From: dxper@dtek.chalmers.se
Message-ID: <8782@chalmers.se>
Source record: 226219

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>In article <1992Jan27.123618.17885@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu
>writes about Microsoft Mice:
>> <deleted>

>Anyone have any idea on how to connect an IBM PS/2 style muse to the ST in a
>similar way.

While were at it, what about connecting a ST mouse to a PC?!

I presume one needs an ISA adapter card for it to work or ...?

pao
--

------------------------------Andrew Olausson---------------------------------
------------------------------Systems Architect-------------------------------
----------------------------dxper@dtek.chalmers.se----------------------------
--------------------------------pao@proxxi.se---------------------------------

1031. Re: MEGAFILE noise

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 21:48:31 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Jan30.214831.7340@watmath.waterloo.edu>
Source record: 226223

In article <1992Jan21.143117.20861@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
> [...] hard drives are quite silent at first, but quickly get noisy.
> [...]
>(Maybe you should really consider the muffling it with a pillow :-)

Just in case someone takes this seriously, be sure to allow for ventilation!

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

1032. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 22:27:22 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Jan30.222722.11239@watmath.waterloo.edu>
Source record: 226224

In article <27822@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
>
> Aha! I sense an opportunity for a smart shareware author to
>make some money! (heh! - evil grin!) If/when I receive my Supra
>modem, I might try to whip up something - but you might also try
>talking to the CodeHeads, who were considering importing a French
>send/receive fax software package - with the plethora of v.32/fax
>modems (thanks to the new Rockwell chipset), maybe there will be a
>market for such software for the ST!

I think that might be just the thing I would like to have,
to be able use my ST as a FAX machine. I sure would like to
be able to fax monochrome sketches and text.

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

1033. Re: uuencode & uudecode

Newsgroup: comp.sys.atari.st
Date: 1992-01-30 23:24:34 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Jan30.232434.444@tdb.uu.se>
Source record: 226235

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
:[stuff deleted]
: All these files are of
: cource uuencoded. They're also split in more smaller files. When I try to
: uudecode them, I olny get the message "no end line". How do I have to
: put these fragmented files together again?
:[stuff deleted]

Save the letters to disk first of all. Then remove all headers from the files. Also check for garbage at the end of every file. The last file must end with an 'end'. Use your favourite text-editor and link all the files (in the right order) into a HUGE file. If you do this from a command-line enironment (UNIX or some shell for Atari) you could also use the cat-command like this:

```
cat file1 file2 ... filen > HUGEfile
```

Now you have a continous file that you can decode. Just run your favourite uudecode-program on it and the file hiding inside should show up! The uuencoded file is often about 35 percent bigger than the original (often packed) file since what uu does is to take a 8 bit binary file and convert it into a 7 bit ASCII (?) file.

To uuencode a file is quite easy, just make sure you read the instructions for YOUR uu-program before starting. The uuencode that we have here on our UNIX-machine works like this:

```
uuencode original_filename new_filename > uue_filename
```

The 'original_filename' is the name of the file you wish to convert. The 'new_filename' is the name the file will get when you later converts it back (could be useful if you transfer files from a machine that supports more than 8+3 chars for filenames to a TOS/DOS-filesystem). And 'uue_filename' is the name of the uuencoded file that gets created (the file you will transfer with Email for example).

Hope this helps!

Daniel Eriksson - m91der@tdb.uu.se | IRC: DDF
Uppsala University, Sweden | Fidonet: 2:205/218 (The Assembly Room)

1034. Re: Software fuer Atari ST MINIX 1.5 ???

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 00:10:52 UTC
From: ytsuji@cfi.waseda.ac.jp
Message-ID: <2205@wsdnws.waseda.ac.jp>
Source record: 226168

Lieber Jorge,
It is a sad fact that Atari ST is virtually useless without being able to read your language, but German is not supposed to be world-distributable. Don't forget to specify 'Distribution: DEUTSCHLAND' next time, will you.
Tsuji

1035. RFI: Mono LOGO?

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 01:08:12 UTC
From: smithj@hpsadlu.sad.hp.com
Message-ID: <750124@hpsadlu.sad.hp.com>
Source record: 226172

Hello, I'm looking for a LOGO for the ST which will run in mono.
If it's PD, so much the better! :->
Do you know of any such program, or perhaps have one for sale?
(It's for introducing my 6-year-old to creative programming concepts..)

Please email replies to smithj@hpsad.sad.hp.com

Thanks in advance,
- Jim Smith

1036. Re: regarding the 'correct' post [was (re: Amiga geeks, r

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 01:13:08 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.wRABdPF7F_Y@jonh.wimsey.bc.ca>
Source record: 226230

In <1992Jan29.211713.16327@doug.cae.wisc.edu>, Carter Gregory writes:

<Much blather deleted>

>that information is light, and the mind is the lens. Focus on what you
>will...too, many times in histories past has information been focused for
>people deemed too idiotic to find or interpret their own views from what
>they read.

<and later>

>RN is probably the most confusing program on the net.

Pot, Kettle, Bang.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

1037. Re: Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 01:40:14 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan30.194014.11381@doug.cae.wisc.edu>
Source record: 226225

In article <27947@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
>
>Ack! I'm having serious problems with my STe system. If anybody
>could offer some wisdom, I would appreciate it!
>
>Symptoms:
>
> (The first problem I caught) - MINT.CNF suddenly appeared
> with random data scattered throughout the "normal" text.
>
> The Desktop is now mistaking executables for Text files,
> and is asking me if I want to view them. This
> is happening perhaps 10% of the time, and I have
> NEVER had this problem (in 6 months of intense use).
>
> MiNT 0.92 is hanging much more often than usual - basically,
> anything involving a large file operation, like
> running GCC.
>
> On most large hard drive read operations my screen is
> overwritten with data :-(
>
> Odd crashes every so often (usually non-repeatable).
>
> On reset, the screen doesn't clear - so if I reboot from
> the desktop, my hard drive boot is overlaid on the
> old Desktop image.
>
>
>My Hardware:
>
> Atari 520STe (w/ TOS 1.62, bought in August 1991) - 4MB of RAM
> ICD Host Adapter (original model) + Seagate ST1096N drive
> DEKA PC Keyboard Adapter (w/ keyboard)
> SM124 Mono Monitor
>
> Does anybody recognize these problems? I think they're serious
>and there's NO WAY that Atari's going to take back my computer under
>warranty :-(... Eek!
>
> -- adam
>--
>==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
>== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

Try opening your STE up and reseating the chips in it.

Check your local line to make sure your getting consistent 120v 60Hz

Some of them are recognizeable, some aren't. If transport your STE
OR frequently tunr it on and off, chip seating is a problem.

-Good luck

-Greg

1038. Crack Art!

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 01:42:19 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2668@equinox.unr.edu>
Source record: 226226

I have ftp'ed Crack Art (crackart.lzh) from atari.archive.umich.edu.

Before I start, let me tell you that the program itself is English (with a little German splashed here and there). The document to Crack Art is in German. I would (will eventually try) like to get in touch with the authors of Crack Art about an English version of the text (or find someone to translate the document) or if someone out there knows of an English version.

Anyway, here's a small description about Crack Art (and if you don't read German):

Atari ST/TT compatibility. Can load/save .CAx (Crack Art), .PIx, .PCx, .SPU, .SPC, .NEO, .IFF, .ART, etc. 50/60hz changer. 9 screen capability. Animation.Special effects (color-wise... AWESOME (a lot of fun), dithering...). All the drawing tools. Block tools (many...!).

Since I don't read German, I've had to explore a lot.
Use both right and left mouse buttons for different things...
[Esc] - Block. Function keys - zoom (F1-F10).

Tools are divided up into a hugh grid (very graphical)...

Loading other files are converted to 16 colors (ST, TT(??))... .SPC are great!

TONS of stuff...

Try it!

Please... if someone wants to let me know of an English version, let me know...
(Or if someone would like to translate the 118k document file...)

Later.....

_____ _____
/ _____() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

1039. ST's memory architecture

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 02:13:29 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan30.201329.11788@doug.cae.wisc.edu>
Source record: 226229

Well, for those of you who DID run, MS Word 5.0, you probably already have had this feeling for sometime now that the ST is for the first time, unable to use MultiFinder effectively with 4 megabytes of memory.

I seriously believe, in my opinion, that the only thing that has kept the ST machine alive, has been the Spectre GCR.

Now, to do anything serious with your machine, you can't use MultiFinder at all with PM 4.0, MS Word 5.0, and Super Paint loaded under multi-finder. They simply won't fit anymore.

If this doesn't put a nail in the ST architecture I don't know what will.

Add to this fact that System 7 is right around the corner. I think System 7 on a 4 Meg machine is quite ludicrous with the current upgrades Mac software are expected to acquire during the time we actually get System 7.0 compatibility.

Quite plainly boys and girls, if and when you do get System 7 running your going to cry uncontrollably as you find all your favorite software unable to run concurrently, for lack of space.

For those of you who own TT's, I quite frankly hate you.

Now on to the next topic:

-----Bad News Ends..Good News Begins..

But, there are fixes of course for this calamity. Mr. Small's SST board of course. But when will it arrive. Does anyone have one? Probably not.
I suspect that Mr. Small has a VERY HIGH standard for quality assurance.
With this in mind, we can hope for the best. But we NOW need it more than ever. I have heard though, that you can't expect ANYTHING from Mr. Small for another 3-4 months, AT LEAST on this topic...ie (SST AND 3.1).
By that time, who knows how big other programs will be..PYRO?? Excel?? Wingz?

MS Word 5.0, runs rather nicely under MultiFinder 6.0.7. Comming in at a hefty 1024 minimum suggested memory size. Its quite large indeed. In fact, to run it effectively, with all the great features running...like spelling, grammar checker, Thesauras, you should have a size of 1536 at least.
((This is for <10K documents too...) you probably should go for 2048)

The program has changed a good deal. Sporting all sorts of fancy, more effective menu displays for easy point and click access, right on the ruler bar. For example, you can now easily select fonts, sizes right on the ruler right next to your style sheet selections. Quite nice.

And holy cow, you can even draw and edit drawing figures right from within Word 5.0. Very nice. Dare I say the print preview is faster, can't confirm this but the program seemed a bit faster from page to page.

Well, I would love to here your thoughts about this issue, I recieved so many letters about my views on net org that I almost had to take a break from studying...sheesh...

--Greg

1040. Re: uuencode & uudecode

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 03:12:01 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Jan31.031201.5102@watmath.waterloo.edu>
Source record: 226231

In article <1992Jan30.135602.24022@unibi.uni-bielefeld.de>
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
> After I finally managed to connect to atari.archives.umich.edu and got
>some nice programs sent, another problem occurs. All these files are of
>course uuencoded. They're also split in more smaller files. When I try to
>uudecode them, I olny get the message "no end line". How do I have to
>put these fragmented files together again? I'm sorry, but I don't
>understand what's written in the Unix manual.

You might prefer to uudecode the files once you get them onto your Atari,
but that is a separate matter.

Just to uudecode them on unix, you will have to catenate the files
together in the right order. The unix command do that is
cat f1 f2 f3 ... fn > bigfile
Now you get edit "bigfile" to remove the unwanted between one
file and the next. First approximation to wanted stuff and
unwanted stuff: In the middle of the file, all lines begin
with an "M". Near the end, the rule changes.

Most of the recent files on atari archives are encoded with UUE, so
there might sequence letters at the end of the line to help you. The
help comes if you delete one or two lines too many. You can tell,
and start over. ha ha.

Then, you are ready to uudecode the files. The unix command is
uudecode < bigfile

This creates the binary file that you wish you had on your Atari ST.
Now you have a new problem. How to move the binary to the ST.
I hope you have a reliable method for moving BINARY files, cause
you need it. What I do, is to UUEncode the file into a text
file, transfer the text file to the Atari with kermit, and then
UUDecode on the Atari. So maybe you did not want to uudecode
the files on the unix box at all! Well, maybe you did, because
you can then examine text files before you decide to do the
hard part and move the file to your Atari.

There is regular posting that appears in this news group that
tells you much of this, and gives you hints on a bootstrap
process that helps you to get started. Once you get going,
it is not so bad, but that first hurdle is moving your first
binary file from a unix machine to your Atari.

--
Leroy J. (Lee) Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP ...!uunet!watmath!ljdickey
Obsolescent?: ljdickey@watmath.waterloo.edu BITNET/EARN: ljdickey@watdcs

1041. Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 03:45:41 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Jan30.224541.8742@miavx1.acs.muohio.edu>
Source record: 226191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

HEY! I just got the latest issue of Discover magazine and there's a way spiffy cool double page spread advertisement for Atari...nifty, eh?

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

1042. Hermes 1.00 via FTP

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 05:10:20 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <H.v&jNMONjS_I@pfunk.hanse.de>
Source record: 226192

Hello everybody,

I have some good news for all of you, who like to use HERMES (The UUCP
software) on their ATARI ST. Version 1.0 is now available via ftp
on the following sites in germany:

>
>ftp.fu-berlin.de:
>/pub/atari/tools/hermes100b.tar.F
>
>ftp.uni-stuttgart.de, (=rusvm1.rus.uni-stuttgart.de):
>/soft/atari/hermes/*
> (the whole distribution disk))
>
>ftp.thp.uni-koeln.de:
>/pub/atari/communication/hermes-1.00.zoo
>
>ftp.uni-kl.de:
>/pub/atari/hermes-1.00.zoo.high

Have fun......Michael

--
/-------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\-------------------------------------/

1043. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 06:12:23 UTC
From: ehobbs@nmt.edu
Message-ID: <1992Jan31.061223.4003@nmt.edu>
Source record: 226248

In article <1992Jan30.184746.9931@usenet.ins.cwru.edu> au036@cleveland.Freenet.Edu (Chris Burgess) writes:
>
>I am having a problem with a SM124 (Goldstar) monitor. When the screen is
>mostly black, the white portions of the screen are very dim, and as more
>white is displayed the white return to normal brightness.
>
>Has anybody seen this problem before? Is there somthing I need to tweak
>on the monitor?
>
>Chris Burgess

I have this problem also. I've posted questions about it a long
time ago, and I'm not sure if I ever got a response.

Anybody??

Eric A. Hobbs

1044. Re: Crack Art!

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 06:40:53 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jan31.064053.15623@usenet.ins.cwru.edu>
Source record: 226233

In a previous article, chan@pyramid.cs.unr.edu () says:

>
>I have ftp'ed Crack Art (crackart.lzh) from atari.archive.umich.edu.
>
>Before I start, let me tell you that the program itself is English (with a
>little German splashed here and there). The document to Crack Art is in
>German. I would (will eventually try) like to get in touch with the authors
>of Crack Art about an English version of the text (or find someone to translate
>the document) or if someone out there knows of an English version.
>
Does anyone know if this program can "crack" the art of a game disk? I think
that's one of the main reasons for the program's existance.

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

1045. Re: Is STart magazine utterly dead?

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 06:42:57 UTC
From: david@bdt.com
Message-ID: <1992Jan31.064257.14916@bdt.com>
Source record: 226236

In article <1992Jan23.221325.6827@sfu.ca> gfarrell@sfu.ca writes:
>In article <4874@mtecv2.mty.itesm.mx> gerardo@uapnx1.dgsca.unam.mx (Gerardo
>Cisneros) writes:
>> Does anybody know if STart magazine is definitely dead?
>Yes, they're deader than a doornail.
>
>Thanks for nothing, you &%$%*&%'s!

For those of you that have a beef with Antic, they must exist in
some form or another because they are willing to ACCEPT money.
The following firm claims to be representing Antic Publishing:

Law Offices Of Forest D. Hill
11965 Venice Blvd. Suite 405
Los Angeles, CA 90066
(213) 397-3212
FAX (213) 397-6053
Contact: Frank Reiche

Good luck.

--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

1046. Thomas Quester's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 09:08:53 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <10456@ecs.soton.ac.uk>
Source record: 226243

I need to get on touch with Thomas Quester (the author of AFX/PFX pak and lharc on the ST). I registered for AFX/PFX and want to confirm he got what I sent off.

I have tried: the.fawn@mcshh.hanse.de
the.fawn@mcshh.hanse.de.uucp
T.Quester@mcshh.hanse.de
T.Quester@mcshh.hanse.de.uucp

and the above combinations but with exhh as the address

Does anyone know his _real_ e-mail address. Better still, Thomas, are you out there?(!)

Thanks.

david halls

dah90@uk.ac.soton.ecs
2nd year computer science undergraduate
southampton university
england

1047. Re: TEX printer problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 09:19:41 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <10457@ecs.soton.ac.uk>
Source record: 226244

In <1992Jan27.143514.28656@city.cs> dh108@cs.city.ac.uk (KEATES M G) writes:

>I have successfully set up CS-TEX to allow me to run a basic TeX and
>LaTeX setup on a 1 Meg 1040 STE, with 2 floppy drives (one can be
>used if your prepared to swop disks alot), which allows me to
>edit, process, view and print documents. I takes just 4 disks.
>One for the TeX bins, one for the fonts and inputs, plus one each
>for the viewer and printer driver.
>(If your wishing to set up a similar system, mail me and I'll
>tell you what you'll need, if there's enough interest, I'll put
>together an article explaining things)

>My problem lies in the 24-pin printer driver. I have a b/w Star LC24-200
>and I use the Epson option in the driver, as suggested in the Star manual.
>Occasionally (randomly) in the output, lines get skewed. Does anyone else
>have this annoying problem? Is it due to the Epson emulation? Can I get a
>true Star driver, or is the problem simply due to the resolution of the
>output? (I highly doubt this, but thought I'd mention it.)

I have _exactly_ the same problem. I did cure it by using the -z
option which "cures problems with some printers". However, be warned!!
I had a different problem 9 pages further on - the head would do the
second pass on the next line so the same line appeared twice, in light
type. I tried the drivers with the 24pin1/2.lzh packages at
atari.archive but couldn't get them to work. I only use my star
(24-200) in the holidays, and haven't tried this, but what does the
9-pin driver at 360dpi do? I suspect this is unsatisfactory. This is a
very annoying problem. The only solution (aside from someone writing
another driver, I suspect) is to download ghostscript, use dvi2ps to
convert your document into postscript and then use ghostscript's 24pin
driver to print the mess out. Pretty cumbersome (although it does
work, on my system at least)!

Does anyone associated with cs-tex know about this bug? I believe a
new version is in development?

David.

dah90@uk.ac.soton.ecs

1048. Re: Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 09:21:11 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.696849671@krypton>
Source record: 226178

atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:

>Ack! I'm having serious problems with my STe system. If anybody
>could offer some wisdom, I would appreciate it!

> <<<Stuff deleted>>>

>My Hardware:
>
> Atari 520STe (w/ TOS 1.62, bought in August 1991) - 4MB of RAM
> ICD Host Adapter (original model) + Seagate ST1096N drive
> DEKA PC Keyboard Adapter (w/ keyboard)
> SM124 Mono Monitor

> Does anybody recognize these problems? I think they're serious
>and there's NO WAY that Atari's going to take back my computer under
>warranty :-(... Eek!

Well, I am also having major problems, I have an 520STFM with ICD adapter (ICD Plus + clock), with two ST1239N (Seagate 204MB), and one of them is reporting Sense $44 which is internal controller failure, yet when the drive warms up it works(this may take 10-15 minutes). Can anyone help as this is my boot drive which is failing...

Alan Hourihane

email: alanh@logitek.co.uk

1049. Mint 0.92 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 09:38:18 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.696850698@ernie>
Source record: 226238

Hello everybody!

Yesterday I finally found time to try Mint 0.92 and Tcsh and ran into
some problems.

1. Tcsh runs fine when run as INIT from Mint or started by double-clicking
from the desktop, but will produce a bus error when started from MW2.
I tried renaming it MWINIT, calling MW2 as INIT, renaming it TCSH.TOS,
nothing worked. Tcsh also complains about a missing termcap entry st52,
which really isn't there, but I haven't scanned all the .ZOO-Archives
for a suitable termcap file yet. Tcsh doesn't run under MGR, either.

2. Under no circumstances I get ksh to read its startup files (login.ksh,
kshrc.ksh) when started as INIT from Mint or in MW2. They are found,
however, by kshs started from a ksh where those files have been read in
manually. I tried plenty of combinations of locations of those files,
location of KSH.TOS, current working directory and settings of PATH
and HOME (in MINT.CNF) - nothing helps. Ksh can't really expect the
files on U:\, can it?

3. Tcsh doesn't know the pwd-command. This one should be internal, I sup-
pose. Also, Tcsh doesn't use the substitute system font from NVDI but
the ROM font; I don't know what other shells do (forgot to look). Can
I change this by resetting the console device?

Oliver
--
Heute back ich, morgen brau ich, uebermorgen hol ich mir der Koenigin ihr Kind.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

1050. Re: TEX printer problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 09:58:30 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0461.01.92@troja.stgt.sub.org>
Source record: 226003

dh108@cs.city.ac.uk (KEATES M G) writes:

>My problem lies in the 24-pin printer driver. I have a b/w Star LC24-200
>and I use the Epson option in the driver, as suggested in the Star manual.
>Occasionally (randomly) in the output, lines get skewed. Does anyone else
>have this annoying problem? Is it due to the Epson emulation? Can I get a
>true Star driver, or is the problem simply due to the resolution of the
>output? (I highly doubt this, but thought I'd mention it.)

It's none of the above! This misbehaviour occurs due to an error in
the STAR-firmware. Try getting the latest version of the
firmware-ROMs from your favorite dealer, it might help.

stefan

--
+---+
Stefan Schober,	uucp: stenny@troja.stgt.sub.org
Linzer Str. 17,	fido: Stefan Schober on 2:247/776
D-W7000 Stuttgart 30	voice: +49-711-8568806
+---+
...wuerden sie das eventuell zuruecknehmen? - Wer? Sie! Ich? Ja! Nein!
Dann ist die Sache fuer mich erledigt. (W. Bendo)

1051. telling GEM to use a bigger screen

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 10:14:49 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jan31.101449.13611@unibi.uni-bielefeld.de>
Source record: 226240

Hello world!

I'd like to know if anyone has got a quick idea on how to tell GEM to
use a bigger screen? My idea is to program a virtual bigger desktop screen
and I've already managed to tell the line-A emulator to use the extended
resolution, so that I can draw things using the line-A emulator and move
the physical screen around on the virtual bigger screen. But what I completly
fail to know is how to tell GEM that it can use more pixels. It simply
continues using 640*400 pix. Does anyone know a quick solution for this
problem or is it neccesary to retype the whole ROM-VDI driver to get it
to work???

Any mail would be appreciated,

Thanx & bye

TeSche

--
torsten scherer, universitaet bielefeld, germany
e-mail to : itschere@techfak.uni-bielefeld.de

There is a theory which states that if ever anyone would find out what the
universe exactly is and what it is for it will be instantly replaced by
something even more bizarre and inexplicable.

There is another theory which states that this has already happened.

D.N.A.

1052. Re: Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 10:36:20 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan31.103620.22769@actrix.gen.nz>
Source record: 226237

In article <27947@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
>
> Ack! I'm having serious problems with my STe system. If anybody
> could offer some wisdom, I would appreciate it!
>
> Symptoms:
>
> (The first problem I caught) - MINT.CNF suddenly appeared
> with random data scattered throughout the "normal" text.
>
> The Desktop is now mistaking executables for Text files,
> and is asking me if I want to view them. This
> is happening perhaps 10% of the time, and I have
> NEVER had this problem (in 6 months of intense use).
>
> MiNT 0.92 is hanging much more often than usual - basically,
> anything involving a large file operation, like
> running GCC.
>
> On most large hard drive read operations my screen is
> overwritten with data :-(
>
> Odd crashes every so often (usually non-repeatable).
>
> On reset, the screen doesn't clear - so if I reboot from
> the desktop, my hard drive boot is overlaid on the
> old Desktop image.
>
>
> My Hardware:
>
> Atari 520STe (w/ TOS 1.62, bought in August 1991) - 4MB of RAM
> ICD Host Adapter (original model) + Seagate ST1096N drive
> DEKA PC Keyboard Adapter (w/ keyboard)
> SM124 Mono Monitor
>
> Does anybody recognize these problems? I think they're serious
> and there's NO WAY that Atari's going to take back my computer under
> warranty :-(... Eek!
>
> -- adam
> --
> ==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
> == "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

A funny thing like that happen to me, Programs ended up as files, only one disk drive icon, plus lots of other funny things..

Fixed by removing and replacing SIMM Rams, (Note; SIMM's don't just pull out, they swing out) a small piece of plastic seem to fall out of the SIMM sockets, so check sockets have not got any foreign matter there, use a small 1" paint brush to remove..

--

*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1053. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 10:36:26 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jan31.103626.10724@Informatik.TU-Muenchen.DE>
Source record: 226239

In article <1992Jan25.215455.14648@ux1.cso.uiuc.edu>, wmagro@roma.physics.uiuc.edu (William Magro) writes:

|>
|> If you hate posts that respond to flamers, read on. This one is
|> different.
|>
|> I own an Atari 1040 and a Mac SE. I work on Sparcstations and a Mac
|> IIx. I feel qualified to discuss my likes and dislikes about each of
|> these machines, because I use them regularly. I love my Atari and I
|> always amaze people when I show them what it can do.
|>
|> The problem with flamewars is that each amiga or atari user roots for
|> their own machine and picks on the other guy's machine. I don't like
|> flamewars, but I do enjoy comparisons of various machines, even if I
|> have no explicit plans to change computers as a result of the discussion.
|> Since newsgroups are a forem for discussion, our newsgroup is a natural
|> place to hold such a discussion.
|>
|> I therefore feel that it would me most informative if each user were to
|> say what they _dislike_ about their machine in addition to what they do
|> like. In this spirit, and understanding that people have already rooted
|> for the ST/STe/TT's good qualities, I'd like to say what I don't like
|> about my ST. I invite a humble Amiga owner to do the same.
|>
|>
|> "Why my Atari 1040STf Sucks," by Bill Magro
|>
|> I) GEM/Desktop has a lot of problems
|> A) Mouse events are not registered quickly, so if I click on a button
|> and quickly move the mouse, the button doesn't see the click. Very
|> annoying, and it slows me down.

No BLITTER, no QuickST ... bad luck

|> B) I have to bring a window to the front before I can launch a program

THERE IS ONE SIMPLE WAY (known since 1986 in TOS 0.9)

hold RIGHT-mousebutton, DOUBLECLICK with left mousebutton on PRG
... most PRG with the right PATH-handling work with this
In TOS 2.0 or higher you can even fix the PATH for the bad ones

|> from it. In the mac's finder, if I double click on an icon in an
|> obscured window, the window comes forward and the program runs. In
|> GEM the window just comes forward. Arghh! This slows me down.

|> C) I can't arrange my desktop in any efficient way. Not being able to
|> put programs on the desktop or to arrange them freely in a window
|> makes launching programs a nightmare. This slows me down.

Have you ever tried GEMINI a shareware DESKTOP with included CLI (UNIX-like)

You aren't informed very well for the critics you write.

Bye Ewald

==
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==

(* = Maerchen aus 1001 Nacht

1054. ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 10:44:49 UTC
From: csf195@cch.coventry.ac.uk
Message-ID: <jahdbghb@cck.coventry.ac.uk>
Source record: 226241

Is it just me or is the atari version of zoo (from Newcastle PDSOFT (NET))
a bit dodgy ???

The problem is, I down-load it, uudecode it and then run it from the desk
top as a TTP file, giving it 'x filename' as perameters, it works okay for
a while then for no reason that I can spot it stops working, just blinks the
gem screen off and back on without doing anything.

It won't run from gulam at all.

I'm using a 4Mb STe and normally do my dearchiving in a 2Mb Ram disc.
I've tryed just doing it on the floppy and still have the same problems.

I've just down-loaded it AGAIN and plan to make it read-only access, in the
hope that that will make it last longer !!!

Has anyone had simular problems ?

Or am I cursed |-)

--

```
_____________________________________________________________________________
| Jason Taylor (csf195@uk.ac.cov.cch) | "That's all fine, but I only need to |
| Aliases : Mirrir | know one thing." -Aliens (Vasquez) |
| Stliaise (stliaise@uk.ac.cov.cck) | 'Yes?' - "Where they ARE." |
```

1055. Help sought - G++ too slow!

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 11:43:54 UTC
From: Andrew.Stratton@cm.cf.ac.uk
Message-ID: <9201311143.AA25024@v1.cm.cf.ac.uk>
Source record: 226159

I am presently running G++ from gulam and Neodesk 3 on a 2.5 Mbyte ST with 20 Mbyte hard disk. To compile a 'cout << "Hello world\n";' program takes 1 minute 19 seconds. How can I speed this up (I have TOS 1.4, and have set fast load bits, I also use CACHE90 - though I don't know if it does anything, and I have 400 K RAM disk). I run from within Neodesk 3 without unloading, and memory is close to the limit.

I may consider hardware purchases - such as memory, a faster hard disk (I presently have Supra hard disk, put together by myself). I doubt if an accelerator would make much difference - or would cost too much!

Thanks in advance,
Andy.Stratton.

--
Parallel Processing Support Officer
University of Wales College of Cardiff

email:stratton@uk.ac.cf.cm

1056. Re: Did anyone write a good read() for Mint (or TOS)?

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 12:18:21 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jan31.121821.97444@link-1.ts.bcc.ac.uk>
Source record: 226242

In article <MUTS.92Jan28220220@fysaq.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>Hello,
>
>for some applications I would very much like to be able to have a
>read() (or an Fread() implemented in the kernel even better) that
>generates vt52 escape sequences from Funcion/cursor/etc keys, so the
>ST can be a real vt52.

I did write something like this for my port of JOVE to MiNT, but I didn't publish it at all.

>
>Also, I would like that ALT-combinations do not return '0', but the
>ascii code, with the 8th bit set. This would make porting of unix
>editors/shells with full keyboard use much easier. (I hate to resort
>to GEM and do not even start it up at a reboot).

Hmm.. mine didn't do that.. oh well.. it was only a hack for JOVE and BASH.

>
>If someone has made it I would like to use it. Otherwise, and when/if
>I find the time, I'll have to do it myself.
>
>Regards,
>--
>____
>Peter Mutsaers. RUU physics dept. Heidelberglaan 5, Utrecht, Nederland
>muts@fysap.fys.ruu.nl |==
>tel: (+31)-(0)30-533880 | Memento Mori

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1057. Re: Thomas Quester's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 12:43:52 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <10463@ecs.soton.ac.uk>
Source record: 226156

In <10456@ecs.soton.ac.uk> dah90@ecs.soton.ac.uk (Halls DA) writes:

>I need to get on touch with Thomas Quester (the author of AFX/PFX pak
>and lharc on the ST). I registered for AFX/PFX and want to confirm he
>got what I sent off.

>I have tried: the.fawn@mcshh.hanse.de
> the.fawn@mcshh.hanse.de.uucp
> T.Quester@mcshh.hanse.de
> T.Quester@mcshh.hanse.de.uucp

> and the above combinations but with exhh as the address

>Does anyone know his _real_ e-mail address. Better still, Thomas, are
>you out there?(!)

Well, it always happens doesn't it? Like buses. Anyway, I popped back to lodgings and to see some friends and what did I find on the doormat - a package from Thomas Quester containing AFX+, PFX+, lzh, fortune etc. I haven't had time to install it yet (I had some latex fonts to do and you know how long that takes...). But it looks reaaly good - well worth registering. You get an accessory to control afx while it is in the background (even turning it off for backup purposes).

I have been using the unregistered version so far and have had no problems. Mostly I have packed rsc files and latex style, inputs etc (no fonts!). Text compacts really well and no program can see that it is because afx intervenes.

I did write off to Double Click 3 weeks ago and enquired with their distrbutor here in the UK about DC Data Diet. I have had no reply and the distributor does not know when Data Diet will be in the UK. So I use afx instead. Perhaps DD is better, but I haven't had the chance to find out and afx pack works well.

Anyway, I would still like Thomas Quester's e-mail address so I can let him know mine. Thanks in advance and thanks to Thomas for a great program.

David Halls
dah90@uk.ac.soton.ecs

1058. Re: uuencode & uudecode

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 12:59:45 UTC
From: Bjarne Pohlers <zwq017@dmswwu1c.BITNET>
Message-ID: <310192.135945ZWQ017@DMSWWU1C.BITNET>
Source record: 226250

```
In article <1992Jan30.135602.24022@unibi.uni-bielefeld.de>
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>
> After I finally managed to connect to atari.archives.umich.edu and got
>some nice programs sent, another problem occurs. All these files are of
>cource uuencoded. They're also split in more smaller files. When I try to
>uudecode them, I olny get the message "no end line". How do I have to
>put these fragmented files together again? I'm sorry, but I don't
>understand what's written in the Unxi manual.
>
> Thanks in advance
>
You need a special programm called uud. Its source is availible from
comp.sources.atari.st (send mail to
<archive-server@twitterpater.eng.sun.com> with a single line ``help'' in
it for more info)

--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!
```

1059. Re: ST's memory architecture

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 13:02:01 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92031.130201ONM07@DMSWWU1A.BITNET>
Source record: 226247

In article <1992Jan30.201329.11788@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) says:
>
>Well, for those of you who DID run, MS Word 5.0, you probably already
>have had this feeling for sometime now that the ST is for the first time,
>unable to use MultiFinder effectively with 4 megabytes of memory.

Well. Simply buy a memory expansion board. You can go up to 12 megabytes
and more on a standard ST.

>
>I seriously believe, in my opinion, that the only thing that has kept the
>ST machine alive, has been the Spectre GCR.
>

That might be true for you -- and I really like the things Dave Small makes --
but it is certainly not true for Germany.

>Now, to do anything serious with your machine, you can't use MultiFinder
>at all with PM 4.0, MS Word 5.0, and Super Paint loaded under multi-finder.
>They simply won't fit anymore.
>
>If this doesn't put a nail in the ST architecture I don't know what will.

Hm. Where is the difference compared to a standard Mac or a Mac Plus?
Please explain.

>
>Add to this fact that System 7 is right around the corner. I think System
>7 on a 4 Meg machine is quite ludicrous with the current upgrades Mac
>software are expected to acquire during the time we actually get System
>7.0 compatibility.
>
>Quite plainly boys and girls, if and when you do get System 7 running your
>going to cry uncontrollably as you find all your favorite software unable
>to run concurrently, for lack of space.
>
>For those of you who own TT's, I quite frankly hate you.

I think your problem is not Atari, but Apple. THEY made this memory consuming
operating system :-)
--------------------------- cut here -------------------------------------
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
--------------------- correct me if I'm wrong ------------------------------

1060. Several Question that need answered

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 13:44:32 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Jan31.134432.24370@newcastle.ac.uk>
Source record: 226162

I was doing some work on my machine last night and installed a desktop acc called snapshot, I am also running running xcontrol. When this program was installed the machine refused to change rez from low to med (or med to low). I got a random number of bommbs (most common was 7) and once I got an alert saying something like stack overflow (I think). Them machine is an STFM 520 with TOS 1.4 and 2.5megs. Can only one explain the problem? (It stopped when I removed snapshot.)

Another question, I have just bought a Deskjet 500, can I get it to print when I double click on a text file and select print?

Cheers

Dave J

--

+-----------------------------------+----------------------------------+
David M. Johnson	If the radiance of a thousand suns
c/o Electrical and Electronic Eng.	were to burst at once in the sky,
Merz Court	That would be like the splendor
Newcastle University	of the Mighty One...
Newcastle upon Tyne	I am become Death
NE1 7RU	The destroyer of worlds.
+-----------------------------------+
Janet : D.M.Johnson@uk.ac.newcastle	
ARPA : D.M.Johnson@newcastle.ac.uk	The Mahbharata.
UUCP : ...ukc!newcastle!D.M.Johnson	
+-----------------------------------+----------------------------------+

1061. Re: FTP for PD software

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 13:54:41 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Jan31.135441.8491@actrix.gen.nz>
Source record: 226245

In article <H.83oBcd89tuU@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
> In <1992Jan27.091422.533@email.tuwien.ac.at>, kdv_521@eimoni.tuwien.ac.at writes:
> > In article <1992Jan20.120342.5586@newcastle.ac.uk>, J.S.Fothergill@newcastle.ac.uk
(Jane Fothergill) writes:
> > >Which FTP sites have PD available for the Atari ST????
> > The best ftp sites for the atari st are (in my opinion):
> > sol.cs.ruu.nl
> > atari.archive.umich.edu
> > nic.funet.fi
> > wuarchive.wustl.edu
> > Of course, I hope those site names are correct, I typed them from memory...
> >
> > Happy ftp'ing!
> > Marinos Yannikos
> > TU Wien
>
> I'd like to add
> rusmv1.rus.uni-stuttgart.de (129.69.1.12)
> - just advertising :-)

> * /dev/ Markus Wenzel, University of Stuttgart *
> * /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
> * /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
> * /irc/nick Marsu *
> * /etc/motd >> Luck is believing you're lucky. << *

Can you tell me, is this the same as rusinfo.rus.uni-stuttgart.de
or is this just a missprint..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1062. Atari MGR utilities

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 14:01:00 UTC
From: herborth@pinot.Waterloo.NCR.Com
Message-ID: <8917@ncrwat.Waterloo.NCR.COM>
Source record: 226151

I've just started playing with MGR again (Bammi's updated binary of the windowing system that runs under MiNT), and was wondering what sort of utilities you (other MGR users) use with it? Can you tell me a good place to get binaries/icons/fonts? Unfortunately, I haven't got what it takes to compile MGR sources...

Any hints or tips would be appreciated, too... Or a man page for MGR...

--

---------========================== _ /\ ==============================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1063. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 14:17:46 UTC
From: bart@dutncp8.tn.tudelft.nl
Message-ID: <bart.696867466@dutncp8>
Source record: 226164

be824@cleveland.Freenet.Edu (Steve Selick) writes:

>Why is it that Calamus and Notator, probably the 2 most significant
>reasons for purchasing an Atari computer, refuse to support Postscript
>outputs? Does there exist some universal interceptor that will take
>an output for 300dpi laser printers and convert it to a postscript file?
>Why, why, why, why, why?
I know nothing about Notator, but Calamus was developped around a new
concept of typesetting. This gives real WYSIWYG, in contrast with
postscript, which sometimes gives surprising results (not like you thought
you had designed it) and has proven not to be compatible with itself.
Especially with high resolution typesetters.
I wonder why why why you need an interceptor to convert Calamus
output for 300dpi laserprinters to a postscript file, since the creators
of Calamus provide drivers for every printer you can think of.
But yes, if you really want to go back to oldfashioned postscript,
for Calamus SL, there is a module to convert a Calamus document to EPS.
I suggest you ask DMC for it.
Bart.

1064. Re: uuencode & uudecode

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 14:21:00 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Jan31.142100.25387@cs.yale.edu>
Source record: 226249

In article <1992Jan30.232434.444@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>:[stuff deleted]
>: All these files are of
>: cource uuencoded. They're also split in more smaller files. When I try to
>: uudecode them, I olny get the message "no end line". How do I have to
>: put these fragmented files together again?
>:[stuff deleted]
>
>Save the letters to disk first of all. Then remove all headers from the
>files. Also check for garbage at the end of every file. The last
>file must end with an 'end'. Use your favourite text-editor and
>link all the files (in the right order) into a HUGE file. If you
>do this from a command-line enironment (UNIX or some shell for Atari)
>you could also use the cat-command like this:
>
>cat file1 file2 ... filen > HUGEfile
>
>Now you have a continous file that you can decode. Just run your
>favourite uudecode-program on it and the file hiding inside should
>show up! The uuencoded file is often about 35 percent bigger than
>the original (often packed) file since what uu does is to take a
>8 bit binary file and convert it into a 7 bit ASCII (?) file.
>
>To uuencode a file is quite easy, just make sure you read the
>instructions for YOUR uu-program before starting. The uuencode
>that we have here on our UNIX-machine works like this:
>
>uuencode original_filename new_filename > uue_filename
>
>The 'original_filename' is the name of the file you wish to
>convert. The 'new_filename' is the name the file will get
>when you later converts it back (could be useful if you
>transfer files from a machine that supports more than 8+3 chars
>for filenames to a TOS/DOS-filesystem). And 'uue_filename' is the
>name of the uuencoded file that gets created (the file you will
>transfer with Email for example).
>
>Hope this helps!
>
>Daniel Eriksson - m91der@tdb.uu.se | IRC: DDF
>Uppsala University, Sweden | Fidonet: 2:205/218 (The Assembly Room)

Get Dumas's "uud" and "uue" programs. They do much of the work for
you of ignoring headers and assembling the pieces. They are available
on atari.archive.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

1065. Re: Mint 0.92 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 14:26:46 UTC
From: herborth@pinot
Message-ID: <8918@ncrwat.Waterloo.NCR.COM>
Source record: 226152

In article <oli.696850698@ernie> oli@math.rwth-aachen.de (Oliver Bonten) writes:

}3. Tcsh doesn't know the pwd-command. This one should be internal, I sup-
} pose.

A quick work-around for this annoying "feature" is to put:

alias pwd "echo $cwd"

in your tcsh.rc...

--
----------======================== _ /\ ==============================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1066. atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 14:27:52 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92031.142752HAC041@DJUKFA11.BITNET>
Source record: 226246

This morning I tried to upload something (to be precise, a Fortran-to-C compiler) to atari.archive.umich.edu, but without success. It turned out that I didn't have a permission to put a file directly into a suitable subdirectory, which I fully understand. But I couldn't find a special upload directory either, or any instructions on how to proceed. Has anyone succeded (probably, after all there are already lots of files...)?

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

1067. low-level formatter wanted

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 15:04:21 UTC
From: costello@tolsun.oulu.fi
Message-ID: <1992Jan31.150421.15680@ousrvr.oulu.fi>
Source record: 226155

I have a SH205 hard-drive controller with Seagate ST251 drive. I attached the Seagate to my *nix-box (Convergent miniframe) and initialized it in order to make it work with my *nix and yes, it worked fine, but Atari ST with SH205 cannot handle the disk any more. I tried to format it with HDX3.02 and I got a couple of bombs. I guess that Convergent low-level formatted the disk in a way that ST doesn't understand. What I now need is a low-level hard-disk formatter for ST/TOS. Where can I find one?

--
Antti Jaervinen
costello@tolsun.oulu.fi

1068. OctaMed for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 15:29:22 UTC
From: rjwalsh@maths.tcd.ie
Message-ID: <1992Jan31.152922.523@maths.tcd.ie>
Source record: 226157

Is OctaMed available for the ST (I mean ordinary, run-of-the-mill
STfm's as well as STe's)?

Also, does anyone know where I can get the sources for a noisetracker
player? The one I got from Terminator seemed to be for STe's only.
Anyone have the source for an ordinary ST?
--
rjwalsh@maths.tcd.ie
walton.maths.tcd.ie 8888

1069. Re: STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 15:33:18 UTC
From: adm2@doc.ic.ac.uk
Message-ID: <1992Jan31.153318.24159@doc.ic.ac.uk>
Source record: 226158

In article <1992Jan30.102023.5481@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <17199@castle.ed.ac.uk> brucel@castle.ed.ac.uk (Bruce Lamond) writes:
>> Does anyone know if Mandarin have released, or are going to release,
>> STOS 3D? I have been eagerly awaiting it since I got STOS a couple of
>> years ago, and plans for it were mentioned then. I have recently seen
>> AMOS 3D in the shops, so I thought it might be on the way.
>>
>> Thanks
>
>From what I have read, I don't think so, the Author has gone over to
>the Amiga..
>--

For what I've read and seen,STOS 3D has just come out for the STin the UK.It is also true that the author of STOS has gone over to AMOS for the time being,but only (from what I hear) to do the AMOS compiler and other add-ons currently available for the ST

>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Alan.

--
+---------------------------+---+
Alan Messer.	Janet: adm2@doc.ic.ac.uk
Dept. of Computing,	Internet: adm2%doc.ic.ac.uk@nsfnet-relay.ac.uk
Imperial College,	BITNET: adm2%doc.ic.ac.uk@ukacrl

1070. I just got CS-TeX for my machine....

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 15:47:52 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Jan31.154752.6012@newcastle.ac.uk>
Source record: 226163

Having installed CS-TeX on my machine at home I have a few questions. The installation had no problems but I can't understand a word of german and am new to TeX. I have got hold of some english docs and can produce simple documents.

Can anyone explain to me how to use the draw.sty correctly, I have manage to include a few pictures in the document but the layout was a mess and I could do with some help in sorting out the parameters required for it.

Also I have heard about Slitex (sp?) and I was wonder what is it, and what to do to get it install on my machine (if I descided to use it) using CS-TeX

Thanks for the help

Dave J

--


```
+-----------------------------------+-----------------------------------+
| David M. Johnson |If the radiance of a thousand suns |
| c/o Electrical and Electronic Eng. | were to burst at once in the sky,|
| Merz Court |That would be like the splendor |
| Newcastle University | of the Mighty One... |
| Newcastle upon Tyne |I am become Death |
| NE1 7RU | The destroyer of worlds. |
+-----------------------------------+ |
|Janet : D.M.Johnson@uk.ac.newcastle | |
|ARPA : D.M.Johnson@newcastle.ac.uk | The Mahbharata. |
|UUCP : ...ukc!newcastle!D.M.Johnson| |
+-----------------------------------+-----------------------------------+
```

1071. Output to printer on parallel port question

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 16:17:46 UTC
From: bobhays@spss.com
Message-ID: <1992Jan31.161746.26171@spss.com>
Source record: 226154

I'm writing yet another disk labeller using GEM for my 1091i printer. I'll post the code when I'm done, although I don't really expect many folks to play with it. However, I have a problem.

I cannot get the BIOS or GEMDOS routines to talk to the printer properly. I am loosing info either because the buffer is overflowing or because the BIOS/GEMDOS is not sending binary (non-printing) characters to the printer. If I put enough sleeps into the code, it works, leading me to believe the overflow scenario.

How should one output to the parallel port to such a printer?

I am using Sozobon C 1.33i. I'm exiting out to Gulam shell to execute the GEM program (could that be reseting things badly for me?).

Have fun and an early thank you! - Bob
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "There is no dark side of the
Bob Hays Fax: (312) 329-3657 | moon really ...." - Pink Floyd

1072. SIMMs or SIPPs

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 16:21:43 UTC
From: pete@btcase.bt.co.uk
Message-ID: <1992Jan31.162143.5115@btcase.bt.co.uk>
Source record: 226161

I have an Atari 1040 STE.

Is there any way of finding out whether my machine has SIMMs or SIPPs
without having to take it apart?

--
----------------------------+---
Peter Harris | "The sun struggles up another beautiful day
usenet: pete@btcase.bt.co.uk | And I felt glad in my own suspicious way ..."
| - Elvis Costello

1073. Re: Dungeon Master, once again

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 17:03:08 UTC
From: ken@isgtec.UUCP
Message-ID: <1927@isgtec.UUCP>
Source record: 226176

In article <1992Jan23.185805.13272@mailer.cc.fsu.edu>, boyd@sigma.cs.fsu.edu (Mickey Boyd) writes:
> In article <1992Jan22.194955.24668@milton.u.washington.edu>, tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
> >My question is simple : HOW do I kill Chaos? I know it's something about
> >fluxcaging/fusing but I have been fighting him for at least 5-10 hours
>
> Surround him with fluxcages (all 8 squares around him), and fuse. He will
> not weather the experience well.

I've read so many zany solutions to the end of DM, it's quite amusing. (Or at least the first 10 were :-}). You *don't* have to put up 8 fluxcages, and you *don't* have to go into the little room in the corner and fill it with fluxcages! First, kill off most (or all) the demons, they are quite irritating; can't remember if they regenerate or not. Then, do one of the following, which are both straightforward, but the first is *much easier*!

1) Chaos is scared stiff of the war cry! Honest. Put the firestaff/gem in one champion's hand, and nothing in the other 3 (this probably won't work if you have 1 or 2 champions in your party). Stay out of Chaos's direct line of fire, and manouver so you're facing the side wall near where you came out in the open, and at the opposite end of the level from where the small enclosed room is. Make sure Chaos is between you and the side wall, it's not too hard. In the far corner, there are two one-square alcoves in the wall. Have your 3 chars start doing war cries as fast as you can click, one after the other. Chaos will run like hell away from you. If you do it so you are outside of him relative to the corner, in his panic he will run right into one of the alcoves. Run up 2 squares in front of him, do ONE fluxcage, which traps him in the alcove. Step forward into your fluxcage, and fuse him. Boom - game over. I've done this about 5 times in a row, it's real easy.
2) The other good way, although quite a bit harder, involves putting up FOUR fluxcages around yourself, by spinning in place, not moving off your square. Step back *one* square into one of your fluxcages, making sure you are now facing Chaos. He always moves in the direction he's facing, and will often teleport right in front of you in the middle of your cages. Fuse him real quick, and he's toast.

- kn

ps. Too bad the ST version doesn't have war cry sounds! The Amoeba version does. (sigh)
--

ken@isgtec.uucp [..uunet!utai!lsuc!isgtec!ken] Ken Newman

1074. Re: ST's memory architecture

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 17:12:45 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan31.111245.82@doug.cae.wisc.edu>
Source record: 226153

Organisation: Westfaelische Wilhelms-Universitaet, Muenster, Germany

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

Writes:

Well. Simply buy a memory expansion board. You can go up to 12 megabytes
and more on a standard ST.

I reply:

Oh yeah, don't forget, I am a US person. My market sucks pretty bad over
here....

Unless someone would point out who in the USA is selling 12 MEG ST Memory
expansion add ons....

Which are also supported by Mr. Small...

I would be more than happy to try one out.

Greggy Poo.

1075. Re: STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 17:18:21 UTC
From: ssw9@aber.ac.uk
Message-ID: <1992Jan31.171821.28635@aber.ac.uk>
Source record: 226160

In article <1992Jan30.102023.5481@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>In article <17199@castle.ed.ac.uk> brucel@castle.ed.ac.uk (Bruce Lamond) writes:
>> Does anyone know if Mandarin have released, or are going to release,
>> STOS 3D? I have been eagerly awaiting it since I got STOS a couple of
>> years ago, and plans for it were mentioned then. I have recently seen
>> AMOS 3D in the shops, so I thought it might be on the way.
>>
>> Thanks
>
>From what I have read, I don't think so, the Author has gone over to
>the Amiga..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

True indeed, Francois Lionet (the author of STOS, for those not in the know) has moved over to the Amiga, but a little piece in ST Format stated that Mandarin *are* going to release STOS 3D - the release data was quoted as either the end of January of the end of February (can't remember off hand)

So there you have it ... it's gonna be released , but heavens knows when :-)

Simon.

--
+---+
|"Running towards nothing, | Simon Ward, Dept.of Physics (Secure Unit)|
| Again and again ..." - The Cure | EMAIL: ssw9@uk.ac.aber |
+---+

1076. Thanks

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 18:45:21 UTC
From: brucel@castle.ed.ac.uk
Message-ID: <17324@castle.ed.ac.uk>
Source record: 226169

Thanks to everyone for their responses to my query about STOS 3D.
If anyone has any other news about STOS developments, let me know.
Also, does anyone know if the STOS Gameswriter competition is still
running?

Thanks,

Bruce

1077. Re: HD-floppy drive (1.44 MB) and Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 19:06:03 UTC
From: hubi@uni-paderborn.de
Message-ID: <1992Jan31.190603.17543@uni-paderborn.de>
Source record: 226165

In article <1992Jan29.125140.20329@Informatik.TU-Muenchen.DE>,
liebsche@Informatik.TU-Muenchen.DE (Andreas Liebscher) writes:
|> Hi Atari Users,
|>
|> I have got a question:
|>
|> Several weeks ago I bought the HD-Kit from Hard&Soft A.Herberg and
|> the TEAC FD 235 HF floppy drive (also from Hard&Soft).
|> Calling Hard&Soft they said the controller VL1772-02PC in my MEGA ST
|> is ok, but it doesn't work at all (grumble :( ). So I changed it to
|> the WD 1772 PH 02-02. Now the HD mode runs for several minutes, but it
|> stops as soon as the computer has 'warmed up'.

me: I think your H&S HD leaves the WD at 16Mhz all the time, which means:
it get's hot and as all good working parts it wants "heatfree"

|> Who has any experience with HD-Kits and floppy controllers?

me: I bought a HD-kit a time ago. The cheapest one on the german market
(show in one of the following ST-Computers : 10/91 11/91 I think)
It switches between 8 and 16 Mhz on every step and so on
allows 3 drives (2 B's by swiching), HD and DD in mix in the drives
and autochange of steprates !
and all this with a bit soldering for 20DM +p&p

|> Who has the same or similar problems and isn't satisfied with his
|> HD-Kit?

me: With mine : none

|> Thanks for any information and help.
|>
|> Andreas.
|>

// // // hubi@uni-paderborn.de
//__ //__
// // // // // // // Rechnerbetreuung CadLab
// // //__// //_// // ... 05251 / 284121

1078. Re: DESKJET 500

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 19:33:07 UTC
From: Friese@BEIZ.mediatex.ch
Message-ID: <2989a473.8c6ce8.3@BEIZ.mediatex.ch>
Source record: 226016

i'm looking for an hp deskjet 500, but i don't know how to use it. I work with " That's Write" and with signum 2! and som etimes with "Campus". Can anybody tell m e which drivers can be uesed ??? One pro blem: i'm can read messages o n l y he re in the "BEIZ"-System.

1079. Re: Help sought - G++ too slow!

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 20:05:04 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Jan31.140504.698@doug.cae.wisc.edu>
Source record: 226167

In article <9201311143.AA25024@v1.cm.cf.ac.uk> Andrew.Stratton@cm.cf.ac.uk (Andrew F Stratton) writes:
>
> I am presently running G++ from gulam and Neodesk 3 on a 2.5 Mbyte
>ST with 20 Mbyte hard disk. To compile a 'cout << "Hello world\n";' program
>takes 1 minute 19 seconds. How can I speed this up (I have TOS 1.4, and have
>set fast load bits, I also use CACHE90 - though I don't know if it does
>anything, and I have 400 K RAM disk). I run from within Neodesk 3 without
>unloading, and memory is close to the limit.
>
> I may consider hardware purchases - such as memory, a faster hard
>disk (I presently have Supra hard disk, put together by myself). I doubt
>if an accelerator would make much difference - or would cost too much!
>
> Thanks in advance,
> Andy.Stratton.
>
>--
> Parallel Processing Support Officer
> University of Wales College of Cardiff
>
> email:stratton@uk.ac.cf.cm

Try these suggestions:

1) 16Mhz CPU upgrade

2) 4Megs of memory

3) 21ms < access time hard disk

4) Don't run g++ in the background, under multiGEM or MiNT, avoid
even using these programs if you can.

And of course, you could always buy an SST board, and really burn
some scanning time through your machine.

I recommend an SST-030 16Mhz is cheap but 33Mhz is more realistic.

--Greg

1080. Is there software in Germany that ...

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 20:10:00 UTC
From: yegerleh@vivaldi.ecn.purdue.edu
Message-ID: <1992Jan31.201000.5790@noose.ecn.purdue.edu>
Source record: 226166

Hello Everyone,
I'm starting to write my master's thesis and was hoping you guys
there in Germany would know of any document processors that
can read in images as Borland PIC or HPGL files, support both FSM GDOS
and postscript output, and are otherwise solid and user friendly
programs? I know there is no such beast over here, and was hoping maybe
there was such a thing there. A friend of mine from Germany is going
home for a week in February and could pick it up for me. I can read
German, so the docs wouldn't be a problem.
Thanks in advance for your help,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

1081. dbackup v1.22 released

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 21:33:39 UTC
From: dxper@dtek.chalmers.se
Message-ID: <8821@chalmers.se>
Source record: 226174

I have just sent a copy of dbackup V1.22 to atari.archive.umich.edu ...

For those who have not yet used dbackup it is a backup program which can use any compression utility (eg. zoo or lharc) to compress files instead of just copying it. It should be media independent (although I doubt tape drives work with it). Unfortunately some compression utilities do not support storing information such as whether a file is a hidden or system file so all may not work. (most notably arc.ttp does not).

New options:

-y backup only root directory of the source, skipping sub-dirs
-e enable use of extended command lines when calling archivers
-b "batch" mode operation

The new batch mode option makes it a lot easier to use dbackup since dbackup can now be used with more archaic shells or directly from the desktop.

When using the '-b' option you just say:

dbackup -b <userdefined mode>

and dbackup will then search a file called dbackup.inf which has all the definitions on what to do for that particular mode. There is no restriction (except on RAM) on the number of modes a user can define this way. All the options normally available through the command line is available this way.

The '-e' option was added since zoo and others support the extended command line protocol for transfering more than 127 bytes on the command line. This in turn makes it go a lot faster when backing up a lot of files. (it *does* still take some time, though, to backup a 32Mb partition!!)

If you have any difficulties in obtaining dbackup via ftp please let me know and I'll consider posting it to c.b.a.st

A messy-dos version is planned to be released later this spring.

I hope someone finds it useful. I do.

pao

--
------------------------------Andrew Olausson---------------------------------
------------------------------Systems Architect-------------------------------
---------------------------dxper@dtek.chalmers.se---------------------------
--------------------------------pao@proxxi.se---------------------------------

1082. Atari Advertises

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 21:37:05 UTC
From: rrk@nvuxl.uucp
Message-ID: <1992Jan31.213705.7056@porthos.cc.bellcore.com>
Source record: 226089

No one else has mentioned this, so I will. I saw my first Atari magazine advertisement for the ST in years: the most recent Discover magazine shows an ST/MIDI setup, even mentions Atari ST (and other companies whose equipment contribute to the music setup). The opposing page is an ad for the Portfolio. Made my day.

Randy Kutz rrk@nvuxl.cc.bellcore.com

1083. Re: ST's memory architecture

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 21:43:05 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <MdWQ=dC00Uh7E6HdBh@andrew.cmu.edu>
Source record: 226170

Firstly, greg makes the assumption that when a new version of a piece of software comes out, the old version suddenly vaporized. Wrong. People cazn get by just fine with Word 4.0 on the Spectre. I bet that 90% of all Word users, Mac Atari, PC, and Amiga do not use even close to 30% of it's current features, let alone 5.0. Also, It is quite easy to run all those programs under sys 7 with 4 megs. I know, I've done it. You have to change the maximum alotted memory size for each program, which slows them down a bit, but not much, but they still all work OK. Besides Sys 7 has virtual memory, So just get a bigger hard disk. No real caps there. SuperPaint is a memory hog anyway. It works fine when you force it to run under less memory. It is just greedy.

On 31-Jan-92 in ST's memory architecture
user Carter Gregory@cae.wisc. writes:
>ever. I have heard though, that you can't expect ANYTHING from Mr. Small
>for another 3-4 months, AT LEAST on this topic...ie (SST AND 3.1).
>By that time, who knows how big other programs will be..PYRO?? Excel?? Wingz?

And I thought D Small had just posted here two days ago saying they would be out the door in days. Was I tripping or something?

mark

1084. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 21:48:03 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <YdWQEH200Uh7I6HecK@andrew.cmu.edu>
Source record: 226171

On 31-Jan-92 in Re: Anti-flamewar proposal.
user Ewald Seibert@Informatik writes:
>You aren't informed very well for the critics you write.

And you do not pay attention to waht you read. As for the mouse not registering quickly enough, That is a harware/TOS bug, and Quick ST can't do a thing about it. The blitter is a joke as well, for anything.

As for the GEMINI response, These were problems that have been with TOS since it's inception, And should have been fixed in 1.2. One should not hav e to buy a new computer, or a replacement desktop to fix an OS problem, which is what this post was about.

mark

1085. WANTED: Protracker d'Esion XLI

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 22:13:44 UTC
From: THE WALKING SPIRIT <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92031.171344EENG6801@RyeVm.Ryerson.Ca>
Source record: 226052

The following appeared on ST MAGAZINE No 57, JANVIER 92:

" Le Protracker est un soundtracker tres complet pour un freeware..."

Has anybody seen this protracker ? The screen shots look really nice
and can load PACKed files (save disk space). Is it available on any site?

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1086. Re: ST msyncs: Sony 1302, Princeton Ultra 14 Querys

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 22:39:37 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jan31.173937.8762@miavx1.acs.muohio.edu>
Source record: 226029
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Jan30.195722.27078@uvm.edu>, pegram@uvm-gen.UUCP (Robert B. Pegram) writes:
> Anybody using a Sony 1302 with an ST, how about a Princeton Ultra 14?
>
> I am especially interested in difficulties, quality of display but
> most of all, I want to know:
>
> Do either or both of these monitors correctly size and center all ST
> screens automatically?
>
> That is, do Mono *and* color modes switch easily without lots of fiddling?
> I know that Nec 3Ds save settings in Nvram, what about these two machines?
>
> I'd prefer email responses, because I'm behind on my c.s.a.st news
> 8-). I'll post a summary if anybody is interested.

On a related note, can the TT color monitor (The PTC something) correctly size and center all of the ST screens automatically when it's hooked to a ST?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
----------=======}}}}}}}}((((((My 1040STF Rocks!!))))))){{{{{{{{=======--------

1087. TOS 1.4 ROM problem

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 23:02:47 UTC
From: tony@microware.co.uk
Message-ID: <807@mwuk.UUCP>
Source record: 226190

Help!

I have just bought a set of six TOS 1.4 ROMs amd tried to install them in my old 520STM (not STFM). They don't work :-(

The ROMs were labelled H0 H1 H2 L0 L1 L2. The original ROMs were not. Looking at my circuit, it appeared that they should go in the following sockets:

U2 = H0, U3 = H1, U4 = H2, U5 = L0, U6 = L1, U7 = L2

where U2 is sort of under the F1 key, and U7 is under the left shift.

Is this correct? When switching on, nothing happens, except the keyboard LED comes on and the screen goes white. I guess the processor has halted.

Just in case, I tried it with the H and L sets swapped, although I didn't try a different order. No change.

i certainly didn't damage the computer, because putting back the original ROMs works OK.

To check that the ROMs are likely to be the correct ones, could someone dump out the first 16 bytes of each pair, so I cam compare?

Thanks in advance for any assistance.

Tony.
--
Tony Mountifield | Microware Systems (UK) Ltd.
INET: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
UUCP: ...!mcsun!uknet!mwuk!tony | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1088. Recommendations

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 23:28:32 UTC
From: fox@VULCAN.NOARL.NAVY.MIL
Message-ID: <9201312328.AA27047@vulcan.noarl.navy.mil>
Source record: 226173

I need some NetRecommendations for the latest/greatest/hottest games
for the ST. I don't "do" games myself but a friend of mine has a
birthday coming up and several people have asked me for recommendations
on games to get for him. He's had DM for a while, and also got
Lemmings for Christmas.

Any ideas?

PS - Recommendations of things to stay away from are also welcome!

Thanks.

fox@vulcan.noarl.navy.mil

1089. Re: MapleV

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 23:31:24 UTC
From: wr@bara.oche.de
Message-ID: <KD/FE6j.0Ug@bara.oche.de>
Source record: 226015

In <1992Jan30.090747.17003@bernina.ethz.ch>,
Marco Zollinger (hb9zz@bernina.ethz.ch) wrote:

> I just bought a licence for the MapleV symbolic math package for the
> Atari ST. It works very good and quite fast, but the problem is that
> there is no 3D plot possibility. My question is: Is there somebody of
> Waterloo University on the Net? Does somebody know if there are plans
> to devlop this feature?

I still have Maple 4.2 and am quite annoyed by the fact that it simply
uses Cconrs for keyboard input, no chance to edit and recover previous
inputs... does version 5 have a sensible line editor or something
like that?
--
See you,
\/\/olfram
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1090. Re: ST's memory architecture

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 23:43:30 UTC
From: michael@dime.cs.umass.edu
Message-ID: <42541@dime.cs.umass.edu>
Source record: 226179

In article <92031.130201ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET writes:
>In article <1992Jan30.201329.11788@doug.cae.wisc.edu>, carter@cae.wisc.edu
>(Carter Gregory) says:
>>
>>Well, for those of you who DID run, MS Word 5.0, you probably already
>>have had this feeling for sometime now that the ST is for the first time,
>>unable to use MultiFinder effectively with 4 megabytes of memory.
>
>Well. Simply buy a memory expansion board. You can go up to 12 megabytes
>and more on a standard ST.

Could someone post information about memory expansion boards that go
beyond 4 Meg? I'm interested in all aspects; technical, price, ease of
installation, whether they will work in US machines, etc.

Thanks,

Michael Kieras
michael@cs.umass.edu

1091. Re: Mint 0.92 problems

Newsgroup: comp.sys.atari.st
Date: 1992-01-31 23:43:41 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jan31.184341.793@uwovax.uwo.ca>
Source record: 226175

In article <oli.696850698@ernie>, oli@math.rwth-aachen.de (Oliver Bonten) writes:
> 1. Tcsh runs fine when run as INIT from Mint or started by double-clicking
> from the desktop, but will produce a bus error when started from MW2.
> I tried renaming it MWINIT, calling MW2 as INIT, renaming it TCSH.TOS,
> nothing worked.

The problem is a bug in the library used to compile tcsh; the ttyname()
function crashes when called on a pseudo-terminal. A work-around is
to create a symbolic link in u:\dev that points to the appropriate
file name in u:\pipe (i.e. the name of the pseudo-tty). This is the
reason that tcsh doesn't work under MGR, too.

> 3. Tcsh doesn't know the pwd-command. This one should be internal, I sup-
> pose. Also, Tcsh doesn't use the substitute system font from NVDI but
> the ROM font; I don't know what other shells do (forgot to look). Can
> I change this by resetting the console device?

pwd isn't built into any version of tcsh (the ST source code is essentially
the same as the Unix). It's an easy enough program to write -- I'll
leave it as an exercise for the reader :-).

I don't know how to change the font; tcsh just writes to the standard
output, in this case the BIOS console device. It would be possible to
write a new BIOS console that used whatever font one wished, I
suppose.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1092. CDPLAYER.LZH on atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 00:12:49 UTC
From: gpinzone@TASHA.POLY.EDU
Message-ID: <9202010012.AA04848@tasha.poly.edu>
Source record: 226177

What version of LZH is used to compress CDPLAYER.LZH at umich?

It seems to be the same as the one that did PYM demo.

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@george.poly.edu ])}>:
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

1093. Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 03:03:42 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <2485@daily-planet.concordia.ca>
Source record: 226180

Hello,

Does anyone know of a good pd or shareware Modula-2 system for the ST? Has anyone used (or is using) the Modula-2 package found on atari.archive (modula2.zoo)? If so, are there any serious bugs?

Any info appreciated. Please use email. I'll summarize if enough interest.

--
Agostino Deligia
agostino@concour.cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

1094. Re: Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 06:39:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53783@cup.portal.com>
Source record: 226187

Adam Tilghman writes:
>Ack! I'm having serious problems with my STe system. If anybody
>could offer some wisdom, I would appreciate it!

>Symptoms: ...

Based on the symptoms reported, I'd try a good memory test program
(MEMTEST.PRG from Supra is a good one) and see if the memory is OK.

One fairly simple thing to try would be to (carefully) remove the
memory SIMMs and reinstall them. (Be careful of the little plastic
tabs that lock the SIMMs in place)

Incidentally.. how do you like the DEKA adapter..? I tried 4 different
IBM style keyboards, and only one would give me cursor keys, and that
one had to be unplugged when booting, or the system went nuts.. what
kind of PC keyboard are you using..?

BobR

1095. Re: Orange County Atari dealers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 06:43:25 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53784@cup.portal.com>
Source record: 226188

ehohnbau@Bonnie.ICS.UCI.EDU writes:
>Does anyone know where in Orange County in California there are any
>Atari dealers still around?

Call Atari Customer Service at: (408) 745-2367 and ask them if there
are any Orange County Atari dealers left... and if not, why not..?

BobR

1096. Re: low-level formatter wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 09:25:00 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb1.092500.11192@actrix.gen.nz>
Source record: 226185

In article <1992Jan31.150421.15680@ousrvr.oulu.fi> costello@tolsun.oulu.fi (Antti Jarvinen) writes:
> I have a SH205 hard-drive controller with Seagate ST251 drive. I attached
> the Seagate to my *nix-box (Convergent miniframe) and initialized it in
> order to make it work with my *nix and yes, it worked fine, but Atari ST
> with SH205 cannot handle the disk any more. I tried to format it with
> HDX3.02 and I got a couple of bombs. I guess that Convergent
> low-level formatted the disk in a way that ST doesn't understand. What
> I now need is a low-level hard-disk formatter for ST/TOS. Where can I
> find one?
>
>
> --
> Antti Jaervinen
> costello@tolsun.oulu.fi

Yes you have it, its called HDX 3.02...:-)..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1097. Re: SIMMs or SIPPs

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 09:30:39 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb1.093039.11369@actrix.gen.nz>
Source record: 226186

In article <1992Jan31.162143.5115@btcase.bt.co.uk> pete@btcase.bt.co.uk (Pete Harris) writes:
> I have an Atari 1040 STE.
>
> Is there any way of finding out whether my machine has SIMMs or SIPPs
> *without* having to take it apart?
>
>
> --
> ----------------------------+---
> Peter Harris | "The sun struggles up another beautiful day
> usenet: pete@btcase.bt.co.uk | And I felt glad in my own suspicious way ..."
> | - Elvis Costello

Yes use a Xray machine, you can find them in Hospitals and Airports..:-)..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1098. Re: Supra 2400 Problem (was: New Supra Modem...)

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 10:03:08 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.03d6@dino.DinoCo.de>
Source record: 226036

In article <1992Jan23.171744.29869@watserv1.waterloo.edu> jparker@caddac1.waterloo.edu (James Parker) writes:

>
>I have a somewhat related question concerning my Supra 2400 modem.
>I have been using it satisfactorily for several years until recently
>new modems were installed on the server here at the university.
>Now I cannot connect at 2400 baud (tho' it does still work at 1200).
>
>According to the docs, the dial-in lines use V.42bis at 2400 baud.
>My Supra 2400 manual says it is V.22bis. Is there an inherent
>incompatibility here? Do I need to get a new modem using V.42bis
>to talk at 2400? Please say no! I know nil about what V.42, V.22 etc
>means so be easy on me.
>
>thanks for any help.
>james

Without knowing, you have been comparing apples and oranges. So I will give you a brief run-down of all the V.something stuff:

V.22 - CCITT standard for 1200 bps comunication, this is a standard that defines the physical transmission protocol.

V.22bis - same for 2400 and 1200 bps. V.22bis defines comunication at 2400 bps AND includes the V.22 definition as well.

V.42 - this is strictely an error control standard. The V.42 LAPM protocol runs on top of the bit engine (the physical transmission defined by CCITT V.22bis or any other transmission protocol). V.42 corrects line noise problems, before they hit your terminal - and also enhances through-put by approximately 20% (synchronous transmission over the line).

V.42bis - V.42bis includes the V.42 error control and adds a compression algorhythm. Your data will be compressed/decompressed in real time giving a compression ratio of ideally 4:1. In reality, you will encounter anything from no compression (compressed files) to circa 2:1 (raw ASCII).

Your Supra 2400 does not include any error control mechanism, so it is just a V.22bis modem. The V.42(bis) should not concern you, since the remote modem will "sense" that your modem cannot handle error correction and fall back to a plain connection.

Anyway, your problem seems to be at a much earlier stage of establishing the connection: your modem is obviously unable to get a proper V.22bis connection

to the remote modem in question. So it sometimes fails and sometimes gets a V.22 connect. The problem could both be due to your modem or the remote modem. You should check with other people, who connect the server with other 2400 bps modems, if they do not have problems, then you are probably out of luck. Either you have a modem which is "on the edge" or simply a compatibilty problem (not every 2400 modem "likes" all the others...). If other people do have similar problems with the modem of your server, then the university should do something about the modem on their side.

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!unido!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

1099. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 10:13:27 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.03d8@dino.DinoCo.de>
Source record: 226035

In article <A1890588727@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1992Jan23.171744.29869@watserv1.waterloo.edu>,
> jparker@caddac1.waterloo.edu (James Parker) writes ...]
>
> > I have a somewhat related question concerning my Supra 2400 modem.
> > I have been using it satisfactorily for several years until recently
> > new modems were installed on the server here at the university.
> > Now I cannot connect at 2400 baud (tho' it does still work at 1200).
> >
> > According to the docs, the dial-in lines use V.42bis at 2400 baud.
> > My Supra 2400 manual says it is V.22bis. Is there an inherent
> > incompatibility here? Do I need to get a new modem using V.42bis
> > to talk at 2400? Please say no! I know nil about what V.42, V.22 etc
> > means so be easy on me.
>
>No, there isn't an inherent incompatibility. All standard modems that
>support 2400bps connections do it with V.22bis.
>
>Does your university's modem support 9600 (V.32) connections? If so, your
>old-model SupraModem may be ``falling back'' to 1200 about the time the
>university modem is falling back to 2400, so they never link up at the
>higher speed. Check your modem manual to see if there's a way to disable
>fallback (connect ONLY at 2400) or extend the time your modem waits for a
>2400 connection.
>

Sorry, V.22bis (2400 bps) does not (should not?) work that way. Until the
V.22(bis) carrier is transmitted by the answering modem, the originating
modem doesn`t even know if the line has been established or not. It will
never fall back from 2400 to 1200 bps before it receives and recognizes
the answering modem`s V.22(bis) carrier.

BTW: V.22bis (2400 bps) comprises the V.22 standard (1200 bps) and also
defines the fallback between both speeds (the only time that the CCITT has
bothered to define fall-back procedures at all). There is *no* way, to
prevent a V.22bis modem to fall back to 1200 bps, if the modem decides that
the remote modem is a plain V.22 unit.

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!unido!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

1100. Re: Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 10:18:10 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.03da@dino.DinoCo.de>
Source record: 226038

In article <oracle.696263482@vincent1.iastate.edu> oracle@iastate.edu (J.Brunken@Jason Brunken) writes:
>In <1992Jan23.194707.3931@ux1.cso.uiuc.edu> wmagro@firenze.physics.uiuc.edu (William Magro) writes:
>
>
>>Are there enough spectre users out there to get a new newsgroup going?
>>I don't remember the rules for starting a new newsgroup. Anyone want
>>to refresh me? We could have comp.sys.atari.st.spectre and we could
>>share problems, experiences, successes, etc. there.
>
>I'd be interested!

I am also interested in such a newsgroup.

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!unido!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

1101. Re: System 7 and Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 10:49:42 UTC
From: colonius@dino.DinoCo.de
Message-ID: <colonius.03dc@dino.DinoCo.de>
Source record: 226037

In article <1992Jan26.202504.26247@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <colonius.02qy@dino.DinoCo.de> colonius@dino.DinoCo.de (Stephan Muhs) writes:
>>In article <1992Jan2.231100.8017@rodan.acs.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>>>It's been a while, so I thought I'd ask again: any news on
>>>progress toward making Spectre System 7 compatible? e.g., is
>>>it in beta-version yet?
>>>Just wondering.
>>>--Gerry
>>>ggreenbe@rodan.acs.syr.edu
>>
>>Here the latest information I got from Gadgets (dated December 31): Spectre
>>3.1 *should* be ready at the end of January - and it will support System 7.
>>However, since then I wasn`t able to reach anybody at Gadgets`. I understand
>>that the lady who ran the paperworks quit in December and moved to Jamaica.
>>
>>Since then, Gadgets has been, hmm - let`s say less than responsive.
>>
>>Anyway, all release dates by Gadgets should be taken with a grain of salt,
>>considering that the original release date for Spectre 3.1 was in Summer
>>1991...
>>
>>Stephan
>>
>
>I'm..back! Lets see now...more personalized comments..from yours truly:
>
>You must be joking?! End of January!? Spectre 3.1? Please don't smoke
>that stuff while online guy, you could injure yourself...
>
Sh***, what I wrote a week ago, *WAS* at that time the most recent information
I had from Gadgets by Small. Only today I learned that Sepctre GCR 3.1,
sheduled for release in *Summer 1991* is actually nothing but vaporware.

Honestly, as a major distributor for the GCR I am pretty upset that I had
to read that news on the net.

>If you read David Small's message he left on the net Spectre development
>is at a STAND STILL, and has been for quite sometime, almost a year I think.
>
In August, Atari Fair Duesseldorf, thus spake Dave Small: "Probably a month
or so..." (until 3.1 is ready).

>Dave has been too busy programming his utilities for his SST board, and
>trying to get the thing out...
>
I know that, and believe me - I do appreciate his work and his products.

>They now are working on a MEGA STE version, which is going to delay things
>even more.
>
News to me - but then again, maybe they really are working on it. Who knows
for sure?

>-Greg

BTW: Why do certain people have no other method of verbal expression
than flames?

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!unido!easix!channelz!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

1102. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 12:10:05 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Feb1.121005.27154@terminator.cc.umich.edu>
Source record: 226101

```
drwxrwxr-x daemon 1024 Jan 25 10:03 .
drwxrwxr-x jon 2048 Jan 25 10:01 ./archivers
-rw-r--r-- weiner 97376 Jan 25 10:01 ./archivers/stzip11.zoo
-rw-rw-r-- weiner 3333 Jan 25 10:02 ./archivers/Index
drwxrwxr-x jon 2560 Jan 25 10:07 ./magazines/streport
drwxrwxr-x jon 2048 Jan 25 10:08 ./magazines/znet
-rw-rw-r-- weiner 115248 Jan 25 10:03 ./Index
-rw-rw-r-- weiner 57062 Jan 25 10:03 ./CompInd.Z
drwxrwxr-x jon 2560 Jan 26 20:17 ./magazines/streport
drwxrwxr-x jon 2048 Jan 26 20:18 ./magazines/znet
drwxrwxr-x jon 1024 Jan 26 20:16 ./magazines/curnotes
drwxrwxr-x jrd 4096 Jan 26 17:40 ./8bit
-rw-rw-rw- jrd 3412 Jan 26 17:32 ./8bit/vendlist.arc
-rw-rw-rw- jrd 4122 Jan 26 17:32 ./8bit/tapedisk.arc
-rw-rw-rw- jrd 10984 Jan 26 17:32 ./8bit/renumber.arc
-rw-rw-rw- jrd 26579 Jan 26 17:33 ./8bit/livewre2.arc
-rw-rw-rw- jrd 3328 Jan 26 17:33 ./8bit/campaign.arc
-rw-rw-rw- jrd 7775 Jan 26 17:33 ./8bit/backprnt.arc
-rw-rw-rw- jrd 3333 Jan 26 17:34 ./8bit/anticdis.arc
drwxrwxrwx jrd 1024 Jan 26 17:46 ./8bit/zmag
-rw-rw-rw- jrd 19914 Jan 26 17:40 ./8bit/zmag/zmag192.arc
-rw-rw-rw- jrd 46080 Jan 26 17:41 ./8bit/zmag/zmag189.arc
-rw-rw-rw- jrd 24484 Jan 26 17:41 ./8bit/zmag/zmag188.arc
-rw-rw-rw- jrd 24188 Jan 26 17:41 ./8bit/zmag/zmag187.arc
-rw-rw-rw- jrd 26889 Jan 26 17:42 ./8bit/zmag/zmag186.arc
-rw-rw-rw- jrd 18791 Jan 26 17:42 ./8bit/zmag/zmag185.arc
-rw-rw-rw- jrd 17956 Jan 26 17:42 ./8bit/zmag/zmag184.arc
-rw-rw-rw- jrd 22498 Jan 26 17:42 ./8bit/zmag/zmag183.arc
-rw-rw-rw- jrd 19056 Jan 26 17:42 ./8bit/zmag/zmag182.arc
-rw-rw-rw- jrd 17512 Jan 26 17:42 ./8bit/zmag/zmag181.arc
-rw-rw-rw- jrd 17824 Jan 26 17:43 ./8bit/zmag/zmag180.arc
-rw-rw-rw- jrd 32718 Jan 26 17:43 ./8bit/zmag/zmag179.arc
-rw-rw-rw- jrd 18438 Jan 26 17:43 ./8bit/zmag/zmag178.arc
-rw-rw-rw- jrd 25984 Jan 26 17:43 ./8bit/zmag/zmag177.arc
-rw-rw-rw- jrd 16357 Jan 26 17:43 ./8bit/zmag/zmag176.arc
-rw-rw-rw- jrd 15074 Jan 26 17:43 ./8bit/zmag/zmag175.arc
-rw-rw-rw- jrd 13281 Jan 26 17:43 ./8bit/zmag/zmag174.arc
-rw-rw-rw- jrd 14200 Jan 26 17:43 ./8bit/zmag/zmag173.arc
-rw-rw-rw- jrd 13542 Jan 26 17:44 ./8bit/zmag/zmag172.arc
-rw-rw-rw- jrd 15361 Jan 26 17:44 ./8bit/zmag/zmag171.arc
-rw-rw-rw- jrd 19230 Jan 26 17:44 ./8bit/zmag/zmag170.arc
-rw-rw-rw- jrd 19823 Jan 26 17:44 ./8bit/zmag/zmag169.arc
-rw-rw-rw- jrd 9484 Jan 26 17:44 ./8bit/zmag/zmag168.arc
-rw-rw-rw- jrd 14562 Jan 26 17:44 ./8bit/zmag/zmag167.arc
```

```
-rw-rw-rw- jrd 14040 Jan 26 17:44 ./8bit/zmag/zmag166.arc
-rw-rw-rw- jrd 14541 Jan 26 17:44 ./8bit/zmag/zmag165.arc
-rw-rw-rw- jrd 13114 Jan 26 17:45 ./8bit/zmag/zmag164.arc
-rw-rw-rw- jrd 12082 Jan 26 17:45 ./8bit/zmag/zmag163.arc
-rw-rw-rw- jrd 15189 Jan 26 17:45 ./8bit/zmag/zmag162.arc
-rw-rw-rw- jrd 15654 Jan 26 17:45 ./8bit/zmag/zmag158.arc
-rw-rw-rw- jrd 15975 Jan 26 17:45 ./8bit/zmag/zmag157.arc
-rw-rw-rw- jrd 30450 Jan 26 17:46 ./8bit/zmag/zmag201.arc
-rw-rw-rw- jrd 25768 Jan 26 17:46 ./8bit/zmag/zmag200.arc
-rw-rw-rw- jrd 37915 Jan 26 17:46 ./8bit/zmag/zmag199.arc
-rw-rw-rw- jrd 30306 Jan 26 17:46 ./8bit/zmag/zmag198.arc
-rw-rw-rw- jrd 29176 Jan 26 17:46 ./8bit/zmag/zmag196.arc
drwxrwxr-x daemon 1024 Jan 27 18:43 .
drwxrwxr-x jon 2048 Jan 27 18:34 ./archivers
-rw-r--r-- weiner 86001 Jan 27 08:10 ./archivers/arcgsh41.zoo
-rw-rw-r-- weiner 3404 Jan 27 18:35 ./archivers/Index
-rw-r--r-- weiner 246635 Jan 27 18:34 ./archivers/zoo210.tar.Z
drwxrwxr-x jon 6144 Jan 27 18:41 ./utilities
-rw-r--r-- weiner 11686 Jan 27 18:41 ./utilities/Index
drwxrwxr-x weiner 512 Jan 27 18:42 ./utilities/speedloaders
-rw-r--r-- weiner 12544 Jan 27 18:40 ./utilities/speedloaders/pinhed21.arc
drwxrwxr-x jon 1536 Jan 27 18:33 ./gnustuff/minix
lrwxrwxrwx weiner 22 Jan 27 18:33 ./gnustuff/minix/mfs0541.zoo -> ../../mint/mfs0541.zoo
drwxrwxr-x weiner 1024 Jan 27 18:37 ./ste
-rw-rw-r-- weiner 1326 Jan 27 18:38 ./ste/Index
-rw-r--r-- weiner 9984 Jan 27 18:37 ./ste/megaste.lzh
drwxrwxr-x weiner 512 Jan 27 18:39 ./sound
drwxrwxr-x weiner 512 Jan 27 18:39 ./sound/players
-rw-r--r-- weiner 27136 Jan 27 18:39 ./sound/players/cdplayer.lzh
-rw-r--r-- weiner 2340 Jan 27 18:40 ./sound/Index
-rw-rw-r-- weiner 115420 Jan 27 18:43 ./Index
drwxrwxr-x weiner 1024 Jan 27 18:32 ./mint
-rw-rw-r-- weiner 2174 Jan 27 18:32 ./mint/Index
-rw-r--r-- weiner 86588 Jan 27 18:31 ./mint/mfs0541.zoo
-rw-rw-r-- weiner 58739 Jan 27 08:13 ./ls-lR.Z
-rw-rw-r-- weiner 57177 Jan 27 18:43 ./CompInd.Z
drwxrwxr-x daemon 1024 Jan 28 16:46 .
drwxrwxr-x jon 2048 Jan 28 22:05 ./magazines/znet
-rw-r--r-- weiner 40472 Jan 28 21:56 ./magazines/znet/znet9204.txt.Z
drwxrwxr-x jon 2560 Jan 28 09:07 ./gnustuff/tos
drwxr-xr-x gray 512 Jan 28 09:06 ./gnustuff/admin
drwxrwxr-x jrd 4096 Jan 28 17:24 ./8bit
-rw-rw-rw- jrd 76882 Jan 28 17:22 ./8bit/expo91de.arc
drwxrwxr-x weiner 512 Jan 29 01:17 ./sound/players
-rw-r--r-- swood 27362 Jan 29 01:17 ./sound/players/eplay20.arc
drwxrwxr-x weiner 5632 Jan 28 16:49 ./sound/sounds
-rw-r--r-- weiner 13885 Jan 28 16:47 ./sound/sounds/ls-lR.of.sounds
drwxrwxr-x daemon 1024 Jan 30 10:55 .
drwxrwxr-x jon 1024 Jan 30 10:09 ./unindexed
-rw-r--r-- weiner 1504 Jan 30 10:09 ./unindexed/Index
```

```
-rw-rw-r-- weiner 10044 Jan 30 10:14 ./games/Index
drwxrwxr-x jon 2048 Jan 30 11:00 ./archivers
-rw-rw-r-- weiner 3458 Jan 30 11:04 ./archivers/Index
drwxrwxr-x weiner 512 Jan 30 11:03 ./archivers/unix
-rw-r--r-- weiner 184635 Jan 30 11:03 ./archivers/unix/zip.tar.Z
-rw-rw-r-- weiner 45333 Jan 30 11:00 ./archivers/unix/lharc.tar.Z
-rw-r--r-- weiner 11839 Jan 30 10:16 ./utilities/Index
-rw-r--r-- weiner 6587 Jan 30 10:09 ./graphics/Index
drwxrwxr-x jon 1024 Jan 30 10:04 ./music
-rw-r--r-- weiner 1688 Jan 30 10:04 ./music/Index
-rw-rw-r-- weiner 36153 Jan 30 10:03 ./music/d70rxtx.zoo
-rw-rw-r-- weiner 5866 Jan 30 10:06 ./diskutils/Index
-rw-rw-r-- weiner 5797 Jan 30 10:22 ./applications/Index
drwxrwxr-x weiner 512 Jan 30 10:11 ./applications/databases
drwxrwxr-x weiner 512 Jan 30 10:21 ./applications/wordproc
-rw-r--r-- weiner 7667 Jan 30 10:18 ./applications/wordproc/typewrtr.zoo
-rw-rw-r-- weiner 115862 Jan 30 10:55 ./Index
drwxrwxr-x weiner 1536 Jan 30 10:12 ./dc
-rw-r--r-- weiner 2272 Jan 30 10:13 ./dc/Index
-rw-rw-r-- weiner 57419 Jan 30 10:55 ./CompInd.Z
-rw-rw-r-- weiner 10044 Jan 31 18:57 ./games/Index
-rw-r--r-- weiner 234220 Jan 31 18:57 ./games/omega.zoo
drwxrwxr-x jon 1024 Jan 31 19:04 ./editors
-rw-r--r-- weiner 19078 Jan 31 19:04 ./editors/bpe.arc
-rw-r--r-- weiner 2037 Jan 31 19:04 ./editors/Index
drwxrwxr-x jon 2048 Jan 31 19:05 ./archivers
-rw-r--r-- weiner 18073 Jan 31 19:05 ./archivers/uud.arc
-rw-rw-r-- weiner 3497 Jan 31 19:06 ./archivers/Index
drwxrwxr-x jon 2048 Jan 31 18:59 ./telecomm
-rw-r--r-- weiner 720896 Jan 31 18:58 ./telecomm/herm100b.lzh
-rw-r--r-- weiner 3490 Jan 31 19:00 ./telecomm/Index
drwxrwxr-x jon 3072 Jan 31 18:51 ./diskutils
-rw-r--r-- weiner 28689 Jan 31 18:51 ./diskutils/dbackup.zoo
-rw-rw-r-- weiner 5866 Jan 31 18:52 ./diskutils/Index
drwxrwxr-x jon 1536 Jan 31 18:56 ./printing
-rw-r--r-- weiner 2048 Jan 31 18:56 ./printing/fpprnt.lzh
-rw-rw-r-- weiner 2874 Jan 31 18:57 ./printing/Index
```

1103. Thomas Quester's e-mail addres

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 12:43:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <A12009@HB.maus.de>
Source record: 226013

```
d>I need to get on touch with Thomas Quester (the author of AFX/PFX pak
d>and lharc on the ST). I registered for AFX/PFX and want to confirm he
d>got what I sent off.
d>
d>I have tried: the.fawn@mcshh.hanse.de
d> the.fawn@mcshh.hanse.de.uucp
d> T.Quester@mcshh.hanse.de
d> T.Quester@mcshh.hanse.de.uucp

Try
Thomas_Quester@hh2.maus.de (that one I know for sure)
or
thefawn@mcshh.hanse.de

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | (UUCP) mick@informatik.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | & Franz)
```

1104. Is there a CPX to ...

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 13:09:44 UTC
From: sigrorn@icemark.uucp
Message-ID: </m89jJDSEyU@icemark.uucp>
Source record: 226189

Hello,

I'm searching for a few CPXs for my ST.

- The first should be a cpx that does the same thing as DJ_ON.TOS does...
- the next one should be able to transmit some settings to my Deskjet
(i.e. set top/bottom/left/right borders, font style/size/quality,...)
- the last I'm searching is a cpx to do same same as xlock on XWindow-
machines (lock-screen and wait for passwd). It should be able to auto-
matically continue its work even after a reset or the next power-on.

Yours
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

1105. Calamus file format wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 14:25:00 UTC
From: Dirk_Steins@k2.maus.de
Message-ID: <A33374@K2.maus.de>
Source record: 226014

>Can somebody help me with CTX and CVG file formats? I intend to generate
>files in those formats within my own programs. Therefore I'd apprechiate

Just ask at DMC if they will give you these formats. Should be the
simpliest way...

Dirk
--
Dirk Steins Usenet: dirk_steins@k2.maus.de
Niederkassel/Koeln UUCP: any_backbone_that_knows_domains!k2.maus.de!ds
Germany Fido: ds%maus k2, 2:242/2.6
--

1106. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 17:52:16 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <53802@cup.portal.com>
Source record: 226193

I read in this thread about how holding the right mouse button down
will allow you to launch a program whos folder is not on top. Neat,
but one minor complaint... This is effectivly the same thing as
doing under MS-DOS:

C:/> a:/foo

In other words, if foo needs a startup config file, which probably
lives on a: with foo.[exe|com], it wont find it... I did this
with UniTerm. I had something in A: and UniTerm in B: which was
on the bottom folder, but it couldnt find uniterm.set... OH well

Billy D'Augustine
Azog-Thoth@cup.portal.com

1107. Re: WANTED: List of good Atari Desktop Publishing Software

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 18:16:09 UTC
From: trag@pnet01.cts.com
Message-ID: <1992Feb01.181609.4006@crash.cts.com>
Source record: 226195

PageStream is an excellent DTP program; very good at importing graphics (including scanned photos) and it's HP compatible.

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

1108. MIDI

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 18:16:10 UTC
From: trag@pnet01.cts.com
Message-ID: <1992Feb01.181610.4016@crash.cts.com>
Source record: 226194

I'm writing yet another Atari story for San Diego's ComputorEdge magazine, and am trying to get a feel for what the most popular software/hardware (keyboards, et al) set-ups are with Ataris. Also, any comments on why you use an Atari for your MIDI rather than a PC or Mac. (I'm not a MIDI user; more DTP and WP than anything else, so bear with me. . . .) As in the past, I will e-mail a copy of the story to everyone who respons (and yes, I know I still owe those who helped with the History of Atari a copy, which I'll get out in the next couple of days.)

Thanks again,

Jim Trageser

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

1109. Re: STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 19:32:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53808@cup.portal.com>
Source record: 226196

I haven't read much about STOS 3D... can someone give a rundown
on its features...?

I'm particularly interested in the "3D" features.. are we talking
about "perspective" effects or true binocular vision effects..?

Thanks...

BobR

1110. Re: WANTED: List of good Atari Desktop Publishing Software

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 20:42:36 UTC
From: rjung@aludra.usc.edu
Message-ID: <kom1hsINNgm1@aludra.usc.edu>
Source record: 226197

If you can get it, the February issue of AtariUser magazine (free!) has a balanced comparison of PageStream and Calamus.

(I don't own either)

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

1111. changing steprate?

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 20:55:00 UTC
From: e89dh@efd.lth.se
Message-ID: <1992Feb1.205500.28233@lth.se>
Source record: 226198

I have connected a HD-drive to my mega-2, it works perfectly but I need to change the steprate from 3 to 6 ms. (I use a copy prg. to do that now but I want to do it in a easier way). I dont know where to tell the ST to change it. The only way I have found is to send it with EVERY level 1 command to the fdc. there MUST be an easier way to do this! In short, I am looking for a adress similar to $440 but that also is read by the OP/FDC

1112. Re: Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 22:14:01 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <28099@sdcc12.ucsd.edu>
Source record: 226200

In article <53783@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Based on the symptoms reported, I'd try a good memory test program
>(MEMTEST.PRG from Supra is a good one) and see if the memory is OK.

Where could I get such a thing? I have the "memtest" that's
available on atari.archive, and everything checks out OK. Before I
moved to San Diego I never had to deal with static electricity - and
I'm thinking that I might not have grounded myself once too many
times...

>One fairly simple thing to try would be to (carefully) remove the
>memory SIMMs and reinstall them. (Be careful of the little plastic
>tabs that lock the SIMMs in place)

I tried this, as well as pressing down on all four socketed
chips inside my computer... I'm afraid that if I have to replace a
chip, it might be a bit expensive because they're all
sufrace-mounted.

>Incidentally.. how do you like the DEKA adapter..? I tried 4 different
>IBM style keyboards, and only one would give me cursor keys, and that
>one had to be unplugged when booting, or the system went nuts.. what
>kind of PC keyboard are you using..?

I haven't really had any problems with the DEKA, except for
the occaisional spurious mouse click, probably due to my overly-long
keyboard cable... I just went down to Fry's (the local potato
chips/memory chips retailer) and bought a M-Tek K104 keyboard (it
has the nice AT layout). For a while I was using an original IBM
PC-AT extended keyboard, which was _heaven_, but unfortunately I was
only borrowing it :-(

>BobR

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

1113. Re: Uniterm manual

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 22:18:55 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8463@tamsun.tamu.edu>
Source record: 226199

In article <1992Jan30.124317@cs.utwente.nl> vreeken@cs.utwente.nl (Maarten Vreeken) writes:
>
>Hello,
>
>Does anybody know if there is a postscript version of the Uniterm manual
>and if so how to obtain it.
>
>Thanks,
>
>Maarten Vreeken (email: vreeken@cs.utwente.nl)

Since the Uniterm manual is in LaTeX, it should first be run through the LaTeX macros for TeX to convert it to a dvi format. After this, the dvi file should be converted to postscript with the "dvips" program available on the atari archive. Then simply print the post script file.

I don't have a postscript printer or "dvips" otherwise I would have converted it for you.

Mark Lehmann
tamuts.tamu.edu!n160ao

1114. Re: Selling (older) Atari's

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 22:29:02 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8464@tamsun.tamu.edu>
Source record: 226001

In article <1992Jan30.212531.17326@ucsu.Colorado.EDU> rob@spot.Colorado.EDU (Rob Cuthbertson) writes:
>Moral: Stop wasting the bandwidth. I know it seems that the free advertising
>space is a bargain, but I paid $19.50 and gained over $200. If I advertised
>this system for "$575/obo" on the net, I would get no response. In the paper,
>I got three calls the first day, and the buyer picked it up on the third.

I haven't heard any people who have sold their systems on this net complain.
The low prices encourage people to continue using the net even after they
purchase their machine.

MArk Lehmann

1115. Re: STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-02-01 22:48:30 UTC
From: rcarter@isis.cs.du.edu
Message-ID: <1992Feb1.224830.23789@mnemosyne.cs.du.edu>
Source record: 226002

Re: what STOS 3D is...

STOS 3D is an add-on package for STOS Basic; it allows you to make
wire-frame and solid objects and manipulate (animate, etc.) them...

--
Ron Carter | rcarter@nyx.cs.du.edu rcarter GEnie 70707.3047 CIS
Director | Center for the Study of Creative Intelligence
Denver, CO | Knowledge is power. Knowledge to the people. Just say know.

1116. Re: Zoo problems continue

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 00:05:17 UTC
From: wmagro@roma.physics.uiuc.edu
Message-ID: <1992Feb2.000517.9219@ux1.cso.uiuc.edu>
Source record: 226005

In article <9201292030.aa29694@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
|>
|> I have this annoying problem with zoo. I have an old TOS (probably 1.0) and
|> therefore cannot use Zoo without a shell. Someone was kind enough to mail

My TOS is dated Nov1985. Zoo works just fine for me. Is your tos older than
that?

--Bill

1117. Re: STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 00:42:35 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb2004235@solb1.essex.ac.uk>
Source record: 226018

In article <53808@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

Path:
sersun1!uknet!mcsun!uunet!think.com!ames!apple!portal!cup.portal.com!Bob_BobR_Retelle
From: Bob_BobR_Retelle@cup.portal.com
Newsgroups: comp.sys.atari.st
Date: 1 Feb 92 19:32:21 GMT
References: <17199@castle.ed.ac.uk> <1992Jan30.102023.5481@actrix.gen.nz>
<1992Jan31.153318.24159@doc.ic.ac.uk>
Organization: The Portal System (TM)
Lines: 9

I haven't read much about STOS 3D... can someone give a rundown
on its features...?

I'm particularly interested in the "3D" features.. are we talking
about "perspective" effects or true binocular vision effects..?

Thanks...

BobR

We are talking about an add-on for STOS which provides 3-D vector graphics functions...

Simon.

--
email: okes@essex.ac.uk
#
##
##
#
And now, opening for Iron Maiden, WYLD STALLYNS!

1118. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 00:47:07 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb2.004707.14023@ux1.cso.uiuc.edu>
Source record: 226006

In article <1992Jan31.103626.10724@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
|>
|> In article <1992Jan25.215455.14648@ux1.cso.uiuc.edu>, wmagro@roma.physics.uiuc.edu
(William Magro) writes:
|> |>
<<various helpful hints about how to use various programs and
designed to correct shortcomings in the ST>>
|>
|> Have you ever tried GEMINI a shareware DESKTOP with included CLI (UNIX-like)
|>
|> You aren't informed very well for the critics you write.

I fear I am quite well informed. You missed my point. I was complaining
that we, as Atari users, always seem to be resorting to various programs
to correct problems and shortcomings in our machines. If atari regularly
released TOS updates on disk, we wouldn't need:

Quick ST
Gemini
NeoDesk
Pinhead
Little Green Selector
MaxiFile

and on and on and on.

We have a certain number of productivity programs for our STs and about
20 times as many utilities and patches. I suggest Atari makes the atari a
lower maintenance machine and a higher productivity platform?

--Bill

1119. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 01:01:32 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb2.010132.15282@ux1.cso.uiuc.edu>
Source record: 226007

I observer this same phenomenon with my SM124. I am anything but a hardware guru, but I offer the following explanation (and no fix). The sm124 uses a flyback transformer which bootstraps off of the screen current. In simpler terms, the flyback transformer needs to have some return current from the screen in order to work correctly. When the screen is almost black, as with a screen saver, this return current is significantly diminished. This feeds back into the electronics and the electron gun reacts by emitting less current, dimming the screen.

This is of course probably totally incorrect. Some electronics god, please enlighten us.

--Bill

1120. Re: I just got CS-TeX for my machine....

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 01:33:28 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb2.013328.18206@ux1.cso.uiuc.edu>
Source record: 226008

In article <1992Jan31.154752.6012@newcastle.ac.uk>, D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:

> Having installed CS-TeX on my machine at home I have a few questions. The
> installation had no problems but I can't understand a word of german and am new
> to TeX. I have got hold of some english docs and can produce simple documents.
>
> Can anyone explain to me how to use the draw.sty correctly, I have manage to
> include a few pictures in the document but the layout was a mess and I could do
> with some help in sorting out the parameters required for it.
>
> Also I have heard about Slitex (sp?) and I was wonder what is it, and what to
> do to get it install on my machine (if I descided to use it) using CS-TeX

sounds like you need to buy a copy of 'LaTeX', by Leslie Lamport,
creator of LaTeX. It will answer ALL of your questions.

-b

1121. atari dealer woes

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 02:34:34 UTC
From: ray@ariel.ucs.unimelb.edu.au
Message-ID: <1648@ariel.its.unimelb.EDU.AU>
Source record: 226009

A friend has reported terrible service and response from local
Melbourne atari dealers. Can anyone offer recommendations of places
that have reasonable technical background, and familarity with general
application software in Melbourne or Australia?

Please reply by email rather than news.
- douglas ray
doug@unimelb.edu.au

1122. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 03:03:34 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <8848@chalmers.se>
Source record: 226017

In article <bart.696867466@dutncp8> bart@dutncp8.tn.tudelft.nl (Bart Schipper) writes:
>I wonder why why why you need an interceptor to convert Calamus
>output for 300dpi laserprinters to a postscript file, since the creators
>of Calamus provide drivers for every printer you can think of.
If you don't have a printer of your own but have access to one at school/work,
then it might be nice to be able to make your work at home and get it printed
at school/work.

/Patrick

--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

1123. Tape cassette maker?

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 03:33:48 UTC
From: dinsmm@aix02.ecs.rpi.edu
Message-ID: <kb_sb5g@rpi.edu>
Source record: 226010

Greetings.
I know that there are programs to make disk labels
using the ST, but are there any for making cassettes?
I am not sure where in atari.archive.umich.edu to look.
Thanks!

--- ---
/ |\/ |\
/ |/ || Michael Dinsmore
/ /| /| || dinsmm@rpi.edu
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

1124. Re: Is there software in Germany that ...

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 03:55:21 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb02.035521.7328@convex.com>
Source record: 226011

In article <1992Jan31.201000.5790@noose.ecn.purdue.edu> yegerleh@vivaldi.ecn.purdue.edu (James D Yegerlehner) writes:
>I'm starting to write my master's thesis and was hoping you guys
>there in Germany would know of any document processors that

gee, when i wrote my master's thesis, the hot setup was a Selectrix, Fortran (batch, natch), a Calcomp plotter, Rapidograph pens, and White-Out :-)

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1125. Gif printer drivers

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 05:05:08 UTC
From: ninjam@csd4.csd.uwm.edu
Message-ID: <1992Feb2.050508.6499@uwm.edu>
Source record: 226012

Help!

Does anyone have any program that I can print out Gif's on?

I have a 520st with a star nl-10 dot matrix printer.

ANYTHING WOULD BE APPRECIATED!

THanks! And please reply via E-mail! ASAP!!!!!

1126. Help needed / TC

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 08:04:22 UTC
From: hohr@cernvax.cern.ch
Message-ID: <9293@cernvax.cern.ch>
Source record: 226019

Hi Atarians,

I've just written a new horizontal hardcopy routine that works fine on a Brother M-1224L. It should work (hopefully) on all LQ500 compatible printers. Hi-rez and mono only. X Y ratio is respected, black is as black as possible.

The 'negative' parts are:
- needs a 128Kb spooler
- takes about 23 seconds on a Mega STE/4 16Mhz+cache
(compiled with MWC)

The idea is to find a kind soul that would accept to compile the source with TC (or Pure C), and send me the result back, so I can measure the time taken in an identical situation.

Thanks in advance for your help.

Please, contact me by e-mail.

Roger hohr@cernvax.cern.ch

1127. Good and small shell for Mint wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 11:43:20 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Feb2124317@fysaq.fys.ruu.nl>
Source record: 226021

Does anyone have a bourne shell compatible shell for Mint, that is
quite small? Usually I use bash but sometimes it is too big and
framgents memory too much. It *must* use '/' as path name seperator.

A native bourne or korn shell, without any functional changes from the
original unix version, would be fine.

Thanks in advance,
--

____
Peter Mutsaers. |==
muts@fysap.fys.ruu.nl | Memento Mori

1128. Bash 1.10 binary for Mint problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 11:49:45 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Feb2124943@fysaq.fys.ruu.nl>
Source record: 226020

I got my bash 1.10 binary from atari.archive, the Mint version. When I set too many environment variables, the shell crashes.

I cannot set/read the _stksize by the way because there is no symbol table.

Do others have the same problems?
--

Peter Mutsaers. |==========
muts@fysap.fys.ruu.nl | Memento Mori

1129. Movie Madness

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 16:26:00 UTC
From: griffin@PDaXcess.techbook.com
Message-ID: <2HZiFB1w164w@PDaXcess.techbook.com>
Source record: 226022

Does anyone know where I can get a copy of the online game Movie Madness? I've been looking all over for it. If you know a board that runs it or has it in the file section, email it to me at the below address. Thanks in advance!

--
griffin@PDaXcess.techbook.com (Eric Starker) (Public Access User)
PDaXcess gives free access to news & mail. (503) 644-8135 - 1200/2400, N81
Public access users are <NOT> affiliated with TECHbooks. We don't endorse what they say. But if they do something good, we want the credit. :-)

1130. VI editor for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-02 20:38:16 UTC
From: bullx@tuvie.UUCP
Message-ID: <578@tuvie.UUCP>
Source record: 226023

Hi,

I am looking for the UNIX-Editor 'vi' running on the Atari ST!
Could anyone please mail me, where I can ftp it? -- OR --
Could someone please mail me an uuencoded version?

Thanks in advance

Andy

Andreas Paumann, UNIX Support, BULL Austria: andy@atbull.at
bullx@tuvie
#include<smiley.h> :-)
------------DISCLAIMER: I speak for myself and not for BULL!--------------

Newsgroups: comp.atari.st
Subject: VI for Atari ST needed!
Expires:
References:
Sender:
Reply-To: bullx@tuvie.UUCP (Fa.BULL)
Followup-To:
Distribution: world
Organization: Technical University of Vienna, EDP-Center
Keywords:

Hi,

I am looking for the UNIX-Editor 'vi' running on the Atari ST!
Could anyone please mail me, where I can ftp it? -- OR --
Could someone please mail me an uuencoded version?

Thanks in advance

Andy

Andreas Paumann, UNIX Support, BULL Austria: andy@atbull.at
bullx@tuvie
#include<smiley.h> :-)
------------DISCLAIMER: I speak for myself and not for BULL!--------------

1131. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 00:28:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <6TLJFB12w164w@cyberden.uucp>
Source record: 226130
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Edito, ergo sum (I eat, therefore I am)

Atari!? Advertising!?!?! For what? ? Lynx? Port?
gotta go! call!

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

1132. Re: Spectre users unite!

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 01:44:46 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Feb3024446@nic.funet.fi>
Source record: 226024

There is already one forum that is useful for sharing Spectre
experiences, the AtariPU mailing list.

Or wouldn't you call someone that uses Spectre a serious Atari user?
The AtariPU list is a special forum for people that take the full
advantage out of their ST/TTs... and Spectre definitely does that.

Requests to subscribe are welcome to jartsu@otax.hut.fi (one of my
accounts).

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

1133. Re: TOS 1.4 ROM problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 02:12:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6462@uqcspe.cs.uq.oz.au>
Source record: 226025

tony@microware.co.uk (Tony Mountifield) writes:

>To check that the ROMs are likely to be the correct ones, could someone
>dump out the first 16 bytes of each pair, so I cam compare?

Hah! You're the same fellow who last week made up some story and asked
for the SECOND 16 bytes of each pair! What's your game?

:-)
Warwick.
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

1134. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 02:17:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A3382@UN.maus.de>
Source record: 226104

In article <H.RTW7W9wCwPA@marsu.tynet.sub.org>
wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:

>In <1992Jan27.043129.2193@ux1.cso.uiuc.edu>, William Magro writes:
>> Has anyone tried the PCDitto software emulator on a TT? If so, does
>> it work or no? If it does work, I wonder if the speed would be good
>> enough to make it actually useful, unlike its speed on a regular ST.
>>
>> Let me know if you know....
>
>You must be joking. The TT is so different in its hardware and chipset
>compared to an ordinary ST, that a soft emulator had to be totally
>rewritten. If I started counting all applications which don't run on the
>TT, I would never dare to try PC Ditto.

Sorry, I think you're mistaken...

PC-ditto is nothing but an _interpreter_!

There is really no big difference between, say, a BASIC interpreter and
interpreter for 8086 machine language.

Look:

- There is no need to directly write to hardware registers for
floppy I/O (use the BIOS instead).
- There is no need to directly write to the screen or directly
access the keyboard hardware (use the BIOS conio functions instead).
(It _could_ work even in the new screen modes!)
- There is no need at all to fiddle around with trap or interrupt
vectors.
- There is no need at all to employ timing loops dependant on processor
speed.

There no real reason why PC-ditto shouldn't work on a TT!

If PC-ditto doesn't run on an TT (and it looks that way), the reason
is propably sloppy (or too "clever") programming and "not following the
rules"!

Bye,
Martin [Martin_Koehling @ un.maus.de]

1135. Re: WANTED: List of good Atari Desktop Publishing Software

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 02:18:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6463@uqcspe.cs.uq.oz.au>
Source record: 226026

In <kom1hsINNgm1@aludra.usc.edu> rjung@aludra.usc.edu (Robert A Jung) writes:

>If you can get it, the February issue of AtariUser magazine (free!) has a
>balanced comparison of PageStream and Calamus.

Which versions?

I have used PageStream 2 and it is up to 10 times slower than version 1.8
Should I upgrade? The main benefit is vastly increased font availability
and more WYSIWYG brought about by using the "Printer Fonts" for the screen
as well.

Note: Even drawing up of graphics is 10 times slower in version 2. Strange.
Maybe the developer had a TT and forgot about us slowboat drivers.

Warwick

--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

1136. Re: Ack! My STe is dying! (dead?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 04:17:55 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53891@cup.portal.com>
Source record: 226028

Adam... the Supra MemTest program is 6376 bytes long.. although I guess you'd know if you had it since it announces itself when you run it...

I know it's available on CompuServe, but unfortunately I still don't have FTP access to atari.archive. I could E-mail you a copy if you'd like to try it (and maybe you could send it to atari.archive then).

It's quite a thorough test, although if your RAM passed the other memtest program, that's probably not where your problems lie...

I guess I'm going to have to give Omnimon a call about my DEKA vs. PC keyboard problems (assumming their phone lines don't both still have FAX machines on them) or my review for AIM will end being pretty negative...

BobR

1137. Re: SIMMs or SIPPs

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 04:25:47 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <53893@cup.portal.com>
Source record: 226027

In article <1992Jan31.162143.5115@btcase.bt.co.uk> pete@btcase.bt.co.uk (Pete
> I have an Atari 1040 STE.
>
> Is there any way of finding out whether my machine has SIMMs or SIPPs
> *without* having to take it apart?
>
No... SIPPs and SIMMs are functionally identical.. there's no wayo
determine which is present with any kind of software.

It's EXTREMELY easy to get to the memory on an STe however. Simply take
out the screws that hold the plastic case together, then you can open
a small access door in the metal RF shield to examine the memory. You
don't have to remove the entire shield like earlier models.

If you're concerned about having to break the factory warranty seal,
use the method used by Atari service centers... heat the seal with
a hairdryer until you can peel it off without destroying it... simply
reapply it over the screw when you're done inside...

BobR

1138. Re: Thomas Quester's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 04:43:16 UTC
From: blackbox@pfunk.hanse.de
Message-ID: <H.A4wO4V74f12@pfunk.hanse.de>
Source record: 226065

In <10463@ecs.soton.ac.uk>, Halls DA writes:
>
>Anyway, I would still like Thomas Quester's e-mail address so I can
>
Try something like Thomas_Quester@hh2.maus.de or Thomas_Quester@hh.maus.de
I think, his account at mcshh has been cancelled.

Bye....Michael

--
/------------------------------------\
| Michael Kistenmacher / blackbox |
| 2000 Hamburg 61 / Schippelsweg 64 |
| West Germany / ++ 49 40 552 37 66 |
\------------------------------------/

1139. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 05:56:44 UTC
From: david10@garfield.cs.mun.ca
Message-ID: <1992Feb3.055644.14091@garfield.cs.mun.ca>
Source record: 226096

This popped up here last spring, and I happened to save the fix. Here it is. (I hope the attributions are correct. If not, my apologies to the authors.)

Dave C

(PS this is my second attempt to post this. If the first one made it out, my apologies for the wasted bandwidth.)

----------[cut here]----------

Article 16880 of comp.sys.atari.st:
From: andyc@hplsla.HP.COM (Andy Cassino)
Newsgroups: comp.sys.atari.st
Subject: Re: SM124 Monochrome monitor problem (an another one).
Message-ID: <5440163@hplsla.HP.COM>
Date: 15 Mar 91 22:40:28 GMT
References: <1483@ahds.UUCP>
Organization: HP Lake Stevens, WA
Lines: 22

| I recently purchased a 'previously owned' SM124 monochrome monitor. It seems
| to work quite nicely except for one minor problem. When the display is a
| black background and there is very little text on the screen, the image is
| quite dim. As more characters are displayed the image brightens as if the
| brightness control were being turned up.

I received e-mail from one Ian D. Hawkins who apparently can read this group but not post to it. With his permission I am posting his explanation and solution for this problem...

"It's easy to fix the fading problem. It's caused by the drifting of the cathode supply voltage. This is fed to the card on the end of the picture tube to a connection marked b2. It should stay at 70 volts, but drifts high when the screen is nearly black. the grid thus appears more negative and so the current drops off. Fix it by regulating the 70 volt line with, for example , a couple of 36v zeners in series. They dont draw much current, only a few mA. V2 and V3 are ground connection on the tube-end pcb."

%%%

david10@garfield.cs.mun.ca Memorial University of
ar473@freenet.cleveland.edu Newfoundland.
My opinion is just that - mine! St. John's, NFLD Canada

1140. Miscellaneous questions (sorry if frequent)

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 06:24:20 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <4855@oucsace.cs.OHIOU.EDU>
Source record: 226032

I've been out of circulation for a long time on the Atari world, and I have a whole bunch of questions (well, a few at least) that maybe some kind soul could answer (I've tried reading the newsgroup for awhile but don't have near as much time as I used to). I really appreciate all response. For reference I have a 1040ST with 1 meg, TOS 1.2, a 65MB SCSI hard drive plus an ICD host adaptor, and not much else of note.

1. I've reached my RAM limits trying to do TeX stuff. I saw a file at terminator on how to increase to 2.5 meg using SIPs. Questions: what SIPs should I get, and what the heck is a "veroboard" as described in the article? (Also, just how much is the memory these days?) Any way to get above 2.5 meg?

2. I also need to get a higher version of TOS. I hear 1.4 is no longer the current standard. Will higher versions still work with my 68000 and wimpy 3-bit RGB registers? (I also remember seeing an article on how to build a board to get around 1.6 million colors ... anyone remember that?) Keep in mind I've got TWO ROMS in my board (not sure how many sockets, haven't looked in awhile).

3. Anyone out there ever placed the ST motherboard in a new case? I'd really really benefit from sticking the whole kit and kaboodle in a tower case, maybe put in a new drive, and put my HD there too, and then run a cable for the keyboard (I've already got it pseudo-detatched). This would also let me stick the miscellaneous add-on boards on.

4. Who sells a cable for the ST to Nec MultiSync 3D? A switch for mono mode would be really appreciated. (My current cable if you're curious consists of about nine heavily tinned wires stuck through two pieces of cut-up Tupperware lid for support. The last one used chopped off safety pins. :-))

5. Any hope of sticking a blitter on? Would this really help me? (I mainly use my ST as a terminal. Thus, my next posting ...)

Thanks for your time, like I said it's greatly appreciated. If anyone wants I'll share responses to questions.

--
Bill White +1-614-594-3434	bwhite@oucsace.cs.ohiou.edu (normal)
Standard login hours:	bwhite@view.cs.ohiou.edu (alternate)
1-3,5-7PM EST M-F (oucsace)	more info via `finger bwhite@view...'

1141. uw client VT100 and 4010?

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 06:29:41 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <4856@oucsace.cs.OHIOU.EDU>
Source record: 226031

Does anyone have a patch to the uw client yet for VT100 (ANSI) and/or Tek 4010 emulation? It seems kinda silly to go to all the effort, just to get an ADM5 (ugh! Horrible use of bandwidth! ew!).

If not, I can probably write the ANSI w_output() routine (I haven't found the input filter yet) if someone out there can integrate it smoothly. It's been four years since I did any AES/VDI programming, and I managed to lose half my backup disks (including the Atari RCS, tho I still have the MW one) in an accident involving a lost disk box and a big motor (don't ask).

As for 4010, that'll be a little more work (to say the least) but I might give it a try. Anyone out there interested in working with someone on it? (Probably over the summer; my schedule is busy for the time).

Here's hoping ...

--
Bill White +1-614-594-3434	bwhite@oucsace.cs.ohiou.edu (normal)
Standard login hours:	bwhite@view.cs.ohiou.edu (alternate)
1-3,5-7PM EST M-F (oucsace)	more info via `finger bwhite@view...'

1142. NAMM and Atari on The Computer Chronicles

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 06:54:10 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <1992Feb03.065410.19588@yuma.acns.colostate.edu>
Source record: 226030

I don't know if my other post was put up here or not, but I have some additional information on this show. As I said before, the PBS show The Computer Chronicles covered the NAMM show, and focused on Atari in the MIDI field. At least for us in Colorado, it will be showing on Channel 12 February 26th. Perhaps it will be showing the same week, on another day, in other parts of the country. I'm not sure. As far as we're concerned in Colorado, The Computer Chronicles is on Wednesdays at 11:30am, and Sundays at 3:30pm (the Wednesday shows are repeated). For the rest of the country, check your local listings :). This information was in Z*Net. I'm just putting it up here for those who don't get it.

```
|Mark Miller, computer science |"I was just thinking of the immortal words |
|major at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
|mmiller@isis.cs.du.edu | Do you _really_ think I care that your |
| / Atari friend! ||| | computer is "better" than mine??? Think |
| \/ --- The Mark )|( | about it. I'm not THAT ignorant. |
| World Peace / | \ There's nothing else quite like it. |
```

1143. Illinois U.G. changes

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 07:23:19 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <920203072319_71450.1050_EHB13-1@CompuServe.COM>
Source record: 226048

There were a couple of changes that I forgot to make before sending the latest
User Group listing (state listings A-K) out. The changes involved Illinois
User Groups, and instead of sending the whole list out again at this time,
I am just listing the corrected Illinois section below. Please append this
corrected section to the entire list if you plan to distribute the list
elsewhere.

Thank you,
Lawrence Estep
Editor

ILLINOIS (Sorted by ZIP code)

SCAT
CO ALVIN RIESBECK
PO BOX 7226
ROSELLE IL 60172

(708) 985-0693
BBS (708) 231-7227

LCACE
PO BOX 8788
WAUKEGAN IL 60079-8788

(312) 623-3815
Pegasus BBS (708) 623-9570
Python BBS (312) 680-5105

Dues: $20/yr per family
Meetings: 2nd Saturday, 11 A.M.
Warren-Newport Public Library, 244 O'Plains Road, Gurnee,IL

Newsletter : LCACE News Journal

GAUG*
CO MICHAEL BURKLEY
PO BOX 55
VIOLA IL 61486

(309) 596-4152

ST INFORMATION GROUP*
CO JOE LAMBERT
1116 WOODLAWN CT
PEKIN IL 61554

CIAUG*
CO ROBERT HANDLEY
1920 E CROXTON AVE
BLOOMINGTON IL 61701-5702

(309) 828-4661

CUSTUG
PO BOX 3442
CHAMPAIGN IL 61826

(217) 356-7916

Meetings 2nd Wednesday at Urbana Free Library, Race and Elm Streets, 7:00 P.M.
Dues: $16/yr.
President: Lee Johnson
GEnie: L.JOHNSON13

EAUG*
CO HANK VIZE
2425 CRISLISA DR
ALTON IL 62002

(618) 465-0342
BBS (618) 254-6077

-Lawrence Estep
71450.1050@COMPUSERVE.COM

1144. new version of Omega

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 08:48:51 UTC
From: biersma@DUTIKOS.TUDELFT.NL
Message-ID: <9202030848.AA04510@dutikos.tudelft.nl>
Source record: 226049

```
Hi all,
a new version (2.01) of the game Omega has just been released.
This dungeon-exploration game works on ST's with medium or high
resolution and >= 1 Mb memory.
Main differences from the previous version (2.00): faster, smaller,
a few bugs have been removed.
The game is available from atari.archive.umich.edu
Enjoy! Hildo Biersma
```

1145. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 09:15:12 UTC
From: hubi@uni-paderborn.de
Message-ID: <1992Feb3.091512.10736@uni-paderborn.de>
Source record: 226127

In article <53802@cup.portal.com>, Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
|>
|> I read in this thread about how holding the right mouse button down
|> will allow you to launch a program whos folder is not on top. Neat,
|> but one minor complaint... This is effectivly the same thing as
|> doing under MS-DOS:
|>
|> C:/> a:/foo
|>
|> In other words, if foo needs a startup config file, which probably
|> lives on a: with foo.[exe|com], it wont find it... I did this
|> with UniTerm. I had something in A: and UniTerm in B: which was
|> on the bottom folder, but it couldnt find uniterm.set... OH well
|>
|> Billy D'Augustine
|> Azog-Thoth@cup.portal.com
me: First I must say that's (all above) not a problem of TOS
its a problem of these programs, which don't konw the
drive/path which there started from (should be no problem
to find out this 10 lines C I think).

And now to the real point this topic was made for:

What I hate about my ST system (1040 but build into a tower by myself)

- it is tooooooooooooooooooooo slow
(all is to slow screen drawing(even with NVDI), CPU , ...)

- no chance to get things in, except by soldering all over
the big board, a real bus would have been better, BUT
only with strict defines from Atari, because we don't need
those problems like on PC-side ;->

- the keyboard and the mouse (i have an orig. ibm keyboard now
and a logitech mouse now)

What I like

- the good programs runnig on it (Calamus,Script, ..., Turbo C, ...)

- SM124 (a bit small i know)

- it's doing its job quite well, for all I need it

- enough ports from th beginnig (except the bus)

Adio

```
// // // hubi@uni-paderborn.de
//__ //__
// // // // // // // Rechnerbetreuung CadLab
// // //__// //_// // ... 05251 / 284121
```

1146. Re: Mint 0.92 problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 10:06:49 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.697111609@ernie>
Source record: 226033

7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>The problem is a bug in the library used to compile tcsh; the ttyname()
>function crashes when called on a pseudo-terminal. A work-around is
>to create a symbolic link in u:\dev that points to the appropriate
>file name in u:\pipe (i.e. the name of the pseudo-tty). This is the
>reason that tcsh doesn't work under MGR, too.

I don't fully understand this, do you mean that pseudo ttys are in
\pipe rather than \dev, and how should the names look like?

>pwd isn't built into any version of tcsh (the ST source code is essentially
>the same as the Unix). It's an easy enough program to write -- I'll
>leave it as an exercise for the reader :-).

alias pwd "echo $cwd" works for a start, but under Unix it does behave
differently than pwd if there are plenty of softlinked directories. This
isn't likely on a TOS file system, I suppose.

>I don't know how to change the font; tcsh just writes to the standard
>output, in this case the BIOS console device. It would be possible to
>write a new BIOS console that used whatever font one wished, I
>suppose.

Well, NVDI changes the font of exactly this under TOS.

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

1147. Re: Tape cassette maker?

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 10:15:15 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Feb3.041515.8545@hemlock.cray.com>
Source record: 226040

In article <kb_sb5g@rpi.edu>, dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:
> Greetings.
> I know that there are programs to make disk labels
> using the ST, but are there any for making cassettes?
> I am not sure where in atari.archive.umich.edu to look.
> Thanks!

In the /programming section, there is a file called cled122.lzh (or something like that). It's a cassette label editor (`cled'). Intended as an example of programming with GEM, it also looks like a useful application in its own right. Give it a try.

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

1148. Re: Bash 1.10 binary for Mint problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 11:08:48 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb3.110848.1329@cs.nott.ac.uk>
Source record: 226042

In article <MUTS.92Feb2124943@fysaq.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>I got my bash 1.10 binary from atari.archive, the Mint version. When I
>set too many environment variables, the shell crashes.
>
>I cannot set/read the _stksize by the way because there is no symbol
>table.
>
>Do others have the same problems?

I'm aware of this problem; I have got a new version which has a visible _stksize, but it doesn't cure the env var problem; bash no longer crashes, but it seems to have difficulty in exporting all of a loong variable list; I notice this most when UNIXMODE gets trashed and the gcc ends up not knowing what the ****'s going on (my gcc lives on a Minix partition).

I could post an updated binary, but you might be just as well to wait for 1.12, which I'll port as soon as I get my SST (there's no way I can compile bash with 2 meg memory :-( ). I'll look into the env var problem at the same time.

Sorry about the **** up; I won't do it again, promise. :-)
--
`Grave' Dave Gymer | Well, this is the last four-line .signature I'll be
42 St Mary's Park, | doing for a while, you'll be releived to hear. So
Louth, Lincs, | what will I do now? Post stuff with the other 19,
LN11 0EF, ENGLAND | of course...

1149. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 11:09:02 UTC
From: ate@cs.ruu.nl
Message-ID: <1992Feb3.110902.1076@cs.ruu.nl>
Source record: 226041

Chris Burgess writes:

>I am having a problem with a SM124 (Goldstar) monitor. When the screen is
>mostly black, the white portions of the screen are very dim, and as more
>white is displayed the white return to normal brightness.
>
>Has anybody seen this problem before? Is there somthing I need to tweak
>on the monitor?
>
The answer to this question has been posted in this newsgroup on 15 mar 91.

Ian D. Hawkins writes:
"It's easy to fix the fading problem. It's caused by the drifting of the
cathode supply voltage. This is fed to the card on the end of the picture tube
to a connection marked B2. It should stay at 70 volts, but drifts high when
the screen is nearly black. The grid thus appears more negative and so the
current drops off. Fix it by regulating the 70 volt line with, for example, a
couple of 36v zeners in series. They don't draw much current, only a few mA.
V2 and V3 are ground connection on the tube-end pcb."

And kreymer@fnal.fnal.gov writes:
"I have seen this problem on many monochrome monitors over the last couple of
years. Thank you for the solution to an old, nagging problem. I have installed
the suggested zener diodes on one of my monitors, and the problem has vanished
as advertised. Inspired by this success, I tried a similar, simpler solution.
I have installed a simple 33 kilohm resistor between B2 and ground. It draws
just 2 milliamps, which is enough to keep the voltage between 68 and 72 volts.
The screen is just as stable as with the zeners, and 33K resistors are a lot
easier to find then 72 V zeners. Any value from 33K to 100K seems to do the
job."

I have used the solution with the 33K resistor several times now (we have a
lot of Atari ST computers at our department) and it works.

Ate Brink
Moderator of the Atari archive at the Utrecht University (archive.cs.ruu.nl)
--
Ate Brink, Dept. of Computer Science, Utrecht University
P.O. Box 80.089, 3508 TB Utrecht, The Netherlands
Telephone: +31-30-534408 Email: ate@cs.ruu.nl

1150. Re: Crack Art!

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 13:07:36 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb3.130736.4946@syscon.rn.com>
Source record: 226117

Does it support JRI/STE 4096 colors?

1151. Re: TEX printer problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 13:08:52 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.697122532@regent.e-technik.tu-muenchen.de>
Source record: 226034

>Occasionally (randomly) in the output, lines get skewed.
>Does anyone else
>have this annoying problem? Is it due to the Epson emulation? Can I
>get a
>true Star driver, or is the problem simply due to the resolution of

There is a possibility of getting the *newest* TeX-sources
and the web-files for printers and other drivers:
try to log-in at the anonymous ftp-server at the University of
Stuttgart, FRG: ftp 129.69.1.12 (use anonymous as idendity and your
real name as pasword)
then change into soft/tex or soft/atari where you find a lot of
drivers for different types of printers, computers and lots of macros.
If you don't have any acess to this site: contact the next TeX-group.
There are lots around. Addresses should be availabile in different TeX
and LaTeX books.

Another advice of mine for using TeX in general:
I strongly recomend a harddisc and 2M of memory - this configuration
enables you of using the latest latex-package of Dec 2, 1991 with all
fonts.

Peter
pal@regent.e-technik.tu-muenchen.de

1152. Re: VI editor for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 13:53:56 UTC
From: steveg@cseic.saic.com
Message-ID: <5131364@MVB.SAIC.COM>
Source record: 226039

Try the STeVIe editor at atari.archive.umich.edu.

I think it's in the directory /atari/editors along with several others.
--

Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Disclaimer: That's not what I said.

1153. Atari 4 Meg 1040ST system forsale.

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 14:19:21 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92034.091922JJL101@psuvm.psu.edu>
Source record: 226050
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

```
1040ST System Forsale:

Atari 1040 ST
Tos 1.4 ROMS
4 meg Zubair 3D RAM upgrade
Internal 720K drive, an external 360k drive, mouse, etc.
Supra 20 Meg hard drive
Atari SC1224 Color monitor

Make offer on whole system, or parts. Will only part out if all parts
go. Reason for sale... hopeful upgrade to the Mega STe line.
------------------
J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address
```

1154. Re: Did anyone write a good read() for Mint (or TOS)?

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 15:22:24 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1950@olymp.informatik.uni-bonn.de>
Source record: 226088

In article <MUTS.92Jan28220220@fysaq.fys.ruu.nl> muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:
>>Also, I would like that ALT-combinations do not return '0', but the
>>ascii code, with the 8th bit set. This would make porting of unix
>>editors/shells with full keyboard use much easier. (I hate to resort
>>to GEM and do not even start it up at a reboot).

This would also make using the full 8-bit character set a real pain. You couldn't even enter ij any longer! :-)

Please think of all the international users even if it takes more work.
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1155. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 15:29:29 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1951@olymp.informatik.uni-bonn.de>
Source record: 226107

In article <1992Jan31.061223.4003@nmt.edu> ehobbs@nmt.edu (Eric Hobbs) writes:
>In article <1992Jan30.184746.9931@usenet.ins.cwru.edu> au036@cleveland.Freenet.Edu (Chris Burgess) writes:
>>I am having a problem with a SM124 (Goldstar) monitor. When the screen is
>>mostly black, the white portions of the screen are very dim, and as more
>>white is displayed the white return to normal brightness.
>
>I have this problem also. I've posted questions about it a long
>time ago, and I'm not sure if I ever got a response.

A long time ago I posted a fix to this problem. I'm not sure where I posted,
I think it appeared in the Atari16 digests ...

Anyway, I had this same problem and took the (new) monitor to my dealer. The
service person found the problem and fixed it. He also gave me a copy of the
relevant part of the monitor schematics. You have to solder in a resistor
somewhere.

I'll see if I can dig it up and post the info here. If I forget, keep on
nagging until I do! :-)
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1156. Re: Uniterm manual

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 15:30:27 UTC
From: herborth@pinot
Message-ID: <8931@ncrwat.Waterloo.NCR.COM>
Source record: 226044

In article <8463@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (MarkLehmann) writes:

}Since the Uniterm manual is in LaTeX, it should first be run through the
}LaTeX macros for TeX to convert it to a dvi format. After this, the
}dvi file should be converted to postscript with the "dvips" program available
}on the atari archive. Then simply print the post script file.

It would be _really_ nice if someone would do this, and upload the results
to atari.archive...

--
----------======================== _ /\ ==============================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1157. Modula-2... thanks!

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 15:31:22 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <2506@daily-planet.concordia.ca>
Source record: 226047

Well, thank-you to all who answered my query about a pd/shareware Modula-2 system. Apparently, the ANA Modula-2 system (shareware) is of average quality and not complete with respect to GEM libraries. The other system at atari.archive (pd, Germna docs) is supposed to be better and seems complete in terms of GEM, although it has some minor bugs.

Agostino Deligia
agostino@concour.cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...
--
Agostino Deligia
agostino@concour.cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

1158. ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 15:52:25 UTC
From: malay@sae.com
Message-ID: <1992Feb3.155225.7387@sae.com>
Source record: 226043

There are a number of clipart files on a.a that are in ".img" format. How do I convert them so that they can be used by EasyDraw (requires ".gem" format??

Bob Malay

1159. Re: VI editor for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 16:10:20 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.697133420@regent.e-technik.tu-muenchen.de>
Source record: 226046

bullx@tuvie.UUCP (Fa.BULL) writes:

>Hi,

> I am looking for the UNIX-Editor 'vi' running on the Atari ST!
> Could anyone please mail me, where I can ftp it? -- OR --
> Could someone please mail me an uuencoded version?

> Thanks in advance

> Andy

Sure I can:

Try: ftp 129.69.1.12
This is the anonymous ftp-server (UNIX) at the University of
Stuttgart, FRG. Use anonymous as idendity and your name as password,
change to soft/atari (cd soft/atari). There is a lot of software -
most of it is of no serious use. vi should be under editors. There
are also a lot of TeX-macros, if you are interested in.
But be carefull: I have the feeling, that some stuff is infected by
viruses!!!

Peter

1160. Info on Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 16:19:07 UTC
From: RIFFEGL@PURCCVM.BITNET
Message-ID: <92034.111907RIFFEGL@PURCCVM.BITNET>
Source record: 226045

Can anyone give me a rundown on the capabilities of the Spectre GCR?
Does it emulate a color mac?
What is the speed like?
can the atari drive read and write normal Mac disks?
does it use ST memory? if so how much is free for programs?

Any help would be appreciated.

Thanx in advance.

1161. Re: MIDI

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 16:20:20 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1992Feb03.162020.5709@donau.et.tudelft.nl>
Source record: 226069

trag@pnet01.cts.com (Jim Trageser) writes:

>I'm writing yet another Atari story for San Diego's ComputorEdge magazine, and
>am trying to get a feel for what the most popular software/hardware
>(keyboards, et al) set-ups are with Ataris. Also, any comments on why you use
>an Atari for your MIDI rather than a PC or Mac. (I'm not a MIDI user; more DTP
>and WP than anything else, so bear with me. . . .) As in the past, I will

To those of us who do use MIDI, this shall spark a vivid reaction.
Why Atari and MIDI you ask?

ONE : The Atari computer comes complete with a MIDI interface. This is perhaps the most important reason that software developers chose this computer to develop software for. I can think of no other computer that one cannot buy without a midi interface.
TWO : as a result of the above.. The BEST midi software runs on the Atari ST. (In most cases on the Atari ST alone). Steinberg (German) is the forerunner on midi software. There top product is called "CUBASE". This is by far the best known midi program used by professionals. If you pay close attention to music broadcasts on TV, you should see that, when there is a computer in the background, chances are 90% it will be an Atari, and for the program, chances are let's say 75% it's Cubase. Cubase is shortly to be released for the MAC and PC.
Runner up on the software front is Notator, I believe. This is by a company called C-lab. I believe the programmers of Notator (and other C-lab products) first worked for Steinberg, but later split from them.
THREE : The various Atari benefits like; GOOD SCREEN and LOW PRICE.

What keyboards?

I'm not really into keyboards, but I can tell you something about synthesizers. First, there are more synthesizer/keyboard manufacturers than computer manufacturers, so you can guess the variety of modern electronic instruments is enormous. If asked, I would name the largest three manufacturers of synthesizers as, Roland, Yamaha and Korg. All three offer synths ranging from cheap ($500 is kid's stuff) through intermediate ($1000 to $2000 for the serious amateur or professional) to expensive ($4000 too expensive for home use really). Popular cheap would be Yamaha TQ-5 (or BY 100, I think). Popular intermediate are Yamaha SY-22 (My synth), Korg M1, Korg 01-W (New) or Roland D-10. Expensive synths are Yamaha SY-77 or Roland D-70 (Both top of the range).

Important

It is important to check if you're keyboard/synth is MULTITIMBRAL. This

means it can play more than one instrument at one time. All the above synths are multitimbral (intermediate usually 8 times, expensive synths up to 16 times).

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

1162. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 16:34:22 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <697134861.15151@minster.york.ac.uk>
Source record: 226061

In article <bart.696867466@dutncp8> bart@dutncp8.tn.tudelft.nl (Bart Schipper) writes:
>I wonder why why why you need an interceptor to convert Calamus
>output for 300dpi laserprinters to a postscript file, since the creators
>of Calamus provide drivers for every printer you can think of.
>But yes, if you really want to go back to oldfashioned postscript,
>for Calamus SL, there is a module to convert a Calamus document to EPS.
>I suggest you ask DMC for it.
>Bart.

It is this sort of arrogance that annoys me.

People want to use Calamus in the real world. This means that we may want to send our output to printers at work / school or use a typesetter at a bureau.

Calamus' page description language may be superior to PostScript, but everyone else actually _uses_ PostScript.

For this reason, we need proper PostScript on a disk. Telling us that Calamus direct output is better is no good.

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

1163. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 17:15:13 UTC
From: etmelag@sunbeam15.ericsson.se
Message-ID: <1992Feb3.171513.3213@ericsson.se>
Source record: 225952

In article <1992Feb2.010132.15282@ux1.cso.uiuc.edu> wmagro@roma.physics.uiuc.edu (William Magro) writes:
>I observer this same phenomenon with my SM124. I am anything but a
>hardware guru, but I offer the following explanation (and no fix).
>The sm124 uses a flyback transformer which bootstraps off of the screen
>current. In simpler terms, the flyback transformer needs to have some
>return current from the screen in order to work correctly. When the screen
>is almost black, as with a screen saver, this return current is significantly
>diminished. This feeds back into the electronics and the electron gun reacts
>by emitting less current, dimming the screen.
>
>This is of course probably totally incorrect. Some electronics god, please
>enlighten us.
>
>--Bill
Hi,
There is a technote from Atari giving a fix. It seems that this
problem occurs only in monitors from en '87 if I'm right by
hart. I'll check whether I can find any info on it and I'll post
that. The fix is very simple: adding one resistor somewhere in
parallel to a capacitor.
Regards, Louis

1164. Re: Miscellaneous questions (sorry if frequent)

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 20:55:33 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb3.205533.8743@syscon.rn.com>
Source record: 226125

bwhite@oucsace.cs.OHIOU.EDU (William E. White) writes:

>1. I've reached my RAM limits trying to do TeX stuff. I saw a file at
>terminator on how to increase to 2.5 meg using SIPs. Questions: what
>SIPs should I get, and what the heck is a "veroboard" as described in
>the article? (Also, just how much is the memory these days?) Any way
>to get above 2.5 meg?
You should be able to put 4 meg in with various boards or hacking.

>2. I also need to get a higher version of TOS. I hear 1.4 is no longer
>the current standard. Will higher versions still work with my 68000 and
>wimpy 3-bit RGB registers? (I also remember seeing an article on how to
>build a board to get around 1.6 million colors ... anyone remember that?)
>Keep in mind I've got TWO ROMS in my board (not sure how many sockets,
>haven't looked in awhile).
Well TOS 2.06 is out but requires an adapter board for STs. 1.4 is still
good.1.6 is for STE.

>3. Anyone out there ever placed the ST motherboard in a new case? I'd
>really really benefit from sticking the whole kit and kaboodle in a
>tower case, maybe put in a new drive, and put my HD there too, and then
>run a cable for the keyboard (I've already got it pseudo-detatched).
>This would also let me stick the miscellaneous add-on boards on.
Yes it has been done though I do not know of a kit to do it.You could
get most of the stuff you need from BESt Electronics.

>4. Who sells a cable for the ST to Nec MultiSync 3D? A switch for mono
>mode would be really appreciated. (My current cable if you're curious
>consists of about nine heavily tinned wires stuck through two pieces of
>cut-up Tupperware lid for support. The last one used chopped off safety
>pins. :-))
Toad computers has a switch box.Making one is not that difficult. The
orginal NEC multisync will not work I have heard.

>5. Any hope of sticking a blitter on? Would this really help me? (I
>mainly use my ST as a terminal. Thus, my next posting ...)
If you have the spot on your mother board you probably can .need to
buy blitter,socket and 74ls part.TOS 1.2 is 1.0 for blitter though
you may not have it.

1165. STe and Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 21:34:09 UTC
From: witts@hoss.unl.edu
Message-ID: <1992Feb3.213409.26908@unlinfo.unl.edu>
Source record: 226079

I'm considering the purchase of an Atari STE so that I can easily upgrade to 4 megs of ram, plus blitter stuff etc, but I am worried about my Mark Williams C package. I've heard that MWC will not work on TOS versions 1.04 and above. Is this true? Has anyone tried to use MWC from hard disk with an STE? It's crucial that I find out before making my purchase, so please give any information if you can!
Any comments much appreciated!

thanks,

rick wittstruck
witts@hoss.unl.edu

1166. public domain/share ware prog. to convert *.img to *.mac?

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 22:59:13 UTC
From: madams@ecst.csuchico.edu
Message-ID: <1992Feb03.225913.15712@ecst.csuchico.edu>
Source record: 226087

Hello:
I have a bunch of clip art files that I would like to use on my
Macintosh. I got them from FTPing an Atari site.

Host terminator.cc.umich.edu (141.211.164.8)
Location: /atari/applications/dtp/clipart
FILE rw-r--r-- 535224 Oct 24 20:56 clipart1.zoo
.... nine files ...

The zoo files are full of "*.img" files. I don't know anything about
the img format so I went to the comp.sys.atari.st news group, found
the Welcome document, and it directed me to the picfmts.doc file.

There I found the img format and its name "GEM". But before I set out
to write a converter, I would like to know if one already exists?

As I said, I would like to have some clip art for my Mac, and this was
the only collection I could find. So I need to convert the img
format into somthing I'm used to working with (ie. have the tools
to work with ;-)

Do you know of any application that will run on UNIX, IBM/DOS, or Macintosh
6.0x, to convert GEM img files to Macpaint, GIF, PICT, or anything else?

Thank you for your time.

(___) | Michael E. Adams
(o o) | Custom Computer Programming
/-------\ / | P.O. Box 5027
/ | ||O | Chico, California 95927-5025 U.S.A.
* ||,---|| |
~~ ~~ | Internet: madams@cscihp.ecst.csuchico.edu
Hi! I am a .signature virus. Copy me into your .signature to join in!

1167. C, gem and sound questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 23:25:11 UTC
From: wilsont@prism.cs.orst.edu
Message-ID: <1992Feb03.232511.15266@CS.ORST.EDU>
Source record: 226085

I am just starting up with C programming on the ST.
I borrowed the book "Applications guide: programming in C, for the ST" by compute! books.
I'm trying to use Sozobon 1.33i with it. I'm trying to get a gem library up and going but no luck, nothing compiles.
all gemdefs.h and obdefs.h have been changed to gemfast.h .

but the cc compiler gives me crap on most of the lines, even though they are verbatim from the book.

so basically, Does anyone have a C Gem library? does AA have one?

secondly, Where could i find source code for playing back standard sounds? (maybe the source to keyclick.ttp?)

thanks!

1168. FTP

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 23:52:17 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb3.235217.16380@actrix.gen.nz>
Source record: 226086

Can some one help me a FTP site, this is the cs.uni-sb.de [134.96.252.31]
is it fully operational.?

All that I can get up to is a date/time line and then it stops/hangs..!!

This has been going on for some days..

Thanks..!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1169. Re: Uniterm manual

Newsgroup: comp.sys.atari.st
Date: 1992-02-03 23:57:24 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb3.235724.11834@ux1.cso.uiuc.edu>
Source record: 226113

In article <8931@ncrwat.Waterloo.NCR.COM>, herborth@pinot (Chris Herborth) writes:
|> In article <8463@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (MarkLehmann) writes:
|>
|> }Since the Uniterm manual is in LaTeX, it should first be run through the
|> }LaTeX macros for TeX to convert it to a dvi format. After this, the
|> }dvi file should be converted to postscript with the "dvips" program available
|> }on the atari archive. Then simply print the post script file.
|>
|> It would be _really_ nice if someone would do this, and upload the results
|> to atari.archive...

I hereby consider my arm twisted. I will upload the postscript file today.
Btw, I couldn't find the kaos desktop replacement at a.a, so I got it
from a german site and uploaded it sunday. I didn't test the archive though,
so use with caution.

--Bill

1170. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 01:39:39 UTC
From: weber@rhrk.uni-kl.de
Message-ID: <1992Feb4.013939.29525@rhrk.uni-kl.de>
Source record: 226080

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

>Can some one help me a FTP site, this is the cs.uni-sb.de [134.96.252.31]
>is it fully operational.?

>All that I can get up to is a date/time line and then it stops/hangs..!!

I have been in there yesterday night.
But nslookup here reports 134.96.7.254
Better you check the number out...

Regards

Christoph Weber-Fahr

--
Christoph Weber-Fahr | E-Mail: weber@rhrk.uni-kl.de
Universitaet Kaiserslautern, KIT/IVS | S-Mail: Postfach 3049
Tel. 0631/205-3391 | D-6750 Kaiserslautern
---------- My personal opinion only ----------

1171. CS_TeX and LaTeX

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 01:50:59 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.697168259@swanee>
Source record: 226105

Excuse my ignorance for asking what appears to be a very simple question.
I have just installed CS_TeX on my Mega 4 ST. All seems to work well but since
I can read German I'm having a lot of fun trying to figure out what I have/don't
have in this setup. Could someone please tell me if CS_TeX supports LaTeX
commands in its original distribution? If not how do I set it up so it does?

Also what fonts are missing and/or can I build these using Meta font?

Any help would be appreciated. If you think this is a waste of your time
then my apologies to you for wasting your time.

Thanks
Rob
Email:bmw@swanee.ee.uwa.oz.au

1172. A couple of UNIXMODE and MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 01:59:39 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <4859@oucsace.cs.OHIOU.EDU>
Source record: 226119

I have a couple of questions about UNIXMODE (about which I know basically next to nothing except what I read on terminator) ...

1. If I'm interpreting the documentation correctly, extended filenames are stored in an actual file somewhere. Um, ... maybe I'm missing something here, but ... wouldn't it be just as simple to use the unused bytes in the directory (about 31 of them I think)? Or are they reserved?

2. Does MiNT (which I haven't played with either) grok this wonderful system? How about the shells out there? I'd really like to be able to forget that I'm not working on a Unix box. (Yes, John, I know -- I should buy a sparc!)

3. Exactly how slow IS MiNT? Are there any decent accelerator boards out there if it is on the unspeedy side?

Again, thanks for your time.

--
Bill White +1-614-594-3434	bwhite@oucsace.cs.ohiou.edu (normal)
Standard login hours:	bwhite@view.cs.ohiou.edu (alternate)
1-3,5-7PM EST M-F (oucsace)	more info via `finger bwhite@view...'

1173. PD Fortran compiler?

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 02:55:50 UTC
From: slqn0@cc.usu.edu
Message-ID: <1992Feb3.205550.52312@cc.usu.edu>
Source record: 226108

Does anyone out there know of a PD fortran compiler, or have a commercial
version they'd be willing to part with?

Thanks in advance.
--

Hoyt J. Heaton | /\ "In wildness is the preservation
slqn0@cc.usu.edu | / \ /\ of the world"
Utah State University | / \/ \ --Thoreau
Logan, Utah, USA |/ \ _____

1174. Sample playing source code on AA (was Re: C, gem and sound questions)

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 02:57:09 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb4.025709.852@wam.umd.edu>
Source record: 226056

In article <1992Feb03.232511.15266@CS.ORST.EDU> wilsont@prism.cs.orst.edu (Timothy E. Wilson) writes:
>I am just starting up with C programming on the ST.

[...]

>secondly, Where could i find source code for playing back standard sounds?
>(maybe the source to keyclick.ttp?)

Since you're just starting out with C, you're probably not going to
want to have a go at playing back digitized sounds just yet -- it's
fairly tricky and involves assembly language.

Just in case, though, assembly source to play digitized sounds
is in atari/sound/players/resound.arc on atari.archive. The method
used is basically the same as in Digital Keyclick.

Dave Baggett
dmb@wam.umd.edu

1175. How to make a gnu cross-compiler??

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 03:00:23 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <4861@oucsace.cs.OHIOU.EDU>
Source record: 226109

Yes it's me again. :-) I'm trying to get the most recent gnu C compiler to compile on a Decstation (ghod knows what. I think a 3100), so that it produces a nifty little output file that'll work for TOS.

However, there seem to be no docs, and the Makefile was ... ahem ... less than useful.

So, for a poor ignorant fellow like myself, exactly *HOW* do I get the GNU C compiler to compile so that it's a cross-compiler? For one thing, there is a configuration shell script. What is it for, and how does one use it? What else do I need to do? Where is the default path and such? Please humor me, I've been working on a whitepages service in System V Unix for the past fifteen months. :-)

As usual, email responses preferred. Thank you for your time.

--
Bill White +1-614-594-3434	bwhite@oucsace.cs.ohiou.edu (normal)
Standard login hours:	bwhite@view.cs.ohiou.edu (alternate)
1-3,5-7PM EST M-F (oucsace)	more info via `finger bwhite@view...'

1176. ATSpeed Questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 03:33:39 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Feb3.223339.17258@newstand.syr.edu>
Source record: 226112

Does anybody out there have experience in either of the
following two areas?
1. Using Word Perfect language modules with ATSpeed?
I'm interested in how the fonts might work, and how
they interact with the speller, hyphenation, etc.

2. Using ATSpeed to control a remote PC using
software like PCAnywhere.

I'm interested in finding out if either of these things work
with ATSpeed...and if so, how to go about using them. Send
replies to the net or to me directly.
Thanks very much.
--Gerry
ggreenbe@rodan.acs.syr.edu

1177. Re: VI editor for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 03:53:26 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <8555@tamsun.tamu.edu>
Source record: 226122

In article <578@tuvie.UUCP> bullx@tuvie.UUCP (Fa.BULL) writes:
> I am looking for the UNIX-Editor 'vi' running on the Atari ST!

The Atari Archive has two files:

steve
elvis

I have used steve and it is a fair port of vi. People have said "elvis"
is better, but I haven't tried it.

1178. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 05:13:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6498@uqcspe.cs.uq.oz.au>
Source record: 226076

In <1992Feb3.155225.7387@sae.com> malay@sae.com (Bob Malay) writes:

>There are a number of clipart files on a.a that are in ".img" format. How
>do I convert them so that they can be used by EasyDraw (requires ".gem"
>format??

Probably not really possible. .GEM files are metafiles containing scalable
drawing primitives, while .IMG files are raster image files. Conversion the
other way (.GEM to .IMG) should be possible with many drawing programs,
or simply but taking a SnapShot of the easydraw screen.

Warwick
--
_-_|\ warwick@cs.uq.oz.au |
/ * <-- Computer Science Department, | HELLO, I'm a signature virus!
_.-._/ University of Queensland, | Join in the fun
v Brisbane, AUSTRALIA. | and copy me into yours!

1179. Atari Hardware and Software + printers for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 06:00:10 UTC
From: dcrevier@jarthur.claremont.edu
Message-ID: <1992Feb4.060010.26796@muddcs.claremont.edu>
Source record: 226066
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,mudd.market

Atari items for sale:

Note: Prices are open to bargining
Willing to make deals on packages

Hardware:

520 ST (upgraded to 1 meg) + Atari SC1224 color monitor + Double
Sided Disk Drive: $350

1040 ST + Atari SM124 Monochrome monitor + PC Ditto II (IBM emulator)
installed + tweety board (stereo sound) installed + internal drive:$500

(If you want the 520 with the mono monitor, or the 1040 with the color
monitor, we can make a deal)

NEC P2200 - Epson LQ compatible 24 pin printer: $200

Panasonic KX-P1091 - Epson compatible 9 pin printer: $100

Practical Solutions cordless mouse: $50

Logikhron clock card: $15

Navarone video digitizer: $25

Productivity Software:

(With documentation)

Degas - paint program $5
Turbo ST - software accelerator $7
STOS - game writing language $20
Pagestream 1.8- Desktop publishing $20
Stalker/Steno 2.06- terminal program/editor $10
Shadow - background file transfers $5
Word Perfect - word processing $25
Ultrascript - prints postscript to any printer $50
Ultrascript fonts - more fonts for Ultrascript $35
Turbojet - speeds up GDOS printing to HP Deskjet and Laserjet $5
Thunder - spelling checker - works as you type $7
VIP Professional - Lotus 123 compatible spreadsheet $15
G+Plus - fast GDOS replacement $7
Timeworks Desktop Publisher - GDOS based desktop publisher $10
Cornerman 2.1 - a set of useful desk accessories $5

EasyDraw Stuff (with documentation):

EasyDraw 3.01 $15
Easy-tools 3.0 $10
EasyDraw supercharger $10
EasyDraw 24 pin printer drivers $5
EasyDraw HP Laserjet Plus printer drivers $5
OSpooler $7

(Without Documentation)

MiDupe - Disk duplication software $5
TimeLink $5
Universal Item Selector II - replacement for item selector $5
Zoomracks - hypercard like application $5

Games:

(With Documentation)

Championship Wrestling $7
Dr Doom's Revenge $7
Mean 18 Ultimate Golf $7
Winter Games $7
Flight Simulator II $10
Arkanoid II $10
Midimaze $10
Phantasie $10
Phantasie III $10
Heroes of the Lance $10
Dungeon Master $10
Emmanuelle $10
Gauntlet II $10
The Hunt for Red October $10
Chaos Strikes Back $10
Populus the Promised Land (requires Populus) $7
Star Glider $10
Autoduel $10

(Without Documentation)

Dark Castle $7
King's Quest III $7
War in Middle Earth $10
Gauntlet $5
Barbarian $5
Bard's Tale $5
The Pawn $5
Harrier Strike Mission $5

1180. Atari blitter question (was Re: Amiga geeks, read this)

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 07:27:31 UTC
From: sl7js@cc.usu.edu
Message-ID: <1992Feb4.012731.52317@cc.usu.edu>
Source record: 226103

In article <1992Jan29.034348.12664@jsp.umontreal.ca>, u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:

> Start off with the $349 Atari STE 512K. (Current price, Toad computers)
> I find this fair, as most people have 8MHZ machines. An STE with blitter
> chip, stereo 50Khz sound, Midi ports, SIMM, Instant boot, 640x400 mono.

I have a question about the ST blitter chip. Is it implemented in a dual buss architecture or is it single buss?
IE. Can the cpu continue to run code from a secound buss while the blitter draws, without waiting or alternating access to the buss with the blitter?

James Diffendaffer
sl7js@cc.usu.edu

1181. Re: Uniterm manual

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 08:21:14 UTC
From: decouty@claire.irisa.fr
Message-ID: <1992Feb4.082114.14219@irisa.fr>
Source record: 226099

```
In article 8931@ncrwat.Waterloo.NCR.COM, herborth@pinot (Chris Herborth) writes:
>In article <8463@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (MarkLehmann) writes:
>
>}Since the Uniterm manual is in LaTeX, it should first be run through the
>}LaTeX macros for TeX to convert it to a dvi format. After this, the
>}dvi file should be converted to postscript with the "dvips" program available
>}on the atari archive. Then simply print the post script file.
>
>It would be _really_ nice if someone would do this, and upload the results
>to atari.archive...
>
>--
>----------======================== _ /\ ============================----------
>Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
>Information Products Co-Op =(___)=
>NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

I have done it. Available on irisa.irisa.fr, cd Atari_st/uniterm, get manual.ps

---
| Bertrand DECOUTY | EMAIL : Bertrand.Decouty@IRISA.fr |
| IRISA - INRIA (Atelier) | {uunet,mcsun,inria}!irisa!decouty |
| Campus de Beaulieu | PHONE : +33 99 84 73 46 |
| F-35042 Rennes Cedex - FRANCE| FAX : +33 99 38 38 32 | TELEX: 950473 UNIRISA |
```

1182. Re: STe and Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 08:48:27 UTC
From: hohr@cernvax.cern.ch
Message-ID: <9327@cernvax.cern.ch>
Source record: 226090

In article <1992Feb3.213409.26908@unlinfo.unl.edu>
witts@hoss.unl.edu (Rick Wittstruck) writes:
-
- I'm considering the purchase of an Atari STE so that I can easily
-upgrade to 4 megs of ram, plus blitter stuff etc, but I am worried about
-my Mark Williams C package. I've heard that MWC will not work on TOS
-versions 1.04 and above. Is this true? Has anyone tried to use MWC from
-hard disk with an STE? It's crucial that I find out before making my
-purchase, so please give any information if you can!
-Any comments much appreciated!
-
- thanks,
-
- rick wittstruck
- witts@hoss.unl.edu
-

Hi Rick,

I've MWC release 3.0 running on a Mega STE/4. The only problem I had was with RDY (the ramdisk). I think there's a special version of it at a.a. (as far as I can remember). But I work directly with the Hard-disk: it's fast enough for me.

Hope this helps

Roger hohr@cernvax.cern.ch

1183. Spectre leap year bug

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 09:42:22 UTC
From: johnr@cged.co.uk
Message-ID: <1992Feb4.094222.2261@cged.co.uk>
Source record: 225972

Soon into 1992, I noticed the date on my machine (when using Spectre GCR in Mac mode) was a day out. If I set 15th January on the Atari, I got 16th January in Mac mode. A friend speculated this could be a leap year bug, so last night I tried it out, with the following results (European date format):

Atari Dates (dd/mm/yy) Spectre dates

15/12/91 15/12/91
03/02/92 04/02/92
28/02/92 29/02/92
29/02/92 29/02/92 or 01/03/92 (sorry, can't remember)
01/03/92 01/03/92

I can live with this, but people ought to watch out for having two 29th Februarys, or two 1st Marchs, this year if they have any software that uses the date.

What appears to be happening is someone has written a sloppy date calculation algorithm which works like this:

1. Get the date from the Atari and convert months and days to days in year.

2. Check for leap year. If so, add one to the number of days.

3. Convert back to months, days and years.

--
John Richards

1184. Re: VI editor for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 10:08:02 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.697198082@ernie>
Source record: 226098

n160ao@tamuts.tamu.edu (Mark Lehmann) writes:

> steve
> elvis

>I have used steve and it is a fair port of vi. People have said "elvis"
>is better, but I haven't tried it.

Last time I tried them, stevie didn't support useful ed-commands. Elvis was
much better, but you could set it up to use either umlaut characters or
[]{}\@, not both.

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

1185. Re: Mint 0.92 problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 10:11:32 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.697198292@ernie>
Source record: 226081

oli@math.rwth-aachen.de (Oliver Bonten) writes:

>I don't fully understand this, do you mean that pseudo ttys are in
>\pipe rather than \dev, and how should the names look like?

>Well, NVDI changes the font of exactly this under TOS.

Now I understood, and it works fine. Mw2 uses pty.000, pty.001 etc..
If I boot w/o CON=U:/dev/fasttext, I even get the NVDI fonts in tcsh.
Rebooting is a lot easier with this setting, too.

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

1186. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 10:27:57 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb4.102757.1550@actrix.gen.nz>
Source record: 226106

In article <697134861.15151@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
> In article <bart.696867466@dutncp8> bart@dutncp8.tn.tudelft.nl (Bart Schipper) writes:
> >I wonder why why why you need an interceptor to convert Calamus
> >output for 300dpi laserprinters to a postscript file, since the creators
> >of Calamus provide drivers for every printer you can think of.
> >But yes, if you really want to go back to oldfashioned postscript,
> >for Calamus SL, there is a module to convert a Calamus document to EPS.
> >I suggest you ask DMC for it.
> >Bart.
>
> It is this sort of arrogance that annoys me.
>
> People want to use Calamus in the real world. This means that we may want to
> send our output to printers at work / school or use a typesetter at a
> bureau.
>
> Calamus' page description language may be superior to PostScript, but
> everyone else actually _uses_ PostScript.
>
> For this reason, we need proper PostScript on a disk. Telling us that
> Calamus direct output is better is no good.
> | Mathew Lodge | "What do they call you, boy?" "Kate." "Isn't |
> | mjl-b@minster.york.ac.uk | that a bit of a girl's name?" "... it's |
> | Summer: lodge%alsys@uknet | short for 'Bob'" -- Blackadder II |

If you bye Outline Art, you get a PostScript converter, but I don't know if its sold seperatly, so go read some magazines then you will know all about these things, or Z-Net or ST-Report..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1187. Grand Prix type games

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 10:40:48 UTC
From: peterw@spider.co.uk
Message-ID: <1992Feb4.104048.12603@spider.co.uk>
Source record: 226102

Does anyone have any views on the best F1 Grand Prix type racing game available for the ST?

Please e-mail and I'll summarise any comments/opinions etc.

Peter

--
Name : Peter Woodhouse Spider Systems Limited
E-mail: peterw@spider.co.uk Spider Park, Stanwell Street
Phone : +44 31 554 9424 Edinburgh, Scotland

1188. Re: DESKJET 500

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 10:55:21 UTC
From: hschs91om@ap04.cip3a.tu-harburg.de
Message-ID: <1502@rztsun.rz.tu-harburg.de>
Source record: 225955

In article <2989a473.8c6ce8.3@BEIZ.mediatex.ch>, Friese@BEIZ.mediatex.ch writes:
|> i'm looking for an hp deskjet 500, but i
|> don't know how to use it. I work with "
|> That's Write" and with signum 2! and som
|> etimes with "Campus". Can anybody tell m
|> e which drivers can be uesed ??? One pro
|> blem: i'm can read messages o n l y he
|> re in the "BEIZ"-System.

In the program "Script 2" you can use the
driver for the HP-Laserjet, maybe driver
for the HPLj are avaible in the other
programs. The comand-language of both
printer are nearly the same.

Ole Marienhagen
Tel.: Germany 04121/91726
Internet: marienhagen@tu-harburg.dbp.de
or: a0marien@informatik.uni-hamburg.de

1189. .SPS picture viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 12:08:04 UTC
From: whitcomb@aurs01.uucp
Message-ID: <60323@aurs01.UUCP>
Source record: 226116

I've come across some Spectrum files that use the extention *.SPS, and none of my picture viewers can handle them. I have no problem viewing *.SPC and *.SPU files, but not *.SPS.

Does anyone know of a viewer that can display these?

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

1190. Slowing down my TT ... seriously

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 12:45:10 UTC
From: sms@sys.uea.ac.uk
Message-ID: <2135@sys.uea.ac.uk>
Source record: 226115

This may seem a little silly but I want to make my TT run at ST speeds. Not all the time of course, only when running certain programs where the extra speed is a bit of a problem... for example a lot of programs respond a bit too quickly to mouse presses and it's very difficult to increment a value by clicking on an increase button as it goes up in steps of 3/4 unless you're very quick with the button.
Mainly I would like the whole hardware to run slower... I thought of putting in some sort of trace routine purely as a deccelerator but I don't know what side-effects that might cause.
For some things just a slowdown in the refresh rate when using the ST screen modes... for example my demo of Populous 2 runs fine on my TT but at 70 odd Hz ... makes it much harder to play.
I was thus hoping to have a solution before the full game appears (anybody got any date - my local shop is always a bit useless on release dates)

Any info on this subject would be appreciated... hopefully a software solution as I get shaky when using a soldering icon on expensive hardware :-) ... That's why I didn't post it to c.s.a.s.tech (spot the lame excuse!!!... OK, I was on auto-pilot when I started typing this message)

Steve Sowerby, Postgraduate layabout, (sms@sys.uea.ac.uk)
School of Information Systems, University of East Anglia,
Norwich, England. -- Too lazy to find a .sig quote

1191. Re: Info on Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 13:21:49 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <3451@mercury.brunel.ac.uk>
Source record: 226129

koreth@panarthea.ebay.sun.com (koreth@panarthea.ebay.sun.com) writes:
: In article <92034.111907RIFFEGL@PURCCVM.BITNET> RIFFEGL@PURCCVM.BITNET writes:
: >Can anyone give me a rundown on the capabilities of the Spectre GCR?
: >Does it emulate a color mac?
:
: Not YET...
:
: >What is the speed like?
:
: Well, on a 16Mhz machine its OK. I would never go back to 8Mhz.
: MultiFinder performance is aided greatly with 16Mhz cpu ability...
:
: >can the atari drive read and write normal Mac disks?
:
: Yes that Atari drive can read and write Mac Disks...
: (AMAZING isn't it?!)
:
: >does it use ST memory? if so how much is free for programs?
:
: ST Memory? :) Is there any other kind? Perhaps on a TT, maybe.
:
: But, it really depends on what system you want to use, and how you
: install it...with System 6.0.7 I get about 3 Megs Free.
:
: It also depends on whether or not your under MultiFinder, FInder and various
: inits cdevs you run...
:
: You USE to get enough memory for doing just about anything you need to do,
: using the top of the line programs for the Mac...
:
: NOT ANY MORE. So if you are planning on getting a GCR, wait till the SST
: board is avilable, OR buy a TT and a GCR...
:
: DON'T buy a ST, or even a memory upgrade on it. 4 Megs is really gonna
: suck when we get System 7.0 running.
:
: >
: >Any help would be appreciated.
: >
: >Thanx in advance.
:
: Well your very welcome...
:
: -Greg

The ST does not have enough memory to run system 7 proporly but there is no need to run system 7. System 5 or 6 is good enough and although not as nice as system 7 to use it is not as memory hungry.

Gareth Blades

1192. Re: Recommendations

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 13:33:12 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Feb4.133312.1@lapis.labmed.umn.edu>
Source record: 226082

In article <9201312328.AA27047@vulcan.noarl.navy.mil>, fox@VULCAN.NOARL.NAVY.MIL (Dan Fox) writes:
> I need some NetRecommendations for the latest/greatest/hottest games
> for the ST.
> ...
> Any ideas?

Try the 1 meg version of LLAMATRON. Then try REVENGE OF THE MUTANT CAMELS.
Then send the shareware fee to the author.

(Both should be available from the atari.archive.umich.edu FTP site as
LLAMATRN.LZH and REVENGE.LZH)

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come
with it." -- R. Buckminster Fuller

1193. Re: MIDI

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 13:34:57 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60324@aurs01.UUCP>
Source record: 226124

In article <1992Feb01.181610.4016@crash.cts.com> trag@pnet01.cts.com (Jim Trageser) writes:
>I'm writing yet another Atari story for San Diego's ComputorEdge magazine, and
>am trying to get a feel for what the most popular software/hardware
>(keyboards, et al) set-ups are with Ataris. Also, any comments on why you use
>an Atari for your MIDI rather than a PC or Mac. (I'm not a MIDI user; more DTP
>and WP than anything else, so bear with me. . . .)

I chose the Atari ST because it had the best price/performance ratio in its class for *any* application (in 1986) and especially MIDI. I still believe this is true for MIDI. Of course, the built in MIDI ports made it attractive as a user, but more importantly, it attracted many developers to the platform. I currently use a Mega ST4 with an SM124 monitor (a must for MIDI). Considering that the software for the ST is still state of the art, I have no reason to switch to another platform. In fact, the new ST Book portable will probably keep me firmly entrenched in the ST market.

I use Dr.T's software almost exclusively. The primary reasons are:
1) They have been in the business for years and have continuously upgraded their software. Sequences I made years ago on my 1040 ST run fine on the newest software.

2) The programs are modular. Dr.T's has developed a "Multi Program Environment" (MPE), which allows many of their programs to run concurrently and share data. Economically, it allows me to build my system a piece at a time, when I can afford each new piece.

3) Support. The programmers are available on-line on GEnie, and provide answers to questions and bug fixes in a very short time. The tech info line is manned five days a week, and I receive upgrade notices and special deals on closeout software in the mail regularly. Since it's a US based company (as opposed to C-Lab or Steinberg/Jones), response time is amazingly fast. Bob Melvin (designer of the Caged Artist patch editors and X-oR universal patch editor/librarian/system exclusive data manager) is especially good in this regard, and has been known to respond to change requests within a two or three days.

4) The software is great. I use the KCS Omega sequencer, X-oR, T-Basic (an interpreted BASIC programming language with hooks into all of KCS's sequence data) and the Phantom (SMPTE sync interface and software). The interfaces are intuitive and the graphics are very useful. Anyone who still thinks that Dr.T's products just fill the screen with numbers hasn't seen them lately! The programs are extremely stable, and I have no problem using them with all of my regular ST system software installed. I recently bought Intelligent Music's RealTime sequencer and M composition and performance tool.

My MIDI hardware setup is hardly state of the art, but it gets me by. I use a Korg 707 (8 voice multitimbral FM synth) primarily as a dumb keyboard. It's velocity sensitive and has aftertouch, and was quite cheap. The sounds aren't great, but I consider them as a free bonus with the keyboard. My main sound modules are the Korg P3 (piano) and Symphony (orchestra). Each are 16 voice multitimbral, and provide me with a limited range of sampled instruments. None of these instruments are new or expensive (I think that all three combined cost less than $1000), but it is important to note that many of the high priced MIDI instruments have built in sequencers and other features which are redundant with my software. I also don't need lots of memory in my synths, as I can store data on my ST using X-oR. In fact, all I look for in a new synth are good sounds, lots of outputs and good MIDI support of the internal functions, so I can usually save money buying the stripped down, small memory rack-mount versions.

I also use an Alesis QuadraVerb GT, a Casio MG-510 guitar MIDI controller and a DMC MX-8 programable MIDI switcher. I've written X-oR profiles for the P3, Symphony and Quadraverb GT.

My next major music hardware purchase will be an 8-track reel-to-reel. I was thinking of buying a Tascam TSR-8, but now that Fostex has worked up a MIDI interface with the ST, I will probably end up with an R8. The press reports from NAMM indicate that this interface will allow complete control of the tape transport via the ST, so you can basically thread the tape and not have to touch the machine for the rest of the session. The fact that Fostex is now working with ST software companies (I believe this interface is available from C-Lab, Steinberg/Jones and Dr.T's) is a great sign for the survival of the ST as a major MIDI platform.

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

1194. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 13:44:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1166809156@thelake.mn.org>
Source record: 226067

[In article <colonius.03d8@dino.DinoCo.de>,
colonius@dino.DinoCo.de (Stephan Muhs) writes ...]

> BTW: V.22bis (2400 bps) comprises the V.22 standard (1200 bps) and also
> defines the fallback between both speeds (the only time that the CCITT has
> bothered to define fall-back procedures at all). There is *no* way, to
> prevent a V.22bis modem to fall back to 1200 bps, if the modem decides that
> the remote modem is a plain V.22 unit.

V.22 is not used as a fallback in North America. The older Bell 212
standard is employed; this may be a source of the original poster's
problem.

Steve Yelvington
Marine on St. Croix, Minnesota
steve@thelake.mn.org umn-cs!thelake!steve

1195. Re: Gif printer drivers

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 13:47:42 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92035.084742EENG6801@RyeVm.Ryerson.Ca>
Source record: 225936

The only ways to print GIFs that I know of is to convert them:
a) Convert them to IMG and use a DTP program to print
b) Convert to Degas and used IFFCNV to print

There is also a program called GIFPRINT that works on an IBM.
It works very nicely and the results are good/very good.
It also works on PC DITTO (takes 30-45 min to print a 640x480 image)


```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1196. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 13:49:32 UTC
From: steve@thelake.mn.org
Message-ID: <A1177557060@thelake.mn.org>
Source record: 226070

[In article <697134861.15151@minster.york.ac.uk>,
mjl-b@minster.york.ac.uk writes ...]

> In article <bart.696867466@dutncp8> bart@dutncp8.tn.tudelft.nl (Bart Schipper) writes:
>>I wonder why why why you need an interceptor to convert Calamus
>>output for 300dpi laserprinters to a postscript file, since the creators
>>of Calamus provide drivers for every printer you can think of.
>>But yes, if you really want to go back to oldfashioned postscript,
>>for Calamus SL, there is a module to convert a Calamus document to EPS.
>>I suggest you ask DMC for it.
>>Bart.
>
> It is this sort of arrogance that annoys me.
>
> People want to use Calamus in the real world. This means that we may want to
> send our output to printers at work / school or use a typesetter at a
> bureau.
>
> Calamus' page description language may be superior to PostScript, but
> everyone else actually _uses_ PostScript.
>
> For this reason, we need proper PostScript on a disk. Telling us that
> Calamus direct output is better is no good.

If you needed a screwdriver, would you instead buy a socket wrench? If you needed a school bus, would you buy a dump truck?

If you must carry PostScript files on a disk to a print shop, then you should buy a page layout program that writes PostScript. Calamus does not. PageStream does. Use the proper tool and perhaps you won't find yourself accusing others of arrogance.

Steve Yelvington
Marine on St. Croix, Minnesota
steve@thelake.mn.org umn-cs!thelake!steve

1197. How can I use MegaPaint files in GFA programs?

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 13:57:40 UTC
From: schaper@fwi.uva.nl
Message-ID: <1992Feb4.135740.16502@fwi.uva.nl>
Source record: 226073

I'd like to know how .IMG , .BLD , .DGA pictures are built.
I want to use drawings in a GFA program, wich are made in MegaPaint.

Is there somebody who knows this?
Please Email me, because I can't read NewsNet every day...

--
****
Lancelot Schaper schaper@fwi.uva.nl
Faculteit Wiskunde en Informatica 020 - 683.17.78
Universiteit van Amsterdam Nederland

1198. Re: C, gem and sound questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 13:59:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1197676612@thelake.mn.org>
Source record: 226071

[In article <1992Feb03.232511.15266@CS.ORST.EDU>,
wilsont@prism.cs.orst.edu (Timothy E. Wilson) writes ...]

> I am just starting up with C programming on the ST.
> I borrowed the book "Applications guide: programming in C, for the ST" by
> compute! books.
> I'm trying to use Sozobon 1.33i with it. I'm trying to get a gem library
> up and going but no luck, nothing compiles.
> all gemdefs.h and obdefs.h have been changed to gemfast.h .
>
> but the cc compiler gives me crap on most of the lines, even though they are
> verbatim from the book.
>
> so basically, Does anyone have a C Gem library? does AA have one?

If the compiler is complaining about most of the lines, then you do not
have a library problem. You have a problem with your source code. A small
typographical error near the top of the file can leave the compiler
looking for something that's not there -- a parenthesis, bracket, quote --
as it scans the following lines.

Sozobon 1.33i records its error messages in a .ERR file. When you
encounter a problem like this, open the .ERR file in one window and the .C
file in another window, and move to the first indicated error. Usually the
real problem is one or two lines above the point at which the compiler
first began to complain.

Steve Yelvington
Marine on St. Croix, Minnesota
steve@thelake.mn.org umn-cs!thelake!steve

1199. Uniterm docs in PS

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 14:19:45 UTC
From: robin@castle.ed.ac.uk
Message-ID: <17449@castle.ed.ac.uk>
Source record: 226059

I have just created the PostScript file for the LaTeX document for Uniterm. I ZOOed them up ~430K (zoo) ~1.4M (ps), I've put them in atari.archive in the new directory where it is called ug.zoo . Will someone extract them to check that they are OK...

Robin Smith

robin@uk.ac.ed.castle

P.S. The only checking that I did for them was to preview some pages with GhostScript...

1200. Re: TOS 1.4 ROM problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 14:37:33 UTC
From: neil@cs.hw.ac.uk
Message-ID: <4607@brahma.cs.hw.ac.uk>
Source record: 226060

In article <807@mwuk.UUCP> tony@microware.co.uk (Tony Mountifield) writes:
>
>Help!
>
>I have just bought a set of six TOS 1.4 ROMs amd tried to install them
>in my old 520STM (not STFM). They don't work :-(
>
>The ROMs were labelled H0 H1 H2 L0 L1 L2. The original ROMs were not.
>Looking at my circuit, it appeared that they should go in the following
>sockets:
>
> U2 = H0, U3 = H1, U4 = H2, U5 = L0, U6 = L1, U7 = L2

Wrong. This is the assignment plus the first four bytes from each ROM:-

U2 = H2 42 60 00 30
U3 = H1 91 D4 FF 3C
U4 = H0 60 01 00 00
U5 = L2 03 00 BA 07
U6 = L1 C5 6C D4 02
U7 = L0 2E 04 FC 30

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1201. HVDI?

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 14:56:33 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1992Feb4.145633.16665@usenet.ins.cwru.edu>
Source record: 226068

What is HVDI? Is it just a screen accelarator like quick/turbo st? Why does
it have its own font? And, most importantly, is it freeware?
Any information, and I'll gladly bear your children.
--
I liked high school.
To this day, I can't fall asleep without someone droning in the background.

1202. GCR help

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 15:19:01 UTC
From: malay@sae.com
Message-ID: <1992Feb4.151901.9839@sae.com>
Source record: 226055

I stumbled across a mystery. Yesterday I booted up the STe from an ICD w/clock equipped SCSI drive. The date was 3 FEB 1992, the time 10:03PM. I launched the Spectre program, popped into MAC-mode and created a file - I viewed the folder by name and noticed the date-time stamp was 4 FEB 1992 10:05PM - why is the MAC clock ahead by a full 24 hours???? Is there something that needs to be done to "sync" the Atari and the MAC clocks??

Bob Malay

1203. translation please!

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 15:29:19 UTC
From: maja@opal.cs.tu-berlin.de
Message-ID: <1992Feb4.152919.8137@cs.tu-berlin.de>
Source record: 226114

Kann sich nicht mal jemand erbarmen, der des Englischen maechtig ist,
und eine Uebersetzung oder zumindest Zusammenfassung der Dokumentation
rausbringen? _So_ verbreitet sich ein Programm nicht unbedingt besonders gut...

-martin-
--

+-------------+---------------------+--------------------------+---------+
| Martin Jahr | D-1000 Berlin 30 | maja@opal.cs.tu-berlin.de | ./__ |
| | Welserstr. 13-15 | (maja@tubopal.UUCP) | o\=0 |
+-------------+---------------------+--------------------------+---------+

1204. Re: VI editor for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 15:39:03 UTC
From: maja@opal.cs.tu-berlin.de
Message-ID: <1992Feb4.153903.8447@cs.tu-berlin.de>
Source record: 226054

oli@math.rwth-aachen.de (Oliver Bonten) writes:

>n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>
>> steve
>> elvis
>
>>I have used steve and it is a fair port of vi. People have said "elvis"
>>is better, but I haven't tried it.
>
>Last time I tried them, stevie didn't support useful ed-commands. Elvis was
>much better, but you could set it up to use either umlaut characters or
>[]{}\@, not both.
>

both of them are incredibile slow (takes about 2 secs to scroll 1 line up/down)
and both don`t support other screen sizes than 640*400. Facit: unusable, a
pity for real vi hackers that own an atari. even DOS users got it better:
though there are bugs in elvis, too, you can at least work without drinking
too much coffee.

-martin-
--

+-------------+---------------------+---------------------------+---------+
| Martin Jahr | D-1000 Berlin 30 | maja@opal.cs.tu-berlin.de | ./__ |
| | Welserstr. 13-15 | (maja@tubopal.UUCP) | o\=0 |
+-------------+---------------------+---------------------------+---------+

1205. Re: translation please! (CSTeX)

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 15:57:40 UTC
From: maja@opal.cs.tu-berlin.de
Message-ID: <1992Feb4.155740.8946@cs.tu-berlin.de>
Source record: 226123

maja@opal.cs.tu-berlin.de (Martin Jahr) writes:

>Kann sich nicht mal jemand erbarmen, der des Englischen maechtig ist,
>und eine Uebersetzung oder zumindest Zusammenfassung der Dokumentation
>rausbringen? _So_ verbreitet sich ein Programm nicht unbedingt besonders gut...
>

sorry, the header disappeared somehow. the statement mentioned above was about
the CS-TeX documentation.

-martin-
--

```
+-------------+---------------------+--------------------------+---------+
| Martin Jahr | D-1000 Berlin 30 | maja@opal.cs.tu-berlin.de | ./__ |
| | Welserstr. 13-15 | (maja@tubopal.UUCP) | o\=0 |
+-------------+---------------------+--------------------------+---------+
```

1206. A friend needs some help

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 16:46:56 UTC
From: rene@dvorak.amd.com
Message-ID: <1992Feb4.164656.14745@dvorak.amd.com>
Source record: 226058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The following is a letter a friend wrote to me about his computer. He seems to be having trouble with his disk drive controller chip or I guess he could have a bad trace, anyway see what you folks can come up with please. E-mail me and I will see that he gets your informantion.

1040STF

The only thing I wanted to do was install "PC Speed", however...

A little back ground on PC Speed: It is a board mounted (soldered) on top of the processor. The 1040 has at least three different internal designs.

Because my 1040's processor is located below the internal drive, The Atari dealer in Spain suggested I remove the internal drive and extend the cables to place it outside. This was because of the heat generated by the drive. During the installation of the processor jacket (by an AF COM person) [Air Force Communications Tech], a diode or something was inadvertantly burnt out. I then took my computer to the certified Atari Servicing agent in Barcelon (ETEC or ELTEC or something like that). This is were I am at now. The last thing done was the "fix" by the agent in Barcelona.

In the interum, I have bought an external floppy. I can not get it to work on my computer. I have tried it out on a friends 1040 and it does funtion properly.

That is about all. I hope I have given you all the info you need.

Thanks for anything you can do.....

Mikey

>From rene@mozart Thu Jan 16 09:41:42 1992
Well there you have it, like he said anything you can do will be appreciated.

--

L. Rene' Castro voice:(512)-462-6241
Advanced Micro Devices fax:(512)-462-5156
5204 E. Ben White email:rene@dvorak.amd.com

1207. Re: TEX printer problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 16:59:13 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1957@olymp.informatik.uni-bonn.de>
Source record: 226110

In article <10457@ecs.soton.ac.uk> dah90@ecs.soton.ac.uk (Halls DA) writes:
>In <1992Jan27.143514.28656@city.cs> dh108@cs.city.ac.uk (KEATES M G) writes:
>>My problem lies in the 24-pin printer driver. I have a b/w Star LC24-200
[...]
>I had a different problem 9 pages further on - the head would do the
>second pass on the next line so the same line appeared twice, in light
[...]
>Does anyone associated with cs-tex know about this bug? I believe a
>new version is in development?

This is a problem in the Star firmware: Occasionally, the 1/360" transport
does not work. This occurs only in 360 dpi mode, you can use the 180x360 and
180 dpi modes just fine.

Get a firmware upgrade for your printer. Christoph wasn't able to find a
workaround and so couldn't make the driver work.

Supposedly, the bug is gone in the firmware of the newest Star models.

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1208. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 17:30:55 UTC
From: glenn@ludwig.sharebase.com
Message-ID: <9202041730.AA24988@ludwig.sharebase.com>
Source record: 226093

While BUSY and ACK may be connected to the interrupt controller, my disassembly of the code doesn't indicate that these signals are activated.

Due to a bug in the Centronics handshaking (STROBE occasionally asserted too long) I disassembled the code and replaced it in my application. I found no reference to interrupts, nor does my replacement code use them.

Basically, after asserting and removing the STROBE signal, the CPU busy loops waiting for the BUSY to be removed.

In my implementation, I exit as soon as I remove STROBE, and do the busy loop on the call to print the next character (where it may get just a bit more parallelism).

If you have information that the interrupt signals are actually used, I would be glad to hear about it, but cannot believe a bald statement without supporting evidence.

GLenn

1209. Re: Uniterm manual

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 17:33:12 UTC
From: herborth@pinot
Message-ID: <8977@ncrwat.Waterloo.NCR.COM>
Source record: 226092

In article <1992Feb4.082114.14219@irisa.fr> decouty@claire.irisa.fr writes:

}I have done it. Available on irisa.irisa.fr, cd Atari_st/uniterm, get manual.ps

Great! Now all we need is for some lucky soul with ftp priveledges to put a
copy on atari.archive...

--
----------======================== _ /\ ==============================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1210. Atari ST for sale (!)

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 19:14:36 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Feb4.191436.18496@jsp.umontreal.ca>
Source record: 226074

For sale:

+ Atari 520ST (upgraded to 1 meg RAM)
+ SC1224 color monitor
+ SF314 External DS drive + New mouse + 100 Disks
+ A few originals: Dungeon Master Chaos Strikes back,
Goldrunner, KQIII, ST Talk Pro 2.0,
2 of Infocom's best (HHGTTG, AMFV)
+ Two books: Abacus' "Atari ST Internals" (great)
Compute's Machine Language prog. Guide

$350

All hardware in good condition, in original boxes.

Reason for sale: Eventual purchase of TT/030.
Depends on Atari.

LASER C 2.1 + Laser Debugger ... $ 50 with above.
GFA BASIC 3.5E Interpreter ... $? with above.
Star NX-10 9-pin printer ... $ 90 with above.
--
Das machine is nicht fur gefingerpoken und m|
der springenwerk, blowenfusen und corkenpopp| HELLO, I'm a signature virus!
fur gewerken by das dummkopfen. Das rubberne| Join in the fun
das pockets, relaxen und vatch das blinkenli| and copy me into yours!

1211. Re: New Supra Modem...

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 19:36:26 UTC
From: jparker@caddac1.waterloo.edu
Message-ID: <1992Feb4.193626.24748@watserv1.waterloo.edu>
Source record: 226057

```
In article <A1166809156@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <colonius.03d8@dino.DinoCo.de>,
> colonius@dino.DinoCo.de (Stephan Muhs) writes ... ]
>
> > BTW: V.22bis (2400 bps) comprises the V.22 standard (1200 bps) and also
> > defines the fallback between both speeds (the only time that the CCITT has
> > bothered to define fall-back procedures at all). There is *no* way, to
> > prevent a V.22bis modem to fall back to 1200 bps, if the modem decides that
> > the remote modem is a plain V.22 unit.
>
>V.22 is not used as a fallback in North America. The older Bell 212
>standard is employed; this may be a source of the original poster's
>problem.

As the original poster, I think Steve is right here. My Supra modem
says it uses Bell 212 at 1200baud, v.22 at 2400.
By the way, I still haven't been able to get it to work correctly.
I now think that the answering modem is a dedicated 2400 baud unit,
since the 9600 lines are a different telephone number.

james
```

1212. Re: Several Question that need answered

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 19:53:55 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb4.145355.8889@miavx1.acs.muohio.edu>
Source record: 226095

In article <1992Jan31.134432.24370@newcastle.ac.uk>, D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
> I was doing some work on my machine last night and installed a desktop acc
> called snapshot, I am also running running xcontrol. When this program was
> installed the machine refused to change rez from low to med (or med to low). I
> got a random number of bommbs (most common was 7) and once I got an alert
> saying something like stack overflow (I think). Them machine is an STFM 520
> with TOS 1.4 and 2.5megs. Can only one explain the problem? (It stopped when I
> removed snapshot.)

Were you remember to "shutdown" xcontrol before changing rez? (I figure you were.)

If I want to get screen shots, I use grabber2.acc, which I got from Atari.archive. (I know it works with TOS 1.4, but I haven't tried it with xcontrol loaded.)

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

1213. Re: TOS 1.4 ROM problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 22:13:24 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Feb4.221324.4728@cbfsb.att.com>
Source record: 226053

In article <807@mwuk.UUCP>, tony@microware.co.uk (Tony Mountifield) writes:
>
> Help!
>
> I have just bought a set of six TOS 1.4 ROMs amd tried to install them
> in my old 520STM (not STFM). They don't work :-(
>
> The ROMs were labelled H0 H1 H2 L0 L1 L2. The original ROMs were not.
> Looking at my circuit, it appeared that they should go in the following
> sockets:
>
> U2 = H0, U3 = H1, U4 = H2, U5 = L0, U6 = L1, U7 = L2
>
Your ROMS (EPROMS) sound like illegal copies. Atari numbers them U1-U6
and you place them in order as stencelled on the mother board.

Your set, seems labeled from a readout of the Atari Memory space.

There are 6! ways to scramble them. That makes 15 I think.
Write down all the premutations, and try each one.

Remember, you only get to plug one in upside done once. Then its cooked.

Also, if any pin folds under the chip, the whole computer will not work.

Good Luck!

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

1214. Re: GCR help

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 22:17:02 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Feb4.171702.3777@newstand.syr.edu>
Source record: 226084

In article <1992Feb4.151901.9839@sae.com> malay@sae.com (Bob Malay) writes:
>I stumbled across a mystery. Yesterday I booted up the STe from an ICD w/clock
>equipped SCSI drive. The date was 3 FEB 1992, the time 10:03PM. I launched
>the Spectre program, popped into MAC-mode and created a file - I viewed the
>folder by name and noticed the date-time stamp was 4 FEB 1992 10:05PM - why
>is the MAC clock ahead by a full 24 hours???? Is there something that needs
>to be done to "sync" the Atari and the MAC clocks??
>
>Bob Malay
>
>
Much to my surprise, I have the same "problem". I am almost
positive that I used to have the correct date under Spectre
(but I admit that I haven't looked in quite a long time). I
was wondering if this situation might have anything to do with
the fact this is a leap year?
--Gerry
PS. I've got an ST, not an STe with an ICD clock-equipped
hard drive kit.

1215. Re: STe and Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 22:25:52 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Feb4.222552.5848@cbfsb.att.com>
Source record: 226064

In article <1992Feb3.213409.26908@unlinfo.unl.edu>, witts@hoss.unl.edu (Rick Wittstruck) writes:
> I'm considering the purchase of an Atari STE so that I can easily
> upgrade to 4 megs of ram, plus blitter stuff etc, but I am worried about
> my Mark Williams C package. I've heard that MWC will not work on TOS
> versions 1.04 and above. Is this true? Has anyone tried to use MWC from
> hard disk with an STE? It's crucial that I find out before making my
> purchase, so please give any information if you can!
> Any comments much appreciated!
>
I have MWC, and TOS 1.4; an ST, not STE.
The problem is the debugger, which has wired into it:
1. a list of TOS versions (1.4 is not there)
2. a strategy on accessing TOS based on version.

Since the strategy for 1.4 did not change since 1.2, which is there
I just hacked 1 byte to validate 1.4. Works.

To complete the story, the debugger works, but bombs when it exits.
It doesn't not bother me. It might you.

If you are used to the "UNIX" was of compiling, you will greatly enjoy
MWC.

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

1216. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 22:34:26 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Feb4.223426.6613@cbfsb.att.com>
Source record: 226075

In article <A3382@UN.maus.de>, Martin_Koehling@un.maus.de (Martin Koehling) writes:
> In article <H.RTW7W9wCwPA@marsu.tynet.sub.org>
> wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
>
> >In <1992Jan27.043129.2193@ux1.cso.uiuc.edu>, William Magro writes:
> >> Has anyone tried the PCDitto software emulator on a TT? If so, does

I have compilable sources for PC-Ditto I. If someone has a TT and the interest
I'm sure I can find the 'bug'.

The source is fairly standard, and only steps on itself playing with TOS
partitions on the Hard Disk.

BTW:
I won't send sources to anyone. its Copyrighted.
A binary patch shouldn't violate it.

Yah, I know, Advant Garde is D E A D.

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

1217. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 22:39:14 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Feb4.223914.7152@cbfsb.att.com>
Source record: 226062

In article <A3382@UN.maus.de>, Martin_Koehling@un.maus.de (Martin Koehling) writes:
> In article <H.RTW7W9wCwPA@marsu.tynet.sub.org>
> wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
>
> >In <1992Jan27.043129.2193@ux1.cso.uiuc.edu>, William Magro writes:
> >> Has anyone tried the PCDitto software emulator on a TT? If so, does

Did you know that PC-Ditto I will output error messages and crash dumps
on the RS232 port. This is how its was debugged.

All you need is to get the terminal port set up under TOS
and hook a terminal (or another ST with a term emulator) to it.
What it prints is useful.

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

1218. National (U.S.) Magazine Advertises Atari! (see message for details)

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 22:45:57 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1992Feb4.224557.12534@uokmax.ecn.uoknor.edu>
Source record: 226120

First off, I must apologize for the tabloidesque feeling to this article. However, (to me at least) it's like one of those headlines (like 'Elvis lives on Mars with alien mistress!') from the National Enquirer.

I was reading Discover magazine when, to my unbelieving eyes, I beheld that most amazing of sights: a *TWO-PAGE* Atari ad!

'I heard this cry of strangled delight,' said one of his friends (who wishes to remain anonymous). He continues, 'When I rushed into the room, I found him passed out on the floor! After I woke him up, he was incoherent, but just kept pointing to the latest issue of Discover and gurgling happilly.'

Yes, friends, this is what's happening all over the country as Atari supporters are struck unawares by this seemingly benign ad! It has effected so many people that some support groups have been started for those like the poor soul described above. If you know someone similarly effected, please call 1-800-555-HELP for the number of the closest group to your area.

Some of you may wish to know what is in this ad. Well, I must tell you it is NOT for the faint of heart. Skip to the end of this article if you are of that persuasion. Here goes: the first page has a picture of a large screened computer (TT? Mega STe? Nobody in the know of these things has been able to speak after viewing the ad!), a big board with a LOT of switches on it (a super graphic-equalizer?), and this guy manipulating both of them with ease. In a text description below it describes how easy it is to use Atari computers to manipulate stuff (I haven't got the advert in front of me at the moment or I'd be more descriptive. Come to think of it, maybe it's better I'm not. There would be too many computer users accros the country slumped over their keyboards....). Also, included are some of the company/ product names that produce MIDI software. The second page (I didn't pay much attention to this one) was all about the Portfolio.

Well, I hope I didn't scare off too many people with this post. If you feel the need to respond to this message please do it by e-mail. I'm looking for more places that Atari's have been showing up. Side note: I saw T2 and this Atari ad on the same day (Saturday, Feb. 1) and it was almost too much to bear (not really, but it sounds good)!

Kenneth Love |
15725 NE 63rd | "Who is this /dev/null person anyways?
Choctaw, OK 73020 | And why does he like so many flames?"
kllove@uokmax.ecn.uoknor.edu | -- Me

1219. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1992-02-04 23:20:25 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb4.232025.27082@actrix.gen.nz>
Source record: 226072

In article <1992Feb4.013939.29525@rhrk.uni-kl.de> weber@rhrk.uni-kl.de (Christoph Weber-Fahr [KIT]) writes:
> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> >Can some one help me a FTP site, this is the cs.uni-sb.de [134.96.252.31]
> >is it fully operational.?
>
> >All that I can get up to is a date/time line and then it stops/hangs..!!
>
> I have been in there yesterday night.
> But nslookup here reports 134.96.7.254
> Better you check the number out...
>
> Regards
>
> Christoph Weber-Fahr
>
> --
> Christoph Weber-Fahr | E-Mail: weber@rhrk.uni-kl.de
> Universitaet Kaiserslautern, KIT/IVS | S-Mail: Postfach 3049
> Tel. 0631/205-3391 | D-6750 Kaiserslautern
> ------------------------- My personal opinion only ---------------------

Yes I have found those 2 site numbers to, and they both work, but I only get to were the system shows the Time/Date then stop..

So how is it that cs.uni-sb.de can have 2 site numbers,,[134.96.7.254] and [134.96.252.31]...???

I will try that site again..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1220. 1040ST w/ sequencing sw for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 00:13:40 UTC
From: pbern@next.com
Message-ID: <2914@rosie.NeXT.COM>
Source record: 226111

```
For sale:

Atari 1040ST
Steinbergs pro 24 III software
Editor/Librarians for : MT32, FB01, Matrix 1000, DX7
Laser-C
Personal Pascal
Games, Cad, etc

$600.00 + 50/50 shipping

email pbern@next.com

or call 415/780-4507
```

1221. Re: C, gem and sound questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 02:18:02 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Feb5.021802.19893@milton.u.washington.edu>
Source record: 226094

In article <1992Feb03.232511.15266@CS.ORST.EDU> wilsont@prism.cs.orst.edu (Timothy E. Wilson) writes:
>I am just starting up with C programming on the ST.
>I borrowed the book "Applications guide: programming in C, for the ST" by
>compute! books.
>I'm trying to use Sozobon 1.33i with it. I'm trying to get a gem library
>up and going but no luck, nothing compiles.
>all gemdefs.h and obdefs.h have been changed to gemfast.h .
>
>but the cc compiler gives me crap on most of the lines, even though they are
>verbatim from the book.
>
>so basically, Does anyone have a C Gem library? does AA have one?
>
>secondly, Where could i find source code for playing back standard sounds?
>(maybe the source to keyclick.ttp?)
>
> thanks!

Sozobon DOES have a C library, it is in 'aesfast.a' and should be set up in your /sozobon/libs directory. When you run cc.ttp, make sure to enter your source file name followed by aesfast.a, so the command line might look like this :

> cc program.c aesfast.a

And of course make sure you include <osbind.h> in the program, I think this will fix the problems, as I have used the AES library fine with Sozobon.

Ben Gilbert (tymbrimi@u.washington.edu)

1222. KEYBOARD/ATARI giveaway!

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 03:48:42 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Feb4.224842.12937@umiami.ir.miami.edu>
Source record: 226137

In the new issue of KEYBOARD Magazine there is a Keyboard/Atari contest.
They are giving away a TT recording system, 2 MEGA STE4 systems, and a 1040STE
system. They are all MIDI based systems. I can not remember exactly what
was in the packages, as I am waiting for the issue to get to my house.
This is a MAJOR package.

More later...

1223. ///_ "Head and Serve" Sozobon HELP! ///_

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 04:23:25 UTC
From: an172@cleveland.Freenet.Edu
Message-ID: <1992Feb5.042325.9188@usenet.ins.cwru.edu>
Source record: 226128

I just recently downloaded the new "Head and Serve" version of the Sozobon C compiler from the atari.archive ftp site. The installation program and GEMENV program helped me a lot, and now I am able to compile C programs without any trouble. Or, as it seemed...

You see, the problem is, the example files compiled perfectly, and the first couple of programs I wrote by myself worked perfectly. I setup a .MAK file to compile them, using the structure in the example .mak files. They still compile perfectly.

I am following the C-manship tutorial to learn C, and I have come to the fourth chapter. I tried to compile the program from the .c program on the c-manship disk and it didn't work.

I am willing to send the .c program file and the .mak file I am using to anyone who is familiar with the Sozobon C compiler and is willing to help me out. If you have a recommendation or want to help, please send me email at mlombar@caticsuf.csufresno.edu or an172@cleveland.freenet.edu. Here are the errors I received:

(After double clicking my c4prg1.mak file, the screen looks like:)

cc.ttp \cmanship\chap4\c4prg1.c -o \cmanship\chap4\c4prg1.tos aesfast.
a vdifast.a dlibs.a (Now it accesses the hard drive for a while, and seems to be working okay!)

```
ld: undefined symbol '_abs' from module .\c4prg1
ld: undefined symbol '_fpltof' from module .\c4prg1
ld: undefined symbol 'fpdiv' from module .\c4prg1
ld: undefined symbol 'fpmul' from module .\c4prg1
ld: undefined symbol '_fpftol' from module .\c4prg1
ld: Unknown symbol of bad symbol type '_abs'
cc: loader failed
make: Return code 1
```

I was hoping that using the command #include <math.h> or another command might help, but it didn't. Also, I did edit out the command #define VOID /**/ which was used later in the program (and I deleted all occurences of VOID) I didn't see a use for it, since it was just a comment without any text within it!

Any help would be greatly appreciated!

--
Marc A. Lombardo User Address: an172
/-\-/-\
Compuserve: >INTERNET: an172@cleveland.freenet.edu

Internet/BitNET: an172@cleveland.freenet.edu Atari ST,MIDI,Music

1224. Maple For sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 06:03:11 UTC
From: leonpoon@wam.umd.edu
Message-ID: <1992Feb5.060311.3750@wam.umd.edu>
Source record: 226100

I am selling Maple 4.2 for the ST, and I am asking for $80 OBO.
If interested, please email me at leonpoon@wam.umd.edu.

--
```
-----------------------------------------------------------------
| Leon Poon | "A wise man changes his mind; |
| leonpoon@wam.umd.edu | a fool - never." |
-----------------------------------------------------------------
```

1225. Atari 1040 STfm forsale

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 06:15:26 UTC
From: ra1cs220@uhura.cc.rochester.edu
Message-ID: <1992Feb5.061526.1683@galileo.cc.rochester.edu>
Source record: 226083

I would like to sell my 1040STFM to get some softwares for my STe.
The configuration is as follow:
Atari 1040STFM
TOS 1.0 in ROM
1 double sided double density floppy drive
1 Megabyte of RAM
RF modulator
and all other stuff that is standard for an ST
Price: $235 + shipping

Please e-mail me for any question.
Thanks

1226. Re: HVDI?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 07:51:43 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.697276303@ernie>
Source record: 226077

an375@cleveland.Freenet.Edu (Jason Baker) writes:

>What is HVDI? Is it just a screen accelarator like quick/turbo st? Why does
>it have its own font? And, most importantly, is it freeware?
>Any information, and I'll gladly bear your children.

It's NVDI, and it is, unlike most screen accelerators, a completely new
VDI (including GDOS), so it's supposed to work with more software than
quick/turbo. In fact, I have no problems with it, except for some older
games, where I have to switch off most features of NVDI using the ACC/CPX
delivered. I have v2.02, however, and people say that up to 2.01 there
were a lot of problems with dirty hacks in some quite standard applications.

No, it's not freeware, the Price is ~ DM 99,- (from Bela Software) and I
don't know if it's available outside Germany. But it is really good.
Very recommended.

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

1227. All three rez on SM124!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 08:19:00 UTC
From: MORGADO@vxdesy.desy.de
Message-ID: <01GG5L3RVB8GA9MGOV@vax58b.desy.de>
Source record: 225954

I came across a very interesting piece of information
while reading "Your Second Manual to the Atari ST",
by Andreas Ramos. In it he claims that in the May 1988
issue of the German ST COMPUTER magazine a detailed
article appeared describing modificatios that can be
done to a SM124 which allow it to display all three
resolutions!! Presumably low and med rez are shown as
some form of grey scale!

Does anyone have any experience with this project or
a copy of the article which he/she can let me have a
look at?

If this is a feasible project I'll be happy to post
results and info onto the net when I finish it!

###
Carlos Jose de Sousa e Morgado ....#
....#
MORGADO@DESYVAX.BITNET..............................#
###

1228. Re: .SPS picture viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 08:57:21 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb5.085721.14372@email.tuwien.ac.at>
Source record: 226063

In article <60323@aurs01.UUCP>, whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:
>I've come across some Spectrum files that use the extention *.SPS, and none
>of my picture viewers can handle them. I have no problem viewing *.SPC and
>*.SPU files, but not *.SPS.
>
>Does anyone know of a viewer that can display these?

I don't know any viewer, but I've come across a doc which describes this
Spectrum Smooshed format (among others). It's somewhere in one of the
popular ftp sites for the atari st called picfmt.lzh ...

Marinos Yannikos
kdv_521@eimoni.tuwien.ac.at

1229. Re: Slowing down my TT ... seriously

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 09:28:19 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <w6ZNFB3w164w@ersys.edmonton.ab.ca>
Source record: 226091

sms@sys.uea.ac.uk (S.M.Sowerby) writes:

> This may seem a little silly but I want to make my TT run at ST
> speeds. Not all the time of course, only when running certain

> Steve Sowerby, Postgraduate layabout, (sms@sys.uea.ac.uk)
> School of Information Systems, University of East Anglia,
> Norwich, England. -- Too lazy to find a .sig quote

Well, you could try writing an accessory that tells GEM to wait for 10 ticks, then return. Then do some useless thing like increment some variables a few thousand times, and tell GEM to wait again. This will SLOW DOWN the machine like you wouldn't believe. Of course, there are a few problems. Mainly, it won't work in TOS programs and it will take up an accessory slot. If you want to be really fancy, you could add an option to change the slow-down factor or turn it off entirely by telling GEM to wait for a selection of the accessory menu-option. This is not the greatest solution, but it will work for you and be fairly easy to accomplish. Hmm, it also wouldn't work with boot disks, since it wouldn't be loaded. If all you want to do (in the main) is slow down the system in general, this should work.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

1230. Re: JRD's port of GNU Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 10:21:53 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Feb5112153@orion.laas.fr>
Source record: 226126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>>>>> On 24 Jan 92 20:57:45 GMT, steveg@cseic.saic.com (Stephen Harold Goldstein) said:
Stephen> (Bonus Question): What is the name of the .el file (and where does it
Stephen> live) that I can put startup commands into? On my Unix box here it's
Stephen> ".emacs" but that obviously won't work on the ST.

Don't know about the latest release but with 18.55 it sufficed to
emacs.el in one's HOME directory.

Hope this helps.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1231. Re: GCR help

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 11:08:55 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <8499@uklirb.informatik.uni-kl.de>
Source record: 226078

In article <1992Feb4.151901.9839@sae.com> malay@sae.com (Bob Malay) writes:
>I stumbled across a mystery. Yesterday I booted up the STe from an ICD w/clock
>equipped SCSI drive. The date was 3 FEB 1992, the time 10:03PM. I launched
>the Spectre program, popped into MAC-mode and created a file - I viewed the
>folder by name and noticed the date-time stamp was 4 FEB 1992 10:05PM - why
>is the MAC clock ahead by a full 24 hours???? Is there something that needs
>to be done to "sync" the Atari and the MAC clocks??
>
>Bob Malay

This is the same thing I recognized on my spectre. It seems that spectre
can not handle leap years. May be this is fixed in 3.1...

Gerhard Weiss

--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

1232. Re: ///_ "Head and Serve" Sozobon HELP! ///_

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 11:17:18 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Feb5.111718.1@lapis.labmed.umn.edu>
Source record: 226141

In article <1992Feb5.042325.9188@usenet.ins.cwru.edu>, an172@cleveland.Freenet.Edu (Marc A. Lombardo) writes:
> I am following the C-manship tutorial to learn C, and I have come to the
> fourth chapter. I tried to compile the program from the .c program on the
> c-manship disk and it didn't work.

> ld: undefined symbol '_abs' from module .\c4prg1
> ld: undefined symbol '_fpltof' from module .\c4prg1
> [etc.]

Your 'cc' command line didn't include a reference to the floating point libraries (where modules like _abs reside). The floating point libraries are not part of dlibs or the AES/VDI libraries. You will have to include math.a (or fplib.a -- I don't have my disks at work, so I can't remember the library name) in your 'cc' command line in order to link to this library.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

1233. Re: pcditto software on a TT?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 11:26:48 UTC
From: ee90grb@brunel.ac.uk
Message-ID: <3456@mercury.brunel.ac.uk>
Source record: 226136

koreth@panarthea.ebay.sun.com (koreth@panarthea.ebay.sun.com) writes:
:
: There no real reason why PC-ditto shouldn't work on a TT!
:
: If PC-ditto doesn't run on an TT (and it looks that way), the reason
: is propably sloppy (or too "clever") programming and "not following the
: rules"!
:
: Bye,
: Martin [Martin_Koehling @ un.maus.de]

The fact is that if you want a fast program you sometimes HAVE to use "clever" programming.

You think PC-DITTO is too slow on a normal ST but it would be even slower.

You also forgot that the TT has a 68030 processor which is NOT entirely compatible
with the 68000 in particular what operations need to be performed in supervisor mode.

Tos versions below 1.4 are not compatible with a 68030 processor and they were written
with a C interperator!

Gareth Blades

ee90grb@brunel.ac.uk

1234. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 12:39:44 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <697293583.11664@minster.york.ac.uk>
Source record: 226144

In article <6498@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Conversion the
>other way (.GEM to .IMG) should be possible with many drawing programs,
>or simply but taking a SnapShot of the easydraw screen.

But this only gives 90 dpi .IMG files. Does anyone have a tool that will take a .GEM file and produce an .IMG file of any dpi? (I'm particularly interested in 300dpi equivalents, as that would match my printer's resolution.)

>Warwick
> _-_|\ warwick@cs.uq.oz.au |

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

1235. Re: PD Fortran compiler?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 13:21:24 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Feb5.072124.23211@hemlock.cray.com>
Source record: 226051

In article <1992Feb3.205550.52312@cc.usu.edu>, slqn0@cc.usu.edu (Hoyt J. Heaton) writes:
> Does anyone out there know of a PD fortran compiler, or have a commercial
> version they'd be willing to part with?
>
> Thanks in advance.
> --
> ---
> Hoyt J. Heaton | /\ "In wildness is the preservation
> slqn0@cc.usu.edu | / \ /\ of the world"
> Utah State University | / \/ \ --Thoreau
> Logan, Utah, USA |/ \ _____________________________

Try BCF from atari.archive.umich.edu; you'll find it in the /languages
directory (bcf.lzh).

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

1236. Re: A couple of UNIXMODE and MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 13:26:18 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb05.132618.60139@link-1.ts.bcc.ac.uk>
Source record: 226133

In article <4859@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.OHIOU.EDU (William E. White) writes:
>I have a couple of questions about UNIXMODE (about which I know basically
>next to nothing except what I read on terminator) ...
>
>1. If I'm interpreting the documentation correctly, extended filenames are
>stored in an actual file somewhere. Um, ... maybe I'm missing something
>here, but ... wouldn't it be just as simple to use the unused bytes in the
>directory (about 31 of them I think)? Or are they reserved?

I know nothing of this, so I won't remark.

>
>2. Does MiNT (which I haven't played with either) grok this wonderful system?
>How about the shells out there? I'd really like to be able to forget that
>I'm not working on a Unix box. (Yes, John, I know -- I should buy a sparc!)

There's BASH, ksh and tcsh out there. If you run fully on the virtual U:
drive than you can forget about the TOS drive letters :-). As far as I know,
programs which have UNIXMODE built in will work as normal, but it may be
better, if you have a free partition, to reformat the partition using minit
so as to get a Minix partition. and use that under MiNT.

If you've got enough memory and you really want your system to look like a
Unix box, then wait for my init(8) package which includes versions of
passwd, login, getty who etc based upon thier SunOS counterparts :-)

>
>3. Exactly how slow IS MiNT? Are there any decent accelerator boards out
>there if it is on the unspeedy side?

MiNT slows down an ST by about 10%. On my TT.. it's not noticable :-).

>
>Again, thanks for your time.
>
>
>--
>| Bill White +1-614-594-3434 | bwhite@oucsace.cs.ohiou.edu (normal) |
>| Standard login hours: | bwhite@view.cs.ohiou.edu (alternate) |
>| 1-3,5-7PM EST M-F (oucsace) | more info via `finger bwhite@view...' |

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1237. Conmputer Horizons Going Out Of Business!

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 13:37:51 UTC
From: covert@cactus.org
Message-ID: <10371@cactus.org>
Source record: 226097

I just saw a message on GEnie last night that a long time
Atari dealer called COMPUTER HORIZONS, located in Denver
CO, is going out of business. This is very sad news to me.

I lived in Denver CO from 1985 to 1987 and bought many Atari
products there. I used to check out their new ST stuff almost
every weekend. I lost touch with CH when I moved in 1987 but
it is still sad to see Yet Another ST Store Closing.

Another important fact about CH is that the owners were also
a MAJOR distributor of Atari products throughout the West.
So it is a VERY BAD sign to see such a major player in the
shrinking Atari market closing shop.

Any one want to bet on when Atari USA is just a fond memory
to a few DeadHard Atarians?

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

1238. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 13:46:35 UTC
From: elmar@lut.ac.uk
Message-ID: <1992Feb5.134635.16334@lut.ac.uk>
Source record: 226147

In <1992Feb3.155225.7387@sae.com> malay@sae.com (Bob Malay) writes:

>There are a number of clipart files on a.a that are in ".img" format. How
>do I convert them so that they can be used by EasyDraw (requires ".gem"
>format??
>

If I am not mistaken EasyDraw Plus can read in GEM .img format files.

- Rahin

1239. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 14:18:00 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb5.141800.10764@aber.ac.uk>
Source record: 226134

In article <697134861.15151@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>In article <bart.696867466@dutncp8> bart@dutncp8.tn.tudelft.nl (Bart Schipper) writes:
>
>It is this sort of arrogance that annoys me.
>
>Calamus' page description language may be superior to PostScript, but
>everyone else actually _uses_ PostScript.
>
>For this reason, we need proper PostScript on a disk. Telling us that
>Calamus direct output is better is no good.
>
>Mat
I'm afraid I can't agree with you here. I bet that when postscript first
came out people were saying *exactly* the same thing as you are here.
Are you saying that we must stick to postscript for the rest of time?

Herb
<--- Between the wilderness and the edge of the world. --->

1240. Re: STe and Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 14:23:19 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb5.142319.11611@aber.ac.uk>
Source record: 226135

I had MWC to begin with and when I upgraded to an STE the debugger no longer would work. This wasn't so bad until Mark Williams stopped developing their compiler so I dumped MCW and went for Lattice 5 which does have active (it does doesn't it? Well where is the promised make, profiler, debugger etc?) support and development.

Herb
<--- Between the wilderness and the edge of the world. --->

1241. Re: GCR help

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 14:30:38 UTC
From: herborth@pinot
Message-ID: <8982@ncrwat.Waterloo.NCR.COM>
Source record: 226132

In article <1992Feb4.151901.9839@sae.com> malay@sae.com (Bob Malay) writes:
}I stumbled across a mystery. Yesterday I booted up the STe from an ICD w/clock
}equipped SCSI drive. The date was 3 FEB 1992, the time 10:03PM. I launched
}the Spectre program, popped into MAC-mode and created a file - I viewed the
}folder by name and noticed the date-time stamp was 4 FEB 1992 10:05PM - why
}is the MAC clock ahead by a full 24 hours???? Is there something that needs
}to be done to "sync" the Atari and the MAC clocks??
}
}Bob Malay

This terrible problem :-) was discussed on GEnie a couple weeks ago... It's
because the Mac uses a different method of storing the time/date than the ST
does, and Dave Small's conversion code has a little hiccough in it... This
year is a Leap Year, and the Mac date will be one day ahead until March 1/92.
Watch for this again in four years if it slips his mind while he's working on
Spectre 3.1...

Summary: Don't worry about it.

--
----------======================== _ /\ ============================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1242. VDI question

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 14:47:13 UTC
From: hohmuth@FREIA.INF.TU-DRESDEN.DE
Message-ID: <9202051446.AA07672@ucbvax.Berkeley.EDU>
Source record: 225949

Hi!

Does anybody of you have any experiences with the VDI "exchange vector"
services vex_timv, vex_butv, vex_motv and vex_curv? What I don't know is
which parameters expect the interrupt routines that are installed with
these services and what have they got to return.

At the moment, I am writing an AES extension that lets GEM applications
multitask under MiNT. I need this information cause I consider eventually
rewriting the the whole AES event handler (cause AES busy-waits for events and
takes up a considerable amount of processor time).

Thanks,
Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1243. Blitter question

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 14:47:43 UTC
From: hohmuth@FREIA.INF.TU-DRESDEN.DE
Message-ID: <9202051447.AA07677@ucbvax.Berkeley.EDU>
Source record: 225948

James Diffendaffer writes:

> I have a question about the ST blitter chip. Is it implemented in a dual
> buss architecture or is it single buss?
> IE. Can the cpu continue to run code from a secound buss while the blitter
> draws, without waiting or alternating access to the buss with the blitter?

No. While the blitter is working, the cpu is stopped. They both use the same
bus.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

1244. Re: .SPS picture viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 14:57:54 UTC
From: woocm@essex.ac.uk
Message-ID: <2025@sersun1.essex.ac.uk>
Source record: 226139

>I've come across some Spectrum files that use the extention *.SPS, and none
of my picture viewers can handle them. I have no problem viewing *.SPC and
*.SPU files, but not *.SPS.
Does anyone know of a viewer that can display these?

There is a viewer for definite on atari.archive, at least thats where
got mine, the problem is i can't quite remember the name, I'm almost sure
it's called spslidex.prg, or maybe specshow.prg. I'm almost also sure that
their in the /atari/graphics directory. If you can't find it i'll see if i've
still got mine and post it to you.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

1245. What are the latest versions of PageStream and Calamus?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 15:19:00 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <1992Feb5.151732.3243@acsu.buffalo.edu>
Source record: 226131

If you happen to know off hand what the latest versions of PageStream and Calamus are, could you do me a favor and drop me a mail message? I need to get a DP package, but I don't know the current prices/which is better/which is a more economical purchase/etc. Any comments about Desktop Publisher?

All replies, and any suggestions are greatly appreciated.

.Philip

1246. FREEZE DRIED TERMINAL?? where?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 15:43:31 UTC
From: iantw@castle.ed.ac.uk
Message-ID: <17513@castle.ed.ac.uk>
Source record: 226142

Does anyone know where I can get the shareware program FREEZE DRIED
TERMINAL program?

Ian.....

.sig in the making
--
****
Ian Tweedie : Clydeside Shareware (PC) Tel. (031) 667 1971 Ext. 3040
E-mail to Iat@dcs.ed.ac.uk (JANET) or Iantw@CASTLE.ED.AC.UK (INTERNET)
****

1247. RF Modulator Help

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 15:53:27 UTC
From: malay@sae.com
Message-ID: <1992Feb5.155327.12009@sae.com>
Source record: 226140

The Atari part #C070491 (163T), the RF modulator (most likely those found in the STfm machines), has ten very long pins towards the back end of the thing. I've identified the RED, GREEN, BLUE and ground lines by following the circuit path to the MC1377 chip.

Does anybody have any Atari Technical reference manuals that describe this part??? Somebody must have the ST schematics??

Bob Malay

1248. WANTED: ANITIC CYBER-VCR

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 16:18:37 UTC
From: phawke@hpdmd48.boi.hp.com
Message-ID: <15480021@hpdmd48.boi.hp.com>
Source record: 225951

If you have the ANTIC CYBER-VCR package you want to get rid of.

Contact Me:

```
___
/~~~ /__/ ___
c-OO /atrick /
> <_/ames/__/
- / /awke
```

phawke@hpbs1999.boi.hp.com

1249. Zoomracks II

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 16:50:49 UTC
From: akarpowicz@mta.ca
Message-ID: <1992Feb5.165049.15188@jupiter.sun.csd.unb.ca>
Source record: 226138

Hi,

Does anyone know what happened to Zoomracks v.2? Are there any upgrades? It was a quite powerful dbase program. I still use it, but it will not work with my hard disk (ICD booter/drive from Toad) - crashes every time when loaded or when saving.

Thanks

Adam Karpowicz

1250. Re: HVDI?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 17:07:54 UTC
From: teppic@icemark.uucp
Message-ID: <JGkaDxXShk.@icemark.uucp>
Source record: 225995

In <1992Feb4.145633.16665@usenet.ins.cwru.edu>, Jason Baker writes:
>
>What is HVDI? Is it just a screen accelarator like quick/turbo st? Why does
>it have its own font? And, most importantly, is it freeware?

NVDI (NewVDI) is a commercial screen accelerator like quick st, but in NVDI the
main part of accelerating is GEM (not TOS outputs like in QuickST). This
doesn't mean, that it is slow in TOS text...
NVDI is *REALLY* fast, especially if you have a blitter chip in your ST; NVDI
is the first program that fully uses the capabilities of the blitter chip!
It has an internal GDOS, too! I can quite recommend it...

Ask your local ST dealer for it, for any closer information.

yours
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

"When in doubt, print 'em out."
-- Karl's Programming Proverb 0x7

1251. Re: PD Fortran compiler?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 17:11:18 UTC
From: teppic@icemark.uucp
Message-ID: <qr/FzgtrCBw@icemark.uucp>
Source record: 225994

In <1992Feb3.205550.52312@cc.usu.edu>, Hoyt J. Heaton writes:
>Does anyone out there know of a PD fortran compiler, or have a commercial
>version they'd be willing to part with?
Here in Germany you can get a program called BCFortran. This is an public
domain Fortran, but I don't know if it is quite good, since I don't work
in Fortran. If I'll find it somewhere on my PD-disk "collection", I'll
send it to atari.archive and tupac-amaru.informatik.rwth-aachen.de .

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

"When in doubt, print 'em out."
-- Karl's Programming Proverb 0x7

1252. Re: dbackup v1.22 released

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 17:12:41 UTC
From: dxper@dtek.chalmers.se
Message-ID: <8939@chalmers.se>
Source record: 226143

dxper@dtek.chalmers.se (Per Anders Olausson) writes:

>and dbackup will then search a file called dbackup.inf which has all the
>definitions on what to do for that particular mode. There is no restriction
>(except on RAM) on the number of modes a user can define this way. All the
>options normally available through the command line is available this way.

I just noted yesterday that I had forgot to add the keyword

restrict=<size>

in the manual (ie. the eqvivalent of -r on the command line when defining
a mode in dbackup.inf)

Sorry. (I'll add the missing line and resend it to atari.archive...when I
have the stamina)

pao

--

------------------------------Andrew Olausson---------------------------------
-----------------------------Systems Architect--------------------------------
---------------------------dxper@dtek.chalmers.se-----------------------------
--------------------------------pao@proxxi.se---------------------------------

1253. Re: MIDI

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 17:19:05 UTC
From: ken@isgtec.uucp
Message-ID: <1952@isgtec.UUCP>
Source record: 225959

In article <1992Feb03.162020.5709@donau.et.tudelft.nl> kemna@dutecai.et.tudelft.nl (;Leon Kemna) writes:
> TWO : as a result of the above.. The BEST midi software runs on the Atari ST.

True.

> (In most cases on the Atari ST alone). Steinberg (German) is the forerunner
> on midi software. There top product is called "CUBASE". This is by far the
> best known midi program used by professionals.

I think you're wrong here, especially the "by far the best known..." bit.
This is way off. Creator/Notator is the best known, much more so than
Cubase. Notator was out several years ago, way before Cubase. The top
Steinberg program when Notator was first out was Pro24, a good sequencer
but not in the league of Notator. Cubase was Steinberg's effort to catch
up with Notator. Then the new Notator (starting with 3.0) added most or
all of the new features in Cubase (like graphical editing, using HyperEdit).

> If you pay close attention
> to music broadcasts on TV, you should see that, when there is a computer in
> the background, chances are 90% it will be an Atari, and for the program,
> chances are let's say 75% it's Cubase.

I disagree. I've never seen Cubase in a print ad or magazine like Keyboard
when they're advertising something else. Also all the band profiles I've
seen mention Notator if they use Atari, and in second place, I'd say
KCS got some mention. Atari's ads for the Stacey all showed Notator.

> I believe the programmers of Notator (and other C-lab
> products) first worked for Steinberg, but later split from them.

Is this a guess, or can you back it up? Included in the Notator 3.1
package is a little mag with bio's of the authors. They mentioned
starting out on the C64 (!), doing well with that, and moving exclusively
to the Atari ST when it came out, etc etc. No mention of Steinberg, they
say they worked as independent programmers. Anyone know which came first,
Notator or Pro24? (Actually, I believe Creator was out well before Notator).
- kn
--

ken@isgtec.uucp [..uunet!utai!lsuc!isgtec!ken] Ken Newman

1254. Re: ///_ "Head and Serve" Sozobon HELP! ///_

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 17:35:46 UTC
From: steve@thelake.mn.org
Message-ID: <A1685526597@thelake.mn.org>
Source record: 226149

```
[In article <1992Feb5.042325.9188@usenet.ins.cwru.edu>,
an172@cleveland.Freenet.Edu (Marc A. Lombardo) writes ... ]

> (After double clicking my c4prg1.mak file, the screen looks like:)
>
> cc.ttp \cmanship\chap4\c4prg1.c -o \cmanship\chap4\c4prg1.tos aesfast.
> a vdifast.a dlibs.a (Now it accesses the hard drive for a while, and seems
> to be working okay!)
>
> ld: undefined symbol '_abs' from module .\c4prg1
> ld: undefined symbol '_fpltof' from module .\c4prg1
> ld: undefined symbol 'fpdiv' from module .\c4prg1
> ld: undefined symbol 'fpmul' from module .\c4prg1
> ld: undefined symbol '_fpftol' from module .\c4prg1
> ld: Unknown symbol of bad symbol type '_abs'
> cc: loader failed
> make: Return code 1

Ah... an easy one. Just add a line to your makefile that sets CFLAGS= -f;
this will tell the compiler to include the floating-point library.

The floating-point library ordinarily isn't scanned for (a) speed reasons
and (b) because it contains float versions of the printf family that are
much fatter than the non-float versions.

> I was hoping that using the command #include <math.h> or another command
> might help, but it didn't.

All that does is include the math.h header file, which defines some constants
and declares the returned values of some of the floating-point library
functions.

> Also, I did edit out the command #define VOID
> /**/ which was used later in the program (and I deleted all occurences of
> VOID) I didn't see a use for it, since it was just a comment without any
> text within it!

With Heat and Serve C, just #define VOID void. The #define VOID /**/ in
Clay Walnum's code is a workaround for a shortcoming of Laser C.
You're going to run into quite a few weird Laser-isms in that code.
Think of it as an opportunity for a learning experience. :-)

---
Steve Yelvington
Marine on St. Croix, Minnesota
steve@thelake.mn.org umn-cs!thelake!steve
```

1255. Re: ///_ "Head and Serve" Sozobon HELP! ///_

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 17:41:08 UTC
From: steve@thelake.mn.org
Message-ID: <A1696864325@thelake.mn.org>
Source record: 226150

```
[In article <A1685526597@thelake.mn.org>,
I wrote ... ]

> Ah... an easy one. Just add a line to your makefile that sets CFLAGS= -f;
> this will tell the compiler to include the floating-point library.

Come to think of it, if your makefile defines a complete rule for
generating the executable file instead of relying on the built-ins
defined in MAKE.INI, you'll need to add the -f to the command line
instead of via CFLAGS. You probably ought to add -O as well, so the
optimizer gets a crack at your code.

---
Steve Yelvington
Marine on St. Croix, Minnesota
steve@thelake.mn.org umn-cs!thelake!steve
```

1256. 3 1/4" drives forsale

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 18:28:06 UTC
From: drp9500@ultb.rit.edu
Message-ID: <1992Feb5.182806.19447@ultb.isc.rit.edu>
Source record: 226148

I have two drive mechanisms lying around here that I do not need.

one is a Sony full height mod. OA-D32W-10 double sided (has a 24 pin
connector instead of the 36 pin connector for internals.)

the next one is a Chinnon half height mod. F-353AT rev A single sided.
(has "widebar" eject button)

$15 for the single sided and $20 for the double + shipping.

Bob

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

1257. How combine split lzh files from umich (i.e., make useable)?

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 18:47:50 UTC
From: rkallen@msb.com
Message-ID: <1992Feb5.184750.29847@msb.com>
Source record: 225960

I've requested and received a file from umich mail-server. The file (an LZH file) came in 3 parts. Although I've read through this newsgroup's intro doc. on how to deal with "uuencoded" files, I don't fully understand it.

However, I think I managed to "uudecode" the files directly at the UUCP site I use. But that simply gave me 3 separate .LZH files. *How do I put these 3 parts together so that I can then un-LZH the resulting complete program file*

Replies much appreciated.

1258. Re: MIDI

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 19:45:29 UTC
From: glennd@george.arc.nasa.gov
Message-ID: <1992Feb5.194529.18053@riacs.edu>
Source record: 226146

> I'm writing yet another Atari story for San Diego's ComputorEdge
> magazine, and am trying to get a feel for what the most popular
> software/hardware (keyboards, et al) set-ups are with Ataris. Also,
> any comments on why you use an Atari for your MIDI rather than a PC or
> Mac. (I'm not a MIDI user; more DTP and WP than anything else, so bear
> with me. . . .) As in the past, I will e-mail a copy of the story to
> everyone who respons (and yes, I know I still owe those who helped
> with the History of Atari a copy, which I'll get out in the next
> couple of days.)

Reasons I use an Atari:

When I was shopping for a computer a few years ago for music applications, the Atari 1) definitely had the most bang for the buck ("Power Without the Price", eh?), and 2) had the widest selection of MIDI software to choose from (the Mac was close in this regard). The inclusion of built-in MIDI ports was not as much of a factor to me (since you can buy a MIDI interface for the Mac for ~ $50), but is one reason, no doubt, why it has great 3rd party MIDI support. After I bought it, I found that new MIDI software that I wanted (e.g. editor/librarians) usually came out for the ST before other platforms, which made me especially glad I decided on it. And I believe the quality of MIDI software (more on that later) is second to none.

Software:

I use Cubase 2.0 (OK, 2.01). Its "MIDI Manager" allows you to create your own graphic faders (and dials and buttons, etc.) to control most any System Exclusive parameter or other MIDI parameter adn record it as part of the sequence; e.g. set up a bank of faders for volume, panning, aftertouch (timbral changes), effects changes, etc., and I can then control them with external controllers (like my J.L Cooper FaderMaster). Its "Interactive Phrase Synthesizer" can be used to essentially make programmable variations on a musical phrase (random or one of number of other algorithms) that you can use to jam with or as a source for new musical ideas. Two of these phrase synths can be active at once. A "drum map" is there for easily configuring and programming drum parts (can be used for any sound, actually). And you can easily record SysEx from your synths onto a track as well. Its got great piano roll, event, and standard notation editing. In short, its great graphical appeal and ease-of-use make me one very happy customer. I haven't experienced any of the problems others have mentioned (namely, slow and buggy). I'm not trying to say its better for everyone than Dr. T's Omega, just that played a bit with Omega and I'm very happy with Cubase (from Steinberg/Jones).

I also use Dr. T's X-oR universal editor/librarian for configuring and editing my MIDI system as if it were one big synth module. Its not perfect (the envelope editing is missing displays of actual numeric values, a problem on the Atari version which I've been assured will be remedied), but I can't imagine life without it - its editing is very useful, and the librarian is superb.

I also use Dr. T's VZ-Rider ed/lib for the Casio VZ10M, since the editing template for the VZ in X-oR is incomplete. A great, complete editor.

I have a couple of editor/librarians from Steinberg/Jones: for the M1 and the Wavestation. I can't imagine a better graphical user interface. Especially for the newer Wavestation one - its got everything (including little "VU meters" to let you know which patch in a performance is currently sounding and how loudly). They're expensive, but top-notch (and available only on the Atari, as is Cubase 2.0 currently).

And very importantly, I use the Revolver partition switcher to be able to simultaneously switch between Cubase, X-oR and VZ-Rider. I'm very impressed that I can use it with some non-GEM programs (like Cubase and VZ-Rider), and that I can "roll in" pre-booted programs (I use it to load in a state of X-oR that already has all my favorite banks loaded). Unlike the M-ROS multitasking operating system that comes with the Steinberg products, it has no problems with desk accessories, and can be used with most other non-Steinberg non-GEM programs OK.

Hardware:

Korg Wavestation Ex, Prophet VS, Korg M1R, Casio VZ10M, Lexicon LXP-5, Alesis Quadraverb+, JL Cooper FaderMaster, Roland M160 mixer, Korg MIDI patch bay, and 1040ST

1259. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 20:33:42 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <697322022.24866@minster.york.ac.uk>
Source record: 225961

In article <1992Feb5.141800.10764@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>In article <697134861.15151@minster.york.ac.uk> mjl-b@minster.york.ac.uk (Mathew Lodge) writes:
>>It is this sort of arrogance that annoys me.
>>
>>Calamus' page description language may be superior to PostScript, but
>>everyone else actually _uses_ PostScript.
>>
>>For this reason, we need proper PostScript on a disk. Telling us that
>>Calamus direct output is better is no good.
>>
>>Mat
>I'm afraid I can't agree with you here. I bet that when postscript first
>came out people were saying *exactly* the same thing as you are here.
>Are you saying that we must stick to postscript for the rest of time?

Not at all. What I objected to was the "Calamus is so great I don't see why you should even consider using anything else" argument. I stated why we might want to have Postscript output.

If the Calamus Page Description Language becomes as popular as Postscript, I'll be happy -- by all accounts it's a better PDL. But although Calamus could output _both_ Calamus PDL and Postscript, you _still_ have to buy some other program to do the conversion.

I'm not saying that we should stop using the Calamus way of things, just that the great thing about standards is that they are just that : _standard_.

This is not to say that we should never innovate (I hope to god someone innovates us out of the IBM-PC standard soon). When you could support a very popular standard at little extra cost, but refuse to do it because you consider it beneath you, that's arrogance. What other serious DTP program takes this stance?

>Herb

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

1260. Re: TOS 1.4 ROM problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 21:18:07 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Feb5.141807.1@misvax.mis.arizona.edu>
Source record: 225956

> Your set, seems labeled from a readout of the Atari Memory space.
>
> There are 6! ways to scramble them. That makes 15 I think.
> Write down all the premutations, and try each one.
>
> Remember, you only get to plug one in upside done once. Then its cooked.
>
> Also, if any pin folds under the chip, the whole computer will not work.
>
> Good Luck!
>
> Howard Johnson
> ATT BELL LABS

You are correct that there are 6! ways to arrange the six chips, but that means 720 cominations. I agree with your satement to the original poster: "Good Luck!"

Doug Tarico
dtarico@mis.arizona.edu

1261. Re: atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-02-05 23:24:03 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Feb5.232403.15450@watmath.waterloo.edu>
Source record: 225953

In article <92031.142752HAC041@DJUKFA11.BITNET> HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:
>This morning I tried to upload something (to be precise, a Fortran-to-C
>compiler) to atari.archive.umich.edu, but without success. It turned out
>that I didn't have a permission to put a file directly into a suitable
>subdirectory, which I fully understand. But I couldn't find a special
>upload directory either, or any instructions on how to proceed. Has
>anyone succeded (probably, after all there are already lots of files...)?

I think there
is a directory called "new" somewhere, to which you can change,
and it has universal write permission, but no execute perm.
After you have uploaded, send a message to weiner.

See the monthly posting for details.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
UUCP: ljdickey@watmath.UUCP

1262. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 01:42:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6526@uqcspe.cs.uq.oz.au>
Source record: 225957

mjl-b@minster.york.ac.uk writes:
>warwick@cs.uq.oz.au (me) writes:
>>Conversion the other way (.GEM to .IMG) should be possible with many
>>drawing programs, or simply but taking a SnapShot of the easydraw
>>screen.

>But this only gives 90 dpi .IMG files. Does anyone have a tool that will
>take a .GEM file and produce an .IMG file of any dpi? (I'm particularly
>interested in 300dpi equivalents, as that would match my printer's
>resolution.)

The drawing program "MVG" can apparently handle .IMG files of an size (that
can fit into your memory) and can import .GEM files scaled to any size. I
have no idea how to get hold of this program - this is second handle info,
but if noone knows, I can chase it up.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

1263. Calamus wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 01:50:23 UTC
From: ekrimen@wet.UUCP
Message-ID: <3287@wet.UUCP>
Source record: 225966

I'm looking for a used copy of Calamus. If anyone has one for sale,
please let me know.

1264. *** AtariPU members !ATTENTION! ***

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 02:39:30 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Feb6033930@nic.funet.fi>
Source record: 225958

Maybe some listmembers have already noticed, there are some regular bouncers on the list, so we'll do some pretty intensive clean up.

First, here is the whole collection of the mailing errors, if you find anything that concerns you or you know something that could be done, please reply. Especially the owners of these addresses should give me an alternative address or address format. If there is none, maybe you should consult your local system administration to find what causes this.

Here goes: (look through the list, there is something else after it)

****

----- Transcript of session follows -----
554 /Users/perstoro/.forward: line 1: perstoro@uriela.uucp... Never heard of UUCP host uriela

****

----- Transcript of session follows -----
bad system name: myst
uux failed. code 68
550 <myst!root@uunet.uu.net>... Host unknown

----- Recipients of this delivery -----
<myst!root@uunet.uu.net>

****

-------- Failed Command --------

Command: address resolution ('carsten' @ 'seki.toppoint.de') failed

-------- Error Message --------
Unknown site.

****

|------------------------ Failed addresses follow: ---------------------|
<jhenders@john.wimsey.bc.ca> ... router bind: no valid MX records for john.wimsey.bc.ca

****

----Reason for mail failure follows----
Sending mail to recipient(s) RW2342 :
Couldn't make final delivery.

%MAIL-E-LOGLINK, error creating network link to node UKG

```
**********************************************************************

------------------------------ Start of body part 1

This report relates to your message: Re: Message f...
of Sat, 1 Feb 1992 02:33:36 +0200

Your message was not delivered to
bestu@sbuvax.rz.uni-sb.de for the following reason:
Message timed out

**********************************************************************

----- Transcript of session follows -----
ASSERT ERROR (uux) pid: 9737 (2/5-13:02) /usr/lib/uucp/SEQF is missing or trashed
(23)
uux failed. code -1
554 <wet!ekrimen@well.sf.ca.us>... unknown mailer error 255

**********************************************************************

Most of these appear after every message, few are unique.

Then, here is the _almost_ complete (my own things left out) members
list. If you find something strange on your address please reply.
Especially I would like to find a solution to those /dev/null
-redirections on the beginning. They have been created simply because
they caused massive problems with the mailer software.

Here goes again:

</dev/null> (<aw@epg.harris.com> (Alex Walton))
</dev/null> (<chuck@richsun.cpg.trs.reuter.com> (Chuck Menard))
</dev/null> (<cjr@computer-science.birmingham.ac.uk>
(cjr@computer-science.birmingham.ac.uk))
</dev/null> (<ms6%ukc.ac.uk@FINHUTC.hut.fi> (Mark))
<AKISUJAR%NUSVM.BITNET@FINHUT.hut.fi> (Suthipuntha)
<CSULLOGG%CRL.AECL.CA@FINHUT.hut.fi> (CSULLOGG%CRL.AECL.CA@FINHUT.hut.fi)
<D.C.Halliday@newcastle.ac.uk> (Dave Halliday)
<Daniel_Roedding@fiction.ms.sub.org> (Daniel_Roedding@fiction.ms.sub.org)
<Duncan.Lewis@samba.acs.unc.edu> ()
<JAD2433@ritvax.isc.rit.edu> (NEONMAN)
<JJL101%PSUVM.PSU.EDU@FINHUTC.hut.fi> (J.J. Lehett)
<JONAL@sofus.dhhalden.no> (Spidey)
<Martin.Rumphorst@CDC2.IFKO.uni-hannover.dbp.de>
(Martin.Rumphorst@CDC2.IFKO.uni-hannover.dbp.de)
<ONM07%DMSWWU1A.BITNET@FINHUT.hut.fi> (Julian F. Reschke)
<RIMKUS_U%DMRHRZ11.BITNET@FINHUTC.hut.fi> (Ulf Rimkus)
<RLCOLLINS@MIAVX1.ACS.MUOHIO.EDU> (Ryan 'Goz' Collins)
<RW2342@usav01.glaxo.com> (R. Witherstone)
<SPERNA1@UA1VM.UA.EDU> (Sam Perna, III)
<SPRINGER@SARA.NL> (Robbert Springer)
<SYSMARTIN@kvac.UU.SE> (SYSMARTIN@kvac.UU.SE)
<a15@nikhef.nl> (Peter Heymens Visser)
```

<adamd@rhi.hi.is> (Adam David)
<afsfpel@cid.aes.doe.CA> (Yves Pelletier)
<alanh@logitek.co.uk> (Alan Hourihane)
<alien@clinet.fi> (Risto Juvonen)
<andre@cix.compulink.co.uk> (Andre Willey)
<apalmer@pyrtech.pyramid.com> (Albert Earthquake Palmer)
<artech!clint@hp-sdd.sdd.hp.com> (Clinton Keith)
<atilghma@sdcc13.UCSD.EDU> (Adam Tilghman)
<baffoni%aludra.usc.edu@usc.edu> (Juxtaposer)
<bestu@sbuvax.rz.uni-sb.de> (Bernhard Stumpf)
<cater@pollux.cs.uga.edu> (Steven C. Cater)
<charles@aurora.unice.fr> (Tony)
<chuck@umbc5.umbc.edu> (Chuck Rickard)
<ckb@ATHENA.MIT.EDU> (ckb@ATHENA.MIT.EDU)
<csbrod@immd4.informatik.uni-erlangen.de> (turo)
<cummins@d.cs.okstate.edu> (John Cummins)
<d90-ngp@sm.luth.se> (Niklas Grip)
<d91jn@efd.lth.se> (Jerker Nilsson)
<dah90@ecs.southampton.ac.uk> (Halls DA)
<davidli@simvax.labmed.umn.edu> (David Paschall-Zimbel)
<davismi@atlantis.CS.ORST.EDU> ()
<dcrevier@jarthur.Claremont.edu> (Dan Crevier)
<erlingh@idt.unit.no> (erlingh@idt.unit.no)
<eye@niksula.hut.fi> (Petri Kuittinen)
<ganea@inmos.co.uk> (Andy Gane)
<ggranger@ersys.edmonton.ab.ca> (Greg Granger)
<ggreenbe@mailbox.syr.edu> (Gerald Greenberg)
<gladman@ccint1.rsre.mod.uk> (Brian)
<glenn@ludwig.sharebase.com> (Glenn Linderman)
<gminnerup@cix.compulink.co.uk> (Gunter Minnerup)
<hallberg@elixir.lne.kth.se> (Ilja Hallberg hallberg@elixir.lne.kth.se)
<harryk@bucsf.bu.edu> (Harry Karayiannis)
<hmallat@niksula.hut.fi> (Hannu Mallat)
<hohmuth@freia.inf.tu-dresden.de> (Michael Hohmuth)
<htodd@amadeus.wr.tek.com> (htodd@amadeus.wr.tek.com)
<hullw@essex.ac.uk> (Hulley W J)
<irscscm!mlake@relay.EU.net> (Marshall Lake)
<jhenders@john.wimsey.bc.ca> (John Henders)
<jmallinson@cix.compulink.co.uk> (John Mallinson)
<jwforce@anagld.analytics.com> (James W. Force)
<karloey@aahs.no> (Karl Anders Oygard)
<ki@opal.cs.tu-berlin.de> (Karsten Isakovic)
<killer@niksula.hut.fi> (Kalle Kivimaa)
<lalli@vipunen.hut.fi> (Risto Kause)
<lchd_ss@uhura.cc.rochester.edu> (Ho)
<leo@marco.de> (Matthias Pfaller)
<likos@clinet.fi> (Johannis Likos)
<lingnau@informatik.uni-frankfurt.de> (Anselm Lingnau)
<m91der@bellatrix.tdb.uu.se> (Daniel Eriksson)
<marantil@vipunen.hut.fi> (Mikko R{ntil{)

<markk@cix.compulink.co.uk> (Mark Konkol)
<martini@heaven7.in-berlin.de> (Martin P. Ibert)
<mczane@prsun0in.cineca.it> (Francesco Zanichelli)
<mdryden@cix.compulink.co.uk> (Martyn Dryden)
<meulenbr@prl.philips.nl> (Frans Meulenbroeks)
<mforget@ersys.edmonton.ab.ca> (Michel Forget)
<michaels@cip-s01.informatik.rwth-aachen.de> (Michael Schwingen)
<myst!root@crdgw1.ge.com> (System administration)
<perstoro@netmbx.uucp> (Wilhelm Schaefer)
<pjh@root.co.uk> (Paul Haffenden)
<pseemann@iiic.ethz.ch> ()
<rb@dasc.nl> (Remco Bruijne)
<rshall@soglio.colorado.edu> (Richard Scott Hall)
<seldin@alcor.concordia.ca> (seldin@alcor.concordia.ca)
<sgc@robots.oxford.ac.uk> (Simon Carling)
<sms@information-systems.east-anglia.ac.uk> (S.M.Sowerby)
<sproducts@cix.compulink.co.uk> (GST SOFTWARE PRODUCTS)
<stever@flatcat.wpd.sgi.com> (Steve Whitney)
<stigvi@lise.unit.no> (Stig Vidar Hovland)
<sytang@lamar.ColoState.EDU> (Shoou-yu tang)
<techno@lime.in-berlin.de> (Techno)
<terjeve@ifi.uio.no> (Terje Vernly)
<ts@uni-paderborn.de> (Thomas Schulze)
<v892127@si.hhs.nl> (Lai)
<vert@tbuki.toppoint.de> (German sublist)
<volker@sfb256.iam.uni-bonn.de> (Volker A. Brandt)
<warwick@cs.uq.oz.au> (warwick@cs.uq.oz.au)
<well!wet!ekrimen@apple.com> (Ed Krimen)
<zryx0376@awssn1.rus.uni-stuttgart.de> (Markus Wenzel)

So there...

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

1265. FOR SALE: 520ST, 2.5meg, TOS 1.4,MEGAFILE 30, 2 MONITORS ect.:

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 04:06:27 UTC
From: ebowen@ub.d.umn.edu
Message-ID: <2557@ub.d.umn.edu>
Source record: 225962

I have a dead Atari 520ST system for sale complete, or to part out. I will
sell all by March 1st to the highest bidders (no price too low).

520ST (rev c board) with 2.5 meg Z-ram board (flaky)
TOS 1.4, ST time internal clock
(this works occasionally - hardware hackers only)

Color monitor
Mono monitor
Single side drive
Double side drive
Megafile 30 harddrive

I BELIEVE that everything except the CPU is in working order, but
things were getting weird as the CPU got flakier, so there may be other
problems. (If you can't get something to work I'll give you your money back).

--

Eric Bowen "BO" (ebowen@ub.d.umn.edu) "All the way, Ma'am. Airborne!"

1266. Re: VI editor for Atari ST needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 05:32:06 UTC
From: jonc@status.gen.nz
Message-ID: <88gqFB1w164w@status.gen.nz>
Source record: 226145

pal@regent.e-technik.tu-muenchen.dbp.de (Peter Loibl) writes:

> > I am looking for the UNIX-Editor 'vi' running on the Atari ST!

Try a program called VIX, it is the ST version of VI and does a very good
job indeed. I know it is on GEnie but I do not know of any FTP sites sorry.

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

1267. Update: 4 meg Ram and 1040ST sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 06:01:52 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92037.010152JJL101@psuvm.psu.edu>
Source record: 225963
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

For sale a Zubair 3d 4 Meg ram upgrade. $200 or best offer.

with a 1040ST - $350 or best offer.

Any questions, just ask!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

1268. For Sale: Atari ST, hard drive case, and VideoKey adaptor

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 07:56:06 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb6.075606.3108@rice.edu>
Source record: 225965
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
For Sale:

ATari 1040 ST w/Tos 1.2 and 1 meg

Supra 3.5" shoebox style hard drive case with host adaptor(has clock),
power supply, DMA out and SCSI out ports.

- ready for any 3.5" bare SCSI drive.

Pratical Solution's VideoKey adaptor

-allows for RF output, composite video, and audio out.

All items in excellent condition with documentation and original boxes.

Everything for $400+shipping.
If interested, send me emaiil to the address below.
--
**************************************************
Vinay Julapalli Rao vjrao@owlnet.rice.edu
**************************************************
```

1269. Re: PD Fortran compiler?

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 07:59:45 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb06.075945.4584@convex.com>
Source record: 225964

In article <1992Feb3.205550.52312@cc.usu.edu>, slqn0@cc.usu.edu (Hoyt J. Heaton) writes:
> Does anyone out there know of a PD fortran compiler, or have a commercial
> version they'd be willing to part with?

the GNU project is working on a fortran compiler, tho i have not tracked its progress for several months. i would expect it to be "typical" of GNU software: very functional (feature-rich), frequently updated, produce good code (optimizer), highly portable (relative), huge memory/disk hog, free.

a port to the ST would be eased by the availability of gcc (GNU C compiler) and library, though it would more than likely be non-trivial anyway. it would be interesting to find out where this project currently stands, especially with availability of h/w accelerators on the ST and in context of the TT.

another option is to consider using f2c (fortran-to-C translator). it spits out C code. i thought i read about a port to ST recently (upload to a.a?). f2c is rather large, but should port fairly easily nevertheless. gcc should be able to handle the f2c "output". i have used f2c on other platforms with reasonable success. note that f2c output is far from pretty, tho it usually compiles without modifications with reasonable C compilers (gcc fits this category).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1270. Re: changing steprate?

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 08:31:40 UTC
From: hschs91om@ap04.cip3a.tu-harburg.de
Message-ID: <1506@rztsun.rz.tu-harburg.de>
Source record: 225991

In article <1992Feb1.205500.28233@lth.se>, e89dh@efd.lth.se (David Hultgren) writes:
|> I have connected a HD-drive to my mega-2, it works perfectly but I
|> need to change the steprate from 3 to 6 ms. (I use a copy prg. to do
|> that now but I want to do it in a easier way). I dont know where to tell
|> the ST to change it. The only way I have found is to send it with
|> EVERY level 1 command to the fdc. there MUST be an easier way to do this!
|> In short, I am looking for a adress similar to $440 but that also is
|> read by the OP/FDC

For Xcontrol is a CPX-modul avaible which change the steprate.
I think you can get it in atari.archive .
For the AUTO-folder it gives a program which is called stepxx.prg.
This program get the information aout of the to numbers which were written
in th position of the two 'x'. This program is from Claus Brod and a part
of his book 'Scheibenkleister II, Massenspeicher am Atari ST' but i think
it's not a PD-programm.
Maybe Claus read this too, i think he read this Newsgroup too, and he can
tell you more about the Program stepxx.prg.
Claus e-mail is : clausb@hpbeo79.bbn.hp.com

Ole Marienhagen
Tel.: Germany 04121/91726
Internet: marienhagen@tu-harburg.dbp.de
or: a0marien@informatik.uni-hamburg.de

1271. Corrected bash 1.10 binary on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 10:13:02 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb6.101302.2245@cs.nott.ac.uk>
Source record: 225971

Subject line says it all, really. This version just has _stksize visible.
(I think it may have been compiled under pl16 of the MiNTlib, as well.)

-- Dave
--
--
`Grave' Dave Gymer | "You and me are destined, you'll agree, to spend the
42 St Mary's Park, | rest of our lives with other, the rest of our days
Louth, Lincs, | like two lovers, for ever - yeah - for ever.
LN11 0EF, ENGLAND | My bijou..." - Queen

1272. Re: CS_TeX and LaTeX

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 11:19:21 UTC
From: s_grunwa@irau26.ira.uka.de
Message-ID: <kp26dpINNnki@iraul1.ira.uka.de>
Source record: 225967

```
You have to use initex first to get latex.fmt.
To preload formats use %format latex as the first line of your
tex file.
Using Metafont is easy.
If you have a big, big harddisk and some nights of
you can run the computer:
click c_MF.prg
select your printer
choose all fonts
and run and wait
do this again for the other magnifications. You will need
about 1 Meg and 12hours for each magnification.

Otherwise:
take some documents you want to process
compute the dvi-files (can be done outside, if they exist)
choose "fehlende erzeugen" (on the right were tex is called)
this creates a list of the used fonts.
run c_mf.prg
select your printer (don't forget that)
and choose "liste erzeugen". This creates the font needed
```

1273. Re: Slowing down my TT ... seriously

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 11:29:18 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <697375758.2398@minster.york.ac.uk>
Source record: 225980

In article <w6ZNFB3w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>sms@sys.uea.ac.uk (S.M.Sowerby) writes:
>
>> This may seem a little silly but I want to make my TT run at ST
>> speeds. Not all the time of course, only when running certain
>
>> Steve Sowerby, Postgraduate layabout, (sms@sys.uea.ac.uk)
>
>Well, you could try writing an accessory that tells GEM to wait for 10
>ticks, then return. Then do some useless thing like increment some
>variables a few thousand times, and tell GEM to wait again. This will
>SLOW DOWN the machine like you wouldn't believe. Of course, there are a
>few problems. Mainly, it won't work in TOS programs and it will take up
>an accessory slot.
> [etc.]

><< mforget@ersys.edmonton.ab.ca >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< Michel Forget >>

You could also hook a routine into the VBL queue which wastes time. This will work with all programs, assuming that you can install it before you run the target program (may not be easy for games).

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

1274. Re: A couple of UNIXMODE and MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 11:33:39 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992Feb06.113339.8917@infoserver.th-darmstadt.de>
Source record: 225968
Body handling: HTML body converted to readable text

bwhite@oucsace.cs.OHIOU.EDU (William E. White) writes:

> 1. If I'm interpreting the documentation correctly, extended filenames are
> stored in an actual file somewhere. Um, ... maybe I'm missing something
> here, but ... wouldn't it be just as simple to use the unused bytes in the
> directory (about 31 of them I think)? Or are they reserved?

I guess storing extended filenames in unused parts of the directory entry
would be a good idea, except it would require very lowlevel operations to the
file system, which is not desirable, since the file system might change in
the future (maybe larger partions).
Also you will have to have any application that manipulates file to use this
extension, because programs might get confused otherwise. For example a simple
desktop copy of files will remove any extended name.

Another much more usefull extension of names would be to use a completely
different file system e.g. minix which is supported by MiNT. (This might have
the same problem with programs not knowing about it, but the solution seems
to me to be much more elegant).

> 2. Does MiNT (which I haven't played with either) grok this wonderful system?
> How about the shells out there? I'd really like to be able to forget that
> I'm not working on a Unix box. (Yes, John, I know -- I should buy a sparc!)

Since MiNT and some shells are compiled with GCC, they will probaly use the
system. Also other programs like ZOO if GCC-compiled.

--
Alexander Lehmann | "Wopp" - lots of white, deadly robots
alexlehm@iti.informatik.th-darmstadt.de| from Krikkit (THHGTTG Pt.3)

1275. Re: A couple of UNIXMODE and MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 12:15:01 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb6.121501.14657@cs.nott.ac.uk>
Source record: 225973

In article <1992Feb05.132618.60139@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>I have a couple of questions about UNIXMODE (about which I know basically
>next to nothing except what I read on terminator) ...
>
>1. If I'm interpreting the documentation correctly, extended filenames are
>stored in an actual file somewhere. Um, ... maybe I'm missing something
>here, but ... wouldn't it be just as simple to use the unused bytes in the
>directory (about 31 of them I think)? Or are they reserved?

Because that would require someone to write a new filesystem (or most of one, anyway), that did the low level disk access. The file method lets the C library do the work without having to muck about with the disk on a sector basis.
--
`Grave' Dave Gymer | "This is not what I ordered at all," said Dougal. "I
42 St Mary's Park, | ordered a beige hammock, with matchin' white garden
Louth, Lincs, | furniture."
LN11 0EF, ENGLAND | "Anyone for a takeaway pizza?" asked Brian.

1276. Re: CS_TeX and LaTeX

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 12:34:05 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1985@olymp.informatik.uni-bonn.de>
Source record: 225969

In article <bmw.697168259@swanee> bmw@swanee.ee.uwa.oz.au (Robert Woodcock) writes:
>[...] Could someone please tell me if CS_TeX supports LaTeX
>commands in its original distribution?

Yes, it does. You have to create a LaTeX format first. This is not really a question about CS-TeX, but TeX in general. Try and get a book or ask a local LaTeX guru to help you a bit.

To create a LaTeX format, just select 'Make format' (or whatever it's called in the english version :-) and click on LATEX.INI. CS-TeX does the rest.

>Also what fonts are missing and/or can I build these using Meta font?

There is only a minimal font set included for the more common printers. If you start from scratch, I would suggest to create only the missing fonts you really need. The driver produces a list of these fonts, and you only need to select this list in the Metafont shell.

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1277. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 12:52:15 UTC
From: A.J.Leaper@bradford.ac.uk
Message-ID: <1992Feb6.125215.2822@bradford.ac.uk>
Source record: 225974

In article <697293583.11664@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>In article <6498@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>Conversion the
>>other way (.GEM to .IMG) should be possible with many drawing programs,
>>or simply but taking a SnapShot of the easydraw screen.
>
>But this only gives 90 dpi .IMG files. Does anyone have a tool that will
>take a .GEM file and produce an .IMG file of any dpi? (I'm particularly
>interested in 300dpi equivalents, as that would match my printer's
>resolution.)
>

There is a program called GEMVIEW that will display all manner of picture formats including .GIF, .GEM, .IMG , SUN rasters etc.... Any picture that it displays can be converted and saved as a .IMG. I've no idea whether it can give you a .IMG of 300dpi cos' I've never tried.

Its a nice program though, works in ALL resolutions I believe, should be available somewhere on terminator.cc.umich.edu in the /atari directory..

...offhand I can't rmember exactly where I got it from.

Hope that helps.

Andy
(88648967@uk.ac.bradford)

1278. PageStream 2.0 Info Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 13:13:43 UTC
From: Bill_von_Hagen@TRANSARC.COM
Message-ID: <kdYHG7j0BwwuM8mNc1@transarc.com>
Source record: 225970

Could some kind soul send me the address and phone number of the company that markets PageStream (Soft Logic?)? Also, could someone send me the address of a mail-order house that still sells ST software (specifically, PageStream) at a "reasonable" price?

I use PageStream at home for a variety of personal projects, and have found it reasonable to work with. I currently have version 1.82, and am considering upgrading. Can anyone tell me if 2.0 has added separately-adjustable inter-paragraph spacing (tweaking the line spacing isn't good enough). Also, is the redraw still pretty slow? In PageStream 1.82 (and several earlier versions) on my 2.5 MB TOS 1.0 ST, every time I scroll the window, there's a top-to-bottom redraw that is fairly painful - it actually appears to be reflowing all of the text on the current page.

Of course, if anyone has a copy of PageStream 2.0 that they're interested in getting rid of, please let me know.

Thanks!

Bill (wvh@transarc.com)

1279. Re: WANTED: Protracker d'Esion XLI

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 13:26:19 UTC
From: karloey@aahs.no
Message-ID: <"241*.S=karloey.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 225978

>The following appeared on ST MAGAZINE No 57, JANVIER 92:
>
>" Le Protracker est un soundtracker tres complet pour un freeware..."

This is _not_ correct. I've spent far too much time on ProTracker
to release it as freeware. The copy of ProTracker that's floating
about was stolen, and should never have gotten out.

>Has anybody seen this protracker ? The screen shots look really nice
>and can load PACKed files (save disk space). Is it available on any site?

There is (should be) a demo copy of ProTracker ST v1.3 on a-a. Take a
look at it - v1.3 is a lot better than the illegal copy (v1.2) that's
gotten out. ProTracker itself is going to be released commercially
under Daatasoft pretty soon.

/Email: Karl A Oygard <karloey@aahs.no> ================================
/Karl Anders Oygard - regd. developer for Atari ========================

1280. A non-representitive benchmark...

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 13:41:41 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb06.134141.190105@link-1.ts.bcc.ac.uk>
Source record: 225983

I thought some of you might want to know how fast the TT was as compared with other "workstations" using a real application.

This is the result of running Rayshade Version 3.0 (no Utah raster toolkit) on a Sun SPARCstation IPX (16Mb RAM) and on an Atari TT030/8.

The Sun took approximatly 300 seconds to perform the raytrace of two mirrored balls in front of two mirrors at 45 degrees with a textured floor. The TT took approx 1700 seconds to render the same image.

On the Sun, rayshade was compiled using dynamic libraries, the standard Sun C compiler with the -O switch.

On the TT rayshade was compiled with GCC 1.40 and mintlib16. The following switches were used:-

```
-O -fstrength-reduce -finline-functions -fforce-mem -fforce-addr -m68020
-m68881 -D_M68881
```

The define -D_M68881 was used so that the inline assembly functions to use the maths co-processor in the PML math.h header file were used.

The executable was set so that it would run in TT RAM and could also Malloc() from it.

The code was run under MiNT 0.92.

As you can see, the TT performance was about 1/6th that of the Sun IPX (SPARC 2 chip running at 40MHz(?)). As raytracing is VERY floating-point intensive, this suggests that the TT's floating-point performance is about 0.5 Mflops (The IPX is rated at about 3 Mflops).

I don't know what this proves, if anything, but there you are!

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1281. Re: All three rez on SM124!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 13:50:50 UTC
From: schaper@fwi.uva.nl
Message-ID: <1992Feb6.135050.10017@fwi.uva.nl>
Source record: 225979

I have a PD program with which it is possible to run MED and LOW rez.
on a SM124.
The only problem is that the screen is split in half.
Because LOW rez. uses 320 x 400.

I found this program on ftp terminator.umich.cc.edu

--
****
Lancelot Schaper schaper@fwi.uva.nl
Faculteit Wiskunde en Informatica 020 - 683.17.78
Universiteit van Amsterdam Nederland

1282. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 14:35:06 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb6.143506.25326@syscon.rn.com>
Source record: 225904

elmar@lut.ac.uk (Mohammad A. Rahin) writes:

>In <1992Feb3.155225.7387@sae.com> malay@sae.com (Bob Malay) writes:

>>There are a number of clipart files on a.a that are in ".img" format. How
>>do I convert them so that they can be used by EasyDraw (requires ".gem"
>>format??
>>

>If I am not mistaken EasyDraw Plus can read in GEM .img format files.

I believe GEM files are vector graphics go it would be rather difficult
to covert IMG (bit image) to GEM.

1283. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 14:49:25 UTC
From: herborth@pinot
Message-ID: <8989@ncrwat.Waterloo.NCR.COM>
Source record: 225975

In article <697322022.24866@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

}If the Calamus Page Description Language becomes as popular as Postscript,
}I'll be happy -- by all accounts it's a better PDL. But although Calamus could
}output _both_ Calamus PDL and Postscript, you _still_ have to buy some other
}program to do the conversion.

Not gonna happen... Calamus doesn't support font "hinting", which means fonts
printed at low point-sizes with PostScript will look a great deal better than
the same font printed at the same size by Calamus. It's a pity they left this
out, Calamus sure is faster than PS...

--
----------======================== _ /\ ==================================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1284. TT speed comparison..

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 16:36:02 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb06.163602.212878@link-1.ts.bcc.ac.uk>
Source record: 225982

I thought some of you might want to know how fast the TT was as compared with other "workstations" using a real application.

This is the result of running Rayshade Version 3.0 (no Utah raster toolkit) on a Sun SPARCstation IPX (16Mb RAM) and on an Atari TT030/8.

The Sun took approximatly 300 seconds to perform the raytrace of two mirrored balls in front of two mirrors at 45 degrees with a textured floor. The TT took approx 1700 seconds to render the same image.

On the Sun, rayshade was compiled using dynamic libraries, the standard Sun C compiler with the -O switch.

On the TT rayshade was compiled with GCC 1.40 and mintlib16. The following switches were used:-

```
-O -fstrength-reduce -finline-functions -fforce-mem -fforce-addr -m68020
-m68881 -D_M68881
```

The define -D_M68881 was used so that the inline assembly functions to use the maths co-processor in the PML math.h header file were used.

The executable was set so that it would run in TT RAM and could also Malloc() from it.

The code was run under MiNT 0.92.

As you can see, the TT performance was about 1/6th that of the Sun IPX (SPARC 2 chip running at 40MHz(?)). As raytracing is VERY floating-point intensive, this suggests that the TT's floating-point performance is about 0.5 Mflops (The IPX is rated at about 3 Mflops).

I don't know what this proves, if anything, but there you are!

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1285. Atari ST items for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 16:56:10 UTC
From: patf@silvlis.com
Message-ID: <1992Feb6.165610.15308@silvlis.com>
Source record: 225986
Cross-posted to: comp.sys.atari.st,ba.market.computers

I am cleaning out my shelf of unused items.
I have the following items for sale.

Spectre GCR w/ Mac ROMS - $300

Word Perfect - $65

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

1286. Re: The Parallel Port: Speed?

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 17:47:55 UTC
From: glenn@ludwig.sharebase.com
Message-ID: <9202061747.AA07593@ludwig.sharebase.com>
Source record: 225977

My congratulations to elendir@inf.enst.fr for having a TT.
Although my disassembly was initially done on a 1040ST, I examined
Rainbow TOS when it was made available and the printer code was still
the same.

I now have a TT, also, and must admit I haven't re-disassembled the code
on it. On the other hand, my rewritten printer driver is working on the
TT quite successfully, and I would suspect that if printer interrupts
were enabled, there would be a bit of confusion between the printer
interrupt and my printer driver. I freely admit this isn't proof of
anything about the TT, and that the interrupt lines probably exist on
the ST as well as the TT: any company with plans for a multi-tasking
OS would have to supply the hardware capability for interrupt driven
printing--but would not have to use it in their single-tasking OS...

I'll have to check out the TT printing code when I get the time, see if
Atari ever did fix their bug (which I reported in 1987).

GLenn

1287. Circuit drawing programs?

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 17:48:06 UTC
From: dinsmm@aix02.ecs.rpi.edu
Message-ID: <n2asjtj@rpi.edu>
Source record: 225976

Greetings.

I am looking for a program that can draw circuits. It doesn't
have to be specifically designed just for electronic cicuits,
but it should be easy to use and not labor intensive just to make
the diagram.
Is there anything out there that does that? Commercial or PD or
Shareware? Any details would be greatly appreciated. Thank you.

___ ___
/ |\/ |\
/ |/ || Michael Dinsmore
/ /| /| || dinsmm@rpi.edu
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

1288. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 17:56:56 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Feb6.125657.8947@miavx1.acs.muohio.edu>
Source record: 225920
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <6TLJFB12w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us writes:
> Edito, ergo sum (I eat, therefore I am)
>
> Atari!? Advertising!?!?! For what? ? Lynx? Port?
> gotta go! call!
>

Hi...yeah...me...I posted that message...

They advertised up...the ST/TT line for MIDI capabilites...and um...I think the Portfolio was on the other page of the advert.

Pretty spiffy, huh?

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

1289. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 17:57:06 UTC
From: martini@cloud9.in-berlin.de
Message-ID: <H.7aC9lYeBD&o@cloud9.in-berlin.de>
Source record: 225984

```
( ) In <1992Jan25.215455.14648@ux1.cso.uiuc.edu>, William Magro writes:
( ) > E) Non standard connectors. ACSI, monitor and drive ports, a male rs232
( ) > port?!?!?! Come on! If you are going to introduce new connectors, at
( ) > least give them advantages over the standard connectors.

You must be joking. Since the indroduction of IBM PCs, DTE-type serial
ports have always been male. Look on your modem (if you have one). Most
likely, it has a female DCE-type connector. Perfect fit, eh?
--
__ | Martin P. Ibert, Westendallee 100 d, D-1000 Berlin 19, Germany
( )__ | martini@cloud9.in-berlin.de, also martini@heaven7.in-berlin.de
( 9 )_ |-------------------------------------------------------------
(_________) | All that we see or seem/is but a dream within a dream. --E.A.P
```

1290. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 18:46:16 UTC
From: steve@thelake.mn.org
Message-ID: <A1841829958@thelake.mn.org>
Source record: 225985

[In article <697322022.24866@minster.york.ac.uk>,
mjl-b@minster.york.ac.uk writes ...]

> What I objected to was the "Calamus is so great I don't see why
> you should even consider using anything else" argument. I stated why we
> might want to have Postscript output.

I think anyone who advances the argument that Calamus is the be-all,
end-all of page layout software is ignoring the fact that users' needs
come in many shapes and sizes. There is no one perfect tool, and there
never will be.

> If the Calamus Page Description Language becomes as popular as Postscript,
> I'll be happy -- by all accounts it's a better PDL. But although Calamus could
> output _both_ Calamus PDL and Postscript, you _still_ have to buy some other
> program to do the conversion.

Point of clarification: PostScript should not be regarded as a page
description language. It's a programming language designed for building
graphic images. There's a very big difference. You can't create a page
with PageFoo software, write out a .PS file, then edit that page with
PageBar on a different platform. You can use the .PS file to build a
bitmap on a system (usually a smart laser printer) that has a PostScript
interpreter, but that's about it.

Calamus doesn't output a programming language. It outputs a bitmap in a
format appropriate to the imaging device that is being driven. This allows
it to skip several layers of interpretation, resulting in faster
throughput. It also allows Calamus to have very precise control over the
output image, something that is not possible with PostScript.

> I'm not saying that we should stop using the Calamus way of things, just that
> the great thing about standards is that they are just that : _standard_.

As Henry Spencer says, the great thing about standards is that there are
so many of them.

> This is not to say that we should never innovate (I hope to god someone
> innovates us out of the IBM-PC standard soon).

That was accomplished years ago.

> When you could support a very
> popular standard at little extra cost,

Whoa! Who says it would entail ``little'' extra cost? Have you priced
Calamus recently? Those modules don't write themselves.

Of course it would be possible for the authors of Calamus to create a module that could write PostScript code based on Calamus' document file format or internal data structures. That doesn't mean it would be simple, easy, or cheap, or that the performance would be acceptable to the market at which Calamus is aimed.

> but refuse to do it because you
> consider it beneath you, that's arrogance. What other serious DTP program
> takes this stance?

I know of no instance in which Ditek has said it considered PostScript support ``beneath'' it.

At any rate, businesses make decisions on the basis of projections of short-term and long-term profitability, not on emotional grounds or ``arrogance.'' If it becomes clear that there's profit in PostScript support, even at the expense of siphoning off scarce resources from other projects, then no doubt you'll see PostScript support.

I don't think it's all that clear. There are some serious competitors to Calamus on the way from other developers who are taking a similar approach -- i.e., focusing on high-performance page output by rasterizing the image directly and avoiding PostScript entirely.

If I ran the company, I'd be very careful not to get blindsided in my upscale core market while working on a product that would be of interest primarily to people who can't afford a printer.

One other comment: The performance issue may be small to you, but to others it is very, very important.

The company I work for -- a major daily newspaper -- must typeset thousands of 18-by-22-inch pages per week. Most of those pages are dumped to the typesetter in a very small time window, close to the press deadline.

PostScript simply cannot handle the job quickly enough, so we continue to use Autologic APS-5 typesetters whose design is a couple of decades old. We can RIP, record and process (photochemical, resin-coated paper) a broadsheet newspaper page at about 2000dpi resolution in a few minutes. Even the fastest new RISC-based PostScript RIPs can't approach that sort of performance.

We're stuck with PostScript on the Macintosh systems used by our infographics specialists. Whenever we must output an infographic on deadline, there's a great round of nail-biting, and often we miss the start of the press run with the color separations. For businesses with our sort of time constraints, the internal-RIP model used by Calamus makes a lot of sense. For the casual user who doesn't own a printer, it's probably not the best solution. Pick another tool.

But don't expect it to be perfect. As Voltaire observed, we live not in the most perfect world, but rather the most probable world.

Steve Yelvington, Marine on St. Croix, Minnesota USA
steve@thelake.mn.org umn-cs!thelake!steve

1291. Re: A couple of UNIXMODE and MiNT questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 19:21:08 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <5886@lee.SEAS.UCLA.EDU>
Source record: 225906

In article <1992Feb05.132618.60139@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <4859@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.OHIOU.EDU (William E. White) writes:
>>
>>3. Exactly how slow IS MiNT? Are there any decent accelerator boards out
>>there if it is on the unspeedy side?
>
>MiNT slows down an ST by about 10%. On my TT.. it's not noticable :-).

I'd have to disagree with this. To quantify MiNT's overhead, you need to specify what operations are taking place. Kernel (OS) calls are certainly more expensive, but general CPU operations are slowed to a much smaller extent. Using qindex, I have seen a 1 to 2% slowdown in CPU performance on my 520stfm. Screen operations are affected more by low-level pixel routines than the OS. I also doubt that disk I/O could be slowed appreciably compared to the hardware performance. In summary, MiNT overhead for most operations is unnoticable; the main slowdown I have seen is in screen text operations and that is rapidly improving with each MiNT version.

-- Scott Willingham // willing@icsl.ucla.edu

1292. Re: Circuit drawing programs?

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 19:36:12 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Feb6.193612.16554@a.cs.okstate.edu>
Source record: 225981

In article <n2asjtj@rpi.edu> dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:
>
>I am looking for a program that can draw circuits. It doesn't
>have to be specifically designed just for electronic cicuits,
>but it should be easy to use and not labor intensive just to make
>the diagram.
> / |\/ |\
> / |/ || Michael Dinsmore
> / /| /| || dinsmm@rpi.edu

I've had EASYDRAW highly reccomended to me for this use. A set of
circuit elements is available (I hear) for cutting and pasting!
EASYDRAY is as the name implies "easy to use" but it's not
simplistic. It is a capable program.

I do not use it for this purpose as I've been too busy to get it and
set it up....

jc

1293. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 21:07:39 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250029@hpindda.cup.hp.com>
Source record: 225852

> warwick@cs.uq.oz.au (Warwick Allison) writes...

>The drawing program "MVG" can apparently handle .IMG files of an size (that
>can fit into your memory) and can import .GEM files scaled to any size. I
>have no idea how to get hold of this program - this is second handle info,
>but if noone knows, I can chase it up.

MVG = Multi Viewer Graphica (or something like that). It's made by the
same folks who make Image Cat and Mug Shot, in case that helps.

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
19420 Homestead Road MS 43LT |
Cupertino, CA 95014-9974 |
goo@hpinddh.cup.hp.com |

1294. FOR SALE TOADFILE 44 REMOVEABLE HARDDRIVE!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 22:09:36 UTC
From: mpl44572@uxa.cso.uiuc.edu
Message-ID: <1992Feb6.220936.12662@ux1.cso.uiuc.edu>
Source record: 225988

I have a 44 Meg Toadfile for sale. This has an ICD adapter, so you can plug it in and go. Comes with all manuals, and a 44meg disk. This is a syquest removable hard drive. $500 (shipping negotiable)

Mark

1295. Re: .SPS picture viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 22:10:38 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <28054@darkstar.ucsc.edu>
Source record: 225987

In article <60323@aurs01.UUCP> you write:
>I've come across some Spectrum files that use the extention *.SPS...
>
>Does anyone know of a viewer that can display these?

There should be a file in the atari archive called "SPSLIDEX.PRG" that should be used to view these files. Actually, this program will compress spectrum .SPC or .SPU pics, hence the .SPS (smaller? scrunched?) extension so that .SPS are usually smaller (about the size when you arc .SPC files.) NOTE: you might come across some .SPS files which are actually animation done in Spectrum 512 format with the program Unispec so don't try any use the slide show on them.
--
Len A. DeJesus (monsoon@cats.ucsc.edu)
(tsunami@ucscb.ucsc.edu)
--
Len A. DeJesus (monsoon@cats.ucsc.edu) "Hey Mon"
(tsunami@ucscb.ucsc.edu) "Blame it on the Rain"

1296. Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-06 23:23:48 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Feb06.232348.6350@cdsmn.mn.org>
Source record: 225989

I hate asking these very basic questions, but I read the FAQ that was posted here and still don't know the difference between various models of the Atari line.

I have heard of 1040st, 1040stf, 1040stfm, 1040ste, MegaST, MegaSTe, TT, etc, etc. What are the diffences between these machines? Also, I have surmised from reading here for a few weeks now that there are no card slots in the ST as there are in PC's, Apples. Is this true? How are hardware add-ins and memory upgrades implemented?

Thanks,
Doug Plate
plate@cdsmn.mn.org

1297. Re: Circuit drawing programs?

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 00:21:17 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <54078@cup.portal.com>
Source record: 225990

I know it isn't exactly what you're asking, but I've got a copy of PC Board Designer. It is selling for around $50 & I just wanted to comment it's not the easiest thing to use. You really need a mono monitor & a printer that has 1280 dots across.

1298. More RAM!

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 05:57:51 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <54108@cup.portal.com>
Source record: 225997

(please pardon the wide distribution, but since there seems to be quite an active Atari community in Germany, I figgered I might get an answer from there as well as from the US)

Ive got a 520STe with 4mb of RAM, and I want more! I know that there are some accelerator cards for the non-STe, which also offer additional RAM, but since these dont work in the STe, and basicly I just want more memory, thats not a viable option for me.

I dont know anything about the ST architecture, but I am quite well version in electronics and theroy, and a bad speller at that. But what would happen if I plugged in say 4mb SIMMs into my STe? Would I be able to access that extra memory?

Im sure that for some reason its built to limit to 4mb (Atari foresight) but theres gotta be a way? Considering that the 68000 is capapble of addressing somewhere in the range of 4gb? (sorry if that number is wrong, but I dont have specs with me)

I dont mind taking a soldering iron to my machine, if thats what is needed (In Ataris mind, my warrentee was voided about three days after I received shipment, to install the 4mb...)

Thanx

Billy D'Augustine
Azog-Thoth@cup.portal.com

BTW: has anyone recived TOS 2.06 from CodeHead yet? I am getting quite itchy, and if need be, to satisify my upgrade addiction, Ill do something to my Amiga :-)

1299. Two ST questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 06:31:03 UTC
From: rjung@aludra.usc.edu
Message-ID: <kp49t7INNk8e@aludra.usc.edu>
Source record: 225992

Two oddball questions. Please e-mail replies if possible.

1. Does anyone know if FSM GDOS will have/already has some kind of "FSM GDOS Font Creator" utility? I want to get FSM GDOS when it comes out independently, but would also like to know of any way to make my own (scalable) fonts. Is Atari Corp. planning on releasing such a tool to the public for an extra price, perhaps?

2. I'm interested in finding an object-oriented drawing program. Preferably similar to MacPaint II on that fruity computer, and capable of running on a color monitor. The last such OODP I saw was EZ-DRAW, but it was a while ago, and lacked a few refinements I wanted to see (locking objects on a page, drawing pictures greater than one page in size, etc.). I don't have enough information on the newest German art programs -- anyone know more?

Thanks in advance,

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

1300. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 07:09:46 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Feb07.070946.45861@yuma.acns.colostate.edu>
Source record: 225993

In article <1992Feb06.232348.6350@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
...
>
>I have heard of 1040st, 1040stf, 1040stfm, 1040ste, MegaST, MegaSTe, TT, etc,
>etc. What are the diffences between these machines? Also, I have surmised
>from reading here for a few weeks now that there are no card slots in the
>ST as there are in PC's, Apples. Is this true? How are hardware add-ins
>and memory upgrades implemented?
>
>Thanks,
> Doug Plate
> plate@cdsmn.mn.org

f : means internal floppy drive in the CPU box.
m : modulator installed (i.e. can hook up to the TV etc.)
STe and Mega STe are newer ST and Mega with enhancement in it also use SIMMs
instead of DIPs on older machine.
TT is 030 machine with different design for more expansion.
STs has no expansion slot, Mega has one Mega bus for expansion, Mega STe has
more and TT has VME bus.
The STs requires hardware hacks to add-in (piggy back, remove etc.) or use
DMA (hard drive, supercharger) or cartridge port (Spectre).
STe is about the same except the memory upgrade is easier (change the SIMMs).
Other probably can provide more information on top this and correct any
mistake presented.

Tang
sytang@lamar.colostate.edu

1301. Re: ///_ "Head and Serve" Sozobon HELP! ///_

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 08:38:59 UTC
From: hsg@uni-paderborn.de
Message-ID: <1992Feb7.083859.13958@uni-paderborn.de>
Source record: 225996

In article <1992Feb5.042325.9188@usenet.ins.cwru.edu>,
an172@cleveland.Freenet.Edu (Marc A. Lombardo) writes:
> I am following the C-manship tutorial to learn C, and I have come to the
> fourth chapter. I tried to compile the program from the .c program on the
> c-manship disk and it didn't work.

> ld: undefined symbol '_abs' from module .\c4prg1
> ld: undefined symbol '_fpltof' from module .\c4prg1
> [etc.]

The name of the library you must include is fplib.a. You include
this library through a -f (or -r?, i remember it is -f) in the
comand-line of the cc comand.
I think then it will be correct translate.

bye..
--
/ ---- ---- Joerg Hoyer
/___ /___ /___/ Universitaet Gesamthochschule Paderborn, FB17
/ / / / Warburger-Str. 100, W-4790 Paderborn, GERMANY
/ / ___/ /__/ email: hsg@uni-paderborn.de

1302. Notator printer support

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 09:44:30 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Feb7.034430.5355@hemlock.cray.com>
Source record: 225998

Hi People,

I'm posting this for a friend `sans network access', so please email any replies to me. Thanks. My buddy would like to know what the printer support is like for C-labs Notator package. He's looking at Epson-compatible printers and has also been somewhat taken by one of the Canon Baby-Jets. He would particularly like to know of anyone's experience of printing scores in landscape format.

Many thanks in advance from Rob (and myself).

Cheers,

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

1303. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 09:50:27 UTC
From: Alex.Valdez@actrix.gen.nz
Message-ID: <1992Feb7.095027.4674@actrix.gen.nz>
Source record: 225942

In article <1992Feb3.155225.7387@sae.com> malay@sae.com (Bob Malay) writes:
> There are a number of clipart files on a.a that are in ".img" format. How
> do I convert them so that they can be used by EasyDraw (requires ".gem"
> format??
>
> Bob Malay
>
.IMG files are bitmaps; .GEM files are metafiles. (That is, .IMGs are
pictures while .GEMs are essentially VDI commands strung together.) It
is not a trivial task to convert from IMG to GEM (other than brute
force, of course, by plotting each pixel). The Codeheads market a
product called Avant Vektor which will do it (and do it well, so I
heard) but unless you're a serious DTP user, I doubt if it will be
worth it.

--
==========Alex Valdez==========

1304. Problems when trying to exit MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 10:01:57 UTC
From: "Carsten Menke"
Message-ID: <1992Feb7.100157.14008@unibi.uni-bielefeld.de>
Source record: 225999

I have got a problem when I try to leave MiNT.

If there is a program running in the background (like lpd), when one
trys to leave MiNT the system prints this message:

pid 0 (MiNT): assert(`f->links == 0') failed at line 590 of filesys.c.
Fatal MiNT error: adjust dedug level and hit a key ...

Hitting a key leads to:

System halted Press 'x' to exit, or else reboot

After pressing x the first messages once again will be printed.
Pressing any other key or combination of other keys causes the 2nd
message (System ...).

Raising the debug level seems to be no help because there is only difference
between the regular leaving of mint and the crash:

Crash:
pid 1 (sh): Fcntl(-1,cmd=0x5407)
pid 1 (sh): Fcntl: calling ioctl
pid 1 (sh): Pterm(0)
pid 0 (MiNT): leaving Pexec with child return code
pid 2 (lpd): disposing of closed fifo <---- difference for the crash
exit code: 0
pid 0 (MiNT): assert(`f->links == 0') failed at line 590 of filesys.c.
Fatal MiNT error: adjust dedug level and hit a key ...

Reagular leaving:
pid 1 (sh): Fcntl(-1,cmd=0x5407)
pid 1 (sh): Fcntl: calling ioctl
pid 1 (sh): Pterm(0)
pid 0 (MiNT): leaving Pexec with child return code
exit code: 0
leaving MiNT

Is there a posibility to solve this problem ?

Not 'rm u:\proc*' or manual killing of background jobs.

The system I am working on is an ATARI MEGA/STE 4MB.
Unfortunatelly I do not know the TOS version I have,
because up to know everything works fine.

I have not mounted any other filesystem.

Carsten Menke
carsten@chec02.uni-bielefeld.de
or uchef153@unibi.hrz.uni-bielefeld.de

1305. STE memory upgrade - hard luck story

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 10:08:21 UTC
From: pete@btcase.bt.co.uk
Message-ID: <1992Feb7.100821.22414@btcase.bt.co.uk>
Source record: 225902

My thanks to those that responded to my post last week about SIMMs and SIPPs.

I braved the internals of my machine to discover my 1Meg soldered to the motherboard. SIMMs I could upgrade, this means a trip to the workshop :-(

When I purchased my machine, I was under the impression that all STEs had SIMM memory. This was part of the reason for choosing it over the STFM.

If I add the worries I have over my DMA chip, which may yet scramble any (sorry, non Atari) hard disk I add to my system, I think I will have contributed my "2d" to the "No flames - things I don't like about my machine" thread.

--
----------------------------+---
Peter Harris | "The sun struggles up another beautiful day
usenet: pete@btcase.bt.co.uk | And I felt glad in my own suspicious way ..."
| - Elvis Costello

1306. STDCAT 5.0b fails on disk volume renaming: ROOT DIR Destroyed

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 10:47:47 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Feb7114747@orion.laas.fr>
Source record: 226000
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I ran STDCAT50 under GULAM on a Mega 4 ST with TOS 1.2 and
with PINHEAD21 installed. I was surprised at the following behavior
since STDCAT 4.3 worked *so* well. It might be my configuration. It
might be STDCAT.

The night before last I decided to catalog some new unlabelled
disks. In order to control the order of the new disks I turned off
the disk sort field. That way, when I added a box of disks they would
be stacked at the front of the disk list, last disk added being first!
(This is a slight inconvenience.) I was using the MULTI option of
ADD.

I then went through the DISK NAME menu, also with the MULTI
option. I would go through the same box except this time in backwards
order. I specified Update Volume on Disk! Everything went fine in
the database. But last night, when I looked at some of the disks
there were two problems:

1) When I specified a disk name of SOZOBON.001 I would find on
the disk (with VOL.TTP) only SOZOBON.

2) Furthermore, the root directory of *ALL* the disks except the
first one were COMPLETELY DESTROYED! ALL THE DISKS HAD THE SAME
ROOT DIRECTORY AS THE FIRST DISK! I am at a loss as how to recover
the files, as only the directory has been wiped. The problem would
also happen when I renamed existing disks!

Also, any suggestions for recovering the files? Any tools for
rebuilding the root directory?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1307. Re: Anti-flamewar proposal.

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 11:24:38 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Feb7122438@orion.laas.fr>
Source record: 225901

>>>>> On 25 Jan 92 21:54:55 GMT, wmagro@roma.physics.uiuc.edu (William Magro) said:

Bill> If you hate posts that respond to flamers, read on. This one is
Bill> different.

Thanx Bill!

Bill> "Why my Atari 1040STf Sucks," by Bill Magro

Bill> I) GEM/Desktop has a lot of problems
Bill> A) Mouse events are not registered quickly, so if I click on a button
Bill> and quickly move the mouse, the button doesn't see the click. Very
Bill> annoying, and it slows me down.

I have the *exact* same problem on my sparcstation at work running
X11R4 and OpenWindows 3. I can quite easily click and move too fast
for the X11 events and the machine does the wrong thing. Sometimes I
even get it to freeze up completely and have to reboot (or kill X11).
Seems just like when some interaction of GEM programs misbehaves,
isn't it.

Bill> B) I have to bring a window to the front before I can launch a program
Bill> from it. In the mac's finder, if I double click on an icon in an
Bill> obscured window, the window comes forward and the program runs. In
Bill> GEM the window just comes forward. Arghh! This slows me down.

A correction seems appropriate! Holding the right key while double
clicking *will* run the program in the other window with the current
top window serving as current directory. This has been true since TOS
1.0 but seems to be undocumented.

Bill> C) I can't arrange my desktop in any efficient way. Not being able to
Bill> put programs on the desktop or to arrange them freely in a window
Bill> makes launching programs a nightmare. This slows me
Bill> down.

TOS 2.05 already solves this one!

Bill> II) Hardware bitches

Bill> B) Our graphics modes suck. 640x400 mono is great for work. But everyone
Bill> else has at least 640x400 256 colors available now. The new TT
Bill> resolutions should be in _all_ of the machines by now. Come on Atari!

How true!

Bill> D) The power supply/keyboard/mouse all suck. ... The mice
Bill> don't feel very nice and are prone to quickly

Bill> wearing out. (Again Mega/TT seem to deal with this.)

Do you prefer Mac or Sun mice more? The Suns have at least optical
ones but they are large and clumsy. Whatever happend to the
beautiful small optical Xerox mice that came with their lisp
machines? I've heard that they are even compatible with the, shh,
Atari ST.

Bill> E) Non standard connectors. ACSI, monitor and drive ports, a male rs232
Bill> port?!?!?! Come on! If you are going to introduce new connectors, at
Bill> least give them advantages over the standard connectors.

Come on now! Things are becoming more and more standardized but still
many ANSI terminals come with either male or female RS232 connectors.
Likewise for any machine that's more than 3 years old.

Bill> By the way, if you decide to followup on this article, please don't include
Bill> the whole thing and respond line-by-line. Can you imagine anything more
Bill> agonizing than having to read this again in its entirety?

Hope I didn't cite too much to offend the net sensibilities.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

1308. Re:Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 11:29:30 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb7.112930.28489@Informatik.TU-Muenchen.DE>
Source record: 225903

In article <1992Feb07.070946.45861@yuma.acns.colostate.edu>, sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
|> In article <1992Feb06.232348.6350@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
|> ...
|>
|> f : means internal floppy drive in the CPU box.
|> m : modulator installed (i.e. can hook up to the TV etc.)
|> STe and Mega STe are newer ST and Mega with enhancement in it also use SIMMs
|> instead of DIPs on older machine.
|> TT is 030 machine with different design for more expansion.
|> STs has no expansion slot, Mega has one Mega bus for expansion, Mega STe has
|> more and TT has VME bus.

I think you confused something:
Both, MegaSTE and TT have ONE normal length 16-bit VME

|> The STs requires hardware hacks to add-in (piggy back, remove etc.) or use
|> DMA (hard drive, supercharger) or cartridge port (Spectre).
|> STe is about the same except the memory upgrade is easier (change the SIMMs).
|> Other probably can provide more information on top this and correct any
|> mistake presented.

Furtheron, the MegaSTE has a 16MHz 68000-CPU with 16kB cache a LAN port.

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

1309. DVI driver for TeX

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 12:58:39 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Feb7.125839.24974@newcastle.ac.uk>
Source record: 225919

I am looking for a DVI driver for my deskjet 500 in order for me to print a DVI file in landscape mode. Has this been implement in an drivers on the ST (Do the drivers in CS-TeX allow this for example)

Dave J

D.M.Johnson@newcastle.ac.uk

1310. datalink

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 13:29:23 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2102@keele.keele.ac.uk>
Source record: 225911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
Is it possible to use a datalink between ST's and Amigas? Does
the cable need to be modified in any way, or is it as I suspect, the
same?

Adam.
(yes, I *really* do want to link to an Amiga)

1311. Re: TT speed comparison..

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 14:13:32 UTC
From: herborth@pinot
Message-ID: <8996@ncrwat.Waterloo.NCR.COM>
Source record: 225905

In article <1992Feb06.163602.212878@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

}On the Sun, rayshade was compiled using dynamic libraries, the standard Sun
}C compiler with the -O switch.
}
}On the TT rayshade was compiled with GCC 1.40 and mintlib16.

Don't you think you should have compiled both with GCC 1.40 to make things
a little closer? The Sun C compiler might (probably?) have better
general optimisation, and special optimisation for use on the Sun, while
GCC wouldn't.

}The code was run under MiNT 0.92.

You should probably also NOT run the test under MiNT, since it's not the
native TT operating system. You didn't run the Sun version under, say,
the Mach kernal, did you?

--
---------========================= _ /\ ==================================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1312. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 14:35:51 UTC
From: ib09@rz70.rz.uni-karlsruhe.de
Message-ID: <1992Feb7.143551.22581@rz.uni-karlsruhe.de>
Source record: 225875

In article <1992Feb3.155225.7387@sae.com> malay@sae.com (Bob Malay) writes:
>There are a number of clipart files on a.a that are in ".img" format. How
>do I convert them so that they can be used by EasyDraw (requires ".gem"
>format??

Converting a .img to a .gem is nontrivial, because .img - files are
raster graphics, whereas .gem - files are vector oriented (i.e. draw a
circle of a certain radius about a point, etc.). There is software on
the market which will do this job; it can get rather expensive, though.
I think the German software company TMS (they of TMS Data) sell one such
program; DTP programs should offer such a facility, as well.

Hope this helps
--
Thomas Koenig
ib09@rz.uni-karlsruhe.de, ui0t@dkauni2.bitnet, | rw-rw-rw- : the file
ui0t@ibm3090.rz.uni-karlsruhe.de | protection of the beast

1313. Harpoon

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 14:43:32 UTC
From: ipc@hyrax.zoo.bt.co.uk
Message-ID: <1992Feb7.144332.6563@zoo.bt.co.uk>
Source record: 225915

Does anyone know if the game Harpoon (which I've seen for the Mac and the *miga) is available for the ST yet. I've tried to get it in the UK, to be informed that the distributers went down the pan in connection with the Maxwell business. Wondered if I might be able to get it direct from the States? Also, are there any other decent naval simulations around at present?

Answers by e-mail. Thanks.

Ian Coleman (ipc@zoo.bt.co.uk) | "The larger the building the more
BTL, Martlesham Heath, England | flaws there are in the design"

1314. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 14:58:09 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb7.145809.2281@syscon.rn.com>
Source record: 225914

I have MVG (availible from Wizworks and some dealers) but I do not remember in importing GEM (I will look). Touch-up does.

1315. Re: SM124 Monitor Problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 15:50:25 UTC
From: knop@dutecag.et.tudelft.nl
Message-ID: <1992Feb07.155025.10087@donau.et.tudelft.nl>
Source record: 225916

Three persons {volker@sfb256.iam.uni-bonn.de (Volker A. Brandt),
ehobbs@nmt.edu (Eric Hobbs) and au036@cleveland.Freenet.Edu (Chris Burgess)
wrote about their problems with fading SM124 monitors when the screen
contains only a few white pixels.

This problem was solved in 1988. See the exerpts from an article by
Werner W. Braun, that I include below. I have succesfully applied this
fix (which costs 1 resistor - so it is cheap) twice and it completely
cured the problem.

:From
dutrun!mcvax!uunet!husc6!bloom-beacon!think!ames!pasteur!ucbvax!DDATHD21.BITNET!XBR3D815
Thu Aug 11 09:26:23 MET DST 1988
:... some lines deleted ...
:I decided to take an oscilloscope and did some measurements.
:As far as i know at two places the brightness of a CRT is controlled:
:
: 1) the first gate (hope this is the right technical term)
: 2) the cathode voltage/current.
:
:The voltage between cathode and 1st gate should be constant, by adjusting this
:you can control brightness of the monitor.
:
:Therefore i measured the voltage of the first gate against ground: it was
:constant, so this was apparently not the cause of the trouble.
:Then i measured the cathode voltage, which should be +70V as the schematics say.
:I found these voltage to be screen-image dependant:
: with a light screen i found +70V,
: with completely dark screen i found +85V.
:The cathode current varied between 0mA (no bright, no contrast) and 17mA (full
:bright and full contrast). So i think the problem is a bad regulation of
:cathode voltage. If the load is too small (dark screen or only some light
:characters on a dark screen, the cathode current is small) cathode voltage
:goes up and voltage difference between cathode and 2nd gate goes down --->
:screen fades.
:
:And now my fix:
:Beware --- I'm a simple minded chemist who ownes a soldering iron but is not an
:EE, so i will take no warranty for any side effects of my fix. It works with
:our monitor, but i fixed it today and so have no experience on the long run.
:It's a simple fix and should do no harm to your SM124. What do i do?
:I put a little extra load (1.5mA) at the high voltage transformer, so that the
:current never sinks under 1.5mA and cathode voltage never goes up again. With
:maximum brightness and contrast i measured 17mA, in normal operating condition
:about 8-13mA, so this extra current should never overload the transformer. But

:i give no warranty for this! Be carefull if you turn on full brightness and full
:contrast.
:
:The procedure is given for a monitor manufactured in oct '87, the newer ones
:have a different PCB layout.
:
:1. Open the monitor by removing the 5 screws.
:
:2. Look at the small board which is plugged on the end of the CRT. There you
: find the names of the parts printed. Look for C308 (47uF/100V) at the lower
: right edge of the board. If the board is covered with a shielding, you may
: have a newer monitor and this fix possibly does not apply.
:
:3. Get a resistor 47k ohms 0.25 W and solder it across the pins of C308.
: Put the resistor at the right boarder of the board so that it does not
: touch the monitor box later.
: Pay attention to the small space between the monitor box and the board.
: Possible Damage of your monitor!
:
:4. Close the monitor, cross fingers and switch on. Problem should have gone.
:
:PP: I also found some differences between the circuit drawings and the actual
: board, but this should be no problem. But i supplied R302 with 1k/0.25W,
: but this is not necessary for the fix
:
: part was should be
: ---------------------------------------
: R302 open 1k
: R311 68R 47R
: R312 270R 240R
: R313 820R 680R
:
:
:I hope this will help someone else, forgive the rather long posting.
:
:Werner W. Braun xbr3d815 @ ddathd21.bitnet
--

_____ __ __ __ __ ____ _____ _____ ______ _____ _____
| _ \ | |/ || \| | / \ | _ \ | _ \ | ___|| _ \ / ___|
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|__| |_| |__|__||__|__| ____/ |__| |__| |______||__|__||_____/
Delft University of Technology, The Netherlands, knop@duteca.et.tudelft.nl

1316. Re: *** AtariPU members !ATTENTION! ***

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 15:59:02 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3004@richsun.cpg.trs.reuter.com>
Source record: 225908

In article <JARTSU.92Feb6033930@nic.funet.fi> jartsu@otax.hut.fi writes:
>
>Maybe some listmembers have already noticed, there are some regular
>bouncers on the list, so we'll do some pretty intensive clean up.
>
>First, here is the whole collection of the mailing errors, if you find
>anything that concerns you or you know something that could be done,
>please reply. Especially the owners of these addresses should give me
>an alternative address or address format. If there is none, maybe you
>should consult your local system administration to find what causes
>this.
>
>Here goes: (look through the list, there is something else after it)
>
>Most of these appear after every message, few are unique.
>
>Then, here is the _almost_ complete (my own things left out) members
>list. If you find something strange on your address please reply.
>Especially I would like to find a solution to those /dev/null
>-redirections on the beginning. They have been created simply because
>they caused massive problems with the mailer software.
>
>Here goes again:
>
></dev/null> (<chuck@richsun.cpg.trs.reuter.com> (Chuck Menard))
I've responded to this same problem in the past. Did you receive my mail? That
is why I've decided to post this to the newsgroup. I've had no problems posting
to any newsgroups. And..... I have received replies via the newsgroups and email.
If it continues to be a problem, I will inquire with the system administrator here
or just let it go. But, thanks for posting anyway, since I've not received any
mail from Atari PU for quite some time now.

CUL,
Chuck

1317. Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 16:09:30 UTC
From: malay@sae.com
Message-ID: <1992Feb7.160930.1141@sae.com>
Source record: 225907

I seem to remember either a discussion here on the net or an article in one of those UK Mags about Atari having a new monochrome monitor in the works???

My monitor's picture is very jittery and has lost the bottom portion of the screen. The top portion's graphics look enlarged and the bottom portion's graphics looked "squished" - any clues on how to fix this??

Bob Malay

1318. Re: Problems when trying to exit MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 16:15:34 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Feb7.111535.826@uwovax.uwo.ca>
Source record: 225909

In article <1992Feb7.100157.14008@unibi.uni-bielefeld.de>, Carsten Menke writes:
> I have got a problem when I try to leave MiNT.
>
> If there is a program running in the background (like lpd), when one
> trys to leave MiNT the system prints this message:

(description of problem omitted)

> Is there a posibility to solve this problem ?
>
> Not 'rm u:\proc*' or manual killing of background jobs.

Well, you've just ruled out the easiest solution :-).

Other possibilities (in order of simplicity):
(1) Don't leave MiNT. :-)
(2) Write a simple start-up program that runs your shell, and when that
exits does the equivalent of "rm u:\proc*" automatically.
(3) Get the MiNT source code. Look in the file "filesys.c" and the
function close_filesys(). Change the lines:
if ((f = curproc->handle[i]) != 0)
do_pclose(p, f);
to read:
if ((f = p->handle[i]) != 0)
do_pclose(p, f);
and recompile.

Or, you can wait until MiNT 0.93 comes out...
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario 7103_2622@uwovax.bitnet

1319. Raytrace to Spectrum Converter

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 16:34:01 UTC
From: Nick.Smith@tdkt.kksys.com
Message-ID: <697509796.0@tdkt.kksys.com>
Source record: 225934

There is now a GFA Raytrace to Spectrum 512 picture converter
availiable to finally get Raytrace pics into an editable/convertable
format. There is a Shareware demo file available on Compuserve and
GEnie (SUL2SPU.ARC) for a limited version that will let you view
converted pics with any Spectrum viewer/slideshow. The pics are
not fully compatible - you must send in your $5 shareware fee to
get the full version. (The demo will 'bleed' Spectrum's red menu
colors into your pics, annoying enuff to warrant sending in $5)
Write to: Lonny Pursell P.O. Box 145 Pandora, Ohio 45877 USA

* Origin: FlightLine BBS Mpls,MN SDN USRdual 612-544-5118 (1:282/47.0)

1320. Looking for Moniterm/Viking video card

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 17:20:37 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1992Feb7.172037.20871@umbc3.umbc.edu>
Source record: 225910

I have a Moniterm Viking 1 monitor for my PC and would like to use it on my Mega 4. I know that there is a card available for this, but have been unable to track one down. I would like to avoid paying retail for it, so a used one would be very nice.

Also, if I am wrong in assuming that my monitor will work with this card, please do tell me!

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

1321. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 17:31:18 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb7.113118.18227@doug.cae.wisc.edu>
Source record: 225912

In article <1992Feb06.232348.6350@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>
>I hate asking these very basic questions, but I read the FAQ that was posted
>here and still don't know the difference between various models of the Atari
>line.

Ask what you want. Some people are pretty snotty sometimes to the new
people that drop by, but you cannot possibly ask a question too stupid.

>
>I have heard of 1040st, 1040stf, 1040stfm, 1040ste, MegaST, MegaSTe, TT, etc,
>etc. What are the diffences between these machines? Also, I have surmised
>from reading here for a few weeks now that there are no card slots in the
>ST as there are in PC's, Apples. Is this true? How are hardware add-ins
>and memory upgrades implemented?
>
>Thanks,
> Doug Plate
> plate@cdsmn.mn.org
>

Not very easily. As far as memory upgrades go, anything below a MEGASTE/TT
your looking at quite a soldering job. And even if you don't have to solder
as with some memory upgrades, like Zubair's 3D 4 Meg upgrade, you have
reliability problems.

ST's are pretty limited in memory expansion. You have a max of 4megs, without
doing heavy mods to the machine. The processor speed sucks too. Nobody
operates at 8Mhz anymore. I have a MegaSTE, it runs at 16Mhz and I still
consider that very marginal, even for general purpose use in the 90's.

A God, er, I mean person called David Small is working on fixing speed,
expansion and memory size problems of the ST. The SST board, as it is called
will bring us back to the performance mainstream of computing again.

The only drawback, is that Mr. Small has been having lots of problems
manufacturing the SST, so it isn't expected to be truly available in any
significant quantities until summer 92'.

I would recommend going the SST route, and buying a MEGA STE. Your gonna end
up with a machine that has far more potential than Atari's TT ever will.

-Greg

Of course, there are other alternatives to the ST you know...

1322. Re: More RAM!

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 17:42:00 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb7.114200.18424@doug.cae.wisc.edu>
Source record: 225913

In article <54108@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>(please pardon the wide distribution, but since there seems to be quite
>an active Atari community in Germany, I figgered I might get an answer
>from there as well as from the US)
>
>Ive got a 520STe with 4mb of RAM, and I want more! I know that there
>are some accelerator cards for the non-STe, which also offer additional
>RAM, but since these dont work in the STe, and basiclly I just want
>more memory, thats not a viable option for me.
>
>I dont know anything about the ST architecture, but I am quite well
>version in electronics and theroy, and a bad speller at that. But
>what would happen if I plugged in say 4mb SIMMs into my STe? Would
>I be able to access that extra memory?

????

MMU would probably have the equivalent of a heart attack and buy the farm
on the spot...

>
>Im sure that for some reason its built to limit to 4mb (Atari foresight)
>but theres gotta be a way? Considering that the 68000 is capapble
>of addressing somewhere in the range of 4gb? (sorry if that number
>is wrong, but I dont have specs with me)

68000 ADDR 24 bits kid, thats all you get. Thats...16mb...

If you want more, sell your ST, get a real computer or upgrade to a TT,
or pray for an add that says: "Now shipping SST boards..."

>
>I dont mind taking a soldering iron to my machine, if thats what is
>needed (In Ataris mind, my warrentee was voided about three days
>after I received shipment, to install the 4mb...)
>
You won't need a soldering iron, you might want to try an axe though...

>Thanx
>
>Billy D'Augustine
>Azog-Thoth@cup.portal.com
>
>BTW: has anyone recived TOS 2.06 from CodeHead yet? I am getting quite

>itchy, and if need be, to satisify my upgrade addiction, Ill do something
>to my Amiga :-)

No, I haven't recieved it yet. In fact I haven't ordered it yet. I won't
either until Atari gets its act together and provides us Mega STE owners
with the HD floppy chip either to use HD disks.

Anybody get any of these from ATARI yet?

-Greg

1323. Amiga, Atari ST, modems, monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 17:49:20 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Feb7.174920.1800@ultb.isc.rit.edu>
Source record: 225917
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,comp.sys.amiga.marketplace

The various items listed here are for sale. If you are interested in anything here, please contact me via:

GEnie: C.FREEMESSER
Internet: clf3678@ultb.rit.edu
clf3678@ritvax
Phone: (716)328-5505 after 6pm EST

Prices do not include shipping. Will make a deal on multiple purchase of items, but prices are pretty low. Everything listed here is in PERFECT working condition! I'll find out the EXACT UPS shipping charges for anything you want to order.

Amiga 500 computer system. About 4 months old. Includes the computer with a 1MB Supra memory expansion (total memory 1MB). This was one of those starter kits that came with the Amiga 520 RF/color composite adapter, TextCraft Plus, Tetris, and Where In the World is Carmen Sandiego. Complete with all manuals, disks, original packaging, cables, etc. I will throw in a copy of "Amiga for Beginners" by Abacus Books, a few European mags, and Gauntlet II. I'll also include the original reciept for everything so you can take advantage of the remaining warranty period.

$300

BMI monochrome monitor. A little old, but works just fine. Green phosphor display, no sound. Ideal for use on older computers like the Apple II series (which did not require sound). RCA jack for video input.

$25

Zenith Data Systems 2400 baud modem. Only used a few hours. This is a "standard" modem, with Hayes compatibility and a size that fits easily under a telephone. Has the standard 8 LEDs on the front, with power switch on back. Includes manual.

$65

Zoom 2400 baud external modem. Similar to the Zenith, except it has a smaller case and comes with original packaging. Power supply, manuals, etc. included.

$50

Amiga Software (all include boxes and manuals):

Alternate Reality: The City......$10
TransWrite (latest version)......$40
Wings.............................$30
Battle of Britain (LucasFilm)....$15
FirePower........................$10

Atari ST Software (all include boxes and manuals):

Great Battles (Napoleonic/Civil War).....$10
King of Chicago (Cinemaware).............$10
BattleHawks: 1942........................$15
Sub Battle Simulator.....................$10
Hole-In-One Mini Golf (2nd disk bad).....$2

From my earlier post, the Golden Image Amiga disk drive, Magnavox RGB 80
monitor, Joust (ST), and the Maxtor SCSI drive have been sold.

____
	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	

1324. datalink - the continuing story

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 18:35:57 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2104@keele.keele.ac.uk>
Source record: 225918
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just to follow up my own post....
I plucked up the courage to try my ST - amiga link. Partly because the amiga owner said he'd pay for any damages if things went seriously wrong...
Well, it works fine. The lead I have only has 5 wires connected, not all of them, and things look pretty OK. Just thought you might like to know..

Adam

1325. Re: Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 19:13:23 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Feb7.121323.1@misvax.mis.arizona.edu>
Source record: 225921

In article <1992Feb7.160930.1141@sae.com>, malay@sae.com (Bob Malay) writes:
> I seem to remember either a discussion here on the net or an article in one
> of those UK Mags about Atari having a new monochrome monitor in the works???
>
> My monitor's picture is very jittery and has lost the bottom portion of the
> screen. The top portion's graphics look enlarged and the bottom portion's
> graphics looked "squished" - any clues on how to fix this??
>
> Bob Malay

You could probably fix the picutre distortion buy adjusting the VERT LIN
turnpot inside of the monitor. As for the jitteryness, I don't know.
Be careful what you touch in there if you try this. Get youself a
plastic-shafted screwdriver (or monitor adjustment tool). I picked one up
for about $2 at a local electronics shop.

Doug Tarico Any opinions expressed are
dtarico@mis.arizona.edu just your imagination.

1326. More flame bait? (this is rediculous)

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 19:40:08 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Feb7.124008.1@misvax.mis.arizona.edu>
Source record: 225922

I don't know if everybody sees this, but on my system here there is a new
newsgroup just above comp.sys.atari.st which is titled
comp.sys.atari.chomps.the.big.one. Is this just a local thing, or is it
further distrubuted? I thought newsgroup formation was moderated also. It
is probably just another attempt to start some worthless computer agrument.
I don't understand why some people are so obsessed with putting down Atari.
As a matter of fact, I think I'll use my ST a little bit more today,
just to spite them! :)

Doug Tarico Any opinions expressed were
dtarico@mis.arizona.edu completely accidental.

1327. Re: Darn brevity

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 20:20:07 UTC
From: david@bdt.com
Message-ID: <1992Feb7.202007.14216@bdt.com>
Source record: 225933

In article <7dOV0240095c01@JUTS.ccc.amdahl.com> kls30@DUTS.ccc.amdahl.com writes:
>I can compile most UNIX stuff on my PC with my Borland compiler w/out much
>in the way of code changes.

Oh really? Most Unix stuff? Where you do you get your Unix code?
How about these (all common Unix coding samples):

```
pid = fork();
```

or redirect stdin:

```
close(0)
open(stdin_file, 0);
```

or simply open a file:

```
fd = open("X11.contrib.Z", 0);
```

or, my favorite (not really specific to Unix, but the lame PC arch):

```
cols = 1280;
rows = 960;
p = malloc(rows*cols);
```

etc. etc. etc.

How many code changes will be required to get the above to work with
your PC Borland C?

Don't tell me Borland, or any PC compiler, will compile "most Unix stuff".
Sorry, but I don't buy it. It's still MS-DOS and the ridiculous PC
architecture under there

--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620
Beckemeyer Development | UUCP: uunet!ossi!bdt!david

1328. KWEST Atari User Group Meeting - Wed Feb 12/92

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 20:38:18 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Feb7.203818.5989@watmath.waterloo.edu>
Source record: 225924
Cross-posted to: ont.micro,kw.micro,comp.sys.atari.8bit,uw.sys.atari,comp.sys.atari.st

In February, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
the 16-bit library. We will also show Migraph OCR (Optical Character
Recognition) and Fun School 4 (educational software from the UK).

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the February issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, Feb 12, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for details.

Hope to see you there,
Dani Roloson

1329. For Sale: ATari 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 21:15:31 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb7.211531.5477@rice.edu>
Source record: 225923
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
For Sale:

ATari 1040 ST w/Tos 1.2 and 1 meg

The computer is in excellent condition with documentation and original box.

Asking $260 (includes shipping)

--
**********************************************
Vinay Julapalli Rao vjrao@owlnet.rice.edu
**********************************************
```

1330. Wanted: Atari Mega or STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 21:56:35 UTC
From: onstott@a.cs.okstate.edu
Message-ID: <1992Feb7.215635.5323@a.cs.okstate.edu>
Source record: 225925
Cross-posted to: misc.forsale.computer,comp.sys.atari.st

I am wanting to buy either an Atari 1040Ste or an Atari Mega 2 or Mega 4.
I only need the CPU; I do not need monitors, modems, hard drives, etc.

IF you are willing to let go of just a CPU; please send me email and a
price of your system.

Thanks.

BCnya,
Charles O. Onstott, III

Charles O. Onstott, III P.O. Box 2386
Undergraduate in Philosophy Stillwater, Ok 74076
Oklahoma State University onstott@a.cs.okstate.edu

"The most abstract system of philosophy is, in its method and purpose,
nothing more than an extremely ingenious combination of natural sounds."
-- Carl G. Jung

1331. Re: .SPS picture viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 22:05:29 UTC
From: EENG6801@RyeVm.Ryerson.Ca
Message-ID: <92038.170529EENG6801@RyeVm.Ryerson.Ca>
Source record: 225863

SPS files can be two different files:

1 - Spectrum Smoshed files. Use SPSLIDEX.PRG.

2 - Spectrum Animation files. Use ANISPEC.PRG

I think both files are available on atari.archive.umich.edu.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1332. ST Erotica #2 Disk-Magazine finally!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 22:11:10 UTC
From: EENG6801@RyeVm.Ryerson.Ca
Message-ID: <92038.171110EENG6801@RyeVm.Ryerson.Ca>
Source record: 225864

```
==========================================================================
* PRESS RELEASE * PRESS RELEASE * PRESS RELEASE * PRESS RELEASE *
==========================================================================

ST EROTICA #2 Disk-Magazine.

--> What is ST Erotica ?

ST EROTICA is a Adult Disk-Magazine for the Sex Active Male/Female.

--> What Is on ST Erotica ?

" Articles "
----------------------------
Jokes
Male vs Female Orgasms
Open Relationship
Purity Test 500 - Part I
Purity Test 500 - Part II
Stories List
Tracy Lords Biography
Viabrator Review

" Spectrum Pictures "
------- Nudes -------------
Beach #1
Bondage #50
Janet
Tania #2
Tania #4
------- X-rated -----------
Korea #1
Sexy #3
Lyndia #1
Super #1
Super #2

" Questions_ "
-----------------------
Books To Read
Buying Toys
Contraceptives
Diseases
Finding the G-Spot
First Time Sex
Giving an Hand Job
```

Penis Size
Premature Ejaculation
Venus Butterfly
What Is Semen ?

" Stories "

H.P.Sister - I
H.P.Sister - II
H.P.Sister - III
H.P.Sister - IV
H.P.Sister - V
H.P.Sister - VI
H.P.Sister - VII
H.P.Sister - VIII
H.P.Sister - IX

The Teacher - I
The Teacher - II
The Teacher - III

Kidcest - I
Kidcest - II
Kidcest - III
Kidcest - IV
Kidcest - V
Kidcest - VI
Kidcest - VII

Where can I get ST Erotica ?

Fnet: #38 Aardvarks From Mars (416) 273-7089
InterNet: atari.archive.umich.edu (141.211.164.8)

1333. ST WordPerfect discontinued

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 22:42:50 UTC
From: larock@software.org
Message-ID: <1992Feb7.224250.20430@software.org>
Source record: 225931

WordPerfect has announced they're discontinuing development
of the ST version of WP. They're offering a trade-in for
the Mac or PC version, but it's not cheap - $150.

While not surprising, it's still unfortunate.
--
Curt Larock Software Productivity Consortium
larock@software.org 2214 Rock Hill Rd.
Herndon VA 22070

1334. Re: uw client VT100 and 4010?

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 23:41:03 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <66409@ut-emx.uucp>
Source record: 225928

In article <4856@oucsace.cs.OHIOU.EDU> bwhite@oucsace.cs.OHIOU.EDU (William E. White) writes:
>Does anyone have a patch to the uw client yet for VT100 (ANSI) and/or Tek
>4010 emulation? It seems kinda silly to go to all the effort, just to
>get an ADM5 (ugh! Horrible use of bandwidth! ew!).

I modified the uw source to be compatible with gcc so that I could do just this. Unfortunately I am not going to have any time in the near future to actually do it. After looking at the source code, it didn't look as simple as I had hoped that it might be. I just settled for fixing up the cursor keys so that they work with emacs and tcsh.

>If not, I can probably write the ANSI w_output() routine (I haven't
>found the input filter yet) if someone out there can integrate it smoothly.
>It's been four years since I did any AES/VDI programming, and I managed
>to lose half my backup disks (including the Atari RCS, tho I still have
>the MW one) in an accident involving a lost disk box and a big motor (don't
>ask).
>
>As for 4010, that'll be a little more work (to say the least) but I might
>give it a try. Anyone out there interested in working with someone on
>it? (Probably over the summer; my schedule is busy for the time).

If you ever do any of this (good luck), I would certainly like a copy.

Tim Gallivan
timg@landau.ph.utexas.edu

1335. Re: PD Fortran compiler?

Newsgroup: comp.sys.atari.st
Date: 1992-02-07 23:46:45 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <66411@ut-emx.uucp>
Source record: 225927

In article <1992Feb06.075945.4584@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>In article <1992Feb3.205550.52312@cc.usu.edu>, slqn0@cc.usu.edu (Hoyt J. Heaton) writes:
>> Does anyone out there know of a PD fortran compiler, or have a commercial
>> version they'd be willing to part with?
>
>the GNU project is working on a fortran compiler, tho i have not tracked

[stuff deleted]

>another option is to consider using f2c (fortran-to-C translator). it spits

[more stuff deleted]

There is a fortran compiler on atari.archive in the languages directory.
I think the filename is bcf.lzh. I tried it on a couple of simple
files and it seemed to work OK, although the error messages were in
German I believe. There is no front end (f77), but you can probably
whip up a little script to do the job.

Tim Gallivan
timg@landau.ph.utexas.edu

1336. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 00:44:28 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb8.004428.18325@ux1.cso.uiuc.edu>
Source record: 225926

In article <A1177557060@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
|> [In article <697134861.15151@minster.york.ac.uk>,
|> mjl-b@minster.york.ac.uk writes ...]

(stuff deleted)
|> >
|> > It is this sort of arrogance that annoys me.
|> >
|> > People want to use Calamus in the real world. This means that we may want to
|> > send our output to printers at work / school or use a typesetter at a
|> > bureau.
|> >
|> > Calamus' page description language may be superior to PostScript, but
|> > everyone else actually _uses_ PostScript.
(stuff deleted)
|> If you needed a screwdriver, would you instead buy a socket wrench? If you
|> needed a school bus, would you buy a dump truck?
|>
|> If you must carry PostScript files on a disk to a print shop, then you
|> should buy a page layout program that writes PostScript. Calamus does not.
|> PageStream does. Use the proper tool and perhaps you won't find yourself
|> accusing others of arrogance.
|>
|> ---
|> Steve Yelvington

How extraordinarily silly. Screwdrivers and socket wrenches are different tools, designed to accomplish diffent things, and they operate on different objects. Dump trucks and school buses are the same. One operates on dirt clods, the other on children, though some people would argue the difference.

Pagestream and Calamus are more like buying a Craftsman vs. a Stanley brand socket wrench: the grip, feel, and controls may differ, but they operate on the same objects and try to accomplish the same tasks. Pagestream and Calamus are each page layout programs. They operate on text and graphics and aim to produce a finished page. Thus, these are two different implementations of the same tool, which differ in their methods.

The original poster has a legitimate complaint that Calamus does not support an industry standard page description language, postscript. The writers of Calamus, of course, have no obligation to support such a standard, so Steve is correct in saying that a user who really _needs_ postscript will need to choose pagestream. This, however, is not a solution, but only a work-around for a person who wants Calamus _and_ postscript.

Calamus has done something innovative in creating their own, better page description language. It would do them, and atari users, well to see Calamus downgrade itself and write a postscript file.

Comparing the differences between Pagestream and Calamus to the differences between a school bus and a dumptruck is not wholly unlike comparing the human brain to a bowl of Jello, though, again, in some circumstances some people would argue the difference...

--Bill

1337. Re: FTP

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 00:56:40 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb8.005640.20309@ux1.cso.uiuc.edu>
Source record: 225929

In article <1992Feb4.232025.27082@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

|> So how is it that cs.uni-sb.de can have 2 site numbers,,[134.96.7.254] and
|> [134.96.252.31]...???
|>
|> I will try that site again..
|> --
|> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
|> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
|> *** Kapiti At least I don't Flicker, ***
|> *** New Zealand.. * not like a dying light globe ***

All gateways have _two_ or more internet numbers. That is why they are gateways. Perhaps cs.uni-sb.de is a gateway.

--Bill

1338. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 00:58:27 UTC
From: darling@cellar.org
Message-ID: <5JwsFB2w164w@cellar.org>
Source record: 225938

carter@cae.wisc.edu (Carter Gregory) writes:

> A God, er, I mean person called David Small is working on fixing speed,
> expansion and memory size problems of the ST. The SST board, as it is called
> will bring us back to the performance mainstream of computing again.
>
> The only drawback, is that Mr. Small has been having lots of problems
> manufacturing the SST, so it isn't expected to be truly available in any
> significant quantities until summer 92'.

Well, that's ONE drawback. The other is that these things will be ridiculously expensive. I can't remember the exact price list I saw (it might have been in ZNet a few months back), but these add-ons make the ST about as expensive as the (nameless) machines they're designed to compete with.

The TT is more cost-effective, I believe. Expensive but easier to expand.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

1339. Re: TOS 1.4 ROM problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 01:04:13 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb8.010413.21346@ux1.cso.uiuc.edu>
Source record: 225930

In article <1992Feb4.221324.4728@cbfsb.att.com>, hojo@cbnewsb.cb.att.com (HC Johnson) writes:

|> There are 6! ways to scramble them. That makes 15 I think.
|> Write down all the premutations, and try each one.

6! = 720 permutations. Or is Bell Labs using the 'new math?' :-)

--Bill

1340. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 02:00:26 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb8.020026.27892@ux1.cso.uiuc.edu>
Source record: 225932

In article <1992Feb7.113118.18227@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
ocessor speed sucks too. Nobody

|> I would recommend going the SST route, and buying a MEGA STE. Your gonna end
|> up with a machine that has far more potential than Atari's TT ever will.
|>
|> -Greg

Could you elaborate? Why does the TT have less potential?

--Bill

1341. comp.os.minix

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 05:11:43 UTC
From: jared@midiline.la.ca.us
Message-ID: <908sFB3w164w@midiline.la.ca.us>
Source record: 225939

Does anyone know how to get me patched into this newsfeed? I'd like to be able to read some related topics of this type in Email...

Also, does anyone know how to get me in touch with the author of Minix? Much appreciation!

Make all replies in Email ("Mail"). Thank you...

Jared

1342. Disk Recovery Utilities

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 05:42:14 UTC
From: lchd_ss@uhura.cc.rochester.edu
Message-ID: <1992Feb8.054214.18742@galileo.cc.rochester.edu>
Source record: 225935

I am looking for a pd/shareware or comercial disk recovery utilities
program. One of my directory on my Hard drive got screwed up when
the system crashed. I think I can just replace the FAT with the backup
one right? So, somebody please tell me how I can do it.
Thanks in advance.

...
Ling cherd

1343. ATTN: Patrick Haggood

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 05:54:18 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2765@equinox.unr.edu>
Source record: 225937

```
Patrick,

Please contact me ASAP by email; I lost your email address...

__________ _______
/ ________() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^
```

1344. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 07:40:33 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb8.014034.29389@doug.cae.wisc.edu>
Source record: 225940

In article <1992Feb8.020026.27892@ux1.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>In article <1992Feb7.113118.18227@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
>ocessor speed sucks too. Nobody
>
>|> I would recommend going the SST route, and buying a MEGA STE. Your gonna end
>|> up with a machine that has far more potential than Atari's TT ever will.
>|>
>|> -Greg
>
>Could you elaborate? Why does the TT have less potential?
>
>--Bill

I stated this because:

The TT's 32Mhz 030is quite SLOW compared with the potential Dave Small's SST board, which can clock 40Mhz reliably, I have even heard he has tested the SST at 50Mhz with no problems.

Dave is also working on REAL expansion options for the board, like video and sound. Which will probably have a greater impact on the Mac side, when he gets 32bit color quick draw going...:).

A TT, a 32bit machine, has a 16Bit VME bus on it. What a disaster. Not only that, but the VME bus was purposely crippled NOT too allow cpu upgrades, memory upgrades etc.

Basically its only good for networking and MAYBE enhanced video boards.

If you can wait, your gonna be a winner either way. I am planning on waiting till summer until Dave gets his SST board out.

If he doesn't have it out by then, I am going to have to get SOME 32BIT machine option, and it AIN'T going to be a TT. More than likely, a IIci, Next pizza. I would LIKE to spend it on Dave, but I have waited to long, already and my coding skills have outgrown an 68000 at 16Mhz.

1345. Re: STDCAT 5.0b fails on disk volume renaming: ROOT DIR Destroyed

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 10:37:38 UTC
From: mkukkone@klaava.Helsinki.FI
Message-ID: <1992Feb8.103738.5599@klaava.Helsinki.FI>
Source record: 225941

In <RALPH.92Feb7114747@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:

> I ran STDCAT50 under GULAM on a Mega 4 ST with TOS 1.2 and
>with PINHEAD21 installed. I was surprised at the following behavior
>since STDCAT 4.3 worked *so* well. It might be my configuration. It
>might be STDCAT.

...<deleted>....

>2) Furthermore, the root directory of *ALL* the disks except the
>*first* one were COMPLETELY DESTROYED! ALL THE DISKS HAD THE SAME
>ROOT DIRECTORY AS THE FIRST DISK! I am at a loss as how to recover
>the files, as only the directory has been wiped. The problem would
>also happen when I renamed existing disks!

I checked today my disks, and guess what, eight of them were in same
condition!!! Arggh!! I got 1040STe, so the problem must be in this new
STDCAT version... I bet the programmer of this (in other ways an
exellent program!) must be really happy to that he had that disclaimer
there! <sigh!> luckily the database is good, so I can check what
programs and files I have lost. 8-(

I hope there will be a bugfix, because before that I would not touch
this 5.0 version even with a long pole.

--
Mika Kukkonen = Mika.Kukkonen@Helsinki.FI
Trying to learn to live in Helsinki University of Computer Science.
"I am studying, so I am, or am I (studying)?"

1346. upgrading

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 10:51:14 UTC
From: sslee@micromed.net.netcom.com
Message-ID: <4ZNTFB2w164w@micromed.net.netcom.com>
Source record: 225943

I'm finally thinking of upgrading my TOS from 1.0 to 1.4.
However, I would like to be able to access 1.0 for certain
programs that require it. Is there an available disk (like
the one that was initially given when the STs were first
released) that contains TOS 1.0? Does this prevent me
from using programs that autoboot (a program in the
AUTO folder or a program booting from sector 0)?

---

sslee@micromed.net.netcom.com (Steven Lee)
Micro-Medic BBS (408) 280-1610

1347. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 11:54:37 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Feb8.115437.7829@terminator.cc.umich.edu>
Source record: 225900

```
drwxrwxr-x jon 2560 Feb 1 07:58 ./magazines/streport
-rw-r--r-- weiner 47128 Feb 1 07:58 ./magazines/streport/str804.txt.Z
-rw-r--r-- weiner 39962 Feb 1 07:58 ./magazines/streport/str805.txt.Z
drwxrwxr-x jrd 4096 Feb 2 17:06 ./8bit
-rw-rw-rw- jrd 11264 Feb 2 17:04 ./8bit/dogdaze.exe
-rw-rw-rw- jrd 2048 Feb 2 16:58 ./8bit/xep80bxe.arc
-rw-rw-rw- jrd 2048 Feb 2 16:58 ./8bit/xep80han.arc
drwxrwxr-x jon 1536 Feb 5 07:26 ./printing
lrwxrwxrwx weiner 37 Feb 5 07:25 ./printing/gs23b.zoo ->
../gnustuff/tos/ghostscript/gs23b.zoo
lrwxrwxrwx weiner 38 Feb 5 07:25 ./printing/gs211s.zoo ->
../gnustuff/tos/ghostscript/gs211s.zoo
lrwxrwxrwx weiner 40 Feb 5 07:25 ./printing/gs23diff.zoo ->
../gnustuff/tos/ghostscript/gs23diff.zoo
lrwxrwxrwx weiner 40 Feb 5 07:26 ./printing/gsfonts1.zoo ->
../gnustuff/tos/ghostscript/gsfonts1.zoo
lrwxrwxrwx weiner 40 Feb 5 07:26 ./printing/gsfonts2.zoo ->
../gnustuff/tos/ghostscript/gsfonts2.zoo
drwxrwxr-x jon 2048 Feb 5 15:43 ./telecomm
-rw-r--r-- weiner 3543 Feb 5 15:45 ./telecomm/Index
-rw-r--r-- weiner 431145 Feb 5 15:43 ./telecomm/utugps.zoo
drwxrwxr-x jon 2048 Feb 5 15:34 ./magazines/znet
-rw-r--r-- weiner 36480 Feb 5 15:34 ./magazines/znet/znet9205.txt.Z
-rw-rw-r-- weiner 5836 Feb 5 15:42 ./applications/Index
drwxrwxr-x weiner 512 Feb 5 15:41 ./applications/databases
-rw-r--r-- weiner 252152 Feb 5 15:41 ./applications/databases/fastbase.zoo
drwxrwxr-x jon 1536 Feb 5 07:26 ./printing
lrwxrwxrwx weiner 37 Feb 5 07:25 ./printing/gs23b.zoo ->
../gnustuff/tos/ghostscript/gs23b.zoo
lrwxrwxrwx weiner 38 Feb 5 07:25 ./printing/gs211s.zoo ->
../gnustuff/tos/ghostscript/gs211s.zoo
lrwxrwxrwx weiner 40 Feb 5 07:25 ./printing/gs23diff.zoo ->
../gnustuff/tos/ghostscript/gs23diff.zoo
lrwxrwxrwx weiner 40 Feb 5 07:26 ./printing/gsfonts1.zoo ->
../gnustuff/tos/ghostscript/gsfonts1.zoo
lrwxrwxrwx weiner 40 Feb 5 07:26 ./printing/gsfonts2.zoo ->
../gnustuff/tos/ghostscript/gsfonts2.zoo
-rw-r--r-- weiner 28803 Feb 6 16:30 ./diskutils/dbackup.zoo
-rw-r--r-- swood 8604 Feb 6 11:41 ./portfolio/Index
drwxrwxr-x swood 1024 Feb 6 11:38 ./portfolio/languages
-rw-r--r-- swood 1048 Feb 6 11:41 ./portfolio/languages/Index
drwxr-xr-x swood 512 Feb 6 11:38 ./portfolio/languages/pbasic
-rw-r--r-- swood 297 Feb 6 11:40 ./portfolio/languages/pbasic/Index
drwxrwxr-x daemon 1024 Feb 7 10:36 .
```

```
drwxrwxr-x jon 1536 Feb 7 10:15 ./languages
-rw-r--r-- weiner 244041 Feb 7 10:15 ./languages/f2c.zoo
-rw-rw-r-- weiner 3532 Feb 7 10:16 ./languages/Index
drwxrwxr-x jon 3584 Feb 7 10:32 ./graphics
-rw-r--r-- weiner 6654 Feb 7 10:34 ./graphics/Index
-rw-r--r-- weiner 205718 Feb 7 10:32 ./graphics/klingone.zoo
drwxrwxr-x jon 3072 Feb 7 10:24 ./diskutils
-rw-r--r-- weiner 22394 Feb 7 10:16 ./diskutils/chkdsk3.lzh
-rw-r--r-- weiner 33023 Feb 7 10:24 ./diskutils/xfsys.zoo
-rw-rw-r-- weiner 5969 Feb 7 10:25 ./diskutils/Index
drwxrwxr-x jon 512 Feb 7 10:23 ./cli
-rw-r--r-- weiner 191273 Feb 7 10:23 ./cli/master60.zoo
-rw-rw-r-- weiner 803 Feb 7 10:24 ./cli/Index
-rw-rw-r-- weiner 116421 Feb 7 10:36 ./Index
-rw-rw-r-- weiner 57675 Feb 7 10:36 ./CompInd.Z
```

1348. Help!

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 12:44:04 UTC
From: shore@equinox.gen.nz
Message-ID: <68sTFB3w164w@equinox.gen.nz>
Source record: 225862

I'm posting this on behalf of someone else.....

[Message begins]#

ATARI
Msg # 397 of 419 Date: Mon 3/02/92
From: ROBERT MARTIN Read: 15 times
[3 Replies]
To: All
Subject: Help

Doe`s anyone out there have an idea as to how I can use Pagestream to print
then switch to a program I wrote to print out reciets/invoices. I know that I have enough memory to run both these programs (mine only requires 60K). Multitasking would be the obvious solution but I can`t afford the software (but I suppose I could swap some software for it if I had to). What I am really looking for is something PD that lets 2/3 programs reside
in memory and lets the user swap between them via hotkey (my program "bobtill" is not Gem bassed).

pleeeeaaaassssseeeeee help
ROBERT MARTIN

[message end]

All replies by Email to me olny please.... I don't have access to read c.s.a.* except via a LD call :-((I can post locally)

Many Thanks,

---------- Craig Shore ----------
Christchurch, New Zealand.
Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120
SLNET - 250:700/1266 or 250:700/578
"""

1349. Re: Circuit drawing programs?

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 14:13:09 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb8.141309.1293@actrix.gen.nz>
Source record: 225946

In article <n2asjtj@rpi.edu> dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:
>
> Greetings.
>
> I am looking for a program that can draw circuits. It doesn't
> have to be specifically designed just for electronic cicuits,
> but it should be easy to use and not labor intensive just to make
> the diagram.
> Is there anything out there that does that? Commercial or PD or
> Shareware? Any details would be greatly appreciated. Thank you.
>
> ___ ___
> / |\/ |\
> / |/ || Michael Dinsmore
> / /| /| || dinsmm@rpi.edu
> /_/ |__/ |_|| Rensselaer Polytechnic Institute
> _\/__\/_\| Computer and Systems Engineering

May I sugest MagaPaint or MagaPaint Pro, this is a mono drawing program
and it does have electronic circuit symbols, but you won't find this
program cheap.

It is sold in the USA by CodeHead Software..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1350. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 15:03:45 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Feb8.150345.1864@bert.eecs.uic.edu>
Source record: 225944

carter@cae.wisc.edu (Carter Gregory) writes:

>I would recommend going the SST route, and buying a MEGA STE. Your gonna end
>up with a machine that has far more potential than Atari's TT ever will.

I wouldn't recommend getting a Mega Ste and a SST since they are not
compatible. The SST is meant for a DIP based 68000 which the Mega Ste doesn't
have. Dave is planning on making a Mega Ste version of the SST, but then
again he's been planning on doing lots of other things as well. Your best
SST route would be to find a used Mega ST or 1040ST. The SST will work with
a 1040 or 520 but you'll have to put the motherboard in a bigger case.

I had the same choice a couple months back and I opted for the TT :)

--
+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

1351. ST Hard Disk ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-08 17:00:23 UTC
From: ar698@cleveland.Freenet.Edu
Message-ID: <1992Feb8.170023.8846@usenet.ins.cwru.edu>
Source record: 225945

Hello fellow Atari ST Users.

I wish to add a Hard Disk to my old and trusty 1040STF.
It would have to be at least 20 or 30 Megabytes.
My computer has TOS 1.0
What is the best deal around that you know of (new) ?

If anyone is willing to sell theirs, let me know.
What is a good source of mail order houses for the ST ?
(I think I'd like to upgrade my O.S. also...)

Thank you

--

Evan Makris ar698@cleveland.freenet.edu
Boston, Mass. makris@northeastern.edu

1352. WANTED: ST software

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 00:51:52 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Feb8.175152.1@misvax.mis.arizona.edu>
Source record: 225857

I am looking for Diamondback II and MultiGEM. If anybody has either of
these to sell, please let me know. Thanks.

Doug Tarico Any opinions expressed are
dtarico@mis.arizona.edu just your imagination.

1353. 1040 ST and RAM upgrade for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 01:47:53 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Feb8.184753.1@misvax.mis.arizona.edu>
Source record: 225856
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Atari 1040 ST, internal clock, 2.5 meg RAM easily upgradable to 4 meg.
This computer is in good condition. I may be willing to sell the RAM
upgrade separately if there is interest. It is a Z-RAM 3D solderless
upgrade and is populated with 2 meg of 70 ns RAM. It will work in any
520 or 1040 ST. Here is what I'd like to get :

1040 ST (and somewhat flakey internal clock) : $215
Z-RAM 3D upgrade with 2 meg RAM, software and docs : $150

Or how about a bargain !? Take both for : $315

Let me know if you are interested. Either send email to the address below
or call me at (602)795-7633. Thanks.

Doug Tarico Any opinions expressed are
dtarico@mis.arizona.edu just your imagination.

1354. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 03:26:29 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Feb9042629@nic.funet.fi>
Source record: 225851

In article <1992Feb8.014034.29389@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:

> If he doesn't have it out by then, I am going to have to get SOME 32BIT
> machine option, and it AIN'T going to be a TT. More than likely, a
> IIci, Next pizza. I would LIKE to spend it on Dave, but I have waited to
> long, already and my coding skills have outgrown an 68000 at 16Mhz.

How about the Turbo 30 from Fast Technologies? It has capability to
handle up to 32Mb 32bit FastRAM, it has a 40MHz version and it has a
8MHz 68000 on board to ensure 100% compatibility to old software.
Only disadvantage is that it is a lot more expensive than the SST, but
still very powerful compared to the price and cheaper than a
_good_enough_ Mac or NeXT.
And, just to keep you out of troubles, why don't you choose Sun SPARC?
Much better value than any Mac or NeXT...

Just another one waiting for the SST....
--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

1355. Re: TOS 1.4 ROM problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 04:47:42 UTC
From: atario@cats.ucsc.edu
Message-ID: <28217@darkstar.ucsc.edu>
Source record: 225950

Oooops!! 6! = 720, not 15. Yikes! :)

```
__
(_
__)teve
```

1356. Supra 20 Meg HD for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 06:48:16 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Feb9.064816.20714@usenet.ins.cwru.edu>
Source record: 225853

I have a Supra 20 Meg Hard Drive for sale.

The host adaptor was placed in the machine 6 months ago and is
brand new. I still have the receipt.

I haven't used the hard drive much since then due to lack of time
(I've been away from it for several months).

I paid $150 for the host adaptor.

The only thing that is wrong is that the Miniscribe hard drive
sometimes works and sometimes does not. When it doesn't, it needs
to be jiggled and it works fine. This happens sometimes when the
hard drive is turned on. If you have it on all the time, there is
no problem.

The hard drive comes with everything, case, host adaptor, power supply,
hard drive mechinism, hard drive software, original box, instruction
manual, cables, and everything else.

The host adaptor does have an internal clock.

Since the mechinism is 20 meg, you may want to replace it anyways.
Mechinisms are cheap now.

What I am interested in selling is everything BESIDES the mechinism.

The mechinism is just a bonus.

I have also told by many people that the problem with the mechinism
is known and can be fixed.

I was asking $220 three weeks ago.

I'm asking $185 now. First reply gets it.

Len

--

1357. Re: More RAM!

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 08:01:01 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb9.080101.26263@actrix.gen.nz>
Source record: 225855

In article <54108@cup.portal.com> Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
> (please pardon the wide distribution, but since there seems to be quite
> an active Atari community in Germany, I figgered I might get an answer
> from there as well as from the US)
>
> Ive got a 520STe with 4mb of RAM, and I want more! I know that there
> are some accelerator cards for the non-STe, which also offer additional
> RAM, but since these dont work in the STe, and basicly I just want
> more memory, thats not a viable option for me.
>
> I dont know anything about the ST architecture, but I am quite well
> version in electronics and theroy, and a bad speller at that. But
> what would happen if I plugged in say 4mb SIMMs into my STe? Would
> I be able to access that extra memory?
>
> Im sure that for some reason its built to limit to 4mb (Atari foresight)
> but theres gotta be a way? Considering that the 68000 is capapble
> of addressing somewhere in the range of 4gb? (sorry if that number
> is wrong, but I dont have specs with me)
>
>
> Billy D'Augustine
> Azog-Thoth@cup.portal.com
>
> BTW: has anyone recived TOS 2.06 from CodeHead yet? I am getting quite
> itchy, and if need be, to satisify my upgrade addiction, Ill do something
> to my Amiga :-)

You can't use 4 meg SIMM's on your Atari, because they are only 8/9
bits wide, you Atari data buss is 16 bits wide...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1358. For Sale: ATari 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 08:36:48 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb9.083648.26958@rice.edu>
Source record: 225854
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,misc.forsale.computers

For Sale:

Atari 1040 ST (Tos 1.2, 1 meg, mouse, megatouch springs)

Everything is in excellent condition (like new) and with all documentation and original packaging.

$260(including shipping) or best offer.

If interested, leave me email or call (713) 893-2173.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

1359. Re: datalink

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 10:33:03 UTC
From: jonc@status.gen.nz
Message-ID: <s6ewFB3w164w@status.gen.nz>
Source record: 225947
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

csw93@seq1.keele.ac.uk (Adam Turnbull) writes:

> Hi,
> Is it possible to use a datalink between ST's and Amigas? Does
> the cable need to be modified in any way, or is it as I suspect, the
> same?
>
> Adam.
> (yes, I *really* do want to link to an Amiga)

Adam,
Simply get a NULL modem cable. Connect the two ends (one on the Atari one
on the Amiga.. careful an IBM may result) and run the apropriate comms
package on each end and you are all go. If you are going to do a bulk file
transfer may I suggest you use Z*MODEM for this purpose on the ST try using
XYZ2.ttp .

_
Jon Clarke o( ) STaTus BBS, The Atari BBS in Auckland, NZ
jonc@status.gen.nz / /\ If that does not work try these address's
Z*NET PC Global Point kcbbs.gen.nz!status!jonc or on GEnie : J.CLARKE6
Auckland, New Zealand or we are also FIDO Node 3:772/105 FNET:Oneday

1360. Re: More RAM!

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 18:06:04 UTC
From: sigrorn@icemark.uucp
Message-ID: <dTxBn0PcIjk@icemark.uucp>
Source record: 225897

In <54108@cup.portal.com>, William Thomas Daugustine writes:
>
>(please pardon the wide distribution, but since there seems to be quite
>an active Atari community in Germany, I figgered I might get an answer
>from there as well as from the US)
>
>Ive got a 520STe with 4mb of RAM, and I want more! I know that there
>are some accelerator cards for the non-STe, which also offer additional
>RAM, but since these dont work in the STe, and basicly I just want
>more memory, thats not a viable option for me.

A friend of myself offers such RAM-Upgrades for the normal ST series,
I might ask him during the next two-three weeks, if I'll see him...

But if you want a closer information, write to:

Martin Wevelsiep
Bogenstrasse 32
W5100 Aachen
GERMANY

Tel: +49 241 167214

(Sorry, he has *NO* eMail account...)

Ciao,

Benedikt

DISCLAIMER: I'm *NOT* earning any money for publishing his address!

--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

If a listener nods his head when you're explaining your program, wake
him up.

1361. Re: All three rez on SM124!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-09 22:49:48 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.697675788@mailserv>
Source record: 225883

In <01GG5L3RVB8GA9MGOV@vax58b.desy.de> MORGADO@vxdesy.desy.de (Carlos Jose) writes:

>I came across a very interesting piece of information
>while reading "Your Second Manual to the Atari ST",
>by Andreas Ramos. In it he claims that in the May 1988
>issue of the German ST COMPUTER magazine a detailed
>article appeared describing modificatios that can be
>done to a SM124 which allow it to display all three
>resolutions!! Presumably low and med rez are shown as
>some form of grey scale!

>Does anyone have any experience with this project or
>a copy of the article which he/she can let me have a
>look at?

>If this is a feasible project I'll be happy to post
>results and info onto the net when I finish it!

A friend of mine did it back in these days with his SM124, and it
worked more than good... The old Hires was still there and normal,
and the other 2 resoultions were as you thought then shown in
grey-scale. He told me it wasn't too hard, so it may be a solution
for those who can't afford a Multisync or anything similar :-)

Read ya... Phil

1362. The Unnkulian Unventure Series: Infocom-Style Text Adventures for FTP

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 02:31:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb10.023117.5144@wam.umd.edu>
Source record: 225858
Cross-posted to: rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.archives,comp.sys.ibm.pc.misc,comp.sys.atari.st,rec.games.programmer,rec.arts.int-fiction

[NOTE: This message is posted semi-regularly.]

The Unnkulian Unventure Series
Interactive Fiction for the 90's

Remember the good old days, when adventure games challenged you with great puzzles and evocative descriptions without resorting to using any graphics at all? We really miss Infocom's emphasis on gameplay rather than glitz, so we've decided to write our own adventure games along the lines of those Infocoms we liked so much.

If you're looking for top-quality interactive fiction comparable to Infocom's commercial offerings, check out the Unnkulian Unventure series of games, shareware text adventures available from an archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of Kuulest's slave, and must recover the Orb of Studosity from the evil Unnkulians. Kuulest, the old geezebag, has died and left you with nothing to go on but a cryptic message about saving the planet. You'll encounter amazing Acme products, the infamous Guardian, those witty creatures known as Drolls, a giant beaver, and even the Unnkulian Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure continues as you try to create some good press for yourself -- wouldn't want to fade into anonymous obscurity, now would you? Along the way, you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdhist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

The Unnkulian Unventure games have already gotten rave reviews from numerous Infocom addicts and other adventure game connoisseurs, so why not give them a try?

The games are available for FTP:

PC and compatibles:
----

msdos.archive.umich.edu:

msdos/games/textadv/unnkul12.arc
msdos/games/textadv/unnk2v20.zip

NOTE: Newly uploaded files reside in msdos/UPLOADS.
Look there first for the latest version.

Mac:
---

mac.archive.umich.edu:

mac/games/adventure/unnkulian1.03.sit.hqx
mac/games/adventure/unnkuliantwo2.0.sit.hqx

Atari ST:
----

atari.archive.umich.edu:

atari/games/tads/unnkul12.arc
atari/games/tads/unnk2v20.arc

(Sorry, there's no Amiga or Unix version at the moment...)

Both games are shareware ($10 registration fee for each) -- registering
gets you maps and hints sheets from the authors. Support us and you'll
continue to see fun text adventures like these that fill the void left
by Infocom's disappearance.

Questions and comments are welcome!

Dave Baggett
dmb@wam.umd.edu

1363. hermes questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 02:47:10 UTC
From: bwhite@oucsace.cs.OHIOU.EDU
Message-ID: <4890@oucsace.cs.OHIOU.EDU>
Source record: 225860

I just ftp'd the "herm100b" file from terminator ... it looks really good, except I'm a little unsure on a few things. Can anyone help me out here?

First off, are the man files available in English? (I always did want to learn German ... but ...) Second, how well does this go with MiNT? What I'd like to do is have it run under MiNT and set myself up as a UUCP site.

Like I said it looks fairly good ... BTW, anyone know how much DM60 is in dollars these days? :-)

--
| Bill White +1-614-594-3434 | bwhite@oucsace.cs.ohiou.edu (normal) |
| `finger bwhite@view..' for more | bwhite@view.cs.ohiou.edu (alternate) |
| --> I'm a replicating .signature virus! Copy me and join in the fun! <-- |

1364. ICD, Codehead addresses request

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 03:31:46 UTC
From: ar698@cleveland.Freenet.Edu
Message-ID: <1992Feb10.033146.17479@usenet.ins.cwru.edu>
Source record: 225859

Could you please tell me the addresses (and phone #'s ?)
of ICD (the people who make the ST->SCSI host adapter)
and Codehead Software ?
If you know of any mail order source for such items
please pass that information on.
Thank you

--

Evan Makris ar698@cleveland.freenet.edu
Boston, Mass. makris@northeastern.edu

1365. ATARI 4 SALE (OTHERS!!!!!)

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 04:39:02 UTC
From: sds2363@tesla.njit.edu
Message-ID: <1992Feb9.233902.1@tesla.njit.edu>
Source record: 225861

I Have a mega 2 ST for sale (Upgraded to 4 MEGS!) for SALE
In perfect working order.

-if wanted a PC SPeed board installed

-
a SM124 monitor

- Migraph hand scanner
(with touchup 1.65)

-Pagestream 2.01 DTP software (great!!)
-loads of Adobe type 1 fonts!!

-Interlink Telecommunication software

-Hyerfont

-HiSoft BASIC

-Word Up wordprocessor

- Many Books and much more
-Golden Image Mouse (very nice compared to atari's)

Make offer for whole package or any part of
MUST SELL!! Any resonable offer accepted

leave me e-mail or just call me at (201)762-3587
Stephen Sayles

1366. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 08:41:52 UTC
From: lohse@rhrk.uni-kl.de
Message-ID: <1992Feb10.084152.19104@rhrk.uni-kl.de>
Source record: 225865

miked@syscon.rn.com (Mike DeMetz) writes:

>I believe GEM files are vector graphics go it would be rather difficult
>to covert IMG (bit image) to GEM.

As I know, GEM Metafiles CAN contain Bitimages.

** Frank Lohse ** Universitaet Kaiserslautern ** mail lohse@rhrk.uni-kl.de **
--
Frank Lohse
lohse@rhrk.uni-kl.de

1367. Re: All three rez on SM124!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 08:58:31 UTC
From: hubi@uni-paderborn.de
Message-ID: <1992Feb10.085831.3448@uni-paderborn.de>
Source record: 225870

In article <1992Feb6.135050.10017@fwi.uva.nl>, schaper@fwi.uva.nl (Lancelot Schaper) writes:
|> I have a PD program with which it is possible to run MED and LOW rez.
|> on a SM124.
me: 1. Most of the colour programs would not work
2. allmost all games unusable
3. it's not really slow, its slower

|> The only problem is that the screen is split in half.
|> Because LOW rez. uses 320 x 400.
me: LOW is 320 x 200 !
MED is 640 x 200 !

[rest deleted]

me: and for the "multisync" SM124 I must say that it is no produkt
which prevents a long monitorlive.

Adio

// // // hubi@uni-paderborn.de
//__ //__
// // // // // // // Rechnerbetreuung CadLab
// // //__// //_// // ... 05251 / 284121

1368. Re: TT speed comparison..

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 09:15:06 UTC
From: hubi@uni-paderborn.de
Message-ID: <1992Feb10.091506.3984@uni-paderborn.de>
Source record: 225869

In article <1992Feb06.163602.212878@link-1.ts.bcc.ac.uk>, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
|>
|> I thought some of you might want to know how fast the TT was as compared
|> with other "workstations" using a real application.

[something deleted]

|> As you can see, the TT performance was about 1/6th that of the Sun IPX
|> (SPARC 2 chip running at 40MHz(?)). As raytracing is VERY floating-point
|> intensive, this suggests that the TT's floating-point performance is about
|> 0.5 Mflops (The IPX is rated at about 3 Mflops).
|>
|> I don't know what this proves, if anything, but there you are!
|>
me: this is NOT a begin of a flamewar (I hope), but

a TT030/8 costs approx 5000 DM in Germany
a Sun IPX costs approx 40000 DM in Germany (maybe even more)
that's 8 times more monney for 1/6th of speed, good deal!

|> Steve
|> --
|> Addresses:-
|> JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
|> Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1369. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 10:01:12 UTC
From: hank@longus.north.de
Message-ID: <H.hA8bCsgyF5I@longus.north.de>
Source record: 225742

Hi Mat,

In <697293583.11664@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
In article <6498@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
[...]
But this only gives 90 dpi .IMG files. Does anyone have a tool that will
take a .GEM file and produce an .IMG file of any dpi? (I'm particularly
interested in 300dpi equivalents, as that would match my printer's
resolution.)

GemView from fiebelko@petra.informatik.uni-dortmund.de (Dieter Fiebelkorn)
will import .GEM and save .IMG. Gemview works as an ACC, GTP and APP. You
can scale the .GEM-file by typing the scale-factor.

Gemview is Shareware and the actual version is 1.1.

Correct me, if I'm wrong ... HANK

--
*** hank@longus.north.de ***
*** Derk Haendel * Ostpreussenstr. 17 * W-2887 Elsfleth * Voice 04404-3294 ***

1370. Problems with Spectre GCR 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 10:23:38 UTC
From: sprache@ztivax.UUCP
Message-ID: <9692@ztivax.UUCP>
Source record: 225866

There seem to be differences between the manuals and the reality
in Spectre 3.0:

1. Aladin disk support:
I can't move any files from Aladin disks to Spectre or Mac disks.
Is there a trick or is this really a missing but promised feature?

2. number of hard disk partitions:
Manual: 16 hard disk partitions are supported.
Reality: I can see only 8 partitions. There is still no way to see
the upper 4 partitions of each disk drive.

It seems that I got the wrong software version from Gadgets.
Is there anybody where the mentioned features work?

Thanks for any help.

Klaus Zuenkler
Siemens AG
Otto-Hahn-Ring 6
D-8000 Muenchen 83
Germany

e-mail: kl%falke@ztivax.siemens.com

1371. Re: TT speed comparison..

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 10:50:30 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb10.105030.113633@link-1.ts.bcc.ac.uk>
Source record: 225877

In article <8996@ncrwat.Waterloo.NCR.COM> herborth@pinot (Chris Herborth) writes:
>In article <1992Feb06.163602.212878@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>
>}On the Sun, rayshade was compiled using dynamic libraries, the standard Sun
>}C compiler with the -O switch.
>}
>}On the TT rayshade was compiled with GCC 1.40 and mintlib16.
>
>Don't you think you should have compiled both with GCC 1.40 to make things
>a little closer? The Sun C compiler might (probably?) have better
>general optimisation, and special optimisation for use on the Sun, while
>GCC wouldn't.

This is partially true. There is quite a big BUT, however. GCC on the 680x0 processors produces almost the best optimised code for the processor, likewise the Sun C compiler on the Sun. Also, GCC 1.40 doesn't fully support the SPARC processor (it can't handle some of the addressing modes).

>
>}The code was run under MiNT 0.92.
>
>You should probably also NOT run the test under MiNT, since it's not the
>native TT operating system. You didn't run the Sun version under, say,
>the Mach kernal, did you?

Unfortunatly, rayshade needs a multi-tasking with pipes to preprocess its data files. (And anyway, MiNT produces at worst a 10% degredation in performance, so it wouldn't have made too much difference)

>---------======================== _ /\ ============================----------
>Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
>Information Products Co-Op =(___)=
>NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1372. Re: HVDI?

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 11:28:52 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb10.112852.3835@aber.ac.uk>
Source record: 225878

I think you really mean NVDI. But anyway, here's a question about NVDI. If NVDI is a replacement for GDOS and VDI does it come with its own drivers other than the pathetic few from ATARI?

Herb

1373. Re: ST WordPerfect discontinued

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 11:31:49 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb10.113149.4283@aber.ac.uk>
Source record: 225879

Who cares about WordPerfect? There are loads of perfectly suitable WPs for the ST, at least over here in Europe.

Herb

1374. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 11:46:24 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb10.114624.68620@link-1.ts.bcc.ac.uk>
Source record: 225880

In article <1992Feb8.014034.29389@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <1992Feb8.020026.27892@ux1.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>>In article <1992Feb7.113118.18227@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
>>ocessor speed sucks too. Nobody
>>
>>|> I would recommend going the SST route, and buying a MEGA STE. Your gonna end
>>|> up with a machine that has far more potential than Atari's TT ever will.
>>|>
>>|> -Greg
>>
>>Could you elaborate? Why does the TT have less potential?
>>
>>--Bill
>
>I stated this because:
>
>The TT's 32Mhz 030is quite SLOW compared with the potential Dave Small's
>SST board, which can clock 40Mhz reliably, I have even heard he has
>tested the SST at 50Mhz with no problems.
>
>Dave is also working on REAL expansion options for the board, like video
>and sound. Which will probably have a greater impact on the Mac side, when
>he gets 32bit color quick draw going...:).
>
>A TT, a 32bit machine, has a 16Bit VME bus on it. What a disaster. Not only
>that, but the VME bus was purposely crippled NOT too allow cpu upgrades,
>memory upgrades etc.

Excuse me! The TT's VME is not CRIPPLED, it just doesn't (currently) support BUS-masters. Anyway.. who would WANT to put another CPU on the BUS unless you were doing something on the VME BUS which you don't want the TT tied up in doing.

Why "only" a 16bit VME bus? Well.. you'd need a MUCH larger case to support the 32bit VMEBUS... a double-eurocard is a large beast.. about 2/3rds the width of the TT as it is currently.

And who ould want to put memory on the VME BUS? VME BUS memory is only really good if you are using it as a buffer to pass data between two CPUs on the BUS. VME BUS memory is too slow to be used as normal RAM (even 32bit VME), it's best accessed via DMA transfers.

(By the way.. I've developed stuff for the VME bus, using a Sun SPARCengine 1e, a motorola 68030 card and an Analogic ADC/Multiplexer)

>
>Basically its only good for networking and MAYBE enhanced video boards.
>
>If you can wait, your gonna be a winner either way. I am planning on
>waiting till summer until Dave gets his SST board out.

According to the Gadgets answerphone (I called them to see what options I had after frying my GCR whilst moding it for the TT :-() they are busy shipping SST's so can't come to the phone :-).

>If he doesn't have it out by then, I am going to have to get SOME 32BIT
>machine option, and it AIN'T going to be a TT. More than likely, a
>IIci, Next pizza. I would LIKE to spend it on Dave, but I have waited to
>long, already and my coding skills have outgrown an 68000 at 16Mhz.

That is your perogative... but I wouldn't touch a Mac II if you want speed, from what I've heard it's slower than a TT.

Erm.. your coding skills won't have much more space to grow in with a 68030!

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1375. US Robotics 24 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 12:35:10 UTC
From: aa519@cleveland.Freenet.Edu
Message-ID: <1992Feb10.123510.23309@usenet.ins.cwru.edu>
Source record: 225868

I have a US Robotics Courier 2400 for sale. All the bells and whistles.

BEST OFFER

Reply via E-mail
--
****
* R I C F L A I R is the only REAL WORLD HEAVYWEIGHT WRESTLING *
* CHAMPION. Hulk Hogan dont stand an ice cube's chance in hell!! *
****

1376. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 12:39:11 UTC
From: aa519@cleveland.Freenet.Edu
Message-ID: <1992Feb10.123911.23430@usenet.ins.cwru.edu>
Source record: 225867

I have the following software for sale. All is in original box and has
docs unless otherwise noted.

Micro League Wrestling (WWF) $10.
Micro League Baseball II (with GM disk)$12
Degas (no box or dox) $5
Gunship (missing keyboard template) $10
Swiftar $5
Witness (Infocom) $7

Send E-mail if interested in 1/all

--
****
* R I C F L A I R is the only REAL WORLD HEAVYWEIGHT WRESTLING *
* CHAMPION. Hulk Hogan dont stand an ice cube's chance in hell!! *
****

1377. screensavers with moniterm

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 14:00:14 UTC
From: hofmann@cbnewse.cb.att.com
Message-ID: <1992Feb10.140014.11431@cbnewse.cb.att.com>
Source record: 225871

Are there any screen saver programs that work with graphic cards
like Moniterm?

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL (USA)
hofmann@ihlpe.att.com

1378. Re: Gif printer drivers

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 14:00:52 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.697730452@regent.e-technik.tu-muenchen.de>
Source record: 225872

EENG6801@RyeVm.Ryerson.Ca (Carlos Varela) writes:

>The only ways to print GIFs that I know of is to convert them:
>a) Convert them to IMG and use a DTP program to print
>b) Convert to Degas and used IFFCNV to print

And how do I convert them from GIF into IMG? Are there any PD-functions
around? If not, where can I get the image-format?

Peter Loibl
pal@regent.e-technik.tu-muenchen.de

1379. mint questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 14:05:27 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Feb10.140527.20399@philce.ce.philips.nl>
Source record: 225876

Hi,

I've been playing around with the version of mint posted a few months
ago, and I'm left with a few questions:
- I could not read minix filesystems. As soon as I do an ls of a
minix partition the system would start reading from the disk and
not stop any more. This also happens with the official disks of the
minix 1.5 distribution. Any suggestions how to solve this
- I use gulam as shell under mint. Unfortunately the version of gulam
that I have does not work nicely in TT med. res.
Is there a newer version?

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

1380. MicrOStyle/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 14:19:20 UTC
From: dmk@air31.larc.nasa.gov
Message-ID: <1992Feb10.141920.29967@news.larc.nasa.gov>
Source record: 225873

Hi netters,
My primary use for my Atari ST is word processing and personal
finanical management, but after the letters are written and the
numbers crunched, I like to kick back and _play_.
One of my regular favorites used to be Stunt Car Racer written
by Geoff Crammond and produced by MicroSyle/Microprose Software.
I say _used_to_be_ because recently I upgraded from a 1 meg ST to
a 4 meg STe (PageStream 2.01 never ran so great), and SCR won't
boot up.
Now this isn't really a big problem because I kept my old machine
(version 1.4 TOS) which still runs SCR fine, but I was looking
forward to trying out the datalink option between the two machines,
and trying some human competition for a change.
Now for the questions:

1) Can anyone verify this problem?
2) Does anyone know of a version of this game that works with the STe?
3) If you know of a version that works, where can I buy it?
4) Is there an upgrade path for the old version I have?
5) Failing the above, does anyone know of a hack for this problem?

Thanks for reading this, and double thanks if you respond!
Daniel Koppen
dmk@air31.larc.nasa.gov

1381. Hermes 1.00 and english.....

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 14:26:48 UTC
From: John.Bunch@bbs.oit.unc.edu
Message-ID: <1992Feb10.142648.10456@samba.oit.unc.edu>
Source record: 225874

Greetings... I use hermes on my computer at home, and would like to know if any other hermes users out there are thinking of translating the docs to english for us poor non-german speaking/reading people...

John

1382. Re: PD Fortran compiler?

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 14:29:43 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.697732183@nova>
Source record: 225885

timg@ncsa.uiuc.edu (Timothy Gallivan) writes:

>There is a fortran compiler on atari.archive in the languages directory.
>I think the filename is bcf.lzh. I tried it on a couple of simple
>files and it seemed to work OK, although the error messages were in
>German I believe. There is no front end (f77), but you can probably
>whip up a little script to do the job.

The version of BC-Fortran I have (which seems to be the most recent
one around) produces incorrect results on complex exponentiations
(complex as in complex numbers, not as in complicated). Other than
that, it works OK. There is a translation list for the error messages
in the documentation.
It's straight Fortran77, thus no GEM calls or anything like that.

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

1383. How good is the TT???

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 14:32:04 UTC
From: zxmgn01@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmgn01.697732324@mailserv>
Source record: 225884

Hello, guys.

I want to start a summary of the TT and the experiences that owners have with it. So if anyone thinks he can add something informative, please post.

Read ya, Phil.

(PS: I am thinking about owning a TT my own. So i would be interessted how fast the TT is (e.g Dhrystone, MIPS, Whetstone etc) and the included hardware...)

1384. STOS 3D

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 16:10:57 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <rpydbcg3@csv.warwick.ac.uk>
Source record: 225882

Somebody was asking a while back whether STOS 3D had been released yet and what it was like. It has now been released and apparently its quite easy to use, quite flexable, but also quite (although not very) slow.

1385. GEM/IMG viewer question

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 16:21:16 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Feb10.112116.12966@umiami.ir.miami.edu>
Source record: 225898

I need a GEM/IMG viewer and paste program. I recently downloaded an excellent GEM viewer (GEMVIEW11.LZH) from the michigan site. The only problem is that it does not have a save function from the clip menu. Any ideas? It does not have to be PD.

Mark Santora

1386. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 16:49:11 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Feb10.164911.11411@magnus.acs.ohio-state.edu>
Source record: 225881
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
>> Atari!? Advertising!?!?! For what? ? Lynx? Port?
>> gotta go! call!
>>
>
>Hi...yeah...me...I posted that message...
>
>They advertised up...the ST/TT line for MIDI capabilites...and um...I think th
e
>Portfolio was on the other page of the advert.
>
>Pretty spiffy, huh?

What? Where, which magazine?

Also, I need to get ahold of the guy who wrote Quick ST, can anyone send me his
address (I want to get Gemulator for our demo lab at work)

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-Kaleidoscope woman
in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -
```

1387. Re: ST WordPerfect discontinued

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 17:11:30 UTC
From: silvert@cs.dal.ca
Message-ID: <1992Feb10.171130.22102@cs.dal.ca>
Source record: 225886

In <1992Feb10.113149.4283@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>Who cares about WordPerfect? There are loads of perfectly suitable WPs for the
>ST, at least over here in Europe.

There are still people living in North America. And WP offers more PC
compatibility than other word processors.

But thanks for your compassionate posting.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
InterNet Address: silvert@biome.bio.ns.ca
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
InterNet Address: silvert@biome.bio.ns.ca

1388. Re: STDCAT 5.0b fails on disk volume renaming: ROOT DIR Destroyed

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 18:03:09 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Feb10.140309.3430@ac.dal.ca>
Source record: 225889

In article <RALPH.92Feb7114747@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
>
> I ran STDCAT50 under GULAM on a Mega 4 ST with TOS 1.2 and
> with PINHEAD21 installed. I was surprised at the following behavior
> since STDCAT 4.3 worked *so* well. It might be my configuration. It
> might be STDCAT.
>
> The night before last I decided to catalog some new unlabelled
> disks. In order to control the order of the new disks I turned off
> the disk sort field. That way, when I added a box of disks they would
> be stacked at the front of the disk list, last disk added being first!
> (This is a slight inconvenience.) I was using the MULTI option of
> ADD.
>
> I then went through the DISK NAME menu, also with the MULTI
> option. I would go through the same box except this time in backwards
> order. I specified Update Volume on Disk! Everything went fine in
> the database. But last night, when I looked at some of the disks
> there were two problems:
>
> 1) When I specified a disk name of SOZOBON.001 I would find on
> the disk (with VOL.TTP) only SOZOBON.
>
> 2) Furthermore, the root directory of *ALL* the disks except the
> *first* one were COMPLETELY DESTROYED! ALL THE DISKS HAD THE SAME
> ROOT DIRECTORY AS THE FIRST DISK! I am at a loss as how to recover
> the files, as only the directory has been wiped. The problem would
> also happen when I renamed existing disks!
>
> Also, any suggestions for recovering the files? Any tools for
> rebuilding the root directory?
>
> --
> Ralph P. Sobek Disclaimer: The above ruminations are my own.

I tried something like this on a couple of unlabelled disks. I can
confirm that indeed STDCAT50b does not seem to write the extenders on disk
volume names. However, I didn't have any trouble with garbled disk
directories or file structures. I did get the impression that, despite the
fact that STDCAT50b no longer uses disk serial numbers for cataloging
purposes, it _does_ seem to make use of serial numbers internally; I'm not
certain of this, however.
Ralph: two questions - (i) does your disk formatter write (random) serial
numbers, and (ii) did you by any chance have disk caching operating on

drive A: ?
Unfortunately, I don't know what to suggest as far as recovering your
files is concerned.

1389. Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 19:07:58 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <wdZgqCm00UhWM4bQcZ@andrew.cmu.edu>
Source record: 225887

Just thought you folks would be interested in knowing:
I just spent some time over on the amiga boards (not posting flames, I have, and like the machine). The basic thead over on the c.s.am.advoc. board is this.
The Amiga is dead, or will be so in about a year or two (personally, I disagree with this assesment). In fact, they hate C= and its leadership even more than some of us hate the Tramiels. And even here, Atari is often defended. Over there, I almost never hear someone defending either their company, or their management, and only rarely defending the machine. Here, whatever amiga fire starters want to think about the ST, at least we have a bit more hope. Even doomsayers like me, Greg Carter, and Bob_R_ still think there is a chance.
Perhaps this can lend a bit of insight into the reason that the amiga folk often post over here. They read comp.sys.amiga.advocacy, get real pissed off, flame over there, get laughed at by the amiga people they think they represent, and so come over to c.s.a.st, and read all the positive, or a least hopefull posts, get jealous (not of the machine, but of the users cheerfulness) and so get out the lighter fluid and flame on. Perhaps they are mearly trying to bring some of the sour humour from c.s.a.a. over here. I can not feel angry at them, just sorry for them. So just ignore them, and give your condolences. And for god's sake, don't send them over to c.s.a.a.. That's what got them riled up in the first place!

JMHO,
mark

1390. Re: DVI driver for TeX

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 19:35:07 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <2003@olymp.informatik.uni-bonn.de>
Source record: 225899

In article <1992Feb7.125839.24974@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>I am looking for a DVI driver for my deskjet 500 in order for me to print a DVI
>file in landscape mode. Has this been implement in an drivers on the ST (Do the
>drivers in CS-TeX allow this for example)

Yes, they do.

The Deskjet 500 driver is probably the best-debugged and most-used driver in
the CS-TeX package since Christoph bought a Deskjet 500 late last year.

Moral: If you want a classy laser driver, send CS a laser printer :-)
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

1391. Re: ST WordPerfect discontinued

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 19:36:05 UTC
From: herborth@pinot
Message-ID: <9010@ncrwat.Waterloo.NCR.COM>
Source record: 225888

In article <1992Feb10.113149.4283@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
}Who cares about WordPerfect? There are loads of perfectly suitable WPs for the
}ST, at least over here in Europe.
}
}Herb

I still use WordWriter 2.0... It's 1988 or something I think... If I need pictures or a real font, I dump it into PageStream or TimeWorks. The time it takes to DTP the article/story/whatever is nothing compared to the time I'd be wasting if I had a souped-up graphical word processor with graphics and fonts...

Tempus would be even faster, but it doesn't have an online Thesaurus... ;-)

--
----------======================== _ /\ ==============================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1392. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 21:11:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <526XFB11w164w@cyberden.uucp>
Source record: 225814
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

cpbuehrer@miavx1.acs.muohio.edu writes:

> In article <6TLJFB12w164w@cyberden.uucp>, moon!cyberden!phbill@well.sf.ca.us
> > Edito, ergo sum (I eat, therefore I am)
> >
> > Atari!? Advertising!?!?! For what? ? Lynx? Port?
> > gotta go! call!
> >
>
> Hi...yeah...me...I posted that message...
>
> They advertised up...the ST/TT line for MIDI capabilites...and um...I think t
> Portfolio was on the other page of the advert.
>
> Pretty spiffy, huh?
>
>
> --Dennis
>
> also known as... | HELLO, I'm a signature virus!
> krambdej@udavxb.oca.udayton.edu | Join in the fun
> Cogito cogito, ergo cogito sum. | and copy me into yours!

Well... actually, not really. Hey.. speaking of ads, did anyone ever see
that Lynx ad with the kid at school who goes to the bathroom to play his
Lynx? Or the one with the four kids at the busstop or somewhere playing
Gauntlet, and they say something like "up to 4 people can play.." then
you see three of them as steaming skeletons, and they look over at the
4th, and then you here "but only >1< can survive!" or something. It was
pretty cool! I LOVE the Lynx, but for some reason I'd never get one..
(call it $? call it what you will!)... same with the Amiga.. For some
reason I'm sick of them!? (just call me DEVOTED!) Bill

_____415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

1393. Help: Spice circuit program

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 22:05:52 UTC
From: dinsmm@aix02.ecs.rpi.edu
Message-ID: <48fswha@rpi.edu>
Source record: 225890

Greetings.
I would like to use the Spice program that I found in
atari.archive.umich.edu. However, it doesn't come with
any textfile that describes how to use it. I already have
a book on how to write the files that Spice uses, but
I don't know how the program wants it - there is a TTP
and a TOS file after unpacking it. Which one do I use?
Any help would be greatly appreciated.
Thank you.

___ ___
/ |\/ |\
/ |/ || Michael Dinsmore
/ /| /| || dinsmm@rpi.edu
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

1394. CVG ==> PostScript

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 22:07:28 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Feb10230729@kolsaas.ifi.uio.no>
Source record: 225891

Does anyone out there know of any programs that can convert CVG files
to PostScript?

--

Terje Vernly
Internet : terjeve@ifi.uio.no

1395. CDK to CVG converter?

Newsgroup: comp.sys.atari.st
Date: 1992-02-10 23:38:22 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Feb10.233822.5668@usenet.ins.cwru.edu>
Source record: 225892

Does one of these exist? I'd like to use the outline art cvg->postscript utility to convert entire calamus documents to postscript. Is this possible?

1396. Please send info on WordUp

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 01:14:07 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <gdZmBT200awIA2ZlQp@andrew.cmu.edu>
Source record: 225893

I'd like some information on Neocept's WordUp word processor, if anyone
out there has used it recently.

Specifically:

1. Does it have a spell-checker?

2. Does it do lots of fonts and font features like italics and stuff WYSIWYG?

3. Does it support HP Deskjets and compatibles?

4. If it does support HP's, does the output look nice (i.e. near Mac
laser quality)?

5. What is the address of Neocept, so I can check as to what the latest
version is and get more info.

6. Where can I buy the most recent version?

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"I could be wrong, but I could be right..."
---Public Image Ltd., "Rise"

1397. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 01:54:20 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb11.015420.17922@actrix.gen.nz>
Source record: 225801

Please will those that keep going on about Calumus not having Postsript
output..

The is Outline Art, this comes with a Postcript converter, so there is
no nead to keep raving on...

I think it is posible to bye this option separately..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1398. Re: Disk Recovery Utilities

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 02:00:32 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb11.020032.18113@actrix.gen.nz>
Source record: 225803

In article <1992Feb8.054214.18742@galileo.cc.rochester.edu> lchd_ss@uhura.cc.rochester.edu (Ho) writes:
> I am looking for a pd/shareware or comercial disk recovery utilities
> program. One of my directory on my Hard drive got screwed up when
> the system crashed. I think I can just replace the FAT with the backup
> one right? So, somebody please tell me how I can do it.
> Thanks in advance.
>
> ...
> Ling cherd

Well ICD's Cleanup is very good, there is the PD check disk by dave small
if I remeber and can be got with a shell, but most PD ones can't be trusted,
even Cleanup failed in a small was once, but you do nead a ICD host adapter
to run it..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1399. Re: STDCAT 5.0b fails on disk volume renaming: ROOT DIR Destroyed

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 02:06:35 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb11.020635.18275@actrix.gen.nz>
Source record: 225804

In article <1992Feb8.103738.5599@klaava.Helsinki.FI> mkukkone@klaava.Helsinki.FI (Mika Kukkonen) writes:
> In <RALPH.92Feb7114747@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>
>
> > I ran STDCAT50 under GULAM on a Mega 4 ST with TOS 1.2 and
> >with PINHEAD21 installed. I was surprised at the following behavior
> >since STDCAT 4.3 worked *so* well. It might be my configuration. It
> >might be STDCAT.
>
> ...<deleted>....
>
> >2) Furthermore, the root directory of *ALL* the disks except the
> >*first* one were COMPLETELY DESTROYED! ALL THE DISKS HAD THE SAME
> >ROOT DIRECTORY AS THE FIRST DISK! I am at a loss as how to recover
> >the files, as only the directory has been wiped. The problem would
> >also happen when I renamed existing disks!
>
> I checked today my disks, and guess what, eight of them were in same
> condition!!! Arggh!! I got 1040STe, so the problem must be in this new
> STDCAT version... I bet the programmer of this (in other ways an
> exellent program!) must be really happy to that he had that disclaimer
> there! <sigh!> luckily the database is good, so I can check what
> programs and files I have lost. 8-(
>
> I hope there will be a bugfix, because before that I would not touch
> this 5.0 version even with a long pole.
>
>
> --
> Mika Kukkonen = Mika.Kukkonen@Helsinki.FI
> Trying to learn to live in Helsinki University of Computer Science.
> "I am studying, so I am, or am I (studying)?"

Can some one please explain, is this the disk you are catalogueing from,
why would it nead to write to these disks, or does it write a Volume
label on those Disks..??

Is it not true that the Volume label must go on at format time..??

I do have this program but have no got around to using it yet..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***

*** New Zealand.. * not like a dying light globe ***

1400. Re: upgrading

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 02:10:41 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb11.021041.18367@actrix.gen.nz>
Source record: 225802

In article <4ZNTFB2w164w@micromed.net.netcom.com> sslee@micromed.net.netcom.com (Steven Lee) writes:
> I'm finally thinking of upgrading my TOS from 1.0 to 1.4.
> However, I would like to be able to access 1.0 for certain
> programs that require it. Is there an available disk (like
> the one that was initially given when the STs were first
> released) that contains TOS 1.0? Does this prevent me
> from using programs that autoboot (a program in the
> AUTO folder or a program booting from sector 0)?
>
> --
> sslee@micromed.net.netcom.com (Steven Lee)
> Micro-Medic BBS (408) 280-1610

Stick to TOS 1.4 its far better, there is no nead at all to go back to TOS 1.0..

The TOS 1.0 disk version loads in the low part of RAM, will be no good with games, at all that load in a fixed position, and most of them do..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1401. Re: ST Hard Disk ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 02:18:07 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb11.021807.18601@actrix.gen.nz>
Source record: 225805

In article <1992Feb8.170023.8846@usenet.ins.cwru.edu> ar698@cleveland.Freenet.Edu (Evan Makris) writes:

>
>
> Hello fellow Atari ST Users.
>
> I wish to add a Hard Disk to my old and trusty 1040STF.
> It would have to be at least 20 or 30 Megabytes.
> My computer has TOS 1.0
> What is the best deal around that you know of (new) ?
>
> If anyone is willing to sell theirs, let me know.
> What is a good source of mail order houses for the ST ?
> (I think I'd like to upgrade my O.S. also...)
> Evan Makris ar698@cleveland.freenet.edu
> Boston, Mass. makris@northeastern.edu
>

Well E. Arthur Brown has some cheap Supras 52 megs $350us from memory,
but Please get TOS 1.4 fitted in your machine..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1402. ATARI 4 SALE (COMPLETE SYSTEM 2 HD DRIVES!}

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 02:45:31 UTC
From: sds2363@tesla.njit.edu
Message-ID: <1992Feb10.214531.1@tesla.njit.edu>
Source record: 225894

I have a complete system here for sale at a great reduction!

1 Mega2 upgraded to 4 megs (TOS 1.4 ROM), 720 3 1/2 drive

SM124 monitor

ICD AD SCSI host adapter
-external case (under monitor style)
- 44 Meg 3 1/2" drive (miniscribe)
- SYQUEST 44 MEG REMOVABLE DRIVE (2 Cartridges)
= 132 Dard Drive Space!!!!!

Books -Abacus vol 2,3,4,5,6,11,12
-Concise atari st 6800 programming manual
- various GFA books

Replay 4 sound digitizer

IMG Scan (turns printer into a digitizer}

Hisoft Basic
Hyperfont
g+Plus
Multidesk
Hotwire
BattleZone
Omnirez
Falcon
IOnterlink
Dungeon Master
QuickST 3.0

Monitor Master

Word Up 3.01

Golden Image Mouse (very nice)

THE WHOLE THING FOR $1000

Please Leave E-mail or call me at (201)762-3587

First Offer gets the whole thing

Also PCSpeed for $100

1403. IBM font with ST Writer

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 03:59:33 UTC
From: gpinzone@TASHA.POLY.EDU
Message-ID: <9202110359.AA21441@tasha.poly.edu>
Source record: 225895

Is it possible to get ST Writer to use the IBM character set? There
is a program at atari.archive.umich.edu called IBM_FONT.PRG that
works with a lot of programs, but not ST Writer.

Yours truly,

```
___ ___
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\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@george.poly.edu ])}>:
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

1404. Highest Dungeon Master skill level?

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 04:10:49 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9202102010.aa24770@Bonnie.ics.uci.edu>
Source record: 225896

What is the highest skill level achievable in Dungeon Master?
Has anyone broken 2nd level master?
Does it go all the way up to 6th level?

1405. FSM GDOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 08:24:32 UTC
From: LZ@ifw.fertigungstechnik.uni-stuttgart.dbp.de
Message-ID: <1992Feb6.140915.29312@rusmv1.rus.uni-stuttgart.de>
Source record: 225807

Is it already possible to buy or to get the FSM GDOS somewhere ?
There have been many discussions about this topic during the last weeks so I thought it's woth a question.

Thanks in advance,

Marcel

Please write your replies into the board or to the e-mail-address below. Don't use the one in the header ... your mail would never arrive !

Fuer Ruckantworten bitte nur unten genannten E-Mail-Adresse benutzen. Die oben genannte ist falsch, laesst sich aber leider nicht aendern.

--
Marcel Lutz
IfW, Institut fuer Werkzeugmaschinen
Universitaet Stuttgart, Holzgartenstr.17, 7000 Stuttgart

E-MAIL: lutz@ifw.fertigungstechnik.uni-stuttgart.dbp.de

1406. CrackArt drawing program

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 08:31:04 UTC
From: doucet@ripolin.laas.fr
Message-ID: <6907@laas.laas.fr>
Source record: 225822

Hello, happy Netusers,

last Friday, I've dl'ed "crackart.lzh" from a.a.u.e. and immediately
tried it on my 1040STE (1Meg, 1DD, no HD, TOS 1.62). Worked fine...
Incredible drawing program...

(Incidentally, it does run on 1/2Meg 520 STE: not enough memory...
My son was sad for at least half an hour, but had his revenge with the
Mutant Camels...). Does not run neither in other rez than low one...

There's an impressive doc file (120 kB) I've printed via a SPARC2:
I've got a 44 pages document, all written in German...
Although France and Germany are neighbours, I can't speak a word of
German, just recognize from place to place words like Maus (mouse),
Doupplexxxxx (double click), but that's nearly all I could do.

By using and trying it, one can find how to operate this program (or at
least, some of its features (they are numerous)):
I've found some things I've carefully written down, trying thus to make
some sort of User Guide.

What I wanted to say: I'm far from having found all the commands,
(especially block commands such as perspectives, bulge and ring) and
would be happy if someone having used CrackArt would exchange informations
and ideas, so I could put them in my list, and eventually post it when
it is long enough to cover a good number of commands.

(A far better thing would be the authors writing an English (or even a
French ?) doc...: one cannot even find how much is the shareware fee...

You can reply by e-mail at the address listed below, or by the net.
Waiting to hear from you...

Jean-Etienne DOUCET
LAAS-CNRS, Toulouse, FRANCE.

doucet@laas.laas.fr

"It's no use for the light to run at 300,000 kilometers per second
when, some evenings, it takes you 10 minutes to reach the knob."
(Anonymous)

1407. VMEbus enters the fast lane

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 08:55:56 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Feb11.085556.29680@news.Hawaii.Edu>
Source record: 225806

The current VMEbus (and VME64) specs allow data transfers at 10 MT/s (mega-transfer/sec) so a 4 byte transfer xlates into a bus bandwidth of 40 MB/s (80 MB/s for a VME64 8-byte xfer). While this is adequate for most people, the incessant quest for _more_ speed has prompted PEP Modular Computers (Carnegie, PA) to design a VMEbus-compatible modification, projected to cost about $100, which will accelerate data transfers to 200 MB/s!

From an Electronic Design article (10/24/91):

"Joseph Kreidl, PEP's president, and one of the key architects behind Autobahn, says that he's been working out details over the last few years, but the IC technology wasn't available until recently. Autobahn I, slated for arrival in early 1992, will transfer data across the bus at 200 MB/s. By the end of next year, Autobahn II should arrive, completing the push to 400 MB/s."

"...Autobahn reduces data-transfer latency on the bus to nearly zero. This feature will be a big boost to such applications as graphics, image processing, and mass storage. The same technology can also be applied to transparent cache transfers in multiprocessing schemes and fast data updates for redundant systems. Because the basic transfer mechanism is serial, any bus width can be defined. Hence, it lends itself to nearly instantaneous bus-width conversions. Autobahn can also serve as a high-speed bridge between two generations of buses, such as VME and Futurebus+."

Although Futurebus+ enhances and improves on many features of the VMEbus (such as 3200 MB/s bus bandwidth, low-noise bus logic), there is tremendous inertia behind the VMEbus; the Autobahn I and II developments should help to prolong its global acceptance. That is, at least until Atari adopts the Futurebus+ standard. :-)

Jack

1408. Re: More RAM!

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 08:57:03 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb11.085703.1317@Informatik.TU-Muenchen.DE>
Source record: 225810

In article <54108@cup.portal.com>, Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
|>
|> Ive got a 520STe with 4mb of RAM, and I want more! I know that there
|> are some accelerator cards for the non-STe, which also offer additional
|> RAM, but since these dont work in the STe, and basiclly I just want
|> more memory, thats not a viable option for me.
|>
|> I dont know anything about the ST architecture, but I am quite well
|> version in electronics and theroy, and a bad speller at that. But
|> what would happen if I plugged in say 4mb SIMMs into my STe? Would
|> I be able to access that extra memory?

As far as I know they are 'picompatible' but your STe will still give you 4MB
because he only uses the pins for 1MB SIMMs

|>
|> Im sure that for some reason its built to limit to 4mb (Atari foresight)
|> but theres gotta be a way? Considering that the 68000 is capapble
|> of addressing somewhere in the range of 4gb? (sorry if that number
|> is wrong, but I dont have specs with me)

68000 has 24 adress-bits 2^24=16MB
68030 has 32 " " 2^32= 4GB

|>
|> I dont mind taking a soldering iron to my machine, if thats what is
|> needed (In Ataris mind, my warrentee was voided about three days
|> after I received shipment, to install the 4mb.

Nobody has tried to maka an memory expansion for the 520/1040STe (yet).

Solution: 1. get a used MegaST
2. get a new MegaSTE
there are expansions for both that give your ST
12MB RAM (an ad states 16MB but at least the upper
2MB are reserved for hardware, ROM ...)
3. get a TT
with this machine you can expand to 32MB (with one board,
expandable with SIMMs) and you get even the power of the
68030/68882 at 32MHz [I know about the bus speed !!!]

The best:
Wait until the CeBit (11. to 18. March in Hannover,Germany) to decide
if the new price for the TT or something like the 'FALCON' is better.

PREVIOUS ANSWER TO THIS TOPIC

Roger.Sheppard@actrix.gen.nz writes .....

|> You can't use 4 meg SIMM's on your Atari, because they are only 8/9
|> bits wide, you Atari data buss is 16 bits wide...

OH, OH is that all you know about STs ?????????????

The ST uses TWO banks of 16 chips each. (the 16bits you said)
The STEs use TWO banks of TWO SIMMs each (2*8 (or 8 used of 9) = 16)

ONLY TO STOP CONFUSION.

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

1409. Re: DVI driver for TeX

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 09:03:13 UTC
From: zxmkr08@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmkr08.697798993@mailserv>
Source record: 225809

In <2003@olymp.informatik.uni-bonn.de> volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:

>The Deskjet 500 driver is probably the best-debugged and most-used driver in
>the CS-TeX package since Christoph bought a Deskjet 500 late last year.

>Moral: If you want a classy laser driver, send CS a laser printer :-)

Even without doing so, the CS laser printer driver works perfectly with the
HP Laserjet III here in the university :-)
--
/* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
/* email: krasel@mailserv.zdv.uni-tuebingen.de (Internet) */
/* krasel@chemie.uni-tuebingen.dbp.de (WIN/X400) */

1410. Motorola CD-I chips

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 09:21:09 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Feb11.092109.2948@news.Hawaii.Edu>
Source record: 225808
Cross-posted to: comp.sys.atari.st,comp.multimedia

Atari announced their support of the CD-I standard and this press release from Motorola contains interesting info about the next generation of CD-I components which may be designed in some of the systems Atari plans to introduce in '92. The combination of the Motorola 68340 processor, 56001 DSP, 44466 Video Decoder (mixing output from the MPEG and Atari custom graphic processors) and orchestrated by Multi-TOS and Microware's CD-RTOS, would add up to a machine that delivers thunder and lightning for a price that promises to be a drop in the bucket.

Motorola Semiconductor Products Sector has announced today (4/91) the availability of the first key part in the Motorola CD-I chip set, the MC44466 Video Signal Decoder. Motorola announced their co-operation with Philips Interactive Media Systems on the chip set in November 1989. Results of this on-going cooperation have been included in the CD-I demonstration system that Philips presented at Horizons '91, a major Motorola event organized for the worldwide press in Austin. Another key device presently under joint design is the MPEG-FMV, a full motion video decompression processor for CD-I applications.

The Video Signal Decoder, the MC44466, is a real time two channel video data decoder which can combine four image planes, by overlaying and mixing, into one final image. It can perform special effects like dissolves, mosaics, partial updates, etc. It is fully qualified in accordance with the CD-I "Green Book" standard and is now available to the worldwide market. The MC44466 will be followed by other key devices for CD-I systems:

o The MPEG-FMV decoder performs the decompression and display of full screen, full motion video conforming to the MPEG standard. It is a highly integrated, cost effective solution implemented in Motorola's High Density sub-micron CMOS technology.

o The MPEG audio decoder performs the audio decompression according to the standard defined by MPEG level 2. This device is based upon Motorola's DSP56001 24-bit digital signal processor.

o The MC68340, a 32-bit microprocessor, acts as the central processing unit to control the system modules and provides high speed data transfer. Previously released, this device is now being qualified for use in CD-I systems.

o The MC44200 is a triple 8-bit digital to analog data converter optimized for use in CD-I systems. It interfaces direct to the MC44466 and provides analog RGB outputs.

All these devices will be qualified to the "Green Book" standard and Motorola will be offering the complete chip set as part of their global semiconductor offering.

By providing a global source of qualified devices to all CD-I equipment manufacturers, Motorola aims to accelerate the acceptance of CD-I as a Multimedia standard and add momentum to its rate of growth as the next major consumer product innovation.

*CD-I "Green Book" standard - This standard is defined by Philips and Sony. It has two charters: To explicitly define the CD-I Media Specification and to assure that all CD-I and CD-Audio discs can play on all CD-I players in real time.

*MPEG - The Motion Picture Experts Group, is a joint ISO/CCITT standards committee, chartered with the task of defining a global standard for video compression.
###
EDITORIAL CONTACTS

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(41-22) 799-1252

In U.S.A.
Chuck Granieri
(602) 952-3601

--
jww@uhunix.uhcc.hawaii.edu

1411. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 10:56:54 UTC
From: s_grunwa@irau30.ira.uka.de
Message-ID: <kpfavmINNl4b@iraul1.ira.uka.de>
Source record: 225811

> What I objected to was the "Calamus is so great I don't see why
> you should even consider using anything else" argument. I stated why we
> might want to have Postscript output.

I have heard of a lot of people wanting postscript output, but
i don't see what are the benefits of it. YOu need a lot more
processing power than the ST has in the printer, were you can't
use the power fore anything but printing. This is not economic and
therefore mostly used by universities throwing away the money of
the tax payers.
Any laserprinter i have seen so far has an interface for bitmap
grafics, which can be used easily by calamus. The price for
postscript is, here in germany, not a few bucks, but doubleing
the price for most printers. You don't get a reasonable (fast enough)
postscript printer for below 5500.- DM and a HP Laserjet III is
sold for 3000.- and consumer lasers from sharp and others are below
1800.-. even if i missed a postscript laser, I don't think there
is one below 3000.-, which is in an extended range of a few bucks.

If you have seen the speed the Atari DMA Laser prints (and MAC's use
SCSI Lasers too now), you know why no postscript does not touch
serious Calamus users.

Buying a bigger computer for the layout and using the power of
this computer for layout is just the better way of DTP. Only
bookprinters (600-2500 dpi) are affected by this, but using a
TT as a preprocessor is very common here in germany, since you
have a better userinterface too.

Regarding the facts, i don't see how to make profit out of a
postscript module.

Knut Grunwald

P.S. If you disassemble the printer definitions, you will find
an easy way to get a postscript printer to work. You can't edit
the output, but that should not matter.

1412. Re: More RAM!

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 11:23:00 UTC
From: s_grunwa@irau30.ira.uka.de
Message-ID: <kpfcgkINNl4b@iraul1.ira.uka.de>
Source record: 225812

Atari decided to check addresses with a MMU. This is the
problem, if you want to upgrade beyond 4 MB.

The Mega STE has a different MMU, which allows the upgrade to the
maximum of 15.2 MB (16-IO-ROM). A company called GengTec in
Duesseldorf is selling a memory expansion card, which cheats the MMU
and allows the same amount of memory.

The upgrade is not easy and one should think about the relative
benefits of an upgrade of the 520 ST or selling the machine and
upgrading a Mega STE 4 (~1200 DM for 12 MB resulting in 16 MB)
or buying a TT. The TT is very good equiped and should be at least
4 times as fast as the normal ST (4 = double bussize and double
busspeed does not take into acount: optimized processor for
integer and floating point operations (factor 2 - 10 (more for
trigonometric operations as sin, cos)) and the cache, which optimizes
loops). The decision is not easy, but if you think of your ST
as an old car, which needs repairs or replacement, you now the
type of decision.

Knut Grunwald

1413. Re: Highest Dungeon Master skill level?

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 12:05:11 UTC
From: heszar@skcla.monsanto.com
Message-ID: <1992Feb11.120511.1@skcla.monsanto.com>
Source record: 225824

In article <9202102010.aa24770@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
> What is the highest skill level achievable in Dungeon Master?
> Has anyone broken 2nd level master?
> Does it go all the way up to 6th level?

The highest level I've gotten to is:

Fighter - Master 5
Ninja - Master 5
Priest - Master 6
Wizard - Master 6

Boy did it take me a long time to get to this point. I'm just
going to get all the attributes to Master 6, and then play
Chaos Strikes Back, and never play DM again.

FYI: Once you get your characters to this point, their health and
stamina points are 999, mana is about 350, and one fireball has
the distructive power of +700 health points. Getting new mana is
very fast! Look out Chaos, I'm out to get you!

Question: Is there really a master 7? or is it just that when your
characters make it to master 6 for all your wisdom, your promoted
to master 7 automatically?

Henry Szarmach
TIN::"heszar@skca9.monsanto.com"

1414. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 12:21:22 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Feb11.122122.11084@ugle.unit.no>
Source record: 225819

In article <1992Feb8.014034.29389@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
>
> A TT, a 32bit machine, has a 16Bit VME bus on it. What a disaster. Not only
> that, but the VME bus was purposely crippled NOT too allow cpu upgrades,
> memory upgrades etc.
>
> Basically its only good for networking and MAYBE enhanced video boards.
>
There are houndreds of cards available for the TT. It is of course
possibly to add memory to the VME bus, but it is smarter to buy
a TT ram card instead. A 16 bit VME bus is just fine, but I wish
there were more slots.

Stig Vidar Hovland - stigvi@lise.unit.no

1415. C++ compilers - info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 12:23:05 UTC
From: je@unix.brighton.ac.uk
Message-ID: <1992Feb11.122305.26882@unix.brighton.ac.uk>
Source record: 225820

I'm trying to find out what C++ compilers exist for the ST.
If you have any info, please mail me (je@unix.brighton.ac.uk)
with details: hardware requirements, language version supported,
where from, how much, etc.

Thanks folks!
--

John English | Tel: 0273 642489 (work)

1416. SUMMARY: Formula 1 GP Type Games

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 13:25:43 UTC
From: peterw@spider.co.uk
Message-ID: <1992Feb11.132543.27710@spider.co.uk>
Source record: 225823

This is a short summary of what people considered to be the best GP games for the ST. The general consensus of opinion was "Vroom" was the best currently available, but watch out for Microprose's Formula One Grand Prix (due for release soon). Stunt Car Racer also got a couple of mentions.

Peter

1417. Help! need to write 3.5inch disk in Amiga readable format

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 13:39:38 UTC
From: i65@nikhefh.nikhef.nl
Message-ID: <1503@nikhefh.nikhef.nl>
Source record: 225821

Would good souls on the net point to me a program on Atari(1040ST)
writing to 3.5inch disk in Amiga readable format?
Where to find it (any ftp-site?).
Thanx in advance
Henry Palka

1418. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 14:03:09 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <1992Feb11.140309.2453@usenet.ins.cwru.edu>
Source record: 225813

Your basing your views on a specific group of messages. I invite anybody who believes that to read comp.sys.amiga.advocacy. To say that nobody is defending the computer or Commodore is laughable. Also, comp.sys.amiga.-advocacy is just for such types of conversation, thus it is filled with it. Does that make sense? For a more balanced view I would suggest you also check the various other Amiga news groups, and while you are at it you might note that message traffic in even specific areas (like graphics) is much larger than the entire Atari area combined. I've seen the flow in the Atari area drop little by little over the past two years. Does this mean something? Well, judge for yourself...

Tom
--
__ "American workers are overpaid, stupid, and lazy." -JAPAN
__/// "I don't know about you, but I get paid $5.20 an hour, I bust my ass,"
\XX/ "and I'm smart enough to know an insult when I hear one." -THOMAS HILL
DON'T BELIEVE THE HYPE! JAPAN HAS A *VERY* CLOSED MARKET! BOTTOM LINE!

1419. Re: Postscript on Atari's in general

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 15:04:00 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Feb11.150400.21342@magnus.acs.ohio-state.edu>
Source record: 225815

>this computer for layout is just the better way of DTP. Only
>bookprinters (600-2500 dpi) are affected by this, but using a
>TT as a preprocessor is very common here in germany, since you
>have a better userinterface too.
>
>Regarding the facts, i don't see how to make profit out of a
>postscript module.

Here in the United States (and let me clarify, just for the record, that this is one BIG country), there is one (1, as in less than 2 and greater than 0, not 10, not 100, but just plain old "1") printing company that uses the Atari as the front end (with Calamus). Apparently they only got into this because some Atari magazine companies wanted to use Calamus. At any rate, it is in California. Here in the U.S. you can find many (probably over 100 in Columbus alone) printers who can output all types of resolutions (usually 1270 dpi) from Postscript files! Note, 100 in Columbus alone, compared to 1 (one) in the whole damn country! This is the one single factor in many possible purchasers of Calamus which moves them over to PageStream. I would say I know of at least four sales of Calamus which have been lost because of this. I am personally waiting to even CONSIDER upgrading to Calamus SL until it has Postscript compatibility. If it never gets it, I never order the program, period, because I can use it for what I want. Sure, Calamus PDL is better than Postscript, but when I'm limited to 300 dpi (HP III) output, I can't even get output as good as 1270 dpi postscript, let alone any of the higher resolutions. Also, with the advent of Postscript level 2, postscript is just as good as Calamus PDL, and includes "hinting" which the brains of ISD decided to leave out (why?).

And THAT, my good friends is why we want postscript!

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-where can I find myself a flower child,
she said 'forget the flowers
we'll take the psychedelics'-
- Willie Phoenix -

1420. SM144 Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 15:49:16 UTC
From: malay@sae.com
Message-ID: <1992Feb11.154916.7318@sae.com>
Source record: 225817

Whats the story on this monitor. I've seen it mentioned here on the net and have recently seen ads for it in the UK mags. Is is available in the states? A 14" Mono screen sounds tempting.

Bob Malay

1421. More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 16:02:20 UTC
From: dmk@air31.larc.nasa.gov
Message-ID: <1992Feb11.160220.10500@news.larc.nasa.gov>
Source record: 225816

Hi again netters,
I just won't go away. This is the last post, I promise (X).
Crossed Fingers ^

A couple of days ago I lamented that after I bought my Atari STe,
my copy of Stunt Car Racer from MicroPlay/Microprose would not work.
Most of the replies said I was S.O.L., but one kind soul said that
SCR was re-released as a budget title in the U.K. and this version
was STe compatable. I quickly called the only import dealer I know
in the U.S. (Sideline) and they said they don't have it. (They also
didn't seem _real_ excited to be shipping Atari orders.) However, I
looked over some of my other catalogs and came across a software
title, 'Stunt Track Racer' (Joppa Computer Products).
Is STR the same as SCR? Does Stunt Track Racer run on a STe?
Is there a light at the end of the tunnel?

Hopeful again???
Daniel Koppen
dmk@air31.larc.nasa.gov

P.S. Thanks to again to all those who responded to my first post!
And thanks to _YOU_ for reading this!!!

1422. Re: MicrOStyle/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 16:20:52 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb11.162052.25776@email.tuwien.ac.at>
Source record: 225818

In article <1992Feb10.141920.29967@news.larc.nasa.gov>, dmk@air31.larc.nasa.gov writes:
>Hi netters,
> My primary use for my Atari ST is word processing and personal
>finanical management, but after the letters are written and the
>numbers crunched, I like to kick back and _play_.
> One of my regular favorites used to be Stunt Car Racer written
>by Geoff Crammond and produced by MicroSyle/Microprose Software.
>I say _used_to_be_ because recently I upgraded from a 1 meg ST to
>a 4 meg STe (PageStream 2.01 never ran so great), and SCR won't
>boot up.

If the only problem is the upgrade (SIMMs I suppose), you should try to
find a program called mem_xxx.prg, which can simulate 1mb or less on
your computer. I am not sure, but I think it is included in the
Turboass archive together with source on atari.archive ...

Marinos Yannikos

PS.: Of course, you can always remove the SIMMs temporarily! :)

1423. GIF viewer

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 16:30:26 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb11.163026.9144@sun.pcl.ac.uk>
Source record: 225826

Hello netters and fellow Atarians.

Could some kind soul who has ftp'd a GIF viewer please E-Mail me a copy?
The reason I ask is that I have had problems with ftp here, and I have a load
of Satellite images in GIF format I want to access.

Many thanks in advance. I know its not the done thing to ask such things
in general, but as the viewer is such a small piece of software it seems a
bit over the top to pester our admin people over it.

Thanks a lot.

Edd Deegan
vatec@uk.ac.pcl.sun

--

1424. Re: ".img" file conversions

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 16:33:53 UTC
From: elmar@lut.ac.uk
Message-ID: <1992Feb11.163353.26781@lut.ac.uk>
Source record: 225835

In article <1992Feb6.143506.25326@syscon.rn.com> miked@syscon.rn.com (Mike DeMetz) writes:
>elmar@lut.ac.uk (Mohammad A. Rahin) writes:
>
>>In <1992Feb3.155225.7387@sae.com> malay@sae.com (Bob Malay) writes:
>
>>>There are a number of clipart files on a.a that are in ".img" format. How
>>>do I convert them so that they can be used by EasyDraw (requires ".gem"
>>>format??
>>>
>
>>If I am not mistaken EasyDraw Plus can read in GEM .img format files.
>
>I believe GEM files are vector graphics go it would be rather difficult
>to covert IMG (bit image) to GEM.

You are right here. IMG files are essentially bitmap files. Once an IMG file is loaded into EasyDraw it treats the bitmap as a single entity. This means the bitmap can be rescaled, rotated etc. within the drawing. However, EasyDraw always stores and prints it as a bitmap without being able to take full advantage of the print capability of the printer.

- Rahin

1425. Re: TT VME slots (was:Please Educate...)

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 18:47:13 UTC
From: mats@netcom.COM
Message-ID: <1992Feb11.184713.20289mats@netcom.COM>
Source record: 225825

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:

>There are houndreds of cards available for the TT. It is of course
>possibly to add memory to the VME bus, but it is smarter to buy
>a TT ram card instead. A 16 bit VME bus is just fine, but I wish
>there were more slots.

There are repackaged TT machines available from third-party vendors
(in Germany, at least) with muliple VME slots.

The Atari ASV group also wishes there were more slots. It would be
really nice to be able to put an Ethernet _and_ a color graphics
card in the same TT.
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

1426. Re: STe and Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 20:09:24 UTC
From: harryk@csa.bu.edu
Message-ID: <98598@bu.edu>
Source record: 225827

In article <9327@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:
>In article <1992Feb3.213409.26908@unlinfo.unl.edu>
> witts@hoss.unl.edu (Rick Wittstruck) writes:
>-[stuff deleted]
>-...I've heard that MWC will not work on TOS
>-versions 1.04 and above. Is this true? Has anyone tried to use MWC from
>-hard disk with an STE?
[stuff deleted[
>-
>- thanks,
>-
>- rick wittstruck
>- witts@hoss.unl.edu
>-
>
> Hi Rick,
>
> I've MWC release 3.0 running on a Mega STE/4. The only problem I had was
>with RDY (the ramdisk). I think there's a special version of it at a.a.
>(as far as I can remember). But I work directly with the Hard-disk: it's
>fast enough for me.
>
> Hope this helps
>
> Roger hohr@cernvax.cern.ch

Hello netters,

I have a related question too. You see I've written this ATZENTA program which is running fine under TOS 1.00 and TOS 1.02. Now one of the users whose ST has TOS 1.04 in ROM, reported that using gulam and passing arguments to ATZENTA does not work at all (i.e. the command line gets corrupted). My beta tester who also has TOS 1.04 tried to pass agruments via NeoDesk III (dragging the arguments over ATZENTA's icon) without sucess (i.e., corrupted command line).

On the other hand, on my system (TOS 1.02) I have tested it with Gulam, Mupfel, ksh, and Gemini (dragging the icons....) and everything works fine. This makes me suspect that MWC 's way of parsing the command line (i.e., argv mechanism) is incompatible with TOS 1.04 (or vice versa).

Is this correct? If yes, is there any patch for it? Actually, I 've ordered TOS 2.07 and it'll be here in a week so I can test myself... but even though I don't know how to fix the problem...

thanks in advance...

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

1427. Trenton Computer Festival

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 20:14:18 UTC
From: holsberg@pilot.njin.net
Message-ID: <Feb.11.15.14.17.1992.14364@pilot.njin.net>
Source record: 225829

The Trenton Computer Festival 1992 will be held at Mercer College on
April 11 and 12. Files with all kinds of good information are available
for anonymous ftp from pilot.njin.net (128.6.7.38) in pub/TCF/tcf.
They include:

what.is.TCF - history and description of TCF
spkr.form - if you want to be a speaker
gen.info - general info about TCF, directions, parking, etc.
vendors - if you want to rent a booth or a flea market spot
speakers.Z - preliminary speaker line-up

Pete Holsberg
--
Prof. Peter J. Holsberg Mercer County Community College
Voice: 609-586-4800 Engineering Technology, Computers and Math
UUCP:...!princeton!mccc!pjh 1200 Old Trenton Road, Trenton, NJ 08690
Internet: pjh@mccc.edu Trenton Computer Festival -- 4/20-21/91

1428. Need TCF Volunteers

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 20:14:51 UTC
From: holsberg@pilot.njin.net
Message-ID: <Feb.11.15.14.50.1992.14444@pilot.njin.net>
Source record: 225830

1992 TRENTON COMPUTER FESTIVAL

TCF needs lots of volunteers to be a success. This year, volunteers are eligible for special prizes in their own drawing!

By volunteering four hours of your time, you will also receive a free two-day ticket to this year's annual Trenton Computer Festival, April 11-12, at MCCC, a colorful cap and a free lunch ticket.

Volunteers work in several areas, as needed by the organizers. Some of these are (1) helping Security to direct traffic, (2) helping speakers and people attending talks, (3) providing general information to attendees, (4) selling tickets, (5) helping in the flea market area, (6) helping in the vendor areas, (7) checking for tickets at the doors, and so on.

Thank you for volunteering. Have fun!!

I. Personal information:

NAME:_____

HOME (Evening) TELEPHONE:_____

WORK (Day) TELEPHONE:_____

II. Please make three choices from the list below:

SAT:6-10 SAT:10-2 SAT:2-6 SUN:8-12 SUN:12-4

First choice:

Second choice:

Third choice:

Return the completed form as soon as possible but no later that April 1, 1992. You will receive a telephone call from the coordinator of volunteers telling you when to report. Go directly to the lobby of the Theater Building on the MCCC campus to get your tickets, cap, etc. and your assignment.

Thanks a lot for helping!

Pete Holsberg
Steering Committee

1429. FOR SALE: AtariST system

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 20:25:39 UTC
From: downsj@atlantis.CS.ORST.EDU
Message-ID: <1992Feb11.202539.2041@atlantis.CS.ORST.EDU>
Source record: 225828
Cross-posted to: comp.sys.atari.st,orst.forsale,cor.forsale,or.forsale,misc.forsale.computers,pdx.forsale,pnw.forsale

```
for sale: atari 520ST-FM, 1meg RAM, internal 720k floppy, external 350k floppy,
monochrome monitor. with software: 1st word, timework's swiftcalc,
basetwo database, assorted public domain collection disks, etc.

entire system for $375 (plus any shipping), firm(!) price.

call: (503) 758-0176, ask for paul workinger and/or leave message.

--
\-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-/
\ - jason downs - /\ - downsj@atlantis.CS.ORST.EDU - /
/ zeppelin/cryvortex/amiga/insane guy \/ led/vasudeva/lord of fear of death \
/-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-\
```

1430. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 20:59:01 UTC
From: il@bambam.u.washington.edu
Message-ID: <1992Feb11.205901.4270@milton.u.washington.edu>
Source record: 225831

dmk@air31.larc.nasa.gov writes:

> A couple of days ago I lamented that after I bought my Atari STe,
> my copy of Stunt Car Racer from MicroPlay/Microprose would not work.
> Most of the replies said I was S.O.L., but one kind soul said that
> SCR was re-released as a budget title in the U.K. and this version
> was STe compatable. I quickly called the only import dealer I know
> in the U.S. (Sideline) and they said they don't have it. (They also
> didn't seem _real_ excited to be shipping Atari orders.)

I've spoken with people who have ordered software directly from England.
They said that the English dealers will "bend over backwards" to please
us. Just call or write one of the advertisers out of one of the numerous
English ST magazines (include your credit card number if you write), and
they'll take care of you.

--
Il Hwan Oh |"...in Science, as in religion,
Univ. of Washington, Tacoma | when one has destroyed human wonder and
iho@cac.washington.edu | compassion,
| one has killed man." -- Loren Eisley

1431. Re: DVI driver for TeX

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 21:05:37 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <66609@ut-emx.uucp>
Source record: 225832

In article <1992Feb7.125839.24974@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>I am looking for a DVI driver for my deskjet 500 in order for me to print a DVI
>file in landscape mode. Has this been implement in an drivers on the ST (Do the
>drivers in CS-TeX allow this for example)

I can't pass up the opportunity to advertise a little. The above can
be done with dvips and ghostscript, with the aid of a little file
called twoup.ps. Dvips and ghostscript are available on atari.archive,
and twoup.ps is widely available.

dvips -h twoup.ps -t landscape file.dvi

produces a postscript file with two pages of text printed in landscape
on a single page.

Then you can use ghostscript to print it.

Tim
timg@landau.ph.utexas.edu

1432. Re: CrackArt drawing program

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 21:17:10 UTC
From: mwtilden@watmath.waterloo.edu
Message-ID: <1992Feb11.211710.27624@watmath.waterloo.edu>
Source record: 225833

In article <6907@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
>
>What I wanted to say: I'm far from having found all the commands,
>(especially block commands such as perspectives, bulge and ring) and
>would be happy if someone having used CrackArt would exchange informations
>and ideas, so I could put them in my list, and eventually post it when
>it is long enough to cover a good number of commands.
>
Mail bounced a billyon times, thus I post.

Blocks in Crackart are used exactly the same way as in the old
DEGAS package format; hit ESC, move the crosshairs and hold down the
leftmousebutton to define your block. Once defined, it is saved
in a buffer that will work with ring, bulge, and all the other nifto
commands. You can then go back to the original picture and put the
modified block wherever. Remember to use the numberpad keys to select
different window copies, and that esc will loose you your current block unless
saved.

Now here's a question for you. Have you figured out how to call up
the color-palette yet? I've tried every button in the book and can't
find it.

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519) - 885 - 1211 ext.2454,
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

1433. Re: hermes questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 21:27:48 UTC
From: wr@bara.uucp
Message-ID: <x9bxv94bZfs@bara.uucp>
Source record: 225737

In <4890@oucsace.cs.OHIOU.EDU>,
William E. White (bwhite@oucsace.cs.OHIOU.EDU) wrote:

> I just ftp'd the "herm100b" file from terminator ... it looks really good,
> except I'm a little unsure on a few things. Can anyone help me out here?
>
> First off, are the man files available in English? (I always did want to
> learn German ... but ...) Second, how well does this go with MiNT? What
> I'd like to do is have it run under MiNT and set myself up as a
> UUCP site.
>
> Like I said it looks fairly good ... BTW, anyone know how much DM60 is in
> dollars these days? :-)

English docs: don't know, maybe you should contact Martin P. Ibert,
the one who wrote Hermes.

MiNT: uucico was written in GFA Basic and does not work with Mint. All
other programs do, I for instance send mail&news by running mmail.ttp
in the background. I use mmail 0.991 for this, version 1.0 won't work
this way (messes up the screen even though redirected to /dev/null).
Principally it is possible to set up a Hermes uucp site that can be
polled. I hope a uucico written in C will show up soon...

DM 60: 1 US$ is about 2 DM (more or less), so 60 DM should be around 30 US$.

CU
wolfram
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

1434. NVDI (was: Re: HVDI?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 21:51:44 UTC
From: sigrorn@icemark.uucp
Message-ID: <7vZ.L/54yus@icemark.uucp>
Source record: 225846

In <1992Feb10.112852.3835@aber.ac.uk>, Herbert Martin Sauro writes:
>I think you really mean NVDI. But anyway, here's a question about NVDI. If
>NVDI is a replacement for GDOS and VDI does it come with its own drivers
>other than the pathetic few from ATARI?
Sorry, but there are *NO* other drivers for GDos as the screen-drivers...
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

A banker is a fellow who lends you his umbrella when the sun is shining
and wants it back the minute it begins to rain.
-- Mark Twain

1435. Advice on plotting graphics to printer

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 22:01:49 UTC
From: n8742883@henson.cc.wwu.edu
Message-ID: <1992Feb11.220149.9776@henson.cc.wwu.edu>
Source record: 225834

I am designing a program in which I would like to overlay
graphic pieces onto a static (i.e. nonchanging) map and then dump the
contents out to my 24 pin Epson compatible printer. I don't like the
built in screen dump 'cause it doesn't make use of the resolution that
my printer has. I am using TDI's Modula-2 on my 1 meg 1040ST, TOS
1.4. I could also use Laser-C if I had to. Would G+Plus help me do
the trick?

Thanx in advance,

--

"I before E except after C. We sure live in a weird society!

Perry Pederson n8742883@henson.cc.wwu.edu

1436. Re: Why Amiga folks come here so much (Not another flame war!?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 22:05:15 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <28392@darkstar.ucsc.edu>
Source record: 225836

In article <1992Feb11.140309.2453@usenet.ins.cwru.edu> ai065@cleveland.Freenet.Edu (Thomas Hill) writes:
>
> [blah defense blah]

Well, here we go again... Can we type "Shift-K"? I knew you could...
(Egads, my kill file is sooooo long - :P)

--

Len Alinea DeJesus (monsoon@cats.ucsc.edu) |
(tsunami@ucscb.ucsc.edu) | This space for rent or lease.
University of California at Santa Cruz |

1437. Re: How good is the TT???

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 23:06:20 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6586@uqcspe.cs.uq.oz.au>
Source record: 225837

A friend of mine has a TT. At first, I thought it was a bit of a lemon, because quite a lot of stuff (many games) didn't work on it.

But for programming, it is FANTASTIC - sooooo much speed. We have done some amazing Fractals - the 68882 really makes a difference (factor of 10 or more over TT speeds without it - that's at least 40x ST!).

The best set-up we've found is MiNT and MW2. Although MW2 needs LOTS of work done on it (But it is a great start). You can compile in one window, edit in another, have your favourite DAs up too (although MW2 HOGS the CPU for its subprocesses, because otherwise GEM would just WASTE it).

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

1438. Re: FSM GDOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 23:08:36 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Feb11.230836.6951@sfu.ca>
Source record: 225838

In article <1992Feb6.140915.29312@rusmv1.rus.uni-stuttgart.de>
LZ@ifw.fertigungstechnik.uni-stuttgart.dbp.de (MARCEL LUTZ) writes:
>Is it already possible to buy or to get the FSM GDOS somewhere ?
>There have been many discussions about this topic during the last weeks so I
>thought it's woth a question.
>
>Thanks in advance,
>
>Marcel
>
>Please write your replies into the board or to the e-mail-address below. Don't
>use the one in the header ... your mail would never arrive !
>
>
>Fuer Ruckantworten bitte nur unten genannten E-Mail-Adresse benutzen. Die oben
>genannte ist falsch, laesst sich aber leider nicht aendern.
>
>--
>Marcel Lutz
>IfW, Institut fuer Werkzeugmaschinen
>Universitaet Stuttgart, Holzgartenstr.17, 7000 Stuttgart
>
>E-MAIL: lutz@ifw.fertigungstechnik.uni-stuttgart.dbp.de

I got a copy of FSMGDOS last month from Goldleaf. It cost US$35 as an upgrade
to WordFlair II. It's _wonderful_! One hell of an improvement over the old
GDOS :-).

____
Gordon Farrell
Computing Science major
Simon Fraser University, Burnaby, B.C., Canada
e-mail: gfarrell@sfu.ca

1439. Re: Why Amiga folks come here so much (Not another flame war!?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-11 23:44:28 UTC
From: england@milton.u.washington.edu
Message-ID: <1992Feb11.234428.12171@milton.u.washington.edu>
Source record: 225839

In article <28392@darkstar.ucsc.edu> monsoon@cats.ucsc.edu (Len A. DeJesus) writes:
>
>In article <1992Feb11.140309.2453@usenet.ins.cwru.edu> ai065@cleveland.Freenet.Edu
(Thomas Hill) writes:
>>
>> [blah defense blah]
>
>Well, here we go again... Can we type "Shift-K"? I knew you could...

Or you could look at it this way.. At least with a flame war going on,
you Atarians have something to read besides the posts of people trying to
dump their 'computers' on some poor unsuspecting soul before the resale
value depreciates to the point where they'll have to pay somone to haul
them away with their rubbish!!

__
I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

1440. Dimitri Koveos

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 00:46:45 UTC
From: avlb@aplcomm.jhuapl.edu
Message-ID: <789@aplcomm.JHUAPL.EDU>
Source record: 225840

Does anyone have an e-mail address for Dimitri Koveos of Reading in the United Kingdom. He programs games and graphics programs for the ATARI.

Louiis.

Louis Biggie

1441. TT for sale, and ... goodbye

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 00:50:41 UTC
From: aking@BBN.COM
Message-ID: <kpgrr1INN1gs@news.bbn.com>
Source record: 225841

As of December, I have stopped program development on Atari's
ST/TT, and want to sell a TT 8/100 which I purchased as a developer
just a year ago. I am willing to sell it at the origional developer's
price, or make me an offer:

Atari TT, with 8 Meg RAM, 80M of Hard Disk $2399
keyboard and mouse
with gobs of software is still on it (free)

NEC MultiSync 2A monitor (all but TT High resolutions) $299

Spectre GCR (with 128K MAC ROMs) $299
Lattice C 5 $70
Mark Williams C $50
Alcyon C $25
Neodesk 3.0 $30
Dr T's Tiger Cub $70
Dr T's KCS 1.6 $50
(All software sold with origional manuals.)

The first response at the stated price takes the item. Otherwise
I'll pick the highest bidder. Prices are US dollars, COD.

Responses
email: aking.bbn.com
day phone 1-617-873-2547
evenings 1-617-449-3359

Goodby's

My decision to move on is based on many factors. The need to develop
some new software with an advanced user interface placed a premium on a
development environment with a good Graphics User Interface environment.
The state of development software on the TT proved crippeling to a couple
of projects, and forced a reevaluation of the platform. The GUI and object
orientation of the Next Computer was found to be the best, and work has been
switched to that platform. Due to what is now recognized as the researchy
nature of the projects, the price and user base of that platform have not
been a problem. Other factors affecting the move were incompatibility of
compilers between the ST and TT (esp. Megamax), the lack of a good symbolic
debugger, and the inability to debug and edit sources at the same time on the
TT.

I have been an Atari Developer for almost 6 years, and the ST has served
me well. My loyalty to the Atari makes me want to share with you to the
new things I have seen. If there is one thing I could underline for Atari
and Atari programmers is the value of having tools developed by a single

software department with resources, rather than assembled in the public domain. I constantly find myself approaching new Next tools with my PD jauntice, suspecting that they are ging to be broken or not inter-operate. But they just work, at least after reading through the documentation! And in 6 weeks of working, the Next has yet to hang or crash! I don't know how Atari could make an environment like this, but I am convinced it is the future.

Allen King

1442. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 01:01:04 UTC
From: borres@aix.rpi.edu
Message-ID: <h_hstb_@rpi.edu>
Source record: 225842

In article <JARTSU.92Feb9042629@nic.funet.fi> Jari.Lehto@hut.fi writes:
>In article <1992Feb8.014034.29389@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>Only disadvantage is that it is a lot more expensive than the SST, but
>still very powerful compared to the price and cheaper than a
>_good_enough_ Mac or NeXT.
>And, just to keep you out of troubles, why don't you choose Sun SPARC?
>Much better value than any Mac or NeXT...
>
Yeah, if you want to pay $2000 for a compiler and program in X.

I'm sorry (for posting NeXT stuff in this group), but it had to be said.

--
Steven D. Borrelli
Rensselear Polytechnic Institute '92
borres@rpi.edu (NeXTmail accepted)

1443. STBook

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 01:05:11 UTC
From: Azog-Thoth@cup.portal.com
Message-ID: <54362@cup.portal.com>
Source record: 225844

Ive heard very little info on this supposed ST notebook computer, and almost nothing on the net, and am wondering, is it real, or is it still waiting to be released?

I seem to recall reading somewhere that the release was scheduled for Jan 92. Anyone have one? Whats its specs? What its cost?

Billy D'Augustine
Azog-Thoth@cup.portal.com

1444. Re: CrackArt drawing program

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 02:35:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6602@uqcspe.cs.uq.oz.au>
Source record: 225843

In <1992Feb11.211710.27624@watmath.waterloo.edu> mwtilden@watmath.waterloo.edu (Mark W. Tilden) writes:

>modified block wherever. Remember to use the numberpad keys to select
>different window copies.

What's this? Do you mean the same as the non-numberpad numeric keys,
or is this something else I've missed.

>Now here's a question for you. Have you figured out how to call up
>the color-palette yet? I've tried every button in the book and can't
>find it.

Press space bar at the drawing screen, then double-click on the colour to change. Also, click on the big colour square, this gives fill patterns. Colour fill patterns are unnecessary, since you can, eg. fill with a block of any size (not just 16x16 as a colour fill pattern would be). Not sure how to make my own fills yet. Haven't really tried.

At least the GUI has good icons and English names.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

1445. INFOCOM games

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 04:15:09 UTC
From: dannymi@microsoft.com
Message-ID: <1992Feb12.041509.1592@microsoft.com>
Source record: 225845
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for any infocom game that will run on an Atari 8bit or ST
(in its original packaging, of course).

I'd be willing to pay whatever you think is fair.

Anybody have one that they're willing to part with?

Send mail to dannymi@microsoft.com

Thanks!

- Danny

1446. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 04:55:06 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <54383@cup.portal.com>
Source record: 225754
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Phbill is at it again:

>Hey.. speaking of ads, did anyone ever see
>that Lynx ad with the kid at school who goes to the bathroom to play his
>Lynx?

Actually it's FOUR kids; each takes a stall in the bathroom and they ComLynx
under the partitions for a multi-player session... (I guess little GIRLS
aren't expected to buy Lynxes. Are there any women in THIS group?)

>I LOVE the Lynx, but for some reason I'd never get one..
>(call it $? call it what you will!)... same with the Amiga.. For some
>reason I'm sick of them!? (just call me DEVOTED!) Bill

Hmmm... devotion to the Atari is no reason not to support other cool
machines. You all know how much I post here -- well, I also have an Amiga
and a Lynx... not to mention the VAXes, Macs, and PCs I deal with at work...

Now, shortage of $$$ I can understand!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

1447. TOS or MiNT man pages program

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 05:47:08 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <9015@tamsun.tamu.edu>
Source record: 225849

What is a good "man" program for all the nice UNIX and MiNT man pages?

1448. MiNT newsgroup

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 05:49:06 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <9016@tamsun.tamu.edu>
Source record: 225848

Since MiNT questions are very popular, can a newsgroup just for MiNT be created? I am ignorant of the USENET policies pertaining to new groups. Please don't torch me with flames if this is an inappropriate suggestions.

Thanks
Mark Lehmann
n160ao@tamuts.tamu.edu

1449. MiNT and TOS 1.0 in ROM

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 05:54:38 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <9017@tamsun.tamu.edu>
Source record: 225850

The MiNT documentation for MiNT .8x says that MiNT doesn't work with TOS 1.0 in ROM. So I got MiNT .9x. I get it to work and even get the "MGR" to work minimally.

The only thing I can't get to work it piping. I always get a out of memory error when I pipe something as simple as this in the Korn Shell.

```
ls -l | grep ttp
```

Both ls and grep are programs less thatn 50K and I have 2.5Mbytes of memory. I don't know if this is a KSH problem, a TOS 1.0 in ROM problem, or if this is simply a probably with MiNT at this point of distribution.

Would someone who does piping send me a note of the results you get with TOS 1.0 in ROM and better versions of TOS.

Thanks Much,
Mark Lehmann
n160ao@tamuts.tamu.edu

1450. Re: Re: STe and Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 07:06:04 UTC
From: hohr@cernvax.cern.ch
Message-ID: <9534@cernvax.cern.ch>
Source record: 225847

In article <98598@bu.edu> harryk@csa.UUCP (Harry Karayiannis) writes:
stuff deleted
>On the other hand, on my system (TOS 1.02) I have tested it with Gulam, Mupfel,
>ksh, and Gemini (dragging the icons....) and everything works fine. This makes
>me suspect that MWC 's way of parsing the command line (i.e., argv mechanism)
>is incompatible with TOS 1.04 (or vice versa).
>

I had also no problems with my 'old' Mega ST1 (TOS 1.02) wit MWC's command
line, exept that argv[0] doesn't contain the program name.
All the argv's greater than zero are correct.

I don't know about TOS 1.04/MWC command line parsing.

Regards

Roger hohr@cernvax.cern.ch

1451. Re: Highest Dungeon Master skill level?

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 09:44:08 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb12.094408.11754@email.tuwien.ac.at>
Source record: 225751

In article <9202102010.aa24770@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
>What is the highest skill level achievable in Dungeon Master?
>Has anyone broken 2nd level master?
>Does it go all the way up to 6th level?

Yes!

1452. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 10:18:56 UTC
From: jimmy@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Feb12.101856.27012@news.Hawaii.Edu>
Source record: 225752

In article <wdZgqCm00UhWM4bQcZ@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>Just thought you folks would be interested in knowing:
> I just spent some time over on the amiga boards (not posting flames,
>I have, and like the machine). The basic thead over on the c.s.am.advoc.
>board is this.
>JMHO,
>mark

Sorry dude, but the c.s.a.advocacy newsgroup was created to remove
the flamewars that keep springing up, just like this one you probably
started 8-), from the rest of the c.s.amiga.* newsgroups. I
wouldn't take anything from the advocacy newsgroup seriously as
things get to be really emotional and tend to stray from the
facts sometimes. Maybe next time you do read c.s.a.advocacy you
should just read it for the entertainment value like most others do.
Any other c.s.a.* newsgroups should be read if you want to really
learn the true state of things.

--
/-----------------------------\
|jimmy@uhunix.uhcc.hawaii.edu |
\-----------------------------/

1453. Re: Disk Recovery Utilities

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 11:11:18 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Feb12.111118.25315@unix.brighton.ac.uk>
Source record: 225755

Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> In article <1992Feb8.054214.18742@galileo.cc.rochester.edu>
lchd_ss@uhura.cc.rochester.edu (Ho) writes:
> > I am looking for a pd/shareware or comercial disk recovery utilities
> > program. One of my directory on my Hard drive got screwed up when
> > the system crashed. I think I can just replace the FAT with the backup
> > one right? So, somebody please tell me how I can do it.
> > Thanks in advance.
> >
> > ...
> > Ling cherd
>
> Well ICD's Cleanup is very good, there is the PD check disk by dave small
> if I remeber and can be got with a shell, but most PD ones can't be trusted,
> even Cleanup failed in a small was once, but you do nead a ICD host adapter
> to run it..
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

One of my partitions got screwed really bad last week too, I tried 'fsck'
and that just freaked out (recursive checking problem I thinks) but as I moved
all the usefull stuff off beforehand I simply wrote the 1st sector of the root
dir will zeros (erased all files) then tried 'fsck' again and it told me I had
lots of problems as It fixed them. 'fsck' seems very clean with only 2 or 3
prompts at the start then it runs of and does the job very quickly - It is
definantly worth getting from then archive-server@uk.ac.lancs.pdsoft .

I tried DLII on the partition first (it might have done the damage) and it
just sat there in a muddle - no use at all.

Anyway my advice is try 'fsck' 'cause it's worth a look at least & very small
& neat.

Dom De Vitto <ddv@uk.ac.bton.unix>
The above is my own opinion and don't sue me if its' wrong (or right).

1454. Re: Help! need to write 3.5inch disk in Amiga readable format

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 11:29:15 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb12.112915.7419@actrix.gen.nz>
Source record: 225753

In article <1503@nikhefh.nikhef.nl> i65@nikhefh.nikhef.nl (Henryk Palka) writes:
> Would good souls on the net point to me a program on Atari(1040ST)
> writing to 3.5inch disk in Amiga readable format?
> Where to find it (any ftp-site?).
> Thanx in advance
> Henry Palka

This is not Possible with the Atari, the Amiga does not use a real
controler chip, but a custom one of its own...!!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1455. SM124 information - LONG!

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 12:14:00 UTC
From: Jeroen.Scheerder@phil.ruu.nl
Message-ID: <2103@accucx.cc.ruu.nl>
Source record: 225757

About the SM 124 - an excerpt

Recently I inquired about adjusting the vertical centering of the SM 124 monitor. I got a lot of replies; since I think more people than me might be interested, I am posting an excerpt of all relevant information I received.

First, there are the simpler ways of adjustment, using potentiometers on the logic board inside.

>From Todd C. Miller I received the following information, which he in turn got out of an old ST Report.

=====
FROM: SunFox...

[Complaints about the SM124 tiny screen size deleted]

Before you start wanting to dig around in that Goldstar monitor, a few caveats. First, if you are not electronically inclined or usually stick your fingers in light sockets, you might want the adjustments done by a knowledgeable technician. Second, the voltages off a picture tube can often be around 20,000 volts, more than enough to put your hair on end, stop your heart, etc. There are many convenient places for spiking yourself, so if you work on the monitor, do be extremely careful, I really don't want anyone dying from this simple procedure. Now, on with the adjustments...

For the the little project at hand, you will need a set of screwdrivers, preferably ones suited for extremely detailed work. You are going to be putting the screwdrivers in some very tight places, so they do need to be small. Other than that, ten to twenty minutes are required to complete the project.

Opening the SM124 is a piece of cake. Make sure that the power cord has been removed so that you do not get a nasty little surprise once inside the SM124. You will see five screws holding the case together (like a clam shell). Remove these screws and loosen the case. The back shell of the case will be anchored to the PC board by a small connector from the monitor speaker. Make sure that the big capacitors and other voltage capable points have been discharged with one of the screwdrivers and then simply pull the cable out of the board. You can then lift the shell away and set it aside.

Now look at the back side of the monitor and locate the
flyback (that funky little suction cup on the tube). On the
opposite side of the tube from the flyback will be three little
white potentiometers (all of them with little labels to the side
with VERT. in them). Simply thread a screwdriver into the first
two pots (don't mess with the VERT. HOLD pot, the last one) and
adjust them slowly. You can then plug the monitor power cord back
in, and turn on the monitor to observe the results (if you are
really clever, you don't have to take the cord back off but just
be extremely careful when messing around in the monitor itself
(like trying to keep your hands away from other parts of the
SM124. Adjust the first and second pot until the vertical height
and centering are what you desire.

[This is in my experience incorrect: in my SM 124 there is no potmeter for
VHEIGHT, but one for Vert. distortion correction instead. But look below...]

The second part of this procedure is to center the image on
the screen horizontally, getting rid of those nasty margins on the
left and right parts of the screen. You will not be able to
affect this as much as the vertical (I got the vertical sizing
about 1/8" from the top and bottom of the screen). However, it
does get anywhere from 1/4" to 1/2" margins horizontally, which
still is a noticeable improvement. Take a look at the picture
tube (looking from the back). See the little silver rectangular
box directly below and to the left of the copper threading on the
tube? There is a little potentiometer (like the others) right
there called HORIZ. CENTERING. Somehow manage to get your
screwdriver in there and adjust it until satisfied.

[I might add, there is an adjacent coil of which the core can be turned using
the proper tool (be careful or youUll damage it, itUs graphite - also, it cannot
be turned back and forth more than a few times).]

There are two more pots near the HORIZ. CENTERING pot, called
SUB-BRIGHTNESS and FOCUS. You may want to mess with the FOCUS pot
to increase the sharpness of the monitor, but the other one is not
really important. Now that the screen is set to the desired
vertical and horizontal heights and widths, it is now time to put
the monitor back together. Turn off the monitor, take off the
power cord, discharge the components inside the SM124 and then
reassemble the monitor in the reverse of the process. You're job
is now complete.

[Promises of extreme delight deleted]
=====

Then I received additional info about adjusting vertical centering and vertical distortion
from bbs@actrix.gen.nz. Note that these adjustments are quite a bit more difficult.

====
Have a look at the back of the scan coils that are fited to the CRT neck,
this is the base end of the CRT, you will find 2 ring plasic type magnets,

these have large ears for rotating them, these are the shift magnets.

Note: these madnets are stuck with some white type hard glue, this you
must remove first before you try to turn them, I used side
cutters/wire cutters to remove this glue..

These magnets will let you shift the picture any were you like, one
magnet is for up/down and the othere for side to side..

Note: there is some high voltage on the connectors of the scan coils
and the base connector, so keep you fingers away, also note, there are
some small magnets at the face end of the scan coils, this is were the
CRT flairs out, these are for corner distortion, but first remove them
and then remove the clear glue that they are stuck with,
these have 2 adjustments, rotate and slide..

The best way for checking the ajustment is to draw a full size box with
a small grid, say 10mm and a full circle, this way you can check for
all types of distortions, ie, just like a TV test pattern.
This IS adjustable in the same way the picture is centered on
a regular TV screen.

Bob Retelle offered similar information:

Centering is controlled by magnets around the narrow neck of the
picture tube, and are adjusted by a pair of disks with small
handles protruding from them. By manipulating them (rotating
the disks), the picture can be moved around the face of the CRT
screen.

EXTREME CAUTION must be used, as the adjustment must be done with
the power on, and the monitor operating, which causes VERY high
voltages to be present. Anyone who's never worked with TV
sets should probably NOT attempt this adjustment.

Another caution... in my SM124, the centering disks were glued
to the glass neck of the picture tube at the factory. Breaking
the seal to allow them to be adjusted could be very tricky, to
avoid damaging them or the picture tube. The magnets are also
quite brittle and can be easily broken.

The Focus adjustment should be touched up after moving the
display...

Again... if you don't know your way around a high voltage system,
find someone who does to do this adjustment...
=====

To complete this information, there also was some traffic about correcting
some SM124's habit of blacking out if a relatively small number of white pixels
is displayed.

=====
Peter Knoppers wrote:

This problem was solved in 1988. See the exerpts from an article by
Werner W. Braun, that I include below. I have succesfully applied this
fix (which costs 1 resistor - so it is cheap) twice and it completely
cured the problem.

:... some lines deleted ...

:I decided to take an oscilloscope and did some measurements.
:As far as i know at two places the brightness of a CRT is controlled:
:
: 1) the first gate (hope this is the right technical term)
: 2) the cathode voltage/current.
:
:The voltage between cathode and 1st gate should be constant, by adjusting this
:you can control brightness of the monitor.
:
:Therefore i measured the voltage of the first gate against ground: it was
:constant, so this was apparently not the cause of the trouble.
:Then i measured the cathode voltage, which should be +70V as the schematics say.
:I found these voltage to be screen-image dependant:
: with a light screen i found +70V,
: with completely dark screen i found +85V.
:The cathode current varied between 0mA (no bright, no contrast) and 17mA (full
:bright and full contrast). So i think the problem is a bad regulation of
:cathode voltage. If the load is too small (dark screen or only some light
:characters on a dark screen, the cathode current is small) cathode voltage
:goes up and voltage difference between cathode and 2nd gate goes down --->
:screen fades.
:
:And now my fix:
:Beware --- I'm a simple minded chemist who ownes a soldering iron but is not an
:EE, so i will take no warranty for any side effects of my fix. It works with
:our monitor, but i fixed it today and so have no experience on the long run.
:It's a simple fix and should do no harm to your SM124. What do i do?
:I put a little extra load (1.5mA) at the high voltage transformer, so that the
:current never sinks under 1.5mA and cathode voltage never goes up again. With
:maximum brightness and contrast i measured 17mA, in normal operating condition
:about 8-13mA, so this extra current should never overload the transformer. But
:i give no warranty for this! Be carefull if you turn on full brightness and full
:contrast.
:
:The procedure is given for a monitor manufactured in oct '87, the newer ones
:have a different PCB layout.
:
:1. Open the monitor by removing the 5 screws.
:
:2. Look at the small board which is plugged on the end of the CRT. There you
: find the names of the parts printed. Look for C308 (47uF/100V) at the lower
: right edge of the board. If the board is covered with a shielding, you may
: have a newer monitor and this fix possibly does not apply.
:
:3. Get a resistor 47k ohms 0.25 W and solder it across the pins of C308.

: Put the resistor at the right boarder of the board so that it does not
: touch the monitor box later.
: Pay attention to the small space between the monitor box and the board.
: Possible Damage of your monitor!
:
:4. Close the monitor, cross fingers and switch on. Problem should have gone.
:
:PP: I also found some differences between the circuit drawings and the actual
: board, but this should be no problem. But i supplied R302 with 1k/0.25W,
: but this is not necessary for the fix
:
: part was should be
: ---------------------------------------
: R302 open 1k
: R311 68R 47R
: R312 270R 240R
: R313 820R 680R

I have applied this modification and it works. Finally, Ate de Jong (if I am not mistaken) offered another similar solution, but instead of soldering the resistor across the pins of C308 it is attached between signal ground and B2.

Sorry about this long posting, but since I thought it would be nice to have all this information combined.
Needless to say, donUt hold me responsible for damage caused by doing anything described in this posting.

1456. Used TOS V1.4 Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 12:32:51 UTC
From: whitcomb%aurgate@mcnc.org
Message-ID: <60347@aurs01.UUCP>
Source record: 225761

Now that the TOS Extention Card is out, I was wondering if anyone has
an old 2 chip Rainbow TOS they'd like to sell. E-mail replies,
please.

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

1457. mgr help requested

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 12:43:52 UTC
From: powers@midiot.enet.dec.com
Message-ID: <33341@nntpd.lkg.dec.com>
Source record: 225756

I have been trying to get mgr up and running on my 4 meg ST, and
am haveing varing degrees of sucess. The documentation seems very
sketchy to me. I can't seem to be able to get all the startup files
right. I am using mint v.91, and have placed that in my auto folder
since mgr needs mint to run. But mint doesn't execute to completion
it looks to run a file called init.prg. So I used the init.prg which
was supplied with mint which sets up the environment variables for
gcc, and mgr in the file init.rc. Then at the bottom of init.rc, I
tell it to run mgr. I get mgr's main screen with the message to press
a key, and I do, and create a window the window runs the shell
init.prg in it, and it tells me that it is unable to allocate the
mouse. Well, the mouse seems to work fine so I assume there is no
real problem there, just a leftover from the original port. Well,
if I try to run any of the supplied mgr programs, like font or browse
it tells me I'm not running in a mgr window. So I thought that
perhaps it had to do with the env variable TERM which was set to
"builtin" as it was supplied. So I tried changing that to "mgr"
because I saw a termcap file which had that as a type. But when I
try to run with the TERM env variable set to mgr, MGR won't start up
it tells me i'm trying to run mgr from itself. I would appreciate
it if someone in the know could shed some light on the correct way
to start up mgr so that it just works, what all the environment
variables are supposed to be set at. This looks like a very cool
package. It looks like it gives one the feel of a workstation on
your st. I'm surprised more people arent running it.

thanks

Bill Powers
--
Digital Equipment Corp. - Advanced Service Delivery Systems - Stow MA
The opinions expressed above are my own, not my employers.
E-MAIL - powers@midiot.enet.dec.com
I'd been surrounded for hours by the sound of thinking metal - G Numan

1458. Mega STE benchmarks

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 12:43:53 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb12.124353.15987@email.tuwien.ac.at>
Source record: 225758

For those who want to know how fast the Mega STE is, here are the
results from the dhrystone test (I think it was the standard one...):

compiled with: Result: (approx.)

GNU-C 1.40 1663.9 dhrystones/sec
(32 bit int's)

Turbo-C 2.0 3100.0 dhrystones/sec
(16 bit int's)

The dhrystone test source was compiled with register option.

Marinos Yannikos
kdv_521@eiaida.tuwien.ac.at

1459. What is MW2 ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 14:22:24 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <17813@castle.ed.ac.uk>
Source record: 225766

I have seen this mentioned several times on the two ST newsgroups recently. What does it do ? Is it another MiNT window manager or what ? Unfortunately our ftp acces has just been denied afeter some (now very unpopular) person was found with 5 meg of GIF pictures in his account so I am rather out of date about this sort of thing !

Simon Kinahan aka simonk@castle.ed.ac.uk - "Mostly Harmless"

Sometimes

1460. Re: Please send info on WordUp

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 14:28:03 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Feb12.142803.1@lapis.labmed.umn.edu>
Source record: 225768

In article <gdZmBT200awIA2ZlQp@andrew.cmu.edu>, mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
> I'd like some information on Neocept's WordUp word processor, if anyone
> out there has used it recently.

Neocept went out of business last year, and you won't be able to obtain a new version of the program unless it's been sitting on a dealer shelf for a long period of time. Atari has purportedly purchased the rights (and hired the programmer...), although no product is available nor hinted at for the future.

There are a number of word processors out there right now, some which support the HP Deskjet directly. The one I've been using is called WordUp II, from Goldleaf Publishing. It uses the fabled FSM GDOS (to good effect). I've used it to print posters in 90+ point type, and to print disk labels for our local user groups DOMs. The program is a 'document processor', which means that, if you desire certain features such as footnotes, it won't fulfill all of your needs. It also isn't very useful for large novels, etc.

For true 'word processing', Goldleaf Publishing is importing something called, if memory serves, TrueWrite.

Hope this helps.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come with it." -- R. Buckminster Fuller

1461. Looking for Frank Cohen

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 14:29:02 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <2491.2998ccbe@sleepy.bmd.trw.com>
Source record: 225759

Is Frank Cohen (author of Regent Base) out there listening? If so please e-mail me as I have a question for you. Or does anybody know how to get hold of him?

Jim Harres jharres@doc.bmd.trw.com

1462. Re: More RAM!

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 14:54:04 UTC
From: rincewind@discworld.uucp
Message-ID: <qW.jcLT4JOQ@discworld.uucp>
Source record: 225779

In <dTxBn0PcIjk@icemark.uucp>, B.E.Heinen writes:
>[...]
>A friend of myself offers such RAM-Upgrades for the normal ST series,
>I might ask him during the next two-three weeks, if I'll see him...
>
>But if you want a closer information, write to:
>
> Martin Wevelsiep
> Bogenstrasse 32
> W5100 Aachen
> GERMANY
>
> Tel: +49 241 167214
>
> (Sorry, he has *NO* eMail account...)
Sorry, but he *has* - it's schwefi@messua.informatik.rwth-aachen.de -
but he does not read his mail very often. Furthermore, his ram expansion
does not yet work in STE series computers.

cu
Michael
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
EE student at RWTH Aachen IRC : Rincewind
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: tornado!discworld!rincewind@urmel.informatik.rwth-aachen.de

1463. Re: MiNT newsgroup

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 15:01:26 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb12.150126.10288@wam.umd.edu>
Source record: 225760

In article <9016@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>Since MiNT questions are very popular, can a newsgroup just for MiNT
>be created? I am ignorant of the USENET policies pertaining to new
>groups. Please don't torch me with flames if this is an inappropriate
>suggestions.

* FLAME ON!!! *

(Just kidding.)

Seriously, splitting this group further seems like a bad idea to me because it doesn't get a whole lot of substantive traffic as it is. We don't want to divide the group into oblivion, and I fear that as Atari's market share dwindles so will the traffic in the ST newsgroups.

Besides that, the newsgroup creation process is a royal pain.

Dave Baggett
dmb@wam.umd.edu

1464. Re: Used TOS V1.4 Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 15:50:33 UTC
From: odonnj@aix02.ecs.rpi.edu
Message-ID: <zxhsdyd@rpi.edu>
Source record: 225762

In article <60347@aurs01.UUCP> (Jonathan Whitcomb) writes:
>Now that the TOS Extention Card is out, I was wondering if anyone has
>an old 2 chip Rainbow TOS they'd like to sell. E-mail replies,
>please.
>**********
>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>Alcatel Network Systems Delphi: JBWHIT
>Raleigh, NC GEnie: J.WHITCOMB3

Me, too! I'm still chugging along with TOS 1.2 in my Mega, and would be
interested in taking a 2-chip Rainbow TOS off of someone's hands.
--
Jim O'Donnell E-Mail: odonnj@rpi.edu
ECSE Department, JEC 6049 Home: 1508 15th Street
Rensselaer Polytechnic Institute Troy, New York USA 12180
Troy, New York USA 12180 Phone: (518) 274-1084

1465. Re: MiNT newsgroup

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 16:21:45 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Feb12.162145.12826@a.cs.okstate.edu>
Source record: 225764

If you think there's not enough MiNT chatter here... Look over in c.s.a.s.tech there's a good MiNT thread there...

jc

1466. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 16:38:54 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb12.103854.28518@doug.cae.wisc.edu>
Source record: 225763

In article <wdZgqCm00UhWM4bQcZ@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>Just thought you folks would be interested in knowing:
> I just spent some time over on the amiga boards (not posting flames,
>I have, and like the machine). The basic thead over on the c.s.am.advoc.
>board is this.
> The Amiga is dead, or will be so in about a year or two (personally,
>I disagree with this assesment). In fact, they hate C= and its
>leadership even more than some of us hate the Tramiels. And even here,
>Atari is often defended. Over there, I almost never hear someone
>defending either their company, or their management, and only rarely
>defending the machine. Here, whatever amiga fire starters want to think
>about the ST, at least we have a bit more hope. Even doomsayers like me,
>Greg Carter, and Bob_R_ still think there is a chance.

I would hope that people see me as someone with an objective opinion.
Not nessacarily a doomsdayer.

Anything I gripe about usually has to do with working all day long, with
mainstream machines like the PC and Mac, and comming home to a machine thats
not even on par, like it use to be. Its irratating.

> Perhaps this can lend a bit of insight into the reason that the
>amiga folk often post over here. They read comp.sys.amiga.advocacy, get
>real pissed off, flame over there, get laughed at by the amiga people
>they think they represent, and so come over to c.s.a.st, and read all
>the positive, or a least hopefull posts, get jealous (not of the
>machine, but of the users cheerfulness) and so get out the lighter fluid
>and flame on. Perhaps they are mearly trying to bring some of the sour
>humour from c.s.a.a. over here. I can not feel angry at them, just sorry
>for them. So just ignore them, and give your condolences. And for god's
>sake, don't send them over to c.s.a.a.. That's what got them riled up in
>the first place!
>
>
>JMHO,
>mark

I believe its critical for people to discuss all and any forms of computer
technology, including the alternatives, if they are intending to buy.

Whats interesting is the personal attachment we have to all our machines,
PC's, Mac's, and my Mega STE. Its one of the reasons why I haven't been on
a date in over 5 years, if you could call it that. :)

But in the process of exploring all these different machines, I would hope we
all see the impact they are making on us and around us. Not just the ONE we

own and use. Computer technology is spread throughout PC's, Mac's, all the way down to the little XE machine I have, in its influence on all of us.

Its what brings the human sprit together in ways that foster human understanding. And when we have understanding, opressive governments fall for fear is gone, and of course...one can then make the BEST decision...

TO BUY THE COMPUTER BEST FOR HIM/HER.

-Greg

1467. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 17:02:26 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb12.110226.28903@doug.cae.wisc.edu>
Source record: 225765
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <54383@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Phbill is at it again:
>
>>Hey.. speaking of ads, did anyone ever see
>>that Lynx ad with the kid at school who goes to the bathroom to play his
>>Lynx?
>
>Actually it's FOUR kids; each takes a stall in the bathroom and they ComLynx
>under the partitions for a multi-player session... (I guess little GIRLS
>aren't expected to buy Lynxes. Are there any women in THIS group?)

Yeah, are there? And if you live in the Madison Wisconsin area can I have
your phone number? :)

...
>
>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

-Greg

1468. How to Post to MICHIGAN FTP?

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 17:21:32 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Feb12.122132.12979@umiami.ir.miami.edu>
Source record: 225727

I remember that recently someone asked how to post to the net. Well, I need to know as well. I recently aquired several european demos I think people would enjoy. So what program do I need from Michigan?

Mark Santora

1469. To the one that needed SPICE-man.

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 17:45:10 UTC
From: d91jn@efd.lth.se
Message-ID: <1992Feb12.174510.20718@lth.se>
Source record: 225767

To the man who wanted a man-file of SPICE from me:

I lost your mail, name and email-address, please write again.

/Jerker

1470. How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 18:20:32 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <XgN2FB1w164w@ersys.edmonton.ab.ca>
Source record: 225772
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am writing a program for the ST that has a "Format Disk(s)" option, which seems fairly simple. Or rather, it is a fairly simple task as long as you stick to the path given and do no try anything different. What I would like to do is format disks using an extended format (82 tracks/10 sectors). The documentation I have doesn't say how to do this, but I'll show what it does say about normal disks and then make some guesses. If I am wrong about something, PLEASE tell me. I would really appreciate any help anyone could offer. Now, to format a normal disk:

1. Use XBIOS #10 (FLOPFMT) to format track 00, 01, 02, 03, ..., 80 for both side 0 and side 1.

2. Zero the first two tracks of the disk. It doesn't say how, though.

(Good docs, huh?) :)

3. Use XBIOS #18 to generate a boot sector.

4. Write the boot sector to track 0, sector 1, side 0 using XBIOS #9 (FLOPWR).

Apparently, that should make a double sided (or single if you only do side 0) sided disk. As for zeroing the first two tracks, I guess they thought it was too obvious to bother explaining. (Grrr.....)

Now, here is where the problems arise. Step 1 seems easy enough to alter for an extended format, and step two shouldn't pose a problem once I figure out what they mean by their instructions. Step three is a major problem, though. This call expects four parameters. The first is the buffer that will hold the boot sector, and the second is a serial number (which is supposed to be randomly generated if you pas $01000000 as the parameter). The third parameter can only be one of five choices. They are:

-1 = Leave Alone
0 = 40 Tracks/Single Sided
1 = 40 Tracks/Double Sided
2 = 80 Tracks/Single Sided
3 = 80 Tracks/Double Sided

Since an extended format doesn't match 0-3, shoudl I choose -1? And how come they told me to format all 80 tracks in step one for a singled sided disk if it only has forty here. I always thought a single sided disk had 80 tracks, but only one side whereas a double sided disk was the same thing but the drive mechanism could format the other "side" as well. Anyway, this is the major stumbling block that I can see.

Any help would be greatly (REALLY GREATLY) appreciated....

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

1471. Internal Drive for ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 18:50:40 UTC
From: robertc@garfield.cs.mun.ca
Message-ID: <1992Feb12.185040.28450@garfield.cs.mun.ca>
Source record: 225775

Can anyone tell me where I can purchase an internal drive for my Atari STf.

Mine is destroyed and I was wonder how much and where I could possibly buy
one. Please mail me or post follow up article.


```
-------------------------robertc@garfield.cs.mun.ca--------------------------
| _______ |
| Robert Christian | D D D | Calling from |
| "Great spirits have |~~~~~~~| MEMORIAL UNIVERSITY of NEWFOUNDLAND |
| always met violent | + | Computer Science Department |
| opposition from \~~~~~/ ============================== |
| mediocre minds." \___/ Disclaimer : Anything I say is likely |
| -- Albert Einstein not the opinion of my brain. :-) |
-------------------------------------------------------------------------------
```

1472. Re: MiNT newsgroup

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 20:29:36 UTC
From: herborth@pinot
Message-ID: <9029@ncrwat.Waterloo.NCR.COM>
Source record: 225774

In article <1992Feb12.150126.10288@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
}* FLAME ON!!! *
}
}(Just kidding.)

Just for that Dave, I'm gonna play Llamatron when I get home instead of Hac
Man II... ;-)

}Besides that, the newsgroup creation process is a royal pain.

Hey, we could always get what's-his-face from the comp.sys.amiga and
rec.arts.startrek framentation squad to do it... Then we'd have a half
dozen newsgroups! Yahoo!

--
----------======================== _ /\ ==========================----------
Chris Herborth \`o.0' herborth@pinot.Waterloo.NCR.COM
Information Products Co-Op =(___)=
NCR E&M Waterloo U Your cash: "Bob"'s favourite snack.

1473. HD Controllers

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 20:35:14 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <28450@darkstar.ucsc.edu>
Source record: 225714

Does anyone have a listing of good mail order houses with good prices on SCSI hard drive controllers? (actually, the one I'm most interested in is Toadfile.)

Thanks (Please e-mail replies...)

--

Len Alinea DeJesus (monsoon@cats.ucsc.edu) |
(tsunami@ucscb.ucsc.edu) | This space for rent or lease.
University of California at Santa Cruz |

1474. Re: Help: Spice circuit program

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 20:55:32 UTC
From: A.J.Leaper@bradford.ac.uk
Message-ID: <1992Feb12.205532.2259@bradford.ac.uk>
Source record: 225770

In article <48fswha@rpi.edu> dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:
>Greetings.
>I would like to use the Spice program that I found in
>atari.archive.umich.edu. However, it doesn't come with
>any textfile that describes how to use it. I already have
>a book on how to write the files that Spice uses, but
>I don't know how the program wants it - there is a TTP
>and a TOS file after unpacking it. Which one do I use?
>Any help would be greatly appreciated.
>Thank you.
>

OK as I remember it there are two executable files:-

PRL.TOS
SPICE.TTP

PRL.TOS has to be run before you run the SPICE.TTP program, if you don't
then I seem to remember that SPICE.TTP crashes or won't load. I'm not
exactly sure what the PRL.TOS does although I have a sneaking suspicion it
must install some routines used by SPICE.TTP(?).

Anyway I usually have the PRL.TOS in the AUTO folder for bootup..

Then you can run SPICE.TTP, don't bother about any parameters because I'm
not sure what you can do, I could never get them to work. The screen will
go blank as the program loads and then the prompt 'INPUT:' appears. Type
the full pathname of the SPICE sourcefile you wish to simulate and press
return. Then a prompt 'OUTPUT[CON:]:' appears, you can do two things
here either type return and the output goes to the screen (console = CON:)
or type the pathname of the data file in which you want to put your simulation
results.

Hope that helps.

I've used that version of SPICE myself for some projects and have had no
trouble. Its not too slow, (but not a patch on a SPARC IPC running HSPICE!).

Andy.
--
Andy.
88648967@uk.ac.bradford.
Department of Electrical Engineering.
University of Bradford.

1475. Send me your assembly code!

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 21:13:17 UTC
From: witts@hoss.unl.edu
Message-ID: <1992Feb12.211317.13293@unlinfo.unl.edu>
Source record: 225769

I want to extend an open invitation for everyone to send me your DOCUMENTED assembly code for the atari ST. I prefer files written for DevpacST, but I will accept others. I would really like any files that demonstrate sprites, scrolling, simple text printing (color text), graphic primitives (line drawing), mouse/joystick handling, keyboard routines, or even simple games. I have a few sources that cover sprites, etc. but I want to see how other people do these tasks. Thank you!

rick wittstruck
witts@hoss.unl.edu
Univ. of Nebraska-Lincoln

1476. Delirious 3 Demo

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 21:45:18 UTC
From: glens@natinst.com
Message-ID: <32282@natinst.natinst.com>
Source record: 225771

Has anybody had much success with the Delirious 3 Demo? I have a
brand new 1040STe with TOS 1.62 and the first demo screen crashes after
running for a few seconds. (I can scroll around the 'menu' and select
the door where the man is loading the computer but the scrolline immediatly
following that seen crashes).

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. glens@natinst.com

1477. Re: Highest Dungeon Master skill level?

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 21:56:18 UTC
From: mattw@picasso.cssc-syd.tansu.oz.au
Message-ID: <1992Feb12.215618.4640@picasso.cssc-syd.tansu.oz.au>
Source record: 225773

ehohnbau@Bonnie.ICS.UCI.EDU writes:

>What is the highest skill level achievable in Dungeon Master?
>Has anyone broken 2nd level master?
>Does it go all the way up to 6th level?

What do you mean 2nd level master?
Is this 2nd level as in master with the 2nd spell power symbol?
I've got some guys on the 9th level (of the dungeon, 2 of them) who would be 4th level master's.

BTW: keep killing the boars in the end room to get food + experience.
walk to the skull key stairwell and back and they will have re-appeared!
I've got 7 chests full of drumsticks, which are the lightest and most
nourishing food.
- Matthew Watson - | MHSnet: mattw@cssc-syd.tansu.oz.au
Telecom Australia | Snail : 9th Floor, 320 Pitt Street
Network Services | Sydney, 2000.
Customised Software Solutions | or 115 Mitchell Rd Alexandria 2015.
Centre - Sydney | Phone : (02) 395 3469 Fax: (02)395 3225

1478. GEnie Help

Newsgroup: comp.sys.atari.st
Date: 1992-02-12 22:17:54 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Feb12.171754.12981@umiami.ir.miami.edu>
Source record: 225728

I need to get a phone number to cncell my GEnie account. I just don't use it anymore. I don't even have a local number in Miami. Please help...

Mark Santora

1479. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 00:09:33 UTC
From: farren@cbmvax.commodore.com
Message-ID: <28121@cbmvax.commodore.com>
Source record: 225776
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

carter@cae.wisc.edu (Carter Gregory) writes:
>Chris_F_Chiesa@cup.portal.com writes:
>>Are there any women in THIS group?)
>
>Yeah, are there? And if you live in the Madison Wisconsin area can I have
>your phone number? :)

Maybe this is WHY there aren't very many women in this group...

No smiley attached.

Mike Farren - no longer employed by Commodore. Still only my opinions,
and not those of any organization.

1480. Re: Please Educate (soon to be) new Atari user

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 00:52:24 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <H.t&dODw3k5d2@cutie.ka.sub.org>
Source record: 225726

In <1992Feb10.114624.68620@link-1.ts.bcc.ac.uk>, Mr Stephen R Usher writes:

> >>|> I would recommend going the SST route, and buying a MEGA STE. Your gonna end
> >>|> up with a machine that has far more potential than Atari's TT ever will.
> >>|>
> >>|> -Greg
> >>
> >>Could you elaborate? Why does the TT have less potential?
> >>
> >>--Bill
> >
> >I stated this because:
> >
> >The TT's 32Mhz 030is quite SLOW compared with the potential Dave Small's
> >SST board, which can clock 40Mhz reliably, I have even heard he has
> >tested the SST at 50Mhz with no problems.

But ... speed isn't everything - is it? Will you ever get UNIX for your SST?
See?

And ... the TT comes with 4 serial ports, a _real_ SCSI-port (just hook up
anything you want), a quite good graphics resolution for black&white purposes
and and and ... not to mention the new TOS and the Multi-TOS to be released
at the CeBit fair ... (think I could continue for quite a while :-)

I'm quite happy with my machine.

BTW here in Germany they sell like sliced bread :-)

Cheers, Paddy
--
||| Patrick M. Hausen | phone : +49 721 699234 (voice)
||| Gerwigstr. 11 | e-mail: pmh@cutie.ka.sub.org (UUCP)
/ | \ D-7500 Karlsruhe 1, Germany | uk9u@dkauni2 (BITNET)
"Ich habe nichts gegen C-Roboter - Sie etwa?"

1481. Re: STe and Mark Williams C

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 02:02:32 UTC
From: Roger.Sheppard@actrix.gen.nz
Message-ID: <1992Feb13.020232.8259@actrix.gen.nz>
Source record: 225783

In article <98598@bu.edu> harryk@csa.UUCP (Harry Karayiannis) writes:
> In article <9327@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:
> >In article <1992Feb3.213409.26908@unlinfo.unl.edu>
> Hello netters,
>
> I have a related question too. You see I've written this ATZENTA program which
> is running fine under TOS 1.00 and TOS 1.02. Now one of the users whose ST has
> TOS 1.04 in ROM, reported that using gulam and passing arguments to ATZENTA
> does not work at all (i.e. the command line gets corrupted). My beta tester
> who also has TOS 1.04 tried to pass agruments via NeoDesk III (dragging the
> arguments over ATZENTA's icon) without sucess (i.e., corrupted command line).
>
> On the other hand, on my system (TOS 1.02) I have tested it with Gulam, Mupfel,
> ksh, and Gemini (dragging the icons....) and everything works fine. This makes
> me suspect that MWC 's way of parsing the command line (i.e., argv mechanism)
> is incompatible with TOS 1.04 (or vice versa).
>
> Is this correct? If yes, is there any patch for it? Actually, I 've ordered
> TOS 2.07 and it'll be here in a week so I can test myself... but even though
> I don't know how to fix the problem...
>
>
> thanks in advance...
>
>
> ==
> Author of ATZENTA2 Harry Karayiannis ________E-Mail________
> 15 N.Beacon, #316 Boston Univ. |INTERnet:
> ** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
> ** /||\ MegaST ** U.S.A. |BITnet:
> ==| cscrzcc@buacca.bu.edu
> ----------------------
>

From what I have read the MWC does not use the Atari way of arcv,
Atari uses a modified version of the MWC arcv standard..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1482. Re: Please send info on WordUp

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 02:36:06 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Feb13.023606.22270@demon.co.uk>
Source record: 225780

Neocept who produced Wordup went down the pan some time back. It is available
as version 3.x from various sources. Atari germany bundle it and I believe
it can be bought in the States mail order. V3 is very buggy though. I use V2
with a PD spell checker called checkup which is superb.
Wordup uses GDOS so the output is as good as any GDOS based program i.e. OK
but not postscript quality.
I like Wordup very much and it does everything I need except for multiple
columns although even that can be done via some fiddling. It gives multiple
fonts/italic/bold/outline etc., many graphic import formats (GEM format is
a bit buggy), nice interface, WYSIWYG, good text expansion facilities i.e.
I enter 'address' and hit ALT E and it turns into my full address in a nice
font plus todays date, and many other things.

+-----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+-----------------------------+

1483. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 02:36:42 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Feb13.023642.22640@demon.co.uk>
Source record: 225781

If it helps, I could go and buy it for you and chuck it in the post.
From memory it costs about 8.50 UK Pounds. Mail me your address if
you are interested. I presume a UK game will run on a US machine?
(50/60 Hz??)

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

1484. FTP Sites for BBS Utilities needed...

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 03:57:11 UTC
From: oracle@iastate.edu
Message-ID: <oracle.697953431@vincent1.iastate.edu>
Source record: 225777

I'm looking for a good site to get BBS support files... atari.archive.umich and wuarcive appear to be dry of these files for the most part...

I know that thier are hundreds of these files available, but I don't know where to look as far as FTP sites...

I would use my GEnie account to get the files but thier is not a local GEnie number where I live now...

Any information would be appreciated...

1485. Looking for upgrade patch for Word Up 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 05:44:06 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <1992Feb13.054406.23876@yuma.acns.colostate.edu>
Source record: 225778

I heard from a local dealer that there is a patch for Word Up 3.0 to upgrade it to ver. 3.01 or 3.02 (something like that). The guy said that this upgraded version works on all STs. I contacted Bob Brodie on the F-Net (he now has his own board on the F-Net) and he said that the patch does in fact exist on GEnie. I do not have an account on GEnie myself, but I'd love to get this one patch program. It seems that just about everyone I've talked to has never heard of this patch. I've looked on about 4 ftp sites that I know have ST stuff on them. It wasn't on any of them. I have also checked the BBSes I call and they don't have it either.

Incidently, Mr. Brodie actually offered to patch my disks for me if I would send them to him. I am considering doing this if all else fails. The only disincentive I have for doing this is he said it would take him about a month to get to it, since he is understandably busy. I would much rather get it faster than this if possible.

Despite its problems I still like Word Up. It works for me as long as I don't delve too much into its advanced features. The reason I am so tolerant of its problems is I got it at a bargain price, since the dealer was trying to clear out his stock of it. Would some kind soul please upload this patch to atari.archive, post it to comp.sources.atari.st, or e-mail it to me, if you can? If you e-mail it to me, I'll post it to atari.archive.

Thank you,

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
mmiller@isis.cs.du.edu	Do you _really_ think I care that your
/ Atari friend! |||	computer is "better" than mine??? Think
\/ --- The Mark)|(	about it. I'm not THAT ignorant.
World Peace /	\ There's nothing else quite like it.

1486. mercury sources & binaries wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 06:33:45 UTC
From: covert@cactus.org
Message-ID: <10424@cactus.org>
Source record: 225786

Could someone please post the sources and binaires to the
MERCURY UUCP package for the Atari ST? I would like to
try it out.
Thanks.

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

1487. Looking for upgrade patch for Word Up 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 06:49:51 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <1992Feb13.064951.20556@yuma.acns.colostate.edu>
Source record: 225782

```
[stuff deleted]
>Despite its problems I still like Word Up. It works for me as long as
>I don't delve too much into its advanced features. The reason I am so
>tolerant of its problems is I got it at a bargain price, since the
>dealer was trying to clear out his stock of it. Would some kind
>soul please upload this patch to atari.archive, post it to
>comp.sources.atari.st, or e-mail it to me, if you can? If you e-mail
>it to me, I'll post it to atari.archive.

Oops! I meant to say "post it to comp.binaries.atari.st, ..." Didn't
want to mislead anybody :-).

|Mark Miller, computer science |"I was just thinking of the immortal words |
|major at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
| | Do you _really_ think I care that your |
| / Atari friend! ||| | computer is "better" than mine??? Think |
| \/ --- The Mark )|( | about it. I'm not THAT ignorant. |
| World Peace / | \ There's nothing else quite like it. |
```

1488. Horizon Computers in CO. going out of business

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 07:08:57 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <1992Feb13.070857.20004@yuma.acns.colostate.edu>
Source record: 225784

```
>I just saw a message on GEnie last night that a long time
>Atari dealer called COMPUTER HORIZONS, located in Denver
>CO, is going out of business. This is very sad news to me.
>
>I lived in Denver CO from 1985 to 1987 and bought many Atari
>products there. I used to check out their new ST stuff almost
>every weekend. I lost touch with CH when I moved in 1987 but
>it is still sad to see Yet Another ST Store Closing.
>
>Another important fact about CH is that the owners were also
>a MAJOR distributor of Atari products throughout the West.
>So it is a VERY BAD sign to see such a major player in the
>shrinking Atari market closing shop.
>
>Any one want to bet on when Atari USA is just a fond memory
>to a few DeadHard Atarians?
```

I am sad to see Horizon Computers go too. I got my first computer, an Atari 130XE, from them in 1987. I knew the people who ran the store to be very honest salespeople. They would encourage me to buy a piece of third-party hardware or software if they knew that it was better than an Atari product.

Several years ago they started selling PC clones as well, and have been up through the present. They have been doing this to try to stay in business. Apparently this has not helped them at the present time. With the recession, this could be understandable. They will be closing shop at the end of this month. They have heavily discounted their already discounted prices in order to clear the stock out.

With this sad story, I say that hope is not lost in Colorado. There is at least one other dealer that sells Atari and PC clones. It is Run-PC, based here in Ft. Collins, CO. I got my Mega STe from them. They sell all of the STe/TT line, including the Discover Xtra and Family Curriculum packs, and the Lynx game system. Run-PC also does mail-order. If you get Current Notes you may have seen their ads in recent issues. They have also gotten some publicity in the popular media. A local NBC-affiliate in Denver did a spot on Run-PC and focused on the MIDI systems they were selling.

In addition, I have read that the CompUSA chain of stores is currently selling the Portfolio, and is expected to start carrying the STe line as well, in the near future. There is, I've heard, a CompUSA store in Denver.

```
|Mark Miller, computer science |"I was just thinking of the immortal words |
|major at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
| | Do you _really_ think I care that your |
| / Atari friend! ||| | computer is "better" than mine??? Think |
| \/ --- The Mark )|( | about it. I'm not THAT ignorant. |
| World Peace / | \ There's nothing else quite like it. |
```

1489. .SPS format pictures

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 07:17:34 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <1992Feb13.071734.26383@yuma.acns.colostate.edu>
Source record: 225785

```
>>I've come across some Spectrum files that use the extention *.SPS, and none
>>of my picture viewers can handle them. I have no problem viewing *.SPC and
>>*.SPU files, but not *.SPS.
>>
>>Does anyone know of a viewer that can display these?
>
>I don't know any viewer, but I've come across a doc which describes this
>Spectrum Smooshed format (among others). It's somewhere in one of the
>popular ftp sites for the atari st called picfmt.lzh ...
>
> Marinos Yannikos
> kdv_521@eimoni.tuwien.ac.at

I think I know the program you're looking for then. There is a
program on atari.archive that I got a while back called specshow. Two
of its options are to "smoosh" and "unsmoosh" Spectrum files. It's
main function is to be a slide-show program that displays any Spectrum
pictures you may have on a disk. It also has the feature to animate
a series of Spectrum pictures (if you have a set that are meant to be
displayed together, one after the other). Actually, it may very well
have the ability to display smooshed files, since it offers this
function in the first place.

|Mark Miller, computer science |"I was just thinking of the immortal words |
|major at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
| | Do you _really_ think I care that your |
| / Atari friend! ||| | computer is "better" than mine??? Think |
| \/ --- The Mark )|( | about it. I'm not THAT ignorant. |
| World Peace / | \ There's nothing else quite like it. |
```

1490. Re: Send me your assembly code!

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 08:14:09 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.697968849@ee.ualberta.ca>
Source record: 225787

witts@hoss.unl.edu (Rick Wittstruck) writes:

> I want to extend an open invitation for everyone to send me your
>DOCUMENTED assembly code for the atari ST. I prefer files written for
>DevpacST, but I will accept others. I would really like any files that
>demonstrate sprites, scrolling, simple text printing (color text), graphic
>primitives (line drawing), mouse/joystick handling, keyboard routines,
>or even simple games. I have a few sources that cover sprites, etc. but
>I want to see how other people do these tasks. Thank you!

> rick wittstruck
> witts@hoss.unl.edu
> Univ. of Nebraska-Lincoln
>
This request is one that I have been considering making for quite
some time. Instead of sensibly making it like Mr. Wittstruck has, I have
fooled around trying to decipher the small amount of information I do have.
(This includes "Internals" (3rd ed.)) I am not a novice assembly program-
mer, but I have struggled (mostly unsuccessfully) with the ST for a long
time. I just ordered a new book by Clayton Walnum in the hopes it would
yield some better information, but there is no better way to learn how to
do something than to see how it is done! Code that works, written by
people who don't mind posting it would be a godsend. If anyone responds
to Mr. Wittstruck, please consider sending a reply to me as well. It
would be greatly appreciated.

Robert Morrison
morrison!bode.ee.ualberta.ca
University of Alberta
Electrical Engineering Dept.

1491. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 08:25:01 UTC
From: chucks@pnet51.cts.com
Message-ID: <7065@orbit.cts.com>
Source record: 225788

mc4c+@andrew.cmu.edu (Mark Choi) writes:
>Just thought you folks would be interested in knowing:

Not really...

> I just spent some time over on the amiga boards (not posting flames,
>I have, and like the machine). The basic thead over on the c.s.am.advoc.
>board is this.

Glad to see you own one...

> The Amiga is dead, or will be so in about a year or two (personally,
>I disagree with this assesment). In fact, they hate C= and its
>leadership even more than some of us hate the Tramiels. And even here,
>Atari is often defended. Over there, I almost never hear someone
>defending either their company, or their management, and only rarely
>defending the machine. Here, whatever amiga fire starters want to think
>about the ST, at least we have a bit more hope. Even doomsayers like me,
>Greg Carter, and Bob_R_ still think there is a chance.

You have to take the people in c.s.a.a. with a grain of salt. Those are the
die hard complainers, people who complain for a life :) People quite often
defend the machine, all too often. The majority of doomsayers are people that
want indigo's inside their amiga for $.50, and anything else means it will
die. (i.e. irrational expectations) I don't think you spent enough time on
.advocacy to sort through the garbage.

> Perhaps this can lend a bit of insight into the reason that the
>amiga folk often post over here. They read comp.sys.amiga.advocacy, get
>real pissed off, flame over there, get laughed at by the amiga people
>they think they represent, and so come over to c.s.a.st, and read all
>the positive, or a least hopefull posts, get jealous (not of the
>machine, but of the users cheerfulness) and so get out the lighter fluid
>and flame on. Perhaps they are mearly trying to bring some of the sour
>humour from c.s.a.a. over here. I can not feel angry at them, just sorry
>for them. So just ignore them, and give your condolences. And for god's
>sake, don't send them over to c.s.a.a.. That's what got them riled up in
>the first place!

This assesment is totally preposterous. When i look through c.s.a.st all i
see is "help with dungeon master" "st for sale" "need help with x bug", etc..
etc.. now granted this is saying nothing about the st people, but as a mainly
amiga person these things stand out at me. Most other amiga people would also
see these things, so the assesment of "happy people in st-ville" would not be
aparent to many amiga people (not to say there aren't, just that amiga people
wouldn't see many of them). Here is the basic reason there are so many flames

to c.s.a.st:

The amiga is a technically superior machine in many (not all) areas to many (not all) computers. Amiga people often get frustrated when they see what looks to them as people making stupid decisions (not to say buying an st is stupid, it's not if it suits your needs) based on 1) bad information, 2) product loyalty, 3) what seems like a market oppression to force CBM out of business. There are others, but i won't go into them (since this is an atari newsgroup). Just suffice it to say that the flames you see are merely the result of frustration, not jeolousy or anything like that. I'm sure many st people have experience equal frustration in the past, it's just that there aren't enough st advocates out there. most st users have come to the realization (long ago) that Atari may never go anywhere, not to say it won't, just that many st users don't want to get high hopes, after being let down so much.

Anyways, don't flame me for posting it here, as it was an Atari user that originally posted this, i'm merely giving my opinions.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
---	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1492. Re: How good is the TT???

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 09:10:49 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb13.091049.72576@link-1.ts.bcc.ac.uk>
Source record: 225789

In article <6586@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>A friend of mine has a TT. At first, I thought it was a bit of a lemon,
>because quite a lot of stuff (many games) didn't work on it.
>
>But for programming, it is FANTASTIC - sooooo much speed. We have done
>some amazing Fractals - the 68882 really makes a difference (factor of 10
>or more over TT speeds without it - that's at least 40x ST!).
>
>The best set-up we've found is MiNT and MW2. Although MW2 needs LOTS of work
>done on it (But it is a great start). You can compile in one window, edit in
>another, have your favourite DAs up too (although MW2 HOGS the CPU for its
>subprocesses, because otherwise GEM would just WASTE it).
>

It just shows that the machine is being let down by the lack of (a) really
good development tools and (b) Good and "flashy" applications.

I agree with Warwick, the TT is a marvelous development tool.. I don't use
MW2, but I do have a machine which can be used to develop good code quickly
and efficiently. (I use MiNT + my init(8) package + tcsh + gcc)

>
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au / And now for something ruder...
> / * <-- Computer Science Department,/
> _.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
> v Brisbane, Australia. /

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1493. Re: MiNT and TOS 1.0 in ROM

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 09:18:17 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb13.091817.28625@link-1.ts.bcc.ac.uk>
Source record: 225790

In article <9017@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
[Stuff deleted]
>The only thing I can't get to work it piping. I always get a
>out of memory error when I pipe something as simple as this in the
>Korn Shell.
>
> ls -l | grep ttp
>
>Both ls and grep are programs less thatn 50K and I have 2.5Mbytes of
>memory. I don't know if this is a KSH problem, a TOS 1.0 in ROM problem,
>or if this is simply a probably with MiNT at this point of
>distribution.

It could well be that the ls you are using doesn't free up the memory it doesn't need, therefore there is no memory left for the grep program. A not so satisfactory solution is to set the ulimit using a MiNT util (or it may be built into the shell). Please don't ask me for more details as I don't use ksh and can't remember if there is a util for doing it in the MiNT utils currently available (from where I don't know).. sorry.

>
>Would someone who does piping send me a note of the results you get
>with TOS 1.0 in ROM and better versions of TOS.
>
>Thanks Much,
>Mark Lehmann
>n160ao@tamuts.tamu.edu

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1494. Re: Highest Dungeon Master skill level?

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 11:38:24 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb13113824@solb1.essex.ac.uk>
Source record: 225791

In article <9202102010.aa24770@Bonnie.ics.uci.edu> ehohnbau@Bonnie.ICS.UCI.EDU writes:

> What is the highest skill level achievable in Dungeon Master?
> Has anyone broken 2nd level master?
> Does it go all the way up to 6th level?

I believe that the highest level attainable is ARCHMASTER.
I read this in the UK mag ST ACTION 2 or 3 years ago.
The best I have had is 5th level master. This was quite strong enough
to beat up anything in DM or CSB. Going any higher is, IMHO, a waste
of time.

Simon.

--
email: okes@essex.ac.uk
#
##
##
#
And now, opening for Iron Maiden, WYLD STALLYNS!

1495. Re: Help! need to write 3.5inch disk in Amiga readable format

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 11:45:49 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb13114549@solb1.essex.ac.uk>
Source record: 225792

In article <1992Feb12.112915.7419@actrix.gen.nz> Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:

> > Would good souls on the net point to me a program on Atari(1040ST)
> > writing to 3.5inch disk in Amiga readable format?
> > Where to find it (any ftp-site?).
> > Thanx in advance
> > Henry Palka
>
> This is not Possible with the Atari, the Amiga does not use a real
> controler chip, but a custom one of its own...!!!

The simplest way of using floppies on both machines is to get a program for the Amiga to read IBM floppies. There is one on lancs.pdsoft.ac.uk called MSH V1.3.

Simon Oke.

--
email: okes@essex.ac.uk
#
##
##
#
And now, opening for Iron Maiden, WYLD STALLYNS!

1496. Re: TT speed comparison..

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 11:51:33 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb13.115133.24805@aber.ac.uk>
Source record: 225793

A TT030/8 in the UK costs about 8000DM, so now you know why Atari UK
have sold hardly any TT's over here. Why can't we have parity with Germany!

Herb

1497. ST <-> Portfolio file transfer needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 11:58:26 UTC
From: ellmenre@peschl.uni-passau.de
Message-ID: <1992Feb13.115826.6240@forwiss.uni-passau.de>
Source record: 225794

I am looking for a PD-program which manages file transfer
between Portfolio and ATARI ST using the parallel port.
The only program i know is stfoli in atari.archive.umich,
but it is limited to max. 10 kB files, which is even for
the portfolio not enough.

So, does anybody know an FTP-Site or another place where
i can get such a program?

Thanks for help!

Nils

1498. Re: ST WordPerfect discontinued

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 12:29:29 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb13.122929.28087@aber.ac.uk>
Source record: 225795

In article <1992Feb10.171130.22102@cs.dal.ca> silvert@biome.bio.ns.ca (Bill Silvert) writes:
>In <1992Feb10.113149.4283@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>
>>Who cares about WordPerfect? There are loads of perfectly suitable WPs for the
>>ST, at least over here in Europe.
>
>There are still people living in North America. And WP offers more PC
>compatibility than other word processors.
>
>But thanks for your compassionate posting.
>--
>William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
>P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
>InterNet Address: silvert@biome.bio.ns.ca
>--
>William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
>P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
>InterNet Address: silvert@biome.bio.ns.ca

1499. SM124 help !

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 13:23:56 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <SAMM.92Feb13132356@lime.aisb.ed.ac.uk>
Source record: 225799

I've just got hold of an SM124 (second hand) and managed (*ahem*) to bend back the audio out pin on the plug. This snapped off entirely when I tried to straighten it. What puzzles me is that I can't get a picture either (though the screen flashes when the ST is turned off). Does anyone know if the audio pins should affect the video ? Is this a separate fault, and will removing the audio IN pin help at all ?

I know I sound a complete klutz, but any help would be much appreciated.

Sam-the-kak-handed.

1500. Re: Please send info on WordUp (correction to post)

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 13:36:22 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Feb13.133622.1@lapis.labmed.umn.edu>
Source record: 225708

In article <1992Feb12.142803.1@lapis.labmed.umn.edu>, davidli@lapis.labmed.umn.edu writes:

EEK. I wrote ...

> There are a number of word processors out there right now, some which support
> the HP Deskjet directly. The one I've been using is called WordUp II, from
> Goldleaf Publishing.

Replace 'WordUp II' with 'WordFlair II'.

Just goes to show that spelling checkers cannot correct everything! :)

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"The most important fact about Spaceship Earth: An instruction book didn't come
with it." -- R. Buckminster Fuller

1501. ftp sites containing atari-software

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 13:40:23 UTC
From: zeus@zeus3.sozialwissenschaften.uni-mannheim.de
Message-ID: <zeus.86@zeus3.sozialwissenschaften.uni-mannheim.de>
Source record: 225725

```
Host ahkcus.org (192.55.187.25)
Host aix370.rrz.uni-koeln.de (134.95.132.2)
Host aix370.rrz.uni-koeln.de (134.95.80.1)
Host alice.fmi.uni-passau.de (132.231.10.1)
Host amiga.physik.unizh.ch (130.60.80.80)
Host andy.che.utexas.edu (128.83.162.5)
Host archive.cis.ohio-state.edu (128.146.8.52)
Host archive.umich.edu (141.211.164.153)
Host ariadne.csi.forth.gr (139.91.1.1)
Host athene.uni-paderborn.de (131.234.2.32)
Host aupair.cs.athabascau.ca (131.232.10.8)
Host aupair.cs.athabascau.ca (131.232.4.1)
Host barnacle.erc.clarkson.edu (128.153.28.12)
Host biome.bio.ns.ca (142.2.20.2)
Host bongo.cc.utexas.edu (128.83.186.13)
Host brolga.cc.uq.oz.au (130.102.128.5)
Host ccb.ucsf.edu (128.218.1.13)
Host cheops.cis.ohio-state.edu (128.146.8.62)
Host cnam.cnam.fr (192.33.159.6)
Host col.hp.com (15.255.240.16)
Host cricket.bio.indiana.edu (129.79.224.50)
Host cs.arizona.edu (192.12.69.5)
Host cs.dal.ca (129.173.4.5)
Host cs.orst.edu (128.193.32.1)
Host cs.ubc.ca (137.82.8.5)
Host cs.uni-sb.de (134.96.252.31)
Host cs.uni-sb.de (134.96.7.254)
Host csc-sun.math.utah.edu (128.110.198.2)
Host csus.edu (130.86.90.1)
Host derro.ucc.su.oz.au (129.78.64.5)
Host diku.dk (129.142.96.1)
Host du9ds3.uni-duisburg.de (134.91.4.130)
Host dutepp0.et.tudelft.nl (130.161.144.65)
Host e.ms.uky.edu (128.163.128.5)
Host eceserv0.ece.wisc.edu (128.104.38.25)
Host einstein.mse.lehigh.edu (128.180.9.162)
Host emx.utexas.edu (128.83.1.33)
Host export.lcs.mit.edu (18.24.0.12)
Host f.ms.uky.edu (128.163.128.6)
Host faui43.informatik.uni-erlangen.de (131.188.1.43)
Host faui43.informatik.uni-erlangen.de (131.188.31.3)
Host flash.bellcore.com (128.96.32.20)
Host flash.bellcore.com (192.4.13.90)
Host fly.bio.indiana.edu (129.79.224.25)
```

Host forwiss.uni-passau.de (132.231.1.10)
Host forwiss.uni-passau.de (132.231.20.10)
Host freja.diku.dk (129.142.96.1)
Host fsa.cpsc.ucalgary.ca (136.159.2.1)
Host ftp.uni-kl.de (131.246.9.95)
Host ftp.uu.net (137.39.1.9)
Host ftp.waseda.ac.jp (133.9.1.32)
Host gatekeeper.dec.com (16.1.0.2)
Host gmdzi.gmd.de (129.26.8.90)
Host goya.dit.upm.es (138.4.2.2)
Host hpcsos.col.hp.com (15.255.240.16)
Host ifi.informatik.uni-stuttgart.de (129.69.211.1)
Host ifi.uio.no (129.240.64.2)
Host iraun1.ira.uka.de (129.13.10.90)
Host irisa.irisa.fr (131.254.2.3)
Host isfs.kuis.kyoto-u.ac.jp (130.54.20.1)
Host isgate.is (130.208.165.63)
Host ix1.cc.utexas.edu (128.83.1.21)
Host j.cc.purdue.edu (128.210.9.2)
Host jyu.fi (130.234.0.6)
Host kalikka.jyu.fi (130.234.0.2)
Host keos.helsinki.fi (128.214.4.83)
Host kirk.bu.oz.au (131.244.1.1)
Host kth.se (130.237.72.201)
Host kukulcan.berkeley.edu (128.32.131.190)
Host larry.mcrcim.mcgill.edu (132.206.1.1)
Host linc.cis.upenn.edu (130.91.6.8)
Host lsiserv2.lsi.usp.br (143.107.3.2)
Host lth.se (130.235.16.3)
Host ma2s2.mathematik.uni-karlsruhe.de (129.13.115.2)
Host mandarin.mit.edu (18.82.0.21)
Host mcshh.hanse.de (192.76.134.1)
Host mcsun.eu.net (192.16.202.1)
Host methan.chemie.fu-berlin.de (130.133.2.81)
Host metro.ucc.su.oz.au (129.78.139.4)
Host metro.ucc.su.oz.au (129.78.64.2)
Host minnehaha.rhrk.uni-kl.de (131.246.9.116)
Host mrcnext.cso.uiuc.edu (128.174.201.12)
Host nestroy.wu-wien.ac.at (137.208.3.4)
Host nic.funet.fi (128.214.6.100)
Host nic.switch.ch (130.59.1.40)
Host nikhefh.nikhef.nl (192.16.199.1)
Host nro.cs.athabascau.ca (131.232.1.1)
Host nuri.inria.fr (128.93.1.26)
Host optima.cs.arizona.edu (192.12.69.5)
Host oswego.oswego.edu (129.3.1.1)
Host pascal.math.fu-berlin.de (130.133.4.50)
Host peanuts.fmi.uni-passau.de (132.231.73.10)
Host plains.nodak.edu (134.129.111.64)
Host qiclab.scn.rain.com (147.28.0.97)

Host rana.cc.deakin.oz.au (128.184.1.4)
Host relay.cs.toronto.edu (128.100.3.6)
Host reseq.regent.e-technik.tu-muenchen.de (129.187.230.225)
Host reseq.regent.e-technik.tu-muenchen.de (192.48.107.50)
Host rigel.acs.oakland.edu (141.210.10.117)
Host rrzs2.rz.uni-regensburg.de (132.199.1.2)
Host rusmv1.rus.uni-stuttgart.de (129.69.1.12)
Host rzsun2.informatik.uni-hamburg.de (134.100.4.42)
Host sabrina.dei.unipd.it (147.162.2.106)
Host saqqara.cis.ohio-state.edu (128.146.8.98)
Host saturn.hrz.tu-chemnitz.de (134.109.132.51)
Host schizo.samsung.com (134.228.1.2)
Host shape.mps.ohio-state.edu (128.146.7.200)
Host sirius.ucs.adelaide.edu.au (129.127.40.3)
Host slembe.ifi.uio.no (129.240.88.1)
Host sol.cs.ruu.nl (131.211.80.5)
Host srawgw.sra.co.jp (133.137.4.3)
Host src.doc.ic.ac.uk (146.169.3.7)
Host star.cs.vu.nl (130.37.24.6)
Host star.cs.vu.nl (192.31.231.42)
Host sun.rz.tu-clausthal.de (139.174.1.3)
Host sun.soe.clarkson.edu (128.153.12.3)
Host sun1.ruf.uni-freiburg.de (132.230.1.1)
Host sun8.ruf.uni-freiburg.de (132.230.1.56)
Host suna.mqcc.mq.oz.au (137.111.161.1)
Host sunbane.engrg.uwo.ca (129.100.100.12)
Host sunic.sunet.se (192.36.125.2)
Host switek.uni-muenster.de (128.176.120.210)
Host syr.edu (128.230.1.49)
Host terminator.cc.umich.edu (141.211.164.8)
Host titania.mathematik.uni-ulm.de (134.60.66.21)
Host toklab.ics.osaka-u.ac.jp (133.1.12.30)
Host tolsun.oulu.fi (130.231.96.16)
Host trantor.ee.msstate.edu (130.18.64.2)
Host tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
Host tut.cis.ohio-state.edu (128.146.8.60)
Host tutserver.tut.ac.jp (133.15.240.3)
Host ucsd.edu (128.54.16.1)
Host uhunix2.uhcc.hawaii.edu (128.171.44.7)
Host uunet.uu.net (137.39.1.2)
Host ux.acs.umn.edu (128.101.63.2)
Host uxc.cso.uiuc.edu (128.174.5.50)
Host vax.ph-cip.uni-koeln.de (134.95.64.1)
Host veronica.cs.wisc.edu (128.105.1.232)
Host walhalla.germany.eu.net (192.76.144.129)
Host watserv1.waterloo.edu (129.97.129.140)
Host watsun.cc.columbia.edu (128.59.39.2)
Host wpi.wpi.edu (130.215.24.1)
Host wuarchive.wustl.edu (128.252.135.4)
Thomas Neser, Zeus im MZES, Universitaet Mannheim,

Steubenstr. 46, D-6800 Mannheim, Germany
bitnet: fs21@dmarum8
internet: fs21@rummelplatz.uni-mannheim.de
uucp: unima!fs21
x400: C=de; A= ; P=uni-mannheim; OU=rummelplatz; S=fs21;
fax: +49-621-292-8435
tel: +49-621-292-8473

1502. QBBS Mail Readers

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 13:51:58 UTC
From: jerome@ee.fit.edu
Message-ID: <jerome.697989118@yacht>
Source record: 225705

Is there a QBBS ST off-line mail program anywhere?
Please mail me if you do know where I can get such
utilities for QBBS ST!

--
The Evil Tofu

1503. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 14:17:27 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Feb13141727@zappa.FtCollins.NCR.com>
Source record: 225738

>>>>> On 13 Feb 92 08:25:01 GMT, chucks@pnet51.cts.com (Erik Funkenbusch) said:

Erik> mc4c+@andrew.cmu.edu (Mark Choi) writes:

> I just spent some time over on the amiga boards (not posting flames,
>I have, and like the machine). The basic thead over on the c.s.am.advoc.
>board is this.

> The Amiga is dead, or will be so in about a year or two (personally,
>I disagree with this assesment). In fact, they hate C= and its
>leadership even more than some of us hate the Tramiels. And even here,
>Atari is often defended. Over there, I almost never hear someone
>defending either their company, or their management, and only rarely
>defending the machine. Here, whatever amiga fire starters want to think
>about the ST, at least we have a bit more hope. Even doomsayers like me,
>Greg Carter, and Bob_R_ still think there is a chance.

Erik> You have to take the people in c.s.a.a. with a grain of salt.
Erik> Those are the die hard complainers, people who complain for a life
Erik> :) People quite often defend the machine, all too often. The
Erik> majority of doomsayers are people that want indigo's inside their
Erik> amiga for $.50, and anything else means it will die. (i.e.
Erik> irrational expectations) I don't think you spent enough time on
Erik> .advocacy to sort through the garbage.

Yep. The group was created as a forum for people to complain or post
rumors or flame something they don't like or debate other computer
systems. Drawing conclusions about the Amiga from the posts in advocacy
is similar to going to an unemployment line to ask people about the
economy or hanging around a manufacturer's complaint dept to ask about
their products and then expecting to get an objective overall viewpoint.

> Perhaps this can lend a bit of insight into the reason that the
>amiga folk often post over here. They read comp.sys.amiga.advocacy, get
>real pissed off, flame over there, get laughed at by the amiga people
>they think they represent, and so come over to c.s.a.st, and read all
>the positive, or a least hopefull posts, get jealous (not of the
>machine, but of the users cheerfulness) and so get out the lighter fluid
>and flame on.
> < more jealousy theory deleted.. >

Erik> This assesment is totally preposterous.

Almost to the point of being comical.

Erik> <description of how someone could easily get the wrong impression
Erik> from c.s.a.st deleted>

Erik> Here is the basic reason there are so many flames to c.s.a.st:
Erik> <good analysis of things that frustate Amiga owners deleted...>
Erik> Just suffice it to say that the flames you see are merely the
Erik> result of frustration, not jeolousy or anything like that.

I agree, this seems like a *much* more plausible theory than jealousy.

FWIW, the reason I personally read the ST newsgroups on occaision is
that I used to own one (which I sold to buy an Amiga 3000) and I'm still
interested in what's going on in the Atari world. The ST is not a bad
machine and I typically do not flame it. I also think that the majority
of Amiga owners are not hotheads but that there is obviously a very
vocal minority of immature users.

Erik> I'm sure many st people have experience equal frustration in the
Erik> past, it's just that there aren't enough st advocates out there.
Erik> most st users have come to the realization (long ago) that Atari
Erik> may never go anywhere, not to say it won't, just that many st
Erik> users don't want to get high hopes, after being let down so much.

Yup. I know felt that way when I owned one.

I think the ST user community is a very cool group of people, in
general. There is definitely a very supportive and friendly atmosphere
toward other Atari users. There are also many talented ST hackers, look
at Hacman, Opus, MiNT, GCC, Gemini, et al. I wish Opus ran on the Amiga.
(Is source code for Opus available, BTW? ;-)).

The Amiga user community is very similar, you just wouldn't know it by
reading advocacy or the flames some of the idiots post here.

It's too bad there isn't more cooperation between the ST users and Amiga
users, because both groups face similar problems ("nonstandard"
computing platform, "toy" image in public eye, manufacturer doesn't know
how to market machine properly, uneducated computer buyers ignore
machine because they haven't heard of it or don't understand it, etc).

I'd like to see some joint software development or some GEM<->Intuition
libraries for porting stuff rather than flame wars. Everyone would
benefit in the end. (Send e-mail if you have comments on this idea!)

Erik> Anyways, don't flame me for posting it here, as it was an Atari user that
Erik> originally posted this, i'm merely giving my opinions.

ditto.
--
/**/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * CIS: 72320,3306 */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/**/
I smell a RANCID CORN DOG!

1504. Crackart Followup.

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 14:59:52 UTC
From: mwtilden@watmath.waterloo.edu
Message-ID: <1992Feb13.145952.21637@watmath.waterloo.edu>
Source record: 225798

Following multiple requests, here's a short tutorial on how
to use the block options in crackart:

Grab a block by hitting ESC anytime in the drawing mode. You get a
white crosshair. Position it at the corner of the square you want to grab.
Hold down leftmousebutton and drag to other corner of block square.
release button, and when you move the mouse, you'll notice the block comes
with you. The block is now your pentip and will obey many drawing
commands including circle, frame, line, etc., but not any options that
require a fill (disk, polygon, box, etc.). You can now use any of the
neat distortion functions to the right of the menu screen on that block,
and when you go back, that distorted block will go where you like. All
the functions to the top right of the screen also affect block placement.
Any time you want the normal drawing mode back, hit the paintbrush icon
on the mainmenu, and the one to the left of it for your block back.

A great program. Certainly one of the best and fastest I've ever used.
Remember to liberally use the rightmousebutton for hidden options, not
the least of which color select in magnify mode. Fastfast.

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519) - 885 - 1211 ext.2454,
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

1505. Mint 0.92 can't find RSC

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 15:19:44 UTC
From: univwa@sbusol.rz.uni-sb.de
Message-ID: <16215@sbsvax.cs.uni-sb.de>
Source record: 225796
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,de.comp.sys.st

Hi there,

I ran into a problem which is very disturbing...

I cannot achieve to start GEM programs under MiNT/tcsh; even after
changing to the path where the application is at home with all files
I get a dialog box which says: 'Cannot find RSC-File'.

I already tried to have the PATH also set to /rsc and to place there
all the RSC's which can't be found, didn't work...

Next, I tried to change to the path where the GEM application lives and
reset the path to"set PATH ."; was useless...

I'm using a TT030/6/200, Mint 0.92, tcsh is Eric Smith's port of tcsh 6.01.00

Any good advice???

greetings Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.sub.org*
* /____/ ___/ /_. ++49-681-302-2596 | *
****

1506. Re: Send me your assembly code!

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 16:28:09 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb13.162809.15011@sun.pcl.ac.uk>
Source record: 225800

In article <morrison.697968849@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:
>witts@hoss.unl.edu (Rick Wittstruck) writes:
>
>> I want to extend an open invitation for everyone to send me your
>>DOCUMENTED assembly code for the atari ST. I prefer files written for
>>DevpacST, but I will accept others. I would really like any files that
>>demonstrate sprites, scrolling, simple text printing (color text), graphic
>>primitives (line drawing), mouse/joystick handling, keyboard routines,
>>or even simple games. I have a few sources that cover sprites, etc. but
>>I want to see how other people do these tasks. Thank you!
>
>> rick wittstruck
>> witts@hoss.unl.edu
>> Univ. of Nebraska-Lincoln
>>
> This request is one that I have been considering making for quite
>some time. Instead of sensibly making it like Mr. Wittstruck has, I have
>fooled around trying to decipher the small amount of information I do have.
>(This includes "Internals" (3rd ed.)) I am not a novice assembly program-
>mer, but I have struggled (mostly unsuccessfully) with the ST for a long
>time. I just ordered a new book by Clayton Walnum in the hopes it would
>yield some better information, but there is no better way to learn how to
>do something than to see how it is done! Code that works, written by
>people who don't mind posting it would be a godsend. If anyone responds
>to Mr. Wittstruck, please consider sending a reply to me as well. It
>would be greatly appreciated.
>
> Robert Morrison
> morrison!bode.ee.ualberta.ca
> University of Alberta
> Electrical Engineering Dept.

OK.
I have been coding in Assembler on the ST for about 2 years now,
and found it very easy. Having progressed in leaps and bounds, I now have
several disks full of the subjects below.

If anyone want to send me a disk, and a request then I would be
happy to return copies to all who want them. I would post them but I am unable
to get ST stuff uploaded - sorry!

I strive for at least 50hz rate. That means CARAMEL smooth stuff. So far I
have routines, fairly well docuented to do the following

1) Scroll the whole screen, in 2 planes in any direction.
2) Play samples with a realtime spectrum analyser at 24khz
3) Horizontal scrollers - straight/waveform
4) No-Lower border interrupt routine
5) Lots of timer-B rasterinterrupt routines
6) Parallex scrolling (3 overlaid layers - 1/4 of the screen)
7) Scroller that rotates away from you as it goes by
8) Distort 2 images in 4 bitplanes, each 1/4 the size of the screen
under realtime mouse control at 50 frames a second. (My favourite and
the one of which I am proudest)
9) 'Normal' Distortion
10) Vertical scrolling of the screen (whole screen in 2 planes)
11) Full screen scroller. Each letter about a screen big. Letters generated
ie: not pre-drawn
12) As above but half speed and half screen, with rasters
13) Bounce a 4-color grid (2/3 of the screen) around over a static
background image.
14) Bouncing 'planet' logo - 4 planes, 1/4 screen while also rotating
an image at the top of the screen. By 'rotating' I mean as if it
was wrapped around a cylinder which is turning away from you.
15) Playing Quartet music under interrupt while scrolling whole screen
in two planes - any direction (even diagonal)

Thats the main stuff. I only code in my spare time, for fun.
Anyone welcome to send me a disk. If you like you can post it on the net
as well, so long as I'm mentioned in the source....

Umm... just a quick note - many of these use 'illegal' code to get the
best out of the machine. Most use my own VBL detect routine which
wont work on an STE.
All are actually convertable though, so I leave it up to you.

Also, they are all DEVPAC source codes.

Send disks to:

Edd Deegan
38 Crescent Road
Burgess Hill
West Sussex
England
RH15 8EG

I will send them back the following Monday from when I get them.
Enclose a self-addressed/stamped envelope.

Those disks with software already on them will probably get priority!!!!!
(Share and share alike you know!)

Any questions - eg 'how do I?' then E-Mail

vatec@uk.ac.pcl.sun

Please note.... this is NOT a formal arrangement! I'm only doing it cos
I like the idea. No charges will be made by me for this, I expect to get
no profit, and all I ask is that if you publish/post my sourcecode, even
modified (I give permission for this) then I get a mention!

Enjoy.

Edd Deegan
vatec@uk.ac.pcl.sun

--
"And If I had a computer with keys the color of dead flesh, I think I would
keep quiet about it.... dont you?!"
--

1507. Prices wanted: 1040ST and Supra 30MB HD

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 16:50:45 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.697999845@feldspar22>
Source record: 225711

I am going to be selling my ST and hard drive so I can
upgrade to a new ST. What are the going prices for these?
Here's some info:

Atari 1040STf, 1MB RAM, internal floppy, TOS 1.0
(basically, a stock 1040ST) with mouse.

Supra 30MB hard drive. The controller and drive were replaced
by Supra after I experienced a crash, so they now have the
newer controller.

Thanks in advance for all replies.

```
************************************************************
* ******************************************************** *
* * _________________ __ * *
* * \_________________|)____.---'--`---.____ * *
* * || \----._________.----/ * *
* * __/\__ __||____/ /_ `--' * *
* * \RUSH/ |___ \ Mario D'Alessio * *
* * |/\| `--------' dalessio@rtsg.mot.com * *
* * * *
* * Work: (708) 632-2323 9am to 6pm Central Time * *
* ******************************************************** *
************************************************************
```

1508. Let's have more info on MGR!

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 17:05:00 UTC
From: MORGADO@VXDESY.DESY.DE
Message-ID: <01GGH9T52MAO90N9YD@vax58b.desy.de>
Source record: 225797

I would like to support the request by Bill Powers for more information on how to set up MGR correctly. I have successfully run it under MINT 0.91 and was able to run several .ttp programs on seperate windows. A few questions/problems remain. I can't run BROWSE or FONT, or should I say they both run but with no apparent effect! What about all the icons that come with MGR, what are they for? Has anyone any experience on what the best shell is to use with MGR. I am running BASH at the moment and it seems to be ok, apart from the fact that sometimes windows, or even the whole system seems to hang, tends to happen when I run CLOCK or CLOCK1 or some .ttp program which uses a significant portion of memory. Any suggestions?

Another problem I have found is trying to read the manuals which come with UNIX type software! Since I don't have access to a UNIX box I am reduced to editing each manual file by hand and removing what appear to be some form of formatting commands. Does anyone have any suggestions as to how to view these properly on the ST, or even coverting them to postscript so that I can print them out on a laser printer?

Thanks in advance for all your help.

PS. to all those who read my post on getting all three resolutions on SM124 using purely hardware, I am at the moment looking at a copy of ST Computer and will be attempting to get hold of the relevant back issue as soon as I can understand the German order form.

##
Carlos Jose de Sousa e Morgado ....#
....#
MORGADO@DESYVAX.BITNET..............................#
##

1509. Re: MiNT and TOS 1.0 in ROM

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 17:19:33 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Feb13.171933.8210@a.cs.okstate.edu>
Source record: 225709

>In article <9017@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>[Stuff deleted]
>>The only thing I can't get to work it piping. I always get a
>>out of memory error when I pipe something as simple as this in the
>>Korn Shell.
>>
>> ls -l | grep ttp
>>
>
In article <1992Feb13.091817.28625@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>It could well be that the ls you are using doesn't free up the memory it
>doesn't need, therefore there is no memory left for the grep program. A not
>so satisfactory solution is to set the ulimit using a MiNT util (or it may
>be built into the shell). Please don't ask me for more details as I don't
>use ksh and can't remember if there is a util for doing it in the MiNT utils
>currently available (from where I don't know).. sorry.
>

I read in the tcsh docs that it's internal commands didn't work well
with pipes... is ksh similar or related to tcsh?

jc cummins@a.cs.okstate.edu

1510. A couple of questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 17:32:31 UTC
From: cczcole@unicorn.nott.ac.uk
Message-ID: <1992Feb13.173231.29619@cs.nott.ac.uk>
Source record: 225701

Hello all,

I've a range of questions for which I'd more than welcome some net.wisdom
- I hope someone out there can help out (if you want to send email, please do
so and I'll summarise in the fullness of time....).

1). Overscan.
I've just read an ad. for the Overscan hardware mod., which claims that
if it finds itself incompatible with a piece of s/w it'll revert to a 'normal'
screen - is this true in practice? Anyone know of any software that absolutely
won't run if Overscan is fitted? What machines have people got it successfully
installed on (anyone put it on a MSTE?)? Would anyone recommend the product
(I'm just being cautious here before taking a soldering iron to my machine!).

2). Mega STE.
Anyone in the UK got one yet (that they haven't had to send back - there
was a magazine report a month or so back that said the first shipment had to
be recalled because the modulator would only work on mainland Europe!).
Anyone got any incompatibility problems? Has anyone made any timings to
show just how much faster things run over an ordinary ST(E)? For some reason
I have doubts about figures published in magazines....
Would the TT multi-sync monitor work on a MSTE; or would anyone care to
recommend a particular, and cheaper :-) multi-sync instead?

3). Keyboard electrification mod
Anyone know of a hardware hack to do this so's when I leave my machine
unattended for short periods, eg. to get a drink, relieve myself of a previous
drink, etc., I don't come back to find my cats have reprogrammed the thing
\{smilie} (before I get reported to the RSPCA) - it never seems that by walking
across the keyboard they've pressed keys merely at random :-)

PS. Hello to Ralph Sobek; any chance of getting that degas2ps you said you'd
got onto atari.archive (or irisa.irisa.fr)?

Cheers, and many thanks in advance,

Marlon Cole email: cczcole@uk.ac.nott.unicorn or
Cripps Computing Centre cczcole@unicorn.nott.ac.uk depending...
University of Nottingham
ENGLAND.

1511. GIF viewers

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 17:37:52 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb13.173752.23097@sun.pcl.ac.uk>
Source record: 225702

Hi fellow Atarians.

Many thanks to the guys who sent me the GIF viewers.
I owe you guys.

Mega thanks to John Tucker.
--

Peter Loibl (spelling?)
Could you re-mail me please - I lost your address when our filesystem
went weird after it filled up.

Edd Deegan
vatec@uk.ac.pcl.sun

1512. Re: Highest Dungeon Master skill level?

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 17:48:23 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60349@aurs01.UUCP>
Source record: 225712

In article <1992Feb12.215618.4640@picasso.cssc-syd.tansu.oz.au>
mattw@picasso.cssc-syd.tansu.oz.au (Matthew Watson) writes:
>
>BTW: keep killing the boars in the end room to get food + experience.
>walk to the skull key stairwell and back and they will have re-appeared!

Um, I don't mean to gross you out while you're eating, but those are
giant rats! I remember seeing drumsticks lying around after I killed
my first rat, and realizing "So that's what I've been eating all this
time..."

>I've got 7 chests full of drumsticks, which are the lightest and most
>nourishing food.

Actually, the most nourishing food is a dragon steak, but
unfortunately (or fortunately, depending on how you look at it), the
dragons don't regenerate in DM. Worm rounds have the worst weight to
nourishment ratio. I'm partial to screamer slices, myself.

Too bad you can't eat your party members when they die. Mmmm!
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

1513. Send it back!

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 18:07:12 UTC
From: dleland@nmsu.edu
Message-ID: <1992Feb13.180712.6160@nmsu.edu>
Source record: 225704
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.apple2

Hello everyone. I just received a little card from the friendly
folks at WordPerfect. They want me to "trade up" my Amiga version of WP
and buy the DOS version for a "special limited offer." They are sending these
to any registered user of Amiga, Atari, or Apple II WordPerfect. I have some
advice for all of you, like me, who are fed up with WP's intransigence.

SEND IT BACK!

That's right; send it back to them in the mail and send a letter along with
it telling them you don't like how they are treating you. I hear the
Windows version is selling really badly, and there is some talk that the NeXT
may be having similar problems. Don't take this lying down anymore! When you
get your little card from WP, send it back!

Darrell Leland //
()=========>>==========================--
dleland@nmsu.edu on UNIX \\ Queen of Swords
g5298921@nmsuvm1 on BITNET

1514. Re: Gif printer drivers

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 18:26:25 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92044.132626EENG6801@RyeVm.Ryerson.Ca>
Source record: 225681

To convert to IMG, there's a program called IMG Converter v1.2 that I think
does the job (I use GWS v5.1 using an IBM). The images printed on my 24 pin
dot matrix look really bad. GIF images contain to many colors to look any good.


```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

1515. Re: SM124 information - LONG!

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 18:29:14 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Feb13.182914.2585@ugle.unit.no>
Source record: 225706

In article <2103@accucx.cc.ruu.nl>, Jeroen.Scheerder@phil.ruu.nl (Jeroen Scheerder) writes:
> About the SM 124 - an excerpt
> ----------------------------
>
> Recently I inquired about adjusting the vertical centering of the SM 124
> monitor. I got a lot of replies; since I think more people than me might
> be interested, I am posting an excerpt of all relevant information I
> received. ....
> :
> : part was should be
> : --------------------------------------
> : R302 open 1k
> : R311 68R 47R
> : R312 270R 240R
> : R313 820R 680R
> ....

There are at least two vesion of the SM124 on the market. An old one with
a linear powersupply with a huge transformer and a newer one with a
switchmode powersupply and a different main circuit board.
These two monitors are completely different inside. The older one has a lot of
transistors wich are replaced by a IC in the new one. The partnumbers
in Jeroen Scheerder article may therefore not match your monitor.

Stig Vidar Hovland - stigvi@lise.unit.no

1516. Quick ST III, where to get it?

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 18:32:50 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Feb13.183250.29097@cco.caltech.edu>
Source record: 225703

I have a demo version of Quick ST 2.2, and I've decided that it's a program worth buying. Would some kind soul send/post the name of someplace where I can get it for a decent price (poor college student, dontchaknow.)

Remy Hathaway
remyh@cco.caltech.edu

1517. Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 18:40:32 UTC
From: malay@sae.com
Message-ID: <1992Feb13.184032.11731@sae.com>
Source record: 225707

What are the diffs for these monitors:

SM124
SM125
SM144
SM147 (SM147 is available now in the US)

Bob Malay

1518. .DCM ??????

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 19:37:28 UTC
From: drp9500@ultb.rit.edu
Message-ID: <1992Feb13.193728.9303@ultb.isc.rit.edu>
Source record: 225733

For the past two days I have been scouring the net and the local
BBSs to find out what this .DCM format is.

I downloaded the two new demos from atari.archive and I'm confused
as to what to use to unpak them.

HELP!!

--
****
* Just because I'm a film major | < Net-address > *
* doesn't mean I'm a Spielber-wanna-be....| *
* I'm a Lynch-wanna-be! | drp9500@ultb.isc.rit.edu *

1519. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 19:51:16 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1992Feb13.195116.22815@bronze.ucs.indiana.edu>
Source record: 225710

```
In article <7065@orbit.cts.com> chucks@pnet51.cts.com (Erik Funkenbusch) writes:
[stuff deleted]
>You have to take the people in c.s.a.a. with a grain of salt. Those are the
>die hard complainers, people who complain for a life :) People quite often
>defend the machine, all too often. The majority of doomsayers are people that
>want indigo's inside their amiga for $.50, and anything else means it will
>die. (i.e. irrational expectations) I don't think you spent enough time on
>.advocacy to sort through the garbage.
>
[stuff deleted]
>This assesment is totally preposterous. When i look through c.s.a.st all i
>see is "help with dungeon master" "st for sale" "need help with x bug", etc..
>etc.. now granted this is saying nothing about the st people, but as a mainly
>amiga person these things stand out at me. Most other amiga people would also
>see these things, so the assesment of "happy people in st-ville" would not be
>aparent to many amiga people (not to say there aren't, just that amiga people
>wouldn't see many of them). Here is the basic reason there are so many flames
>to c.s.a.st:
>
>The amiga is a technically superior machine in many (not all) areas to many
>(not all) computers. Amiga people often get frustrated when they see what
>looks to them as people making stupid decisions (not to say buying an st is
>stupid, it's not if it suits your needs) based on 1) bad information, 2)
>product loyalty, 3) what seems like a market oppression to force CBM out of
>business. There are others, but i won't go into them (since this is an atari
>newsgroup). Just suffice it to say that the flames you see are merely the
>result of frustration, not jeolousy or anything like that. I'm sure many st
>people have experience equal frustration in the past, it's just that there
>aren't enough st advocates out there. most st users have come to the
>realization (long ago) that Atari may never go anywhere, not to say it won't,
>just that many st users don't want to get high hopes, after being let down so
>much.
>
>Anyways, don't flame me for posting it here, as it was an Atari user that
>originally posted this, i'm merely giving my opinions.
>
>.--------------------------------------------------------------------------.
>| UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks | "I know he's come back |
>| ARPA: crash!orbit!pnet51!chucks@nosc.mil | from the dead, but do |
>| INET: chucks@pnet51.orb.mn.org | you really think he's |
>|------------------------------------------------| moved back in?" |
>| Amiga programmer at large, employment options | Lou Diamond Philips in |
>| welcome, inquire within. | "The First Power". |
>`--------------------------------------------------------------------------'
```

So much of your note appears to be the result of rational thinking that I can't help but be disappointed by the fact that you didn't quite carry your analysis through to it's logical conclusion. You contend that most ST users realize that Atari is going nowhere. I contend that most Amiga users realize that Commodore is going nowhere. IBM compatible and Apple machines control the market. There are millions and millions of these kinds of computers out in the marketplace. Software developers are going to develop for the machines that dominate the marketplace. So anytime someone buys an IBM compatible or Apple computer instead of an Amiga, they have made an intelligent decision. They may not have based their decision on this fact, but neverless there final decision provides them with a machine that will be well supported. Atari's and Amiga's will never be well supported. Argue as much as you like, but this a cold, hard fact.

So what does the supposed Amiga technological advantage buy you? Not a whole lot. It's similar to buying a cordless drill. It's portable, and has as much power as a drill that must be plugged into the wall. But what happens if you can't find batteries for your cordless drill? Now you have a cool tool that doesn't do much. The Amiga falls into the cool tool category. If you could find as much software, and as much technical help for the Amiga as you could for the IBM, I would never recommend that anyone buy another IBM. Unfortunately this will never be the case. Too bad because the Amiga really is a nice machine.

--
---
kclenden@silver.ucs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

1520. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 20:32:20 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <AdahLIW00iUy02epgk@andrew.cmu.edu>
Source record: 225713

God, what is in you people's water. In response to your's, and just
about every other amiga persons post, No Fucking Kidding.
That is exactly what I said. I said that it was not the opinion
prevailant on the other amiga boards, I said that it was not my opinion,
and I don't usually read c,s,a,a at ALL, as it is stupid, trivial, and
useless. I own an amiga, and don't need to waste my time. God, what ever
happened to reading the whole post, or is it just a problem with reading
comprehension.
I like both machines, and my mac!!

mark

1521. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 21:29:31 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <odaiAvS00YVX83YmYX@andrew.cmu.edu>
Source record: 225715

Man, I had no intention off stirring up such a kettle. I posted for the sake of the folks here who get irritated at all the anti ST, long live the amiga posts over here. It was not to flame the amiga, or to boost the ST. I was unaware so many amiga advocates read here. Why do you, anyway? Hmmm.... Anyway, shut up already. I take it back, all the posts at c.s.a.a are about how great tC= and the amiga are, and the ST sucks. The amiga is the best machine on earth, is marketing IBM and Apple into the ground, and Atari will be liquidating and filing chapter 11 tomorrow. So shut up already.

mark

PS, I never said nor implied that the posts here at c.s.a.st were happy and gay, mearly that most saw a silver lining through the storm. Man some o' y'all need a class in reading comprehension. OK, I'll shut up too.

mark

1522. ST hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 22:44:38 UTC
From: houlton@CS.ColoState.EDU
Message-ID: <1992Feb13.224438.63307@yuma.acns.colostate.edu>
Source record: 225716

Since my Mega2 bit the dust, I find myself with some Atari hardware I
can't use. If you're interested, make me an offer:

```
Hardware asking (hoping) price
-------- ---------------------
Atari MegaFile 30MB HD $275
Atari SC1224 Color Monitor $125
Joystick > shipping costs
Falcon,KingsQuest3,
Revolver, assorted other SW $35
```

All serious offers will be considered (Serious defined as "> shipping costs").

Everything has original boxes, manuals, software (HD). Bought in '89.

Email to: houlton@cs.colostate.edu

1523. Re: Crackart Followup.

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 23:33:11 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6787@uqcspe.cs.uq.oz.au>
Source record: 225717

mwtilden@watmath.waterloo.edu (Mark W. Tilden) writes:

>The block is now your pentip and will obey many drawing
>commands including circle, frame, line, etc., but not any options that
>require a fill (disk, polygon, box, etc.).

Check again Mark, you CAN use the block for most operations that require
a fill (you can even use fill with a block). They tile the block.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

1524. Re: Horizon Computers in CO. going out of business

Newsgroup: comp.sys.atari.st
Date: 1992-02-13 23:46:52 UTC
From: valenza@bigq.enet.dec.com
Message-ID: <1992Feb14.045715.17303@PA.dec.com>
Source record: 225721

In article <1992Feb13.070857.20004@yuma.acns.colostate.edu>, millerm@CS.ColoState.EDU (mark miller) writes...

>I am sad to see Horizon Computers go too. I got my first computer, an
>Atari 130XE, from them in 1987. I knew the people who ran the store
>to be very honest salespeople. They would encourage me to buy a piece
>of third-party hardware or software if they knew that it was better
>than an Atari product.
>
>Several years ago they started selling PC clones as well, and have
>been up through the present. They have been doing this to try to stay
>in business. Apparently this has not helped them at the present time.
>With the recession, this could be understandable. They will be
>closing shop at the end of this month. They have heavily discounted
>their already discounted prices in order to clear the stock out.
>
>With this sad story, I say that hope is not lost in Colorado. There
>is at least one other dealer that sells Atari and PC clones. It is
>Run-PC, based here in Ft. Collins, CO. I got my Mega STe from them.
>They sell all of the STe/TT line, including the Discover Xtra and
>Family Curriculum packs, and the Lynx game system. Run-PC also
>does mail-order. If you get Current Notes you may have seen their
>ads in recent issues. They have also gotten some publicity in the
>popular media. A local NBC-affiliate in Denver did a spot on Run-PC
>and focused on the MIDI systems they were selling.
>
>In addition, I have read that the CompUSA chain of stores is currently
>selling the Portfolio, and is expected to start carrying the STe line
>as well, in the near future. There is, I've heard, a CompUSA store in
>Denver.
>
>|Mark Miller, computer science |"I was just thinking of the immortal words |
>|major at C.S.U. | of Socrates...'I drank what?'" |
>|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
>| | Do you _really_ think I care that your |
>| / Atari friend! ||| | computer is "better" than mine??? Think |
>| \/ --- The Mark)|(| about it. I'm not THAT ignorant. |
>| World Peace / | \ There's nothing else quite like it. |

As of last year, when I was living in Colorado, Citadel Computers in Colorado Springs also carried Atari software and hardware. However, I have moved out of state, so I don't know if that is still the case.

-- Mike Valenza

1525. need info on TT

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 00:12:07 UTC
From: 310PC@csci1.csci.unt.edu
Message-ID: <310PC.3@csci1.csci.unt.edu>
Source record: 225719

I'm trying to find out more about the TT, how fast is it? chip? price?
models? graphics support? anything you can tell me.

1526. TT operating system?

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 00:17:11 UTC
From: 310PC@csci1.csci.unt.edu
Message-ID: <310PC.4@csci1.csci.unt.edu>
Source record: 225718

Tell me as much as you can.

1527. Re: Mega STE benchmarks

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 01:40:56 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb14.014056.7909@convex.com>
Source record: 225720

In article <1992Feb12.124353.15987@email.tuwien.ac.at> kdv_521@eimoni.tuwien.ac.at writes:
> GNU-C 1.40 1663.9 dhrystones/sec
> (32 bit int's)
>
> Turbo-C 2.0 3100.0 dhrystones/sec
> (16 bit int's)

it would be nice to see -mshort (16-bit) in gcc as well. as i have
said a zillion times, dhrystone is often more a test of a compiler
than a machine. consider the above "proof of concept". also, pls
mention all compiler switches used (and read about the ones available
so you can try others - gcc has a bunch of options besides "-O").
try inlining. this will make whetstone run 2x faster on some boxes.
report the dhrystone version. v1 give numbers about 2x higher than
v2.0 or v2.1, for example. when giving bm results, it is better to say
more than less. finally, if possible, try sozobon as well, with
optimization (and without). recall that alcyon gives about 800 dhry/sec
a 4:1 difference on the same box. caveat user. compile times may also
be of interest to round out the report.

thanx for this info, tho...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1528. Send it back!

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 02:07:12 UTC
From: LELAND@tdp.UUCP
Message-ID: <698063940.20@tdp.UUCP>
Source record: 225743

Organization: New Mexico State University

Hello everyone. I just received a little card from the friendly
folks at WordPerfect. They want me to "trade up" my Amiga version of WP
and buy the DOS version for a "special limited offer." They are sending these
to any registered user of Amiga, Atari, or Apple II WordPerfect. I have some
advice for all of you, like me, who are fed up with WP's intransigence.

SEND IT BACK!

That's right; send it back to them in the mail and send a letter along with
it telling them you don't like how they are treating you. I hear the
Windows version is selling really badly, and there is some talk that the NeXT
may be having similar problems. Don't take this lying down anymore! When you
get your little card from WP, send it back!

Darrell Leland //
()=========>>==========================--
dleland@nmsu.edu on UNIX \\ Queen of Swords
g5298921@nmsuvm1 on BITNET

* Origin: UseNet - FidoNET | The Daily Planet (702) 322-5533 (1:213/113.0)

1529. Antic?

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 05:02:28 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Feb14.050228.17494@yuma.acns.colostate.edu>
Source record: 225722

Seems to remember one time someone mentioned that Antic folded the START but change name and go on PC type magazine. Does any one has information about this or it's incorrect?
Thanks
Tang
sytang@lamar.colostate.edu

1530. Mac Superdrive with Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 05:05:20 UTC
From: ra1cs220@uhura.cc.rochester.edu
Message-ID: <1992Feb14.050520.17909@galileo.cc.rochester.edu>
Source record: 225723

I would like to know if it is possible to use a Macintosh
external high density drive with Spectre on my 1040Ste with
ICD ADSCSI plus host adapter. Or is there any other way to use
a HD disk with the spectre on the ST?

...
Holich

1531. Sale: 4 Meg Upgrade & Parts 1040 - $200

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 06:52:18 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92045.015218JJL101@psuvm.psu.edu>
Source record: 225724
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have a Zubair 4 Meg 3d upgrade for sale, works fine.

Also as a bonus to whomever is interested in this I will throw in
a 1040STfm that would be an excellent parts machine! I think the MMU chip
has gone bad. May be able to get it to work fine if you are a hardware type.

Both items for $200.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC Lab Operator
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

1532. Re: need info on TT

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 09:16:20 UTC
From: elendir@pegase.enst.fr
Message-ID: <1765@pegase.enst.fr>
Source record: 225735

In article <310PC.3@csci1.csci.unt.edu>, 310PC@csci1.csci.unt.edu writes:
> I'm trying to find out more about the TT, how fast is it? chip? price?
> models? graphics support? anything you can tell me.

Well, the TT is about 6 times quicker than a standard ST on memory
exchanges (8 times if you have TT-Ram). The boost is far superior either if
your program uses the 882 for math purposes (a least 100 times faster) or
the application is made of small loops that can be stored in the cache.
The TOS itself is not very much quicker (250 % if I remember). This is due
to sucky EPROMs (150 ns access time !). One way to improve that is to
copy ROM in RAM and redirect the addresses with the PMMU.
TT incorporate 4 RS-232 compatible lines, out of which 2 can be used for
high rate serial channels (Appletalk, HDLC) ; it has a true SCSI bus,
built with the NCR 5380 chip ; also there is a limited VME bus (D16/A16)
for extension boards. You have also all the features of the standard STe
model. Lastly, there is a 44 meg sucky HD, which can, hopefully, be easily
changed.
The video incorporates new modes. The old St ones are still present, plus
one 320*480 (256 colors), 640*480 (16 colors) and 1280*960 (monochrome,
needs a special 19' monitor). The video connector is now a standard VGA
one. The old ST monitors (SM 124,...) won't work.
Regarding the hardware, the TT features :
A 68030 full 32 bit microprocessor with PMMU and cache at 32 MHz.
A 68882 enhanced IEEE-mathematics coprocessor at 32 MHz.
2, 4, 8 or 16 Mbytes of Ram.
A 5380 SCSI chip.
A Z85C30 (?) Zilog SCC controler for high speed serial channels.
Two MFPs 68901, one of them being compatible with old STs.
A new 64 bit video shifter.
A new GLUE chip called TT-MCU.
An enhanced WD 1772 chip which is designed (?) to support 1.44 Mb floppies.
(A new floppy controler called Ajax will soon appear for 2.88 Mb drives).
Two fast DMA controllers for SCSI and high speed serial channels.
And all the STe harware.

The software is more or less compatible, let's say no GFA programs run
(Except if you use a patch on atari.archive), some work fine (Those compiled
with TC 2.03 e.g.), and many games crash.

I got my TT for 9000 FF ($1600) but that was a special offer.

Hope this could be useful.

Enjoy,

Vincent.

1533. Re: Mint 0.92 can't find RSC

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 10:00:11 UTC
From: didrich@cs.tu-berlin.de
Message-ID: <1992Feb14.100011.27279@cs.tu-berlin.de>
Source record: 225729

In article <16215@sbsvax.cs.uni-sb.de> univwa@sbusol.rz.uni-sb.de (Bernhard Stumpf) writes:
>
>Hi there,
>
>I ran into a problem which is very disturbing...
>
> I cannot achieve to start GEM programs under MiNT/tcsh; even after
> changing to the path where the application is at home with all files
> I get a dialog box which says: 'Cannot find RSC-File'.
>
> I already tried to have the PATH also set to /rsc and to place there
> all the RSC's which can't be found, didn't work...
>
> Next, I tried to change to the path where the GEM application lives and
> reset the path to"set PATH ."; was useless...
>
>I'm using a TT030/6/200, Mint 0.92, tcsh is Eric Smith's port of tcsh 6.01.00
>
>Any good advice???
>
>
>greetings Bernhard
>
>
> [signature deleted]

Hi here,

as with every other program changes of the environment *after* the program has started have no effect. So you have to change PATH *before* AES starts running.

J.Reschke published an auto-folder-program doing this in the german mag ST-Computer some time ago. At that time, it was my only possibility to work with the environment.

When I got Gemini, I first thought, I would never have to use it again, but then I ran into the same problem as you described above. So I reactivated it, and now I use it to set PATH and other environment variables to be read by ACC's.

If there is enough interest, I'll dig out the sources and mail or post them.

greetings Klaus
--
.....
Klaus Didrich didrich@cs.tu-berlin.de

1534. Problems with Emacs 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 10:06:44 UTC
From: sms@sys.uea.ac.uk
Message-ID: <2147@sys.uea.ac.uk>
Source record: 225734

Could some kind soul help me with Emacs 18.57 as I have completely failed to get it to run on my system...

I have just tried to get the full Emacs (18.57) for the first time and I'm having a bit of a problem.

My setup is a TT030/8 with a 105MB HD.

I downloaded the zoo file, unarchived it as instructed, fixed the stack size to about 800K and then dumped it.

That all seems to work OK. However I then have major problems with TERMCAP in that I have to have my teminal entry on one single line... it doesn't seem to like descriptions split onto separate lines using the usual method (I tried two other TERMCAP files which were distributed with ST things... Curses and MiNT I think). Sometimes I can finally get past the "your terminal type 'xxx' is not powerful enough to run emacs' etc. message. However when I do I get a bus error.
This happens under both plain TOS and MiNT.

I tried running it on my bog standard 1Meg ST (using a dump with a stack size of about 150K) but failed to get past the terminal type problem. I'm not really interested in having it working on my ST as I have no HD so it's not viable but I just thought it might be interesting to check it. Anyway, I gave up after a while as I was getting just a bit cheesed off with it.

For reference the TERMCAP problem is not being able to position the cursor (or so emacs reports). If it's needed I can give more specific info on the crash (I think) but it's definitely a bus error.

Hope someone can relieve my misery...

Steve Sowerby (sms@sys.uea.ac.uk)
School of Information Systems, University of East Anglia.

1535. Re: US Robotics 24 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 10:10:30 UTC
From: univwa@sbusol.rz.uni-sb.de
Message-ID: <16233@sbsvax.cs.uni-sb.de>
Source record: 225736

In article <1992Feb10.123510.23309@usenet.ins.cwru.edu>, aa519@cleveland.Freenet.Edu (Scotty Meredith) writes:

> ... deleted...
> --
> **
> * R I C F L A I R is the only REAL WORLD HEAVYWEIGHT WRESTLING *
> * CHAMPION. Hulk Hogan dont stand an ice cube's chance in hell!! *
> **

You're no real Hulkomaniac, are you ???

Hogan will destroy the NATURE BOY!

:-)

Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.sub.org*
* /____/ ___/ /_. ++49-681-302-2596 | *
****

1536. MetaDOS: When, where...?

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 12:00:48 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.3@sofus.dhhalden.no>
Source record: 225747

At last: FSM-GDOS is on its way to the shelves & HDX 5.0 is available.

But: Where is MetaDOS? It's about time that we get the CD-ROM drivers so that CD-ROM projects can be made for the Atari. There are a few discs out there already, but with the soft & hardware not being widely distributed yet not many of us can take advantage of 'em.

Atari: get this thing on the streets _NOW_! We really need it. And, make a Atari branded drive with DMA port. Even if it will be more expensive for the end user, we will at least have a standard and a proof that it really is available for all of us. Apple's CD SC player is way more expensive than third party ones, but still sell well. I'd personally preferred an Atari branded drive, it feels more secure that way (YES, I STILL HAVE FAITH IN OLD ATARI CORP....).

Also, when you get at least MetaDOS on the streets, make the developer documents & software available on CD. We'll save a few trees, it will be cheaper to make (cheaper to get?) and shipping costs will be much lower for all of us. Get it?

If anyone has a complete listing over Atari compatible CD-ROM discs (I know there has been a few PD compilations plus at least one game), please consider mailing it to me. Hints about availability, cost & sources would be appreciated!

Spidey

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

1537. Re: Internal Drive for ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 12:05:35 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb14.120535.16456@actrix.gen.nz>
Source record: 225730

In article <1992Feb12.185040.28450@garfield.cs.mun.ca> robertc@garfield.cs.mun.ca (Robert Andrew Christian) writes:
> Can anyone tell me where I can purchase an internal drive for my Atari STf.
>
> Mine is destroyed and I was wonder how much and where I could possibly buy
> one. Please mail me or post follow up article.
>
> --------------------------robertc@garfield.cs.mun.ca---------------------------
> | _______ |
> | Robert Christian | D D D | Calling from |
> | "Great spirits have |~~~~~~~| MEMORIAL UNIVERSITY of NEWFOUNDLAND |
> | always met violent | + | Computer Science Department |
> | opposition from \~~~~~/ ============================== |
> | mediocre minds." ___/ Disclaimer : Anything I say is likely |
> | -- Albert Einstein not the opinion of my brain. :-) |
> --

Have a look in the UK magazines, like ST-Format/St_User, I have seen adverts
for real Atari drives, about 49 pounds...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1538. Re: Please send info on WordUp

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 12:10:11 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb14.121011.16624@actrix.gen.nz>
Source record: 225731

In article <1992Feb13.023606.22270@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk>
writes:
> Neocept who produced Wordup went down the pan some time back. It is available
> as version 3.x from various sources. Atari germany bundle it and I believe
> it can be bought in the States mail order. V3 is very buggy though. I use V2
> with a PD spell checker called checkup which is superb.
> Wordup uses GDOS so the output is as good as any GDOS based program i.e. OK
> but not postscript quality.
> I like Wordup very much and it does everything I need except for multiple
> columns although even that can be done via some fiddling. It gives multiple
> fonts/italic/bold/outline etc., many graphic import formats (GEM format is
> a bit buggy), nice interface, WYSIWYG, good text expansion facilities i.e.
> I enter 'address' and hit ALT E and it turns into my full address in a nice
> font plus todays date, and many other things.
>
> +-----------------------------+
> | Iain R Laskey |
> | ilaskey@cix.compulink.co.uk |
> +-----------------------------+

There is one nice feature with WordUp III, you don't have to use GDOS,
you can use the fonts that are in your printer, but some of the programs
features are disabled when you do this..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1539. Protracker

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 12:21:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb14.122113.16972@actrix.gen.nz>
Source record: 225732

Do any readers know were this program can be found, Protracker and is
this its real archive name..Thanks..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1540. Improved GNU emacs 18.57 port

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 12:47:22 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Feb14.124722.6040@daimi.aau.dk>
Source record: 225748

I have applied Howard Gayles 8 bit patches (ported to 18.57 by Thomas Bellman)
to version 18.57 on atari.archive.umich.edu.

It has been uploaded to funic.funet.fi, and I will upload it to a.a. as soon as
I'm able to connect.

When downloading, remark that a new version of zoo is required, and UNIXMODE
should at least be set to LA, since some file-names are long.

Below is my readme file included.

```
------------------------------------------------------------------------------
Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk
------------------------------------------------------------------------------
EMACS, The One True Editor

==============================================================================

readme.1st:

This is a small improvement over Scott Kolodzieski's port of version 18.57 of
GNU Emacs. The improvemnet is that Howard Gayles 8 bit patches has been
applied. This gives a real slick and flexible handling of extended character
sets.

The zoo file should have been extracted with unixmode of at least AL, meaning
automatic creation of symbolic links. Some names are, especially of the lisp
files are pretty long.

Documentation included in this distribution is Scott Kolodzieski's original
readme-file, and Howards Gayles readme-file for the 8 bit patches. Consult
these for further information. Remark that the handling of 8 bit characters is
different from that described in Scott Kolodzieski's readme. Also note, that
some of atari's extended characters does NOT conform to the iso8859 standard.
This is a concern if you use latex and the iso8859.sty.

Only the lisp files needed for dumping is included. Get the file 1857elisp.zoo
if you want to do any real work. This also goes for Howard Gayles lisp files.
If you plan to do any 8 bit stuff, then get it. The sources is distributed in
the file 1857src8b.zoo.

temacs has been compiled with a stacksize of -1, meaning that the resulting
emacs will grab all available memory in the system. This makes the most sense
to me and my 1 meg 1040ST. Use the supplied tools to correct the stack, if you
want to have emacs leave room when starting.
```

Remark that in order to have emacs find the startup-file .emacs, this file must be located in the directory pointed to by the HOME environment variable, and the USER variable should be set to unknown. To fix this either patch the file startup.el, or add the definition
(defun user-real-login-name () (user-login-name)) to your site-init.el file when dumping. Alternatively, use default.el as startup-file, and place it in your lisp directory.

When dumping, make sure that you have enough room on your disk. It should have room for three copies of emacs.ttp during the dump phase. If your dumped emacs won't work, try to execute temacs -l loadup.el, which should give you a working emacs. If this succeeds, odds are that the dump-process didn't go through.

If you get an error saying something like "could not allocate x bytes of rel info", try to use xstrip.ttp that removes the symbol-table. using a -k switch means that the stcksize symbol is retained, so later changes of it is possible.

When dumping, make sure that the relevant .elc are present, since can't dump from .el files that takes up more room from emacs' precious pure storage.

Last, get hold of a copy of the elisp info package. This is close to invaluable when doeing any emacs hacking.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

1541. TeX to ASCII converter

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 14:16:29 UTC
From: ACPS7048@RyeVm.Ryerson.Ca
Message-ID: <92045.091629ACPS7048@RyeVm.Ryerson.Ca>
Source record: 225557
Cross-posted to: comp.sys.atari.st,

Is anyone aware of a TeX to ASCII converter for the Atari ST or the IBM?
I have a 600KByte TeX file sitting here that I need to get converted to
ASCII. Where can I get it if it exists?
Mark K.
Ryerson Polytechnical Institute
Canada

1542. >>>READ THIS - DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 14:53:08 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Feb14.145308.18004@terminator.cc.umich.edu>
Source record: 225554

Below is a message from our archive admin, Fred Swartz. In it, he
explains that senior itd management has decided to do away with the
archives (including a.a.u.e). We'd like you to send any messages of
support to archive.support@atari.archive.umich.edu. Hopefully,
if we show theose guys how important the archives are to several
people, they'll let us kepp 'em.

Again, two addresses you'll want to know:

archive.support@atari.archive.umich.edu (to add to the support mail) and
all-archivists@atari.archive.umich.edu (to communicate directly with
the mac, msdos, next, econ, linguistics, and atari archive folks)

Thanks,
weiner

To: all-archivists@terminator.cc.umich.edu
Subject: Death of the Archives?
Date: Thu, 13 Feb 92 23:48:01 -0500
From: "Fred Swartz" <swartz@terminator.cc.umich.edu>

While not decided with finality, it looks like the ITD Sr Managers have
decided to cut funding for several major projects in ITD, including the
Archives. It looks like about 30-35 people will be affected. I expect
my position to be cut entirely, but I don't know exactly how this will
affect the 0.25 part of Allan and Mike that RS pays for, perhaps CSS
and CITI will pick it up. I'll let you know when/if I find out.

When I talked to Mike Clark (my manager in Research Systems) about
continuing the archives on volunteer power (as it largely runs right
now), he was very negative on the idea, but failed to supply a
convincing argument for abandoning it. I'm stunned and upset.
The Archives have managed very well on volunteer effort up til now and
it seems to me that something else is going on other than a genuine
concern for serving the users.

I don't know what this means for the Archives, although they aren't
going to be turned off tomorrow. I'll let you know whatever I find out
as soon as I can.

-- Fred

----------end of included message-------------------------

--
Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor

718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

1543. Spectrum 4096 colors?

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 16:49:01 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb14.164901.14422@syscon.rn.com>
Source record: 225657

In comp.binaries a program was just posted with the following header:

Start with filname as parameter to show Spectrum 512/4096 picture
On MEGA STE it switches to 8 MHz while showing the picture
Install with DOC-type SPC if you want to double.click on SPC files to look at
them...

Lars-Erik / Registered Developer / ABK-BBS +47 2132659 / ____ ______
0sterud / w/ Atari Scandinavia / larserio@ifi.uio.no / /___ /
__________/ _____/ _____/ ____/ /

Is there some sort of patch to make Spectrum support 4096 colors on
the STE or for the JRI4096 board? I thought someone had contacted
Trio and they said it would take a complete rewrite of the program.

1544. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 16:58:51 UTC
From: esucv@warwick.ac.uk
Message-ID: <9b5db1bm@csv.warwick.ac.uk>
Source record: 225746

In article <1992Feb13.195116.22815@bronze.ucs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:

>Software developers are going to develop for the machines that
>dominate the marketplace. So anytime someone buys an IBM compatible
>or Apple computer instead of an Amiga, they have made an intelligent
>decision. They may not have based their decision on this fact, but
>neverless there final decision provides them with a machine that will
>be well supported. Atari's and Amiga's will never be well supported.
>Argue as much as you like, but this a cold, hard fact.
>
>So what does the supposed Amiga technological advantage buy you?
>Not a whole lot. It's similar to buying a cordless drill. It's
>portable, and has as much power as a drill that must be plugged
>into the wall. But what happens if you can't find batteries for
>your cordless drill? Now you have a cool tool that doesn't do
>much. The Amiga falls into the cool tool category. If you could
>find as much software, and as much technical help for the Amiga
>as you could for the IBM, I would never recommend that anyone buy
>another IBM. Unfortunately this will never be the case. Too bad
>because the Amiga really is a nice machine.
>
Shame you're only referring to North America. In the UK (and most of the rest of Europe), the Amiga is the biggest selling machine.

So we get lots of support. (as does the ST, though not to the same extent. When I owned an ST a couple of years ago, it was the Amiga that was struggling to find support!)

-----TOny-----
--
Tony Marshall |
University of Warwick |"Haha, and that's where I had you fooled because it's
Coventry UK | not a ferret, it's a pig!!" - Vyvyan
esucv@csv.warwick.ac.uk|

1545. Calamus/Deskjet info needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 17:27:28 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1992Feb14.122728.6158@uoft02.utoledo.edu>
Source record: 225739

I just purchased Calamus (v1.09n, I know this isn't the newest, any info on upgrades to the S series?), I have a Mega2 with a Panasonic 1124 printer. When I went to print the first page of the tutorial document, it must have took 20minutes or more. I'm considering getting a DeskJet 500, will this improve my printing speed or is Calamus just slow because I only have 2 Megs and not 4??

Any help or comments on how Calamus works with DJ500 I would appreciate it, and will Calamus SL use color with the DJ500_C??

Thanx for any help in Advance!

//
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
//

1546. ***** Atari ST Software For Sale *****

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 18:22:06 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9063@vice.ICO.TEK.COM>
Source record: 225740

```
*** This is an updated list of software titles I have left.
*** Shipping costs about $2.00 per title or $3.00 for second
*** day air for titles under 2-pounds. Some are more, some
*** are less. Offers are entertained.
************************************
Migraph Touch Up 45.00
Migraph Easy Draw 2.3 36.00
with Easy Tools
Print Master Plus 13.00
with Fonts and Borders
Publisher ST 30.00

Eagles Nest 9.00
STOS Game Creator 13.00
TaleSpin 13.00

Word Writer 22.00
Haba Writer 4.00
with Haba Spell

LDW Power 45.00

Phaser 4.01 27.00
Home Accountant 4.00

Migraph OSpooler 13.00
Codehead CodeKeys 13.00

Flash 1.6 9.00
ST-Talk 4.00

dBMAN 5.10 70.00
Migraph DeskJet GDOS Driver 18.00
with 3 150/300dpi fonts
Turbo ST 9.00
Word Quest 9.00
Word Quest 2 9.00
Neo Desk 2.0 10.00
Neo Desk 3.0 30.00

************************************
Keith
keithr@icogem3.ICO.TEK.COM
```

1547. ***** Atari ST Hardware FOR SALE *****

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 18:25:22 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9064@vice.ICO.TEK.COM>
Source record: 225741
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,or.forsale

```
==========================

Atari 1040ST
with Monochrome Monitor
and 20Meg Supra hard drive
*** asking $475 ***

Atari Mega2 with 20meg hard drive
and monochrome monitor
*** asking $700 ***

Atari Mega2 with 80meg Toadfile HD
monichrome monitor and Golden Mouse
*** asking $850 ***

All in excellent working
condition.

OR make offer
Shipping costs are negotiable

****************************
keithr@icogem3.ICO.TEK.COM
```

1548. Re: Zoomracks II

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 20:20:24 UTC
From: kasameye@s69.es.llnl.gov
Message-ID: <118113@lll-winken.LLNL.GOV>
Source record: 225744

In article <1992Feb5.165049.15188@jupiter.sun.csd.unb.ca>, akarpowicz@mta.ca (Adam Karpowicz) writes:
|> Does anyone know what happened to Zoomracks v.2? Are there any upgrades?
|> It was a quite powerful dbase program.
I spoke with the author, Paul Heckel, and he is definitely out of the Atari Development business (although he has a similar program for the PC). Too bad, as it a very quick and powerful program, once you get accustomed to its interface.

PAUL KASAMEYER
My opinions, not my employer's

1549. Spectre GCR test: is it the drive or the floppy?

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 21:23:57 UTC
From: rcd@cbnewsj.cb.att.com
Message-ID: <1992Feb14.212357.4753@cbnewsj.cb.att.com>
Source record: 225745
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Spectre GCR test always blames the _drive_ if it has a
problem reading (or writing) a track. However, my experience
suggests that my drive is fine, its how the data is written on
the floppy that causes problems.

I know this seems weird, but I can almost fill up my floppy
(say, up to 760K) with a lot of small files, and the GCR test
runs fine. However, if I put one big (say, 680K file) on the
SAME floppy in the SAME drive, I get "The file foo could not be
read, and was skipped" in Mac mode, and a read error in the GCR test!

The problem usually occurs in the inner tracks rather than outer.
I don't think it's a drive or shielding problem, since it happens
on both my external and internal drives.

I work around this problem by running the large file through Compactor
or Stuffit. Has anyone else experienced something similar? Fooling
around with the pot in the GCR didn't make any difference.

Also, is it safe to use floppies formatted and written to on a Mac running
System 7 in Spectre GCR? I got a "This drive needs minor repairs"
message the first time I tried this.

Thanks,

Rana Dutt
rcd@mtqua.att.com

1550. ren.lzh (binary)

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 22:30:59 UTC
From: rkallen@msb.com
Message-ID: <1992Feb14.223059.5520@msb.com>
Source record: 225661

I've located a binary here called "ren.lzh" that I believe
is the same program that I'd heard can _rename a directory_ (as well
as renaming files). Can someone confirm this?

Looking at the short docfile, I had the impression that the
program does not truly 'rename' a directory but creates a new one,
moves the files from the source directory to the new one, and then
deletes the old one.

If this program really just can 'rename' a directory, I'd
like to have it. Replies appreciated.

1551. LHARC problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 22:33:45 UTC
From: rkallen@msb.com
Message-ID: <1992Feb14.223345.5593@msb.com>
Source record: 225663

Using LHARC (v. 2.01e) from inside FLASH, I couldn't get it to extract individual files from 2 different LZH arcfiles. (Normal, "full" extracts worked ok.)

I kept getting "file not found" prompts, although verbose listings showed that the file was there. Was this a bug in 2.01e that was fixed in later versions?

1552. GULAM

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 22:36:04 UTC
From: rkallen@msb.com
Message-ID: <1992Feb14.223604.5674@msb.com>
Source record: 225662

What is the latest version (#) of GULAM?

1553. OKAMI (prg.)

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 22:39:55 UTC
From: rkallen@msb.com
Message-ID: <1992Feb14.223955.5748@msb.com>
Source record: 225664

Does anyone know what this program does

-&-

Which directory (& which server) it's located in?

Thanks.

1554. Rayshade

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 23:18:39 UTC
From: youngmw@sage.cc.purdue.edu
Message-ID: <35958@mentor.cc.purdue.edu>
Source record: 225749

Has anyone ever compiled Rayshade for the ST? I got a hold of the sources
but don't have the resources to compile it.

Thanks

1555. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 23:43:48 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PRR6FB7w164w@cyberden.uucp>
Source record: 225665
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Well... $$ is one problem, but for some reason I'm SOOO used to the 8-bt
environment that most of the software I can remember working with on the
Amiga feels REALLY strange! Just call me an odd-ball.

Also, I'd gladly even get an APPLE II! (yik!) .. if it were for, say...
$20 and that included a d/d and some software.
Oh well.. I'm very babbaly lately!! Bill

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

1556. RE: Crack artARtrt drawing program

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 23:48:10 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2819@equinox.unr.edu>
Source record: 225651

This is how to envoke the color palette:

when you are in a drawing screen, go down to the bottom of the screen with your pointer (of course, you have to be in draw mode not block mode), and press the right mouse button.

Now you see your color choices, right!?

You can change a color two ways:

Click on the box above the color, go to the RGB numbers and change it according ly. OR DOUBLE CLICK on the color itself (not the box above) quick. You'll either get the NeoChrome colors (array) or CUBE variety depending on what you picked on the preferences on the main screen under, I think, Preferences (on the choices on the upper left side)...

Anyway, hope this enlightens you. Remember: there are a lot of hidden features if you don't know your German (ger2en16.lzh not too helpful)...
For instance the zoom feature (try all of the function keys when you're in drawing mode!

_____ _____
/ _____() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

1557. Re: Atari is advertising?!?!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-14 23:51:39 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <s5R6FB10w164w@cyberden.uucp>
Source record: 225666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I've never seen the 4 kids, except with Gauntlet 3 and at the bus-stop or
something. I DO remember the 1 kid in the bathroom playing that jet
game for the Lynx.

Lynx on! Bill

(BTW: I guess I'd use one. If it were for free!! :))

_____________________________415_472_5527__V32/V42bis__Cyberdustrial Mayhem__
| / |\
| H E \ Y B E R |/ E N [moon!cyberden!phbill@well.sf.ca.us]

The CyberDen accepts liability or responsibility for no one-You're on your own.

1558. Peksky 'litlit'llitit' ol wabbit

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 00:11:13 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2820@equinox.unr.edu>
Source record: 225750

[No readable article body recovered]

1559. HORIZON GOODBYE!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 01:14:09 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Feb15.011409.18472@ucsu.Colorado.EDU>
Source record: 225675

In article <1992Feb14.045715.17303@PA.dec.com> you write:
>
>In article <1992Feb13.070857.20004@yuma.acns.colostate.edu>, millerm@CS.ColoState.EDU
(mark miller) writes...
>>I am sad to see Horizon Computers go too. I got my first computer, an
>>Atari 130XE, from them in 1987. I knew the people who ran the store
>>to be very honest salespeople. They would encourage me to buy a piece
>>of third-party hardware or software if they knew that it was better
>>than an Atari product.

Better check out that honesty crap! They are not friendly at all, especially
that FAT salesperson! (Whatever his name is) I go there to ask about the
ISSAC (spelling) board and that guy quoted me a price of over $2500.00 Geez!!!
I have seen better prices half that! TT is around there at that time!!!
And they don't sell discounted prices!!! They sell you at ATARI RETAIL
prices!!! Lucky when I brought my ST back in '88 I went to the "The
Computer ROOM" which sold the 520STfm for mail order prices while Horizon
stuck to selling their piece for $200.00 more! As of going to sell PCs,
I sold PC's for friends last summer and compare to Horizon, Horizon's prices
were close to twice as much for similar options. ITS NO WONDER WHY that they
are out. I just wonder how they lasted so long. But one thing is for
sure, I am too, disappointed in a ATARI loss.

Is there ATARI mags still available? Is populous II coming out for ST?

Jeff

No flame intended to Mark.

1560. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 01:37:05 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb15.013705.12831@convex.com>
Source record: 225652

>In article <1992Feb13.195116.22815@bronze.ucs.indiana.edu>
kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>Software developers are going to develop for the machines that
>dominate the marketplace.

this is not entirely true. a software company with 5-10 people can make
a decent living (say $100k/employee) in a "niche" market like ST and
amiga, though it might be next to impossible to compete in a "mainstream"
market like MSDOS. few, if any s/w houses start out with 100 or more
employees, even in the 80s when venture capital was relatively easy to
be had. on the other hand, the "big guys" won't bother with the niche
market since there is not enough volume (and they have more overhead,
like corporate lawyers :-). you need a HUGE market to get that sort of
sales productivity out of a large company.

>Atari's and Amiga's will never be well supported.
>Argue as much as you like, but this a cold, hard fact.

no argument, depending on how you define "well supported"...

now can we bury the hatchet forever and get on with better things?

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1561. RE: Crack Art drawing program

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 04:56:58 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Feb15.045658.28175@usenet.ins.cwru.edu>
Source record: 225653

BTW, Is there a function that will "Crack" the art from a game or program?

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

1562. Re: GEnie Help

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 05:13:02 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <54535@cup.portal.com>
Source record: 225619

Mark Santora writes:

> I need to get a phone number to cncell my GEnie account. I just don't use
>anymore. I don't even have a local number in Miami. Please help...

Normally I wouldn't waste my time helping anyone with a GEnie question,
but since you want to cancel your GEnie account...

Call GEnie Client Services at: 1-800-638-9636

BobR

1563. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 05:59:27 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1992Feb15.055927.10578@bronze.ucs.indiana.edu>
Source record: 225654

In article <9b5db1bm@csv.warwick.ac.uk> esucv@warwick.ac.uk (TOny M) writes:
>Shame you're only referring to North America. In the UK (and most of the rest
>of Europe), the Amiga is the biggest selling machine.
>
>So we get lots of support. (as does the ST, though not to the same extent.
>When I owned an ST a couple of years ago, it was the Amiga that was struggling
>to find support!)
>
>-----TOny-----
>--
>Tony Marshall |
>University of Warwick |"Haha, and that's where I had you fooled because it's
>Coventry UK | not a ferret, it's a pig!!" - Vyvyan
>esucv@csv.warwick.ac.uk|

I do apologize. You are right, I was only referring to North America.
Of course the fact that I live in North America tends to affect my
perspective. I do stand by my original statement, however. Add up
all of the number of IBM compatible machines in the world, and then
add up the number of Apple machines in the world. These two numbers
will be much larger than the number of Amigas and Ataris put
together. European developers are doing wonders with the Amiga
and the ST. As an Atari owner I am very thankful that there is
so much quality software for the Atari comming out of Germany.
Europe is perhaps the only hope that Amiga and Atari have of
really picking up a share of the computer market. The sad fact
is that if Commodore and Atari could sell every computer that
they could manufacture, they wouldn't come close to matching
the output of IBM compatible machines. It's a losing proposition.
I'm not saying that it's not a hand worth playing, but clearly
the deck is stacked against them.

--
---
kclenden@silver.ucs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

1564. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 06:02:09 UTC
From: kclenden@silver.ucs.indiana.edu
Message-ID: <1992Feb15.060209.11280@bronze.ucs.indiana.edu>
Source record: 225655

In article <1992Feb15.013705.12831@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
>>In article <1992Feb13.195116.22815@bronze.ucs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
>>Software developers are going to develop for the machines that
>>dominate the marketplace.
>
>this is not entirely true. a software company with 5-10 people can make
>a decent living (say $100k/employee) in a "niche" market like ST and
>amiga, though it might be next to impossible to compete in a "mainstream"
>market like MSDOS. few, if any s/w houses start out with 100 or more
>employees, even in the 80s when venture capital was relatively easy to
>be had. on the other hand, the "big guys" won't bother with the niche
>market since there is not enough volume (and they have more overhead,
>like corporate lawyers :-). you need a HUGE market to get that sort of
>sales productivity out of a large company.
>
>>Atari's and Amiga's will never be well supported.
>>Argue as much as you like, but this a cold, hard fact.
>
>no argument, depending on how you define "well supported"...
>
>now can we bury the hatchet forever and get on with better things?
>
>-bill
>rosenkra@convex.com
>--
>Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
>Convex Computer Corp. |ARPA: rosenkra@convex.com

I agree with these statements 100%. The problem is that once
the software developers have made a name in the niche market,
they quite often move on to the mainstream market and eventually
quit supporting the niche market. I've certainly seen this happen
with ST developers.
--
---
kclenden@silver.ucs.indiana.edu Kevin Clendenien
BLAST BBS - (812) 332-0573 BLAST member
"I want someone like you, only nicer."

1565. SCSI HOST

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 06:14:26 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Feb15.061426.8296@ucsu.Colorado.EDU>
Source record: 225676

Does anyone know where I can get a excellent price on a SCSI host
adapter for the ST? Our anyone out there wants to sell their
good working adapters, please inform me. THANKS in advance.

E-MAIL chuj@horton.colorado.edu

Jeff

P.S. all yes, does anyone know what the progress is on the gemulator?

1566. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 07:27:24 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb15.072724.28073@convex.com>
Source record: 225656

In article <1992Feb15.060209.11280@bronze.ucs.indiana.edu> kclenden@silver.ucs.indiana.edu (Kevin Clendenien) writes:
[amazing repartee vis-a-vis s/w developers and market size deleted...]
>I agree with these statements 100%. The problem is that once
>the software developers have made a name in the niche market,
>they quite often move on to the mainstream market and eventually
>quit supporting the niche market. I've certainly seen this happen
>with ST developers.

it may be due to frustration more than greed, though. the ST and amiga markets are more susceptible to piracy to the extent that what little market there is is diminished. who wants to see their blood, sweat and tears show up on some pirate BBS for all the world to steal? note that i know there are honest software users, but there are large numbers of not so honest users as well. the best business to be in in these niche markets is hardware. much harder to rip off. you will note that the many of the survivors from way back do hardware, too.

one of the nice things about the TT is VME which makes it possible to expand use of the machine thru interesting hardware. we'll have to wait and see where that takes the machine...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1567. Re: Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 09:33:43 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb15.093343.28600@actrix.gen.nz>
Source record: 225658

In article <1992Feb13.184032.11731@sae.com> malay@sae.com (Bob Malay) writes:
> What are the diffs for these monitors:
>
> SM124
> SM125
> SM144
> SM147 (SM147 is available now in the US)
>
>
> Bob Malay

The SM125 is much the same as a SM124, but has a swivle base and
screen hight adjustment, screen looks biger..?? main controls under front
edge..

Well how about this model SC1425 EST monitor, has a 0.31 dot pitch and
seems to have the specs of a VGA monitor, from Atari info Dated 1986.??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1568. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 09:41:08 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Feb15.094108.5434@terminator.cc.umich.edu>
Source record: 225565

```
drwxrwxr-x jon 3072 Feb 8 11:16 ./diskutils
drwxrwxr-x daemon 1024 Feb 9 17:10 .
drwxrwxr-x jon 2048 Feb 9 17:06 ./demos
-rw-rw-r-- weiner 3595 Feb 9 17:08 ./demos/Index
-rw-rw-r-- weiner 53376 Feb 9 17:05 ./demos/das_omen.dcm
-rw-rw-r-- weiner 90752 Feb 9 17:04 ./demos/expo91dem.dcm
drwxrwxr-x jon 2048 Feb 9 16:49 ./archivers
-rw-r--r-- weiner 7168 Feb 9 16:49 ./archivers/naughty.lzh
-rw-rw-r-- weiner 3546 Feb 9 16:50 ./archivers/Index
-rw-r--r-- weiner 11733 Feb 9 16:41 ./utilities/Index
drwxrwxr-x weiner 1024 Feb 9 16:40 ./utilities/desktop
-rw-r--r-- weiner 474950 Feb 9 16:40 ./utilities/desktop/gemin121.lzh
drwxrwxr-x jon 2560 Feb 9 16:38 ./magazines/streport
-rw-r--r-- weiner 53342 Feb 9 16:37 ./magazines/streport/str806.txt.Z
drwxrwxr-x jon 2048 Feb 9 16:38 ./magazines/znet
drwxrwxr-x jon 1024 Feb 9 16:45 ./gnustuff
drwxrwxr-x jon 2560 Feb 9 16:45 ./gnustuff/tos
-rw-rw-r-- weiner 14029 Feb 9 16:45 ./gnustuff/tos/ls-lR.tos
drwxrwxr-x gray 512 Feb 9 16:44 ./gnustuff/tos/bash/bash-110/mintversion
-rw-rw-r-- weiner 120522 Feb 9 16:43 ./gnustuff/tos/bash/bash-110/mintversion/bash110b.zoo
-rw-rw-r-- gray 618 Feb 9 16:44
./gnustuff/tos/bash/bash-110/mintversion/aa.gnu.bash.minversion
-rw-rw-r-- weiner 16981 Feb 9 16:46 ./gnustuff/Index
drwxrwxr-x jrd 4096 Feb 9 12:31 ./8bit
drwxr-xr-x jrd 1024 Feb 9 12:32 ./8bit/zmag
-rw-rw-rw- jrd 23818 Feb 9 12:32 ./8bit/zmag/zmag197.arc
-rw-rw-r-- jrd 84296 Feb 9 12:32 ./8bit/expo91de.arc
-rw-rw-rw- jrd 34787 Feb 9 12:31 ./8bit/awesome.arc
-rw-rw-rw- jrd 40320 Feb 9 12:31 ./8bit/colrvw25.arc
-rw-rw-rw- jrd 20096 Feb 9 12:31 ./8bit/budgirl9.arc
-rw-rw-r-- weiner 117179 Feb 9 17:10 ./Index
-rw-rw-r-- weiner 58811 Feb 9 17:10 ./ls-lR.Z
-rw-rw-r-- weiner 57749 Feb 9 17:10 ./CompInd.Z
drwxrwxr-x jon 1536 Feb 10 22:54 ./languages
-rw-r--r-- weiner 14882 Feb 10 22:54 ./languages/f77.lzh
-rw-rw-r-- weiner 3566 Feb 10 22:55 ./languages/Index
drwxrwxr-x jon 3072 Feb 10 08:38 ./diskutils
-rw-rw-r-- weiner 5898 Feb 10 08:38 ./diskutils/Index
-rw-rw-r-- jrd 82406 Feb 10 09:39 ./8bit/expo91de.arc
-rw-rw-rw- jrd 35232 Feb 10 09:45 ./8bit/awesome.arc
drwxrwxr-x weiner 1024 Feb 10 22:56 ./ste
-rw-rw-r-- weiner 1395 Feb 10 22:56 ./ste/Index
-rw-r--r-- weiner 7301 Feb 10 22:56 ./ste/speed_sw.arc
drwxrwxr-x jon 1024 Feb 13 04:57 ./gnustuff
```

```
drwxrwxr-x jon 2560 Feb 13 04:06 ./gnustuff/tos
drwxrwxrwx gray 512 Feb 13 04:07 ./gnustuff/tos/init
-rw-rw-rw- gray 396310 Feb 13 04:08 ./gnustuff/tos/init/init.zoo
drwxrwxr-x gray 512 Feb 13 04:05 ./gnustuff/tos/updates
-rw-rw-rw- gray 182427 Feb 13 04:06 ./gnustuff/tos/updates/update15.zoo
drwxrwxr-x daemon 1024 Feb 15 04:02 .
-rw-rw-r-- weiner 116989 Feb 15 04:02 ./Index
-rw-rw-r-- weiner 57687 Feb 15 04:02 ./CompInd.Z
```

1569. Help needed: Address of Adaptec, searching AIC-6110 HQ

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 11:57:30 UTC
From: micha@moko.saar.sub.org
Message-ID: <H.n72U9ENnmfM@moko.saar.sub.org>
Source record: 225688
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello!

Yesterday, my friend Volker killed a chip from 'Adaptec' in his 88-Syquest-drive. It seems to be the SCSI-controller, his name is 'AIC-6110 HQ'.

Is there everybody who knows this chip or at least an address of 'Adaptec', in USA or, by chance, in Germany?

Please help us, my friend is very down :-)

Bye, Michael

--

EMail: micha@moko.saar.sub.org /\/\ University: mibo@stud.uni-sb.de
Voice: +49 681 55654 (Ans-Mach.) / \ Zerberus: micha_b@hit.zer
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

1570. MicroEMACS 3.11

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 13:52:13 UTC
From: jk@panix.com
Message-ID: <1992Feb15.135213.19138@panix.com>
Source record: 225659

Can someone suggest an ftp site where I can find MicroEMACS 3.11 for the
ST?

Thanks.
--
Jim Kalb (jk@panix.com)

1571. Using VANTERM to download

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 14:53:19 UTC
From: esf041@cck.coventry.ac.uk
Message-ID: <an6dbrlz@cck.coventry.ac.uk>
Source record: 225660

Can anyone help...?

A Collegue has the P.D. communications package VANTERM for his Atari ST
and wants to use it to download files from a system supporting
Kermit.

Does anyone know if this is possible using VANTERM, as Kermit is not one
of the options listed in the file Xfer menu.

Please EMAIL any replies,

Thanks

--
~~~~~~
| The DOC! aka David J. Singer aka esf041%cov.cck@nsfnet-relay.ac.uk |
| Time flies like an arrow; Fruit flies like a banana. |
~~~~~~

1572. Icons -- There doesn't seem to be a way to use them...!

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 23:05:39 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <5Nk8FB1w164w@ersys.edmonton.ab.ca>
Source record: 225668
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Here is a major stumbling block in my programming efforts that I never counted on. The ST provides such useful routines for doing most things, like menus and resource files, but all the information I have completely excludes the subject of icons. Since I have received such wonderful (and extensive) help from this newsgroup before, I decided to ask once again. What I have so far is a group of icons in a .RSC file that I would like to be able to place on the screen. Seems fairly simple, but you'd be surprised. The effect I am looking for is what you see in the GEM Desktop. Icons on the desktop. The reason they are in a resource file is simply because NeoDesk does it that way. A friend of mine took icons drawn by someone else (public domain from atari.archive) and loaded them into the NeoDesk Icon editor. Then he saved and went into the Atari RCS. From there he took the icons out of the NeoDesk resource and placed them in a seperate file. After all, the icons may be public domain, but no part of NeoDesk is. It doesn't matter how I get the icons on the screen, so long as I do.

Second note: Did my friend and I infringe on any copyrights by using the Icons (public domain) that were meant to be used with a commercial product? I hope not. If we did, I could always drw the icons by hand.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

1573. Re: How good is the TT???

Newsgroup: comp.sys.atari.st
Date: 1992-02-15 23:30:10 UTC
From: bwhite@bigbird.cs.ohiou.edu
Message-ID: <4941@oucsace.cs.OHIOU.EDU>
Source record: 225667

In article <1992Feb13.091049.72576@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>I agree with Warwick, the TT is a marvelous development tool.. I don't use
>MW2, but I do have a machine which can be used to develop good code quickly
>and efficiently. (I use MiNT + my init(8) package + tcsh + gcc)

Would you be willing to post more about your init package?

I don't have a TT (can't afford it); I've got an ST (original motherboard ... revision A) with 4meg, 120Meg X 10msec HD, and 65Meg X 28msec HD. Would this be enough to comfortably run? (Yes I know, 8MHz is a little slow these days, but I can't afford a $700 accelerator board either, as much as I'd like it.)

>Steve
>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
>Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1574. Atari Explorer

Newsgroup: comp.sys.atari.st
Date: 1992-02-16 06:20:03 UTC
From: ra1cs220@uhura.cc.rochester.edu
Message-ID: <1992Feb16.062003.6717@galileo.cc.rochester.edu>
Source record: 225669

Is Atari Explorer still being published?
It has been gone from the only 2 places where I have seen them before
here. The last issue I got was the September '91 issue. Is that the
last?

...
Holich
.

1575. Where can I get Antic software?

Newsgroup: comp.sys.atari.st
Date: 1992-02-16 12:18:25 UTC
From: ortega@cactus.org
Message-ID: <10439@cactus.org>
Source record: 225670

I think Antic magazine is defunct, but is anyone selling their
ST software?

1576. Re: Help! need to write 3.5inch disk in Amiga readable format

Newsgroup: comp.sys.atari.st
Date: 1992-02-16 18:51:43 UTC
From: 4231_5105@uwovax.uwo.ca
Message-ID: <1992Feb16.135143.871@uwovax.uwo.ca>
Source record: 225671

In article <1992Feb12.112915.7419@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
>
> This is not Possible with the Atari, the Amiga does not use a real
> controler chip, but a custom one of its own...!!!

If it isn't a real controller chip, how can it read IBM and
atari disks so easily???

It probably isn't possible for the atari to read amiga disks.
The amiga reads and writes disks a track (11 sectors on amiga
disks) at a time.

1577. Re: Atari Explorer

Newsgroup: comp.sys.atari.st
Date: 1992-02-16 20:28:19 UTC
From: rjung@aludra.usc.edu
Message-ID: <kptib3INNpeo@aludra.usc.edu>
Source record: 225672

In article <1992Feb16.062003.6717@galileo.cc.rochester.edu>
ra1cs220@uhura.cc.rochester.edu (Holich Ho) writes:
>Is Atari Explorer still being published?

Yes.

>The last issue I got was the September '91 issue. Is that the last?

The February 1992 issue was released a few weeks ago, and I just picked up
the January 1992 issue this week. Yes, it's backwards, but it's out.

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

1578. News about possible cut back on atari archive

Newsgroup: comp.sys.atari.st
Date: 1992-02-16 20:37:22 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Feb16.203722.17950@yuma.acns.colostate.edu>
Source record: 225673

Below is a copy of message that was posted in comp.sys.mac.announce, although
it was addressed to Mac user on the possible closure of mac.archive.umich.edu
it also mentioned other archive currently at umich.edu.(sounds like they are
thinking of stop the support for microcomputers archives which includes atari
archives). Don't panic yet, as the message state, it's not offically decided
to close them. They do represent a possible closure, and the original poster
is asking for idea and suggestions in how to change the situation.
So here we go.
Tang
sytang@lamar.colostate.edu
P.S. Don't reply to me, use the address given in the message below, or discuss
in the newsgroup.
********* original message from comp.sys.mac.announces *****************

[Oh dear, oh dear.... and I may have to trim back or shut down
the RASCAL archives due to priorities... and SUMEX only still
exists based on sheer (volunteer) will-power of some old-timers
who do not want to see it die; and SIMTEL20 has not been
updated since October, and the (volunteer) Richard Thum
<rthum@WSMR-SIMTEL20.ARMY.MIL> just returned home from the
hospital after major surgery, and SIMTEL20 may have to be
shut down completely for other reasons ... Unless there
is some serious funding and research interest to support
net-wide FTPable sites, I fear that TANSTAAFL will become
the rule here also ... ---Werner, csma-moderator]

Dear mac-archive-user....

I have some very very disturbing and shocking (at least for me) news
to relay to you....

Due to budget constraints at the U-M Information Technology Division,
a tenative decision has been made to cut and cease support of the largely
volunteer archive service (i.e. mac.archive.umich.edu, msdos.archive.umich.edu,
next.archive.umich.edu, linguistics.archive, atari, etc.).

Here is a copy of the message I received about a half hour ago
>From my supervisor on the project:

Message-Id: <9202140448.AA08771@terminator.cc.umich.edu>
To: all-archivists@terminator.cc.umich.edu
Subject: Death of the Archives?
Date: Thu, 13 Feb 92 23:48:01 -0500
From: "Fred Swartz" <swartz@terminator.cc.umich.edu>

... ...I don't know exactly how this will
affect the 0.25 part of Allan and Mike that RS pays for, perhaps CSS
and CITI will pick it up. I'll let you know when/if I find out.

When I talked to Mike Clark (my manager in Research Systems) about
continuing the archives on volunteer power (as it largely runs right
now), he was very negative on the idea, but failed to supply a
convincing argument for abandoning it. I'm stunned and upset.
The Archives have managed very well on volunteer effort up til now and
it seems to me that something else is going on other than a genuine
concern for serving the users.

I don't know what this means for the Archives, although they aren't
going to be turned off tomorrow. I'll let you know whatever I find out
as soon as I can.

-- Fred

I talked on the phone with Fred and we both agree that this decision
seems very unfair to both the students/faculty who use the archives
here at the University of Michigan, and you... the users on the
Internet, Bitnet, UUCP, etc.

To me, it doesn't make much sense to cut off support for the archives.
Both I and Allan make around $70 a week working on the archives (I work
on the Mac side, he works on the msdos side).. the rest of the time
we spend is voluntary, like the twenty or so other people who add/keep
up the archives here. The archives are probably one of the most popular
and beneficial services that ITD offers. There may be other ways to trim
the budget, but cutting off something that costs nearly nothing
to begin with doesn't seem very wise.

Please help us out. E-mail in support of our archives can be sent
to archive.support@mac.archive.umich.edu. We don't want to flood the
senior managers' mailboxes, and we're still thinking about what we
can do to save our archives. Comments can be sent
to us at "comments@mac.archive.umich.edu". To address the entire
archive group, you may send e-mail to "all-archivists@terminator.cc.umich.edu".

Thanks....

mike@mac.archive.umich.edu

p.s. I apologize because I've posted this to so many newsgroups.. I wanted
you to at least be aware of what's going on over here and ask for you to
help.

Mike Dautermann - U-M Ann Arbor, Dearborn and the World
Mike @ ccs.itd.umich.edu = myke@engin.umich.edu = dauter@umich.edu
= usermyke@umichum.bitnet --> that's MISTER archive to you.....

1579. Which archiver(?) removes .dcm extensions?

Newsgroup: comp.sys.atari.st
Date: 1992-02-16 21:33:46 UTC
From: "Jonathan Maier"
Message-ID: <1992Feb16.213346.23585@u.washington.edu>
Source record: 225674

Subject line say's it all...

TIA

1580. Re: Mega STE benchmarks

Newsgroup: comp.sys.atari.st
Date: 1992-02-16 22:26:13 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <698279173.23031@minster.york.ac.uk>
Source record: 225686

In article <1992Feb14.014056.7909@convex.com> rosenkra@convex.com (William Rosenkranz) writes:
[Dhrystone results deleted]
>it would be nice to see -mshort (16-bit) in gcc as well. as i have
>said a zillion times, dhrystone is often more a test of a compiler
>than a machine. consider the above "proof of concept". also, pls
>mention all compiler switches used (and read about the ones available
>so you can try others - gcc has a bunch of options besides "-O").
>try inlining. this will make whetstone run 2x faster on some boxes.

Whetstone was constructed after collecting statistics from many Algol programs. It has procedure calls in it to match the statistical distribution of procedure calls found in those Algol programs.

If you make the compiler inline the procedures then you're not doing Whetstone any more. Procedure call overhead is part of the benchmark.

Also, you should not do _any_ source level optimisations on benchmarks -- it's the same as cutting out part of the benchmark code.

The idea isn't to get from A to B as fast as possible. It's to make a comparison between machines based on performing the same operations on each machine.

>report the dhrystone version. v1 give numbers about 2x higher than
>v2.0 or v2.1, for example. when giving bm results, it is better to say
>more than less.

Unfortunately, Dhrystone performance basically boils down to how fast your system can do string operations. Dhrystone V1 has bugs in it too. Finally, when giving benchmark results, it is better to do it well and report honestly.

>finally, if possible, try sozobon as well, with
>optimization (and without). recall that alcyon gives about 800 dhry/sec
>a 4:1 difference on the same box. caveat user. compile times may also
>be of interest to round out the report.
>
>-bill
>rosenkra@convex.com

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

1581. Re: ren.lzh (binary)

Newsgroup: comp.sys.atari.st
Date: 1992-02-16 23:00:15 UTC
From: darling@cellar.org
Message-ID: <53e0FB1w164w@cellar.org>
Source record: 225680

rkallen@msb.com (Russell Kallen) writes:

> I've located a binary here called "ren.lzh" that I believe
> is the same program that I'd heard can _rename a directory_ (as well
> as renaming files). Can someone confirm this?

I thought so too, until I saw "stimpy.lzh" in the same archive...

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

1582. Re: .DCM ??????

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 01:38:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Feb17.013826.27008@usenet.ins.cwru.edu>
Source record: 225677

In a previous article, drp9500@ultb.rit.edu (D.R. Paradis) says:

>For the past two days I have been scouring the net and the local
>BBSs to find out what this .DCM format is.
>
>I downloaded the two new demos from atari.archive and I'm confused
>as to what to use to unpak them.

.dcm files are 8-bit Atari disk images created with Bob Puff's
Disk Communicator. Obviously, they were uploaded to the wrong directory;
they ought to be moved to the /8bit directory.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1583. Keyboard Woes.

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 02:04:09 UTC
From: elvis@watnxt1.ucr.edu
Message-ID: <20203@ucrmath.ucr.edu>
Source record: 225678

Hi,
My St has been acting oddly for a little while, and now that our news-reader seems to be working again, I was wondering if anyone could help me with the problem. It seems that occasionally my keys get stuck in auto-repeat. The most common key for it to happen to is the ALT key. However, before someone says 'sticky keys', I think that there is more to it than this. I'm using Z-keys, and it only does it with the IBM keyboard, not the built in one, but has done it with more than one IBM keyboard. It also slows down if I set the auto repeat rate down on the control panel. Usually (at least with ALT and Control) it turns itself off if I hit the key again. It seems worse under Neodesk, where I can't even hold down shift and click on several files (to move them, or whatever), without things going hay-wire. Normally what happens then is that after selecting one or two icons, the mouse starts moving randomly and then it switches the cursor to a bee, like its accessing the drive. Then it might select the drive D: icon, might scroll the window down, or the mouse might start sinking to the bottom of the screen. The last seems to have to do with the computer thinking that the alt and down arrow key are on. If I hit the alt key, the system seems to realize that its not being held down, and stop dropping the cursor. Anyways, all this is making using my ST somewhat of a living hell, especially when I'm in the editor and delete key goes into overdrive. Could this be a virus? I haven't heard of any like this, but does anyone know of a good virus scanning program for hard drives? Or does a kindly hardware Guru have an idea what's going on?

Thanks,
Andrew (watkins@ucrvms.ucr.edu -or- elvis@watnxt2.ucr.edu)

p.s. Any Z-keys experts out there? To get the keyboard I am currently using to work, I have to set it to work for an AT when I power up the computer, then switch it over to XT. It seems that in XT mode it doesn't draw enough power to get itself going. (I checked, when set to an AT it draws more power)

1584. Re: Help! need to write 3.5inch disk in Amiga readable format

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 03:30:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb17.033056.1726@actrix.gen.nz>
Source record: 225679

In article <1992Feb16.135143.871@uwovax.uwo.ca> 4231_5105@uwovax.uwo.ca writes:
> In article <1992Feb12.112915.7419@actrix.gen.nz>, Roger.Sheppard@actrix.gen.nz (Roger Sheppard) writes:
> >
> > This is not Possible with the Atari, the Amiga does not use a real
> > controler chip, but a custom one of its own...!!!
>
> If it isn't a real controller chip, how can it read IBM and
> atari disks so easily???
>
>
> It probably isn't possible for the atari to read amiga disks.
> The amiga reads and writes disks a track (11 sectors on amiga
> disks) at a time.

It also does not do CRC checks, only Sum checks...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1585. Amiga 500, 130MB hard drive, modem, Amiga&Atari ST SW for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 04:21:38 UTC
From: clf3678@ultb.rit.edu
Message-ID: <1992Feb17.042138.5830@ultb.isc.rit.edu>
Source record: 225682
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,comp.sys.amiga.marketplace

The various items listed here are for sale. If you are interested in anything here, please contact me via:

GEnie: C.FREEMESSER
Internet: clf3678@ultb.rit.edu
clf3678@ritvax
Phone: (716)328-5505 after 6pm EST

Prices do not include shipping. Will make a deal on multiple purchase of items, but prices are pretty low. Everything listed here is in PERFECT working condition! I'll find out the EXACT UPS shipping charges for anything you want to order.

Amiga 500 computer system. About 4 months old. Includes the computer with a 1MB Supra memory expansion (total memory 1MB). This was one of those starter kits that came with the Amiga 520 RF/color composite adapter, TextCraft Plus, Tetris, and Where In the World is Carmen Sandiego. Complete with all manuals, disks, original packaging, cables, etc. I will throw in a copy of "Amiga for Beginners" by Abacus Books, a few European mags, and Gauntlet II. I'll also include the original reciept for everything so you can take advantage of the remaining warranty period.

$300

Maxtor 7120SR hard drive. 130MB 3.5 inch low profile drive mechanism. Transfer rate of 960K/s @ 23ms. Low power, quiet mechanism. Manufacture date of Sept 29, 1991. This is one NICE drive! I used it for about 6 weeks on my BBS, which I have since taken down. Now I need the money more than the drive. :^(I will include the original receipt so you can take advantage of the remaining warranty. Drive was bought in November.

$325

Zenith Data Systems 2400 baud modem. Only used a few hours. This is a "standard" modem, with Hayes compatibility and a size that fits easily under a telephone. Has the standard 8 LEDs on the front, with power switch on back. Includes manual.

$65

Amiga Software (all include boxes and manuals):

Alternate Reality: The City.....$10
TransWrite (latest version).....$40
Wings.....$30
Battle of Britain (LucasFilm)....$15
FirePower.....$10

Atari ST Software (all include boxes and manuals):

Great Battles (Napoleonic/Civil War).....$10
King of Chicago (Cinemaware).....$10
BattleHawks: 1942.....$15
Sub Battle Simulator.....$10
Hole-In-One Mini Golf (2nd disk bad).....$2

	Chris Freemesser, RIT Comp.Eng.Tech. I'd rather have a bottle	
	BITNET: clf3678@ritvax in front of me.....	
	Usenet: clf3678@ultb.rit.edu .....than have a frontal	
	GEnie: C.FREEMESSER L O B O T O M Y ! ! !	

1586. need help with function keys and uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 05:33:51 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Feb17.053351.10775@oz.plymouth.edu>
Source record: 225683

Simple question: What string should I put in the function-keys to
emulate standard vt200 function keys (I NEED F1,F2,F3,F4,F6 for a
piece of software that emulates pfs using gnu-emacs on a unix box for
someone else (I use emacs straight :-).

I figured out how to send an escape:

echo('\033')

but how do I send a (straight from the Uniterm manual......)

ESC [17~ for F1 etc ???

Any ideas ?

thanx

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

1587. Re: Rayshade

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 09:15:41 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb17.091541.77373@link-1.ts.bcc.ac.uk>
Source record: 225684

In article <35958@mentor.cc.purdue.edu> youngmw@sage.cc.purdue.edu (Michael) writes:
>Has anyone ever compiled Rayshade for the ST? I got a hold of the sources
>but don't have the resources to compile it.
>
>Thanks

I've not done it for the St, but I have for the TT.. (GCC 1.40 + mintlibs +
pml(68881 option)).

The best way of compiling it is to first configure it on a Unix machine,
archive the directory structure using something like tar (with GNU tar on
the ST) and copy it onto your ST.

As the ST's libs with GCC are BSD-like and the Unix machine is hopefully
also BSD based, the compilation will only need a few tweeks here and there.

Please note.. on the ST floating point operations have to be done in
software, so Rayshade will run VERY slowly.. something like 1/300th the speed
of a Sun SPARCstation IPX, or about 1/100th the speed of a TT!

Oh yes.. if possible, keep 32bit ints... Rayshade was designed for Unix
machines, all of which have 32bit int compilers.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1588. Re: Mega STE benchmarks

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 09:45:44 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb17.094544.22833@email.tuwien.ac.at>
Source record: 225685

In article <1992Feb14.014056.7909@convex.com>, rosenkra@convex.com (William Rosenkranz) writes:
>In article <1992Feb12.124353.15987@email.tuwien.ac.at> kdv_521@eimoni.tuwien.ac.at writes:
>> GNU-C 1.40 1663.9 dhrystones/sec
>> (32 bit int's)
>>
>> Turbo-C 2.0 3100.0 dhrystones/sec
>> (16 bit int's)
>
>it would be nice to see -mshort (16-bit) in gcc as well. as i have
>said a zillion times, dhrystone is often more a test of a compiler
>than a machine. consider the above "proof of concept". also, pls
>mention all compiler switches used (and read about the ones available
>so you can try others - gcc has a bunch of options besides "-O").

Sorry I didn't give much info on the switches used! Actually I only used -O with GNU-C. I didn't use other switches because I only wanted to test the performance the way programs are compiled usually. Besides, this was just a quick compile-and-run...

>try inlining. this will make whetstone run 2x faster on some boxes.
>report the dhrystone version. v1 give numbers about 2x higher than
>v2.0 or v2.1, for example. when giving bm results, it is better to say
>more than less. finally, if possible, try sozobon as well, with
>optimization (and without). recall that alcyon gives about 800 dhry/sec
>a 4:1 difference on the same box. caveat user. compile times may also
>be of interest to round out the report.
>

Actually, I didn't post these results to compare GNU-C with Turbo C or whatever, I just wanted to give results for the two most commonly used compilers on the ST (which I own,too!). I know how slow the Alcyon compiler is, in fact some time ago I got an already compiled benchmark program (the same!) which after being disassembled revealed a really strange programming style (e.g. move.l #routine,a0 / jsr (a0) to call a subroutine or something like that) which was the obvious reason it only gave me 800 dhrystones/sec.!! This was the main reason, I have to admit that I posted these results....

>thanx for this info, tho...
>

I guess I'll have to do some more tests to straighten this out! :)

1589. Re: Let's have more info on MGR!

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 11:45:03 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Feb17.114503.8113@cs.nott.ac.uk>
Source record: 225687

In article <01GGH9T52MAO90N9YD@vax58b.desy.de> MORGADO@VXDESY.DESY.DE (Carlos Jose) writes:
>I would like to support the request by Bill Powers for more
>information on how to set up MGR correctly. I have successfully
>run it under MINT 0.91 and was able to run several .ttp programs
>on seperate windows. A few questions/problems remain. I can't
>run BROWSE or FONT, or should I say they both run but with no
>apparent effect! What about all the icons that come with MGR,
>what are they for?

You need to give a list of icons to browse; thus browse /usr/local/mgr/icon/*
on my system gets me lots of piccies! Font is a bit trickier, you need to
set up a mgr.rc file in your HOME directory with a list of fonts, and then use
a number to select the one you want.

>Has anyone any experience on what the best shell
>is to use with MGR. I am running BASH at the moment and it seems
>to be ok, apart from the fact that sometimes windows, or even
>the whole system seems to hang, tends to happen when I run CLOCK
>or CLOCK1 or some .ttp program which uses a significant portion
>of memory. Any suggestions?

Hmm, can't say I've noticed it, but my system is so crap at the moment (down
to 2 meg from 4) that I can't try much out.
--
`Grave' Dave Gymer | | * * *
42 St Mary's Park, | The single most important | * * *
Louth, Lincs, | component of any computer | * * *
LN11 0EF, ENGLAND | is its off switch. | * * *

1590. Re: Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 11:59:00 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb17.115900.29120@aber.ac.uk>
Source record: 225689

I saw the SM144 just this weekend at a comp show and I have to say (and so were a number of other people including dealers) that its a step down from the SM124. If you can buy a SM124 then go for it because they are in general cheaper and of much better screen quality than the SM144. They've made the SM144 larger screen (14") and the phosphor is not as paper white as the SM124, it has a blueness about it which I didn't like. Some poeple are bound to like though.

Herb

1591. PCB Software?

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 12:28:33 UTC
From: silvera@p4.cs.man.ac.uk
Message-ID: <silvera.698329713@p4.cs.man.ac.uk>
Source record: 225563

Are there any professional or public domain programs for the ST
that can be used in the design of PCB's? I am looking for software
which might be able to take a circuit diagram and design a PCB layout
with autorouting and output it to a range of printers so it can
directly used for making the board.

I have never seen a PCB layout program, although I have seen many
circuit diagram drawers.

Cheers.

--

```
-------------------------------------------------------------------------
| silvera@uk.ac.man.cs.p4 | "Maths is crap, that's why I did English"|
| Andrew K. Silver. | - W. Shakespeare |
-------------------------------------------------------------------------
```

1592. Re: Spectre GCR test: is it the drive or the floppy?

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 15:00:19 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Feb17.150019.23566@magnus.acs.ohio-state.edu>
Source record: 225690

>The problem usually occurs in the inner tracks rather than outer.
>I don't think it's a drive or shielding problem, since it happens
>on both my external and internal drives.

This is exactly what happens with a dirve shielding problem, or a "cheap disk" problem (use high-quality disks), OR a GCR problem. Since you've tried adjusting the GCR, it must be one of the other two problems. I don't know if you are using a Mega, but the easist way to shield the drive, is to open up the box, wrap the drive data cables in aluminum foil, and then wrap the aluminum foil in some type of tape, to avoid any possibility of shorting against something on the motherboard. This worked great for me. I would also suggest purchasing the best disks you can get ahold of (try FUJI).

DISCLAMER: My cat typed this, not myself... No, wait, seriously, don't do this unless you feel confident you won't screw things up. If you screw things up, it is your fault because I never actually touched your machine so it can't be my fault. Got it?

Hope this helps (can we add this to a FAQ list somewhere, please?)

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-crawl to you
crawl to me
writhing in ecstasy
into the rhythm
into the sea
reptile man- - Willie Phoenix -

1593. Re: MicroEMACS 3.11

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 15:03:45 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Feb17.160345.10135@urz.unibas.ch>
Source record: 225695

In article <1992Feb15.135213.19138@panix.com>, jk@panix.com (Jim Kalb) writes:
> Can someone suggest an ftp site where I can find MicroEMACS 3.11 for the
> ST?
>
> Thanks.
> --
> Jim Kalb (jk@panix.com)

I think atari.archive.umich.edu
in the atari/editors (editor) directory should do it
(not sur though if it is 3.11)

Alexander Minidis

-- --
-- Scotty, beam me up, there`s no intelligent life down here! --
-- --
-- (Capt. J.T. Kirk, USS Enterprise) --
-- --

1594. Re: Spectre GCR test: is it the drive or the floppy?

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 16:03:14 UTC
From: malay@sae.com
Message-ID: <1992Feb17.160314.18483@sae.com>
Source record: 225691

In article <1992Feb14.212357.4753@cbnewsj.cb.att.com>, rcd@cbnewsj.cb.att.com (rana.c.dutt) writes:
|> The Spectre GCR test always blames the _drive_ if it has a
|> problem reading (or writing) a track. However, my experience
|> suggests that my drive is fine, its how the data is written on
|> the floppy that causes problems.
|>
|> I know this seems weird, but I can almost fill up my floppy
|> (say, up to 760K) with a lot of small files, and the GCR test
|> runs fine. However, if I put one big (say, 680K file) on the
|> SAME floppy in the SAME drive, I get "The file foo could not be
|> read, and was skipped" in Mac mode, and a read error in the GCR test!
|>
|> The problem usually occurs in the inner tracks rather than outer.
|> I don't think it's a drive or shielding problem, since it happens
|> on both my external and internal drives.
|>
|> I work around this problem by running the large file through Compactor
|> or Stuffit. Has anyone else experienced something similar? Fooling
|> around with the pot in the GCR didn't make any difference.
|>
|> Also, is it safe to use floppies formatted and written to on a Mac running
|> System 7 in Spectre GCR? I got a "This drive needs minor repairs"
|> message the first time I tried this.
|>
|> Thanks,
|>
|> Rana Dutt
|> rcd@mtqua.att.com

I don't know if my problem is related but recently I attempted to write 105 files to a floppy - after ejecting the disk and re-inserting it I got a message that went something like "finder doesn't have enough memory to read this disk". I also noticed this problem on a disk with 82 files on it. Does Spectre disks have some sort of file number limit??

Bob Malay

1595. Death of the Archives...PLEASE READ

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 16:19:11 UTC
From: sjg@terminator.cc.umich.edu
Message-ID: <1992Feb17.161911.14621@terminator.cc.umich.edu>
Source record: 225481
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I am posting the following email with permission from the author.
It talks specifically to the users of the mac archives here at
U of M but it also applies to those of us who utilize the atari
archives as well.

_____
Dear mac-archive-user....

I have some very very disturbing and shocking (at least for me) news
to relay to you....

Due to budget constraints at the U-M Information Technology Division,
a tenative decision has been made to cut and cease support of the largely
volunteer archive service (i.e. mac.archive.umich.edu,
msdos.archive.umich.edu,
next.archive.umich.edu, linguistics.archive, atari, etc.).

Here is a copy of the message I received about a half hour ago
from my supervisor on the project:

Message-Id: <9202140448.AA08771@terminator.cc.umich.edu>
To: all-archivists@terminator.cc.umich.edu
Subject: Death of the Archives?
Date: Thu, 13 Feb 92 23:48:01 -0500
From: "Fred Swartz" <swartz@terminator.cc.umich.edu>

... ...I don't know exactly how this will
affect the 0.25 part of Allan and Mike that RS pays for, perhaps CSS
and CITI will pick it up. I'll let you know when/if I find out.

When I talked to Mike Clark (my manager in Research Systems) about
continuing the archives on volunteer power (as it largely runs right
now), he was very negative on the idea, but failed to supply a
convincing argument for abandoning it. I'm stunned and upset.
The Archives have managed very well on volunteer effort up til now and
it seems to me that something else is going on other than a genuine
concern for serving the users.

I don't know what this means for the Archives, although they aren't
going to be turned off tomorrow. I'll let you know whatever I find out
as soon as I can.

-- Fred

I talked on the phone with Fred and we both agree that this decision seems very unfair to both the students/faculty who use the archives here at the University of Michigan, and you... the users on the Internet, Bitnet, UUCP, etc.

To me, it doesn't make much sense to cut off support for the archives. Both I and Allan make around $70 a week working on the archives (I work on the Mac side, he works on the msdos side).. the rest of the time we spend is voluntary, like the twenty or so other people who add/keep up the archives here. The archives are probably one of the most popular and beneficial services that ITD offers. There may be other ways to trim the budget, but cutting off something that costs nearly nothing to begin with doesn't seem very wise.

Please help us out. E-mail in support of our archives can be sent to archive.support@mac.archive.umich.edu. We don't want to flood the senior managers' mailboxes, and we're still thinking about what we can do to save our archives. Comments can be sent to us at "comments@mac.archive.umich.edu". To address the entire archive group, you may send e-mail to -"all-archivists@terminator.cc.umich.edu".

Thanks....

mike@mac.archive.umich.edu

---

as of now, I am unsure whether we have corresponding groups set up for our side of things, but you can certainly send your support to all-archivists@terminator.cc.umich.edu

thanks,

Susan

1596. Re: Spectre GCR test: is it the drive or the floppy?

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 16:48:53 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Feb17.164853.24349@magnus.acs.ohio-state.edu>
Source record: 225692

>I don't know if my problem is related but recently I attempted to write
>105 files to a floppy - after ejecting the disk and re-inserting it I
>got a message that went something like "finder doesn't have enough memory
>to read this disk". I also noticed this problem on a disk with 82 files
>on it. Does Spectre disks have some sort of file number limit??

This is not a Spectre problem but a Mac bug. You should only get this error while using "Multifinder", and when copying large numbers of files. The "Finder" then counts as a seperate program with "X" amount of memory. The Mac OS dies when you try to copy too many files because it keeps the directory of each in memory (I think this is why it dies, but this is second-hand info, and therefore subject to great error, possibly), ever notice how the mac reads the files without going back to the directory tracks of the disk each time? A way around this is to open the system folder, and select the "Finder" icon. Pull down "get info" from whichever menu it is under, and then edit the amount of RAM the Finder will get when using multifinder. The box to edit this is in the lower right hand side of the dialog box. It is usually set to 160, but setting it up to 200 can help. I think I keep mine at about 320 most of the time. Remember that the more memory you give the finder, the rest you will have for your other programs. Hopefully this bug will someday be fixed...

Hope this helps...

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-I see the statue in the city square
images of heros that were never there
we rally strong around the statue's base
there is a storm on the way- - Willie Phoenix, 1985 -

1597. Re: why do I only get 512k on a 1040

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 16:53:36 UTC
From: woodcock@utdallas.edu
Message-ID: <1992Feb17.165336.11127@utdallas.edu>
Source record: 225693

A friend of mine has an 1040 st that only show 512k out
of 1040k when he runs the ram test. Any ideas, other
than the possibility of having bad ram chips ?

What probably happened is some unscrupulous scumbag bought a 1040 and
a 520 and swapped the covers and returned the 1040 (which is really
just a 1040 cover with a 520's guts). Happens all the time.
--
Gregg Woodcock = woodcock@utdallas.edu

1598. Re: How good is the TT???

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 16:58:26 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb17.165826.139319@link-1.ts.bcc.ac.uk>
Source record: 225694

In article <4941@oucsace.cs.OHIOU.EDU> bwhite@bigbird.cs.ohiou.edu (Bill White) writes:
>In article <1992Feb13.091049.72576@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>>I agree with Warwick, the TT is a marvelous development tool.. I don't use
>>MW2, but I do have a machine which can be used to develop good code quickly
>>and efficiently. (I use MiNT + my init(8) package + tcsh + gcc)
>
>Would you be willing to post more about your init package?
>
>I don't have a TT (can't afford it); I've got an ST (original motherboard ...
>revision A) with 4meg, 120Meg X 10msec HD, and 65Meg X 28msec HD. Would
>this be enough to comfortably run? (Yes I know, 8MHz is a little slow these
>days, but I can't afford a $700 accelerator board either, as much as I'd
>like it.)
>
>>Steve
>>--
>>Addresses:-
>>JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
>>Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

I've had a number of enquiries about this package, here are the specs and what is probably needed to run it:-

init
login
getty
passwd
who
finger
ac

All of the above programs (except finger) were written from scratch using the SunOS 4.1 manual pages as a reference guide. Getty and ac were written by Dave Gymer, the rest (except finger) were written by myself.

Finger was a public domain version by A.N.Other.

I'm sorry if this seems sporadic.. I can't see what I'm typing as the machine I'm writing it on is taking about 20 seconds per character.

Thwhole package (including binaries and source) takes about 600K, so it doesn't take up too much disk space.

What do you need to run it?

Well it runs fine on my 2.5MByte 520STM (TOS 1.4) as long as I don't start any daemons.
I can't really go into any more detail as this machine is being a pain.

By the way.. there isn't a full set of documentation yet, and it's not yet on any archives as it is still in Beta test.. but I could get it put on a.a if people want.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1599. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 17:32:00 UTC
From: ken@isgtec.UUCP
Message-ID: <1999@isgtec.UUCP>
Source record: 225697

In article <KENTD.92Feb13141727@zappa.FtCollins.NCR.com>, kentd@FtCollins.NCR.com (Kent Dalton) writes:
> It's too bad there isn't more cooperation between the ST users and Amiga
> users, because both groups face similar problems ("nonstandard"
> computing platform, "toy" image in public eye, manufacturer doesn't know
> how to market machine properly, uneducated computer buyers ignore
> machine because they haven't heard of it or don't understand it, etc).
> I'd like to see some joint software development or some GEM<->Intuition
> libraries for porting stuff rather than flame wars. Everyone would
> benefit in the end.

First intelligent ST vs. Amiga post I've seen. This is the
direction to go in.

- kn

--

ken@isgtec.uucp [..uunet!utai!lsuc!isgtec!ken] Ken Newman

1600. Ada Compilers/Interpreters for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 19:05:37 UTC
From: G.M.Humpage@bradford.ac.uk
Message-ID: <1992Feb17.190537.5967@bradford.ac.uk>
Source record: 225696

Does anybody have any recommendations for Ada compilers or interpreters
for the Atari St, preferably ones that are available in the UK.

Could you email replies to me if poss. else post them here.

Thanx,

Guy

--
Guy Humpage * Email : G.M.Humpage@uk.ac.bradford *
Dept. of Computing **
Uni. of Bradford * 'Are you daft enough to really believe that *
England * everything we do is driven by you?'- R Bulgin -CAR*

1601. Re: .DCM ??????

Newsgroup: comp.sys.atari.st
Date: 1992-02-17 19:38:18 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Feb17.143818.9439@miavx1.acs.muohio.edu>
Source record: 225700

In article <1992Feb13.193728.9303@ultb.isc.rit.edu>, drp9500@ultb.rit.edu (D.R. Paradis) writes:
> For the past two days I have been scouring the net and the local
> BBSs to find out what this .DCM format is.
>
> I downloaded the two new demos from atari.archive and I'm confused
> as to what to use to unpak them.
>
> HELP!!

I'm pretty sure they're Diskcommed for the Atari 8-bit computers.
(Similar to .msa) I don't know how they ended up in the ST section
though.

Later.......

---------------{{{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
---------------{{{{{{{{{((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

1602. Re: Spectre GCR test: is it the drive or the floppy?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 00:05:12 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Feb18.000512.35719@yuma.acns.colostate.edu>
Source record: 225698

In article <1992Feb17.160314.18483@sae.com> malay@sae.com (Bob Malay) writes:
>In article <1992Feb14.212357.4753@cbnewsj.cb.att.com>, rcd@cbnewsj.cb.att.com
(rana.c.dutt) writes:
>|> The Spectre GCR test always blames the _drive_ if it has a
>|> Rana Dutt
>|> rcd@mtqua.att.com
>
>I don't know if my problem is related but recently I attempted to write
>105 files to a floppy - after ejecting the disk and re-inserting it I
>got a message that went something like "finder doesn't have enough memory
>to read this disk". I also noticed this problem on a disk with 82 files
>on it. Does Spectre disks have some sort of file number limit??
>
>Bob Malay

Nope, it's likely be your Mac set-up.
1. How many windows are opened when this happen? If you have too many and/or
each with a lot of files in it, the finder is using all the system heaps for
it so it give that warning.
It's not the problem of Spectre, on real Mac you'll get that message as well.

2. To solve it, close down unused window.
If can't reduce the number of window, then get a file called heap tool from
Mac archive or PD library. It will allow you to increase the system heap size
.

Hope these help.
Tang
sytang@lamar.colostate.edu

1603. MGR / TT

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 01:44:00 UTC
From: ziggy@grafted.UUCP
Message-ID: <2JeBgB3w161w@grafted.UUCP>
Source record: 225552

HI,
Just wiondering if anyone can give me an idea on how MGR does on a
TT. Also how about extended video modes?

Also, does anyone know if I can put a ram board (one of those
'4 mb clipon' simm types) with out any chips on the system board? I have a
failed atempt on a 520 and hate to habe to put all of those chips back uiin!

Tony,

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

1604. Re: Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 01:55:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb18.015556.21951@actrix.gen.nz>
Source record: 225699

In article <1992Feb17.115900.29120@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> I saw the SM144 just this weekend at a comp show and I have to say (and so
> were a number of other people including dealers) that its a step down from
> the SM124. If you can buy a SM124 then go for it because they are in general
> cheaper and of much better screen quality than the SM144. They've made the
> SM144 larger screen (14") and the phosphor is not as paper white as the SM124,
> it has a blueness about it which I didn't like. Some poeple are bound to
> like though.
>
> Herb
>
>

I did read of some claim that the screen was 400% brighter, but that
could be for this other one that I have bean hearing about, is it not
a SM 147 ???

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1605. SST board is HERE. Some prelimnary Observations...

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 01:57:12 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb17.195713.7728@doug.cae.wisc.edu>
Source record: 225551

Here are some preliminary Thoughts being kicked around by people who ACTUALLY have the very first SST 030 boards:

I included some benchmarks from GEnie...so, watch and be AMAZED:
-----y-
Category 9, Topic 5
Message 32 Wed Feb 12, 1992
STACE [RT SysOp] at 23:29 EST

SST BENCHMARK COMPARISONS

Note: This posting may only be reproduced in its entirety and only if proper credit is given to the Gadgets by Small RoundTable on GEnie. Thank you!

ABOUT THESE TESTS:

* I refer the reader to the documentation for QUICK INDEX 2.2 and NBM 1.2 for more information about those programs.

* All of the "REAL WORLD" Benchmark results were timed using a stopwatch. Each test was conducted three times and then the results were averaged. All times are in minutes:seconds.hundredths of a second (MM:SS.xx).

About the "REAL WORLD" tests:
* WORD WRITER SEARCH & REPLACE - Time it took to search for the word "the" and replace it with the word "test". The document used was 186K in size.
* WORD WRITER SCROLL - Time it took to scroll (using the GEM window scroll arrow) from the beginning to the end of a 60K document.
* AVANT VECTOR AUTO-TRACE - Time taken to auto-trace a .IMG file. The file used was a 6K image of a pair of theater tickets. Demo version 1.2 of Avant Vector was used.
* DYNACADD 3D-CUP DEMO - Time it took to finish plotting the 3D-CUP demo supplied to me by ICD. Demo version 2.0 of DynaCADD was used.
* DYNACADD TT - Time for the TT version of DynaCADD
* DYNACADD ST - Time for the ST version of DynaCADD

ABOUT THE COMPUTERS:

* All computers were tested with QUICK STE 3.0 loaded (loaded into fastram on the SST). Except for the fastram initialization software used with Gadget's SST, no other software was loaded on any of the computers.

* All computers were tested using Atari's SM124 monochrome monitor.

COMPUTER CONFIGURATIONS:
* 8MHZ ST = Mega 4 ST, TOS 1.4, Blitter on
* ADSPEED ST = Mega 4 ST, AdSpeed ST 16mhz accelerator, TOS 1.4, Blitter on

* TURBO 25 = Mega 4 ST, Turbo 25 25mhz accelerator, TOS 1.4, Blitter off,
JRI 68881 math chip board
(Note: The blitter in this particular Mega was not compatible
with Turbo 25.)
* SST 20MHZ = Mega 4 ST, SST/68030 accelerator running at 20mhz, TOS 2.06,
Blitter off, 4 megs of 60ns fastram initialized at 1 normal
and 1 burst mode wait state, 68882 math chip running at 20mhz
* SST 33MHZ = Mega 4 ST, SST/68030 accelerator running at 33mhz, TOS 2.06,
Blitter off, 4 megs of 60ns fastram initialized at 2 normal
and 1 burst mode wait state, 68882 math chip running at 33mhz
* SST 40MHZ = Mega 4 ST, SST/68030 accelerator running at 40mhz, TOS 2.06,
Blitter off, 4 megs of 60ns fastram initialized at 2 normal
and 1 burst mode wait state, 68882 math chip running at 40mhz

THE TEST RESULTS:

8MHZ ADSPEED TURBO SST SST SST
QUICK INDEX 2.2 ST ST 25 20MHZ 33MHZ 40MHZ
--- --- --- --- --- --- ---
CPU Memory 100% 164% 230% 598% 989% 1189%
CPU Register 100% 204% 319% 512% 843% 1024%
CPU Divide 100% 203% 319% 638% 1056% 1268%
CPU Shifts 100% 207% 324% 2181% 3661% 4457%
TOS Text 344% 529% 762% 620% 887% 942%
TOS String 1433% 2127% 2929% 3062% 5318% 5614%
TOS Scroll 138% 142% 149% 157% 158% 158%
GEM Dialog 317% 490% 605% 556% 683% 709%

Note: All Quick Index figures are as compared to a 8mhz TOS 1.4 ST.

NBM 1.2

Math Routines 16.53 9.11 6.41 4.58 2.89 2.40
Memory Fetch/Store 16.21 10.49 8.85 4.15 2.62 2.17
Dialog Box Draw 14.81 9.81 8.63 8.88 7.48 7.19
Graphics 68.01 36.51 25.68 22.16 15.79 13.24

"REAL WORLD" TESTS

Word Writer
Search & Replace 1:39.64 1:18.18 1:00.80 43.64 31.73 28.89

Word Writer Scroll 1:05.64 45.85 47.30 35.66 26.88 25.17

Avant Vector
Auto-Trace 7:26.15 4:09.42 3:02.46 2:15.96 1:28.70 1:15.18

DynaCADD 3D-Cup
DynaCADD TT N/A N/A N/A 1:08.09 43.90 37.29
DynaCADD ST 23:29.18 12:35.93 2:54.24 2:10.54 1:24.51 1:10.97

Note: The DynaCADD figures for T25 and SST really show how much a math chip
improves performance. Further, the DynaCADD TT figures show the

performance gain experienced using a version compiled specifically
for the 68030.

From the very beginning it was my intent to include the figures for a
Atari TT with fastram for comparison purposes. Unfortunately, I was not
able to do this. In the future, when a TT with fastram becomes available
to me, I will post the figures for the TT.

Mark

Category 9, Topic 5
Message 33 Thu Feb 13, 1992
J.ALLEN27 [FAST TECH] at 00:35 EST

Could you make the data files WW and AV for testing by others?

Thanks for posting the benchmarks Mark.

Category 9, Topic 5
Message 34 Thu Feb 13, 1992
DAVESMALL [Dave] at 01:40 EST

Mark, that is a really fine job. THANK YOU!!

Some of those numbers are astonishing to me -- and I been using this thing for
months! Wow, is Codehead going to be happy!

One question: Was there disk I/O during the tests that don't specifically have
"disk" on them, like in word processor tests? I assume not, but am curious.

Thanks again, Mark!

(People, running and rerunning and rerunning programs like this is a KILLER
... changing CPU's, etc. Mark really worked at this; I know, having generated
tables like it.)

-- thanks, Dave / Gadgets

p.s. I have a version of MAGPLOT that plots 20 known points, but do not yet
have 200 hz ticker code in it to time plots. That'll show FPU performance in a
big way.

Category 9, Topic 5
Message 35 Thu Feb 13, 1992
STACE [RT SysOp] at 18:21 EST

Jim,

The 60K file used in Word Writer for the GEM Scroll is the documentation file
for Pinhead version 2.1.

The .IMG file for the Avant Vector auto-trace test is called TICKETS and I am
99% certain that it can be found in the ST RT. I'll check and post a file
number.

Unfortunately, the 186K file I used for the search and replace is a proprietary file that I cannot let out. Truth be known, it is first draft of the SST manual. I wasn't trying to be sneaky or anything like that by using this file I was simply looking for the largest file I could find. Since I already had it on my HD it was perfect. I will be more than happy to agree on some other readily available text file for a future comparison test. Let me know.

And, of course, you already have the DynaCADD 3D-Cup thingie.

Dave,

The times for all of the tests do NOT include any disk I/O of any kind. The files were all already loaded into memory when the tests began.

Mark

P.S. You are correct. All told I spent something like 10-15 hours testing and re-testing, running around, etc..etc. Still, it was fun! :-)

I would like everyone to pay attanetion to the excellent # crunching performance Mr. Small's board puts out. At 40Mhz its a VERY good bargain.

I'm fairly impressed with the results. CONSIDERING:

a) You can buy the basic board for 599, stripped down, and build as you go along.

b) The board is TRULY clock independant. You wanna go faster? Simply buy a 20, 32, 40, 50Mhz clock crystal and CPU. THATS ALL, not another computer, and NO soldering. Quite excellent.

c) Dave is suppose to have outdone his Spectre 3.0 manual by a couple of magnitudes....REALLY well done documentation, of course.
Way to go Dave.

d) All in all, it seems like the wait was worth it.

-Greg

1606. Wanted: cheap copy of minix

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 02:14:17 UTC
From: millert@cs.colorado.edu
Message-ID: <1992Feb18.021417.10119@colorado.edu>
Source record: 225553

I'm looking for an inexpensive (legal) copy of ST minix. If anybody has one
send me mail with what you think is a reasonable price.

thanks,
todd
--
Todd C. Miller | "But all the politiCIAns now
millert@cs.Colorado.EDU | They have no excuse
al804@cleveland.Freenet.Edu | They just hide behind their power
University of Colorado @ Boulder | And keep us from the truth" - Roger McGuinn

1607. Re: Send it back!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 03:01:15 UTC
From: sbiddle@aviate.cavebbs.gen.nz
Message-ID: <sbiddle.04yc@aviate.cavebbs.gen.nz>
Source record: 225568
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.apple2

In article <1992Feb13.180712.6160@nmsu.edu> dleland@nmsu.edu (LELAND) writes:
>Hello everyone. I just received a little card from the friendly
>folks at WordPerfect. They want me to "trade up" my Amiga version of WP
>and buy the DOS version for a "special limited offer." They are sending these
>to any registered user of Amiga, Atari, or Apple II WordPerfect. I have some
>advice for all of you, like me, who are fed up with WP's intransigence.
>
>
>SEND IT BACK!
>
>That's right; send it back to them in the mail and send a letter along with
>it telling them you don't like how they are treating you. I hear the
>Windows version is selling really badly, and there is some talk that the NeXT
>may be having similar problems. Don't take this lying down anymore! When you
>get your little card from WP, send it back!

Well I can understand WP for Windows not selling, it's an _absolute_ hog,
even on a 33mhz 386..I can't see how they could put a product that is so
slow it's near unusable. It's just a pity WP don't seem to care about any
other platform that what they can make money on..

--

Steven Biddle - Mail: sbiddle@aviate.cavebbs.gen.nz
Wellington, New Zealand. OR: BIDDLE_S@kosmos.wcc.govt.nz

1608. Questions.. Questions..

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 03:10:07 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb18.031007.16863@umbc3.umbc.edu>
Source record: 225555

Help. I haven't kept up with some aspects of the ST recently, and am wondering about MiNT, minix, RTX, MGR.. etc... just what do these do, and how can I set them up?

Also.. I know TeX is a doccument processor of some sort, but what kind of documents, and what does it print on?

Thanks for the info.... and have a nice one... Paul.

1609. Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 03:33:22 UTC
From: borres@aix.rpi.edu
Message-ID: <y=ps4zj@rpi.edu>
Source record: 225556

Atari is suing Nintendo for $160 mil for Antitrust violations. If they win, judgement is tripled.

Taken from last week's Wall Street Journal (I lost the issue, but I can look around my room for it).

--
Steven D. Borrelli
Rensselear Polytechnic Institute '92
borres@rpi.edu (NeXTmail accepted)

1610. Looking for Simon Poole (Uniterm)

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 03:57:38 UTC
From: ravi@ace4.sps.mot.com
Message-ID: <1992Feb18.035738.11997@oakhill.sps.mot.com>
Source record: 225558

I'm looking for Simon Poole, the author of Uniterm.
If anyone has his email address, I'd greatly appreciate
getting it. Also, if the sources to Uniterm are available anywhere,
please send me mail. Please send mail directly because
I don't get this newsgroup. Thanks,

-ravi

ravi@ace4.sps.mot.com

1611. Twitterpatter-Mailserver

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 05:04:05 UTC
From: LZ@ifw.fertigungstechnik.uni-stuttgart.dbp.de
Message-ID: <1992Feb10.080026.28071@rusmv1.rus.uni-stuttgart.de>
Source record: 225562

I'm looking for the address of the Atari-Mailserver (Twitterpatter ?) at umich.edu.

Is anyboday able to help me.

Please send your answer to the E-mail-address mentioned below.

Thanks in advance,

Marcel Lutz

Fuer Ruckantworten bitte nur unten genannten E-Mail-Adresse benutzen. Die oben genannte ist falsch, laesst sich aber leider nicht aendern.

--
Marcel Lutz
IfW, Institut fuer Werkzeugmaschinen
Universitaet Stuttgart, Holzgartenstr.17, 7000 Stuttgart

E-MAIL: lutz@ifw.fertigungstechnik.uni-stuttgart.dbp.de

1612. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 06:32:38 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <4ouBgB3w164w@ersys.edmonton.ab.ca>
Source record: 225561

borres@aix.rpi.edu (Steven D. Borrelli) writes:

> Atari is suing Nintendo for $160 mil for Antitrust violations. If they win,
> judgement is tripled.
>
> Taken from last week's Wall Street Journal (I lost the issue, but I can
> look around my room for it).
>

What exactly is meant by anti-trust violations?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

1613. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 06:53:17 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb18.005317.11187@doug.cae.wisc.edu>
Source record: 225559

In article <y=ps4zj@rpi.edu> borres@aix.rpi.edu (Steven D. Borrelli) writes:
>Atari is suing Nintendo for $160 mil for Antitrust violations. If they win,
>judgement is tripled.
>
>Taken from last week's Wall Street Journal (I lost the issue, but I can
>look around my room for it).
>
>
>
>--
>Steven D. Borrelli
>Rensselear Polytechnic Institute '92
>borres@rpi.edu (NeXTmail accepted)

Christ, thats wonderful. If Atari would spend less money on corporate lawyers, and more on making machines everyone wants, we wouldn't need people like Dave Small to fix thier junk they make.

Atari Sucks, down with Atari.

(Had to get that in thier)

comp.sys.atari.die.die.die.die.die.

-Greg

PS: Hate mail welcome.

1614. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 07:19:28 UTC
From: england@milton.u.washington.edu
Message-ID: <1992Feb18.071928.13296@u.washington.edu>
Source record: 225560

In article <1992Feb18.005317.11187@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>
>Atari Sucks, down with Atari.
>

(Sounds of laughter!!! <EVIL grin>)

I whole heartedly agree!! Hee hee!!

__
I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

1615. What is the keyboard on Mega STe's like?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 09:14:33 UTC
From: ach-a@minster.york.ac.uk
Message-ID: <698404472.11195@minster.york.ac.uk>
Source record: 225580
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

What is the keyboard on the Mega STe like? Is it the same as the keyboard on the ST because I personally dislike this keyboard. Too spongy in my honest opinion.

How easy is it to change the keyboard to one that I like should I end up upgrading my 1985 ST (Tos 1.0, single sided drive {originally)) to a Mega2, and the keyboard is the spongy one!?

Just for comparison, at university I am using a Silicon Graphics' Iris Indigo workstation and its keyboard is the best I've ever used. The newer IBM ones are a bit clicky and the SUN keyboards are okay.

-Andrew

P.S.
When is Populous II going to be in the shops for the ST?

1616. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 10:40:57 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Feb18.104057.3436@u.washington.edu>
Source record: 225564

In article <4ouBgB3w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>borres@aix.rpi.edu (Steven D. Borrelli) writes:
>
>> [Atari is suing... Antitrust violations etc]
>
>What exactly is meant by anti-trust violations?
>
>

Ok, I'm not a history major nor a lawyer but here's my explanation of anti-trust violations, let's take it one step at a time :

Trust = organization of firms (businesses) in a particular market (for example, the video game market) set up to control said market by reducing competition. This essentially can be equated with the term : MONOPOLY
Anti-trust legislation (I believe it is the Sherman Anti-Trust act, and possibly other stuff) = Safeguards/laws set up to prevent the development and operation of trusts, notably around the turn of the century when monopolies/trusts were a major problem in many American markets. The purpose of this legislation then would be to ensure the free market we all know and love and protect the consumers from monopolistic actions (i.e. price hikes without limit).

SO, in saying that Nintendo has made an anti-trust violation, they are saying that somewhere along the line they have done something prohibited by the above legislation, i.e. they have monopolized the market or possibly something more trivial, I'm sure the legislation is full of minor stuff which might indicate a trust. :)

Ok, sorry for the long-winded explanation, I think that is the basic idea of anti-trust stuff though... In response to some comment about lawsuits in general, I must say that unfortunately (well not if you're a lawyer I suppose) these are pretty common in computer industries, at least in part due to the fact that we are still working out just what is legal/illegal when it comes to computer programming, hacking, hardware copies, etc (although this particular case seems to be more of a business issue.) Just think of how many times Apple/Microsoft/DRI have battled it out over this windows thing, perhaps IBM is safest just to open up their machines, but who knows they probably find other things to sue about. Well there I go again spewing off, this is more a discussion for alt.business.ethics or somesuch, but there you have it.

>>< -- >>
>>< mforget@ersys.edmonton.ab.ca >>
>>< ersys!mforget@nro.cs.athabascau.ca >>
>>< Michel Forget >>
>>< "I'm the broken spoke in the Wheel Of >>
>>< Time! Do you have a problem with that?" >>
>>< -- >>

Ben Gilbert (tymbrimi@u.washington.edu)
And I still don't have a .sig file, tragedy strikes!

P.S. - The SST stuff I have heard sounds really cool, mzybe by the time I can afford a new computer (try years from now... :(), Dave will have a SSTe out, but by then I suppose Atari will have new stuff too, cool... As long as my 520 doesn't implode I'm ok.. And to the Amiga guys, how's it going, nice to see you're still checking in. I can't see where such malicious / pessimistic comments will get you in the world, but hey, it's a free country and you've got a right to an opinion. Long live Atari and Commodore, no one likes a stranded computer user. (oops I'm preaching again, must be my Picard imitation)...

1617. Lex library for Sozobon C ???

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 10:58:51 UTC
From: woocm@essex.ac.uk
Message-ID: <2165@sersun1.essex.ac.uk>
Source record: 225576

I'm trying to compile the SIPP graphics library
for use on my STe but i need the lex library to link to
it. I'm using sozobon C. Does anyone know where one might
be, i have ftp access. Thanks.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

1618. MEGA-LEIF-CONVENTION

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 11:28:45 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb18.112845.20148@tdb.uu.se>
Source record: 225567

```
--------------------------------------------------
-* Official invitation to the MEGA-LEIF-CONVENTION *-
--------------------------------------------------

This is the official invitation to the enormous and already famous
MEGA-LEIF-CONVENTION. This is an international Atari and PC (other
computers are also welcome) demo-convention held by Electra in
Fyrisskolan/Uppsala/Sweden. It begins at 18:00 (local swedish time)
on Thursday the 16th of April, and lasts until 15:00 on Monday the
20th of April.

In the basement of the school we have an old Physical-activities
hall that'll serve as a silent sleeping room. You'll also find free
showers in the same area. At about 5 minutes walk from the school you'll
find the famous Fyrishov recreation centre, so bring your bathing
clothes! At about 10 minutes walk in another direction you'll find the
centre of Uppsala with resurants, shops and Macdonald's.

There will of course be loads of competitions too, that's the reason
we hired an RGB projector! And what will we do with the RGB projector
before the compos? We`ll show movies and demos on it of course! The
competitions (held by us and TOS Magazine) are:

* best demo (1 Meg STE)
* best picture
* best music (modules and blip-blop)
* othello/reversi tournament (your program will play against the others,
you'll get the exact rules at the party)
* best PC demo

Prices in the different competitions:

* first price in the Atari demo competition will be an Atari TT
* in the PC competition we'll throw 2000 SEK (333 USD) at the winner
* prices in the other competitions will be Quantum harddisks,
a high speed modem, an Amiga, an Atari and a colour monitor.

At the party we'll sell coke and you'll be able to order pizzas
at special reduced prices. You'll also be able to buy other computer-
related items (SIMMs and empty disks for example) on the party

The following Atari crews has already decided to attend:
Electra Omega
The Carebears ULM
The Respectables Electronic Images
Sync TEX
Legacy Mystic
```

The Blackcats Scum of the Earth
Alcoholica Delta Force
Synergy The Lost Boys
Unit 17 EPA
The Syndicate Lazer

PC-Crews: Cascada The Codeblasters
The Space Pigs

This is absolutely not a complete list, we get new answers all
the time. If there are enough good screens we'll compile a party-demo.
Also every good group must bring a lame demo for the ultimate lame
demo. People from outside Sweden can hire a monitor for about 150 SEK
(25 USD). The admission to the convention is 90 SEK (15 USD), for girls
it's free.

How do I get to the convention?
If you come by plane to Arlanda (big airport outside Stockholm) we'll
try to fetch you there. If you arrive at Arlanda at such a bad time
that we can't pick you up you could take bus number 801 to Uppsala
central station or a taxi directly to the school (Fyrisskolan, Uppsala).
Please remember that taxi is VERY expensive in Sweden. If you come by
train you will arrive at Uppsala central station. If you have lots of
luggage we'll try to pick you up. However, if you feel like you could
take a bus then try bus number 9, 12 or 13. They all pass the school.
You could also take a taxi, but it's expensive. If you come by car
please contact us and we will send a map.

Please contact us ASAP and let us know how many monitors you want, if
you want to be fetched and where you want to be fetched.

Call Jesper: int+46 18 463347
or Erik : int+46 18 246777.

Or send a E-mail to: t90_jesper@maja.teknikum.uu.se
or: m91jru@tdb.uu.se

Or ordinary mail to: Jesper Rudberg
Flogstav. 63e
752 63 Uppsala
Sweden

You could also contact me (Daniel Eriksson) on any of the below
mentioned addresses. I'm not a member of Electra, but since there
has been some trouble posting to Usenet from our site lately (due
to bad installation of tin) I posted the above text for Jesper.
If you want to arrange your arrival or reserve a monitor you SHOULD
contact Jesper or Erik.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')

SWEDEN Voice : +46 (0)26 72901

1619. How to combine split lzh files from umich (i.e. make useable)?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 11:35:56 UTC
From: shore@equinox.gen.nz
Message-ID: <Lq9BgB4w164w@equinox.gen.nz>
Source record: 225600

To : rkallen@msb.com (Russell Kallen)

You asked how to combine 3 files from a split file that had been
uuencoded...

I don't know much about it, but couldn't you combine the three
messages, taking out the headers etc, into one file with a text
editor etc, then run uudecode on the one file that you had created???

|------------------------- Craig Shore ------------------------|
| Christchurch, New Zealand. |
| Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120 |
| SLNET - 250:700/1266 or 250:700/578 |
"""

1620. FSM GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 11:38:26 UTC
From: shore@equinox.gen.nz
Message-ID: <Ru9BgB5w164w@equinox.gen.nz>
Source record: 225599

What is FSM GDOS? Is it the same as the german written ASM_GDOS, or
just GDOS?

|------------------------- Craig Shore -------------------------|
| Christchurch, New Zealand. |
| Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120 |
| SLNET - 250:700/1266 or 250:700/578 |
"""

1621. Re: Help! need to write 3.5" disc in Amiga format

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 11:41:19 UTC
From: shore@equinox.gen.nz
Message-ID: <kZ9BgB6w164w@equinox.gen.nz>
Source record: 225451

To: Henryk Palka

How about formatting it in MS-DOS format (either from the desktop
on a STe , or using a format program that does IBM format on an ST/FM)
and reading it in IBM format on the Amiga.

|------------------------- Craig Shore -------------------------|
| Christchurch, New Zealand. |
| Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120 |
| SLNET - 250:700/1266 or 250:700/578 |
"""

1622. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 11:45:27 UTC
From: shore@equinox.gen.nz
Message-ID: <g79BgB7w164w@equinox.gen.nz>
Source record: 225452

il@bambam.u.washington.edu (Il Hwan Oh) writes:

> I've spoken with people who have ordered software directly from England.
> They said that the English dealers will "bend over backwards" to please
> us. Just call or write one of the advertisers out of one of the numerous
> English ST magazines (include your credit card number if you write), and
> they'll take care of you.

What's the exchange rate like to the UK from the US?

for me to buy something from the UK, it's about 3.2 times the price
shown, to buy from the US it's about 1.8 times the price.

Quite a huge difference, so it's a pitty that we don't see many US]
magazines over here for the atari. I've got an atari interface
here, but it is a bit lacking in mail order companies compared to
the English ones :-(

|-------------------------- Craig Shore -------------------------|
| Christchurch, New Zealand. |
| Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120 |
| SLNET - 250:700/1266 or 250:700/578 |
"""

1623. Re: Mint 0.92 can't find RSC

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 13:33:37 UTC
From: Bjarne Pohlers <ZWQ017@DMSWWU1C.BITNET>
Message-ID: <180292.143337ZWQ017@DMSWWU1C.BITNET>
Source record: 225598

In article <16215@sbsvax.cs.uni-sb.de> univwa@sbusol.rz.uni-sb.de (Bernhard Stumpf)
writes:
>
>Hi there,
>
>I ran into a problem which is very disturbing...
>
> I cannot achieve to start GEM programs under MiNT/tcsh; even after
> changing to the path where the application is at home with all files
> I get a dialog box which says: 'Cannot find RSC-File'.
>
> I already tried to have the PATH also set to /rsc and to place there
> all the RSC's which can't be found, didn't work...
>
Did you try to place all RSC-Files in a folder (e.g. c:\rsc) and to
add the line
setenv PATH .;c:\rsc
in mint.cnf? That should work.

--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
B BITNET: ZWQ017@DMSWWU1C (only valid until April) B
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

1624. HELP wanted format DEGAS or ART files

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 13:49:16 UTC
From: storm@fwi.uva.nl
Message-ID: <1992Feb18.134916.27498@fwi.uva.nl>
Source record: 225569

I'm looking for the formats of DEGAS PAINT or ART DIRECTOR
files to use them in GFA-BASIC.

Thanks in advance, Richard

1625. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 15:00:52 UTC
From: mats@netcom.com
Message-ID: <f+chxrhmats@netcom.com>
Source record: 225573

>> Atari is suing Nintendo for $160 mil for Antitrust violations. If they win,
>> judgement is tripled.

>What exactly is meant by anti-trust violations?

My understanding of the case is that Nintendo, as a price for allowing
game developers to develope games for the Nintendo system, exacted
a promise that the developer not develop for the Atari (or Sega,
or other competitors). This is akin to forcing a person developing
a piece of software for the Mac only no be able to sell it for the Mac,
not the IBM PC. By at least some interpretations (Atari's clearly
included), this could be called restraint of trade.
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

1626. Berkeley Microsystems?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 15:07:29 UTC
From: gerardo@uapnx1.dgsca.unam.mx
Message-ID: <5138@mtecv2.mty.itesm.mx>
Source record: 225570

I have a BrainSTorm hard disk enclosure with, among other things, a Berkeley Microsystems BMS-200 controller board.

I know Void Productions (makers of BrainSTorm) are long dead, but I would like to know how I can get a hold of Berkeley Microsystems. Specifically, I would like to know what has to be done in order to connect a second hard disk drive to the controller.

--
Dr. Gerardo Cisneros |Depto. de Aplicacion de Microcomputadoras
gerardo@uapnx1.dgsca.unam.mx |Instituto de Ciencias, UAP, Puebla
CISNEROS@UNAMVM1 (BITNET) |91-92: on sabbatical at DGSCA/UNAM, Mexico

1627. Re: PCB Software?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 15:27:54 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb18.152754.4995@syscon.rn.com>
Source record: 225578

silvera@p4.cs.man.ac.uk (Andrew Silver) writes:

>Are there any professional or public domain programs for the ST
>that can be used in the design of PCB's? I am looking for software
>which might be able to take a circuit diagram and design a PCB layout
>with autorouting and output it to a range of printers so it can
>directly used for making the board.

>I have never seen a PCB layout program, although I have seen many
>circuit diagram drawers.

Abacus makes one called PCBoard Designer. 4x6 double sided, mono only.
San Jose Computer has it for $50 thought the version I got was limited
demo. Abacus (MI) replaced it though. There are more professional packages
availble in Europe but have not seen them here.

1628. Atari St for Sale.

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 15:50:24 UTC
From: eudyeudy@bluemoon.rn.com
Message-ID: <PikcgB1w164w@bluemoon.rn.com>
Source record: 225582

Ok I'm gonna be getting a new computer so I want to sell my ol St her at
home

Heres the stats.

Atari 520 STFM with internal DS/DD Drive and 1 Meg upgrade (note:
not a piggy back upgrade)
14 inch color monitor
sx212 1200 baud modem
external SS/DD drive.
Supra 30 meg hard drive SCSI compatiable.

and about 300 disks of games- not public domain games but real
games like Dragons Lair, Space Ace, The Killing Game Show, Breach
2
If someone is interested I'll List all of the games that I have
they all do come with Docs.

I'm asking $800.00 dollars for the whole system.
Note : I will not seperate the parts to sell separately. It
either all goes or not at all.

You can send any replys to. :-)

Scott D. Eudy
Chairman Explorer Officers Association Central Ohio Division
Vice President Explorer Post 891
You can send any replies to:
eudyeudy@bluemoon.uucp
eudyeudy@bluemoon.rn.com
OR eudyeudy@bluemoon

==========

1629. SM147 Review

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 16:02:54 UTC
From: malay@sae.com
Message-ID: <1992Feb18.160254.20272@sae.com>
Source record: 225571

The other day UPS delivered a white box with no Atari labels, no fuji symbol - nothing that hinted that this was a Atari product. Opening up the box revealed a 14" Super VGA Monochrome monitor. The documentation that came with the monitor also lacks any Atari corporate stamps. The monitor is a 14" flat screen paper white display. The front panel contains the lighted on/off push button switch, brightness control, and contrast control, oh, and to the left of the controls is a name plate with "Atari" on it - no fuji. The back of the monitor has user-accessible vertical size, horizontal phase (position), sub brightness, and focus. The monitor sits on a tilt and swivel base. The color of the plastic is a much deeper gray color than any of the "normal" Atari products. The size of the unit is taller than the SM124, but not as wide or as deep.
So I hooked this thing up and booted, the display is very bright and white (not bluish as was described by someone else on this net when they mentioned the SM144). There is no sound, but thats ok I use the external speaker outputs on the STE anyway. The picture quality is sharp and precise, and I especially like the ability to adjust the picture size whenever I want to without resorting to surgery. At first I noticed some shadowing going on, but tracked that down to my monitor switchbox - which I repositioned and all the shadows disappeared. This display does have one defect - the top portion of the screen seems as if it is being "pulled" down - horizontal lines appear to be downward arcs - I hope this is just a minor adjustment - does anybody have any ideas about this??
At first I was a bit disappointed, I guess I expected something on the order of a Sun Mono monitor :) - after using it for awhile, the larger screen just makes things easier to see - I find myself squinting less. All in all I like it - and the Spectre GCR Mac screens look great (I did have to downsize the screen to make the Mac desktop look normal and not stretched horizontally).
Bargain hunters take note - I would bet that you could pick up a the PC version of this monitor, cut of the D-Type connector and add the Atari monitor cable - it appears thats what the manufacturer has done.

Specs:

CRT 14 inch diagonal, 90 degree deflection, non-glare
INPUT SIGNAL:
Video Signal Analog Levels
Horizontal Sync TTL Positive/Negative
Vertical Sync TTL Positive/Negative
SCANNING FREQUENCY:
Horizontal 28KHz TO 38KHz
Vertical 49-95Hz
DISPLAY AREA: 240x180mm
BANDWIDTH: 40MHz (-3dB)
RESOLUTION: 1000 Lines (Center), 900 Lines (Corner)

POWER SOURCE: AC 115V/230V, 60Hz/50Hz Jumper Selecting
POWER CONSUMPTION: 35W (Max.)
ENVIRONMENT:
Operating Temperature 0 degrees C ~ 40 degrees C Ambient
Humidity 10%-85% Relative, Non-Condensing
WEIGHT: Approx. 7Kgs (Net)
DIMENSIONS: 345mm (H) x 310mm (D) x 324mm (W)

Included was the D-Type Connector Pinouts

1 NC
2 VIDEO
3 NC
4 NC
5 GND
6 NC
7 VIDEO GND
8 NC
9 NC
10 GND
11 NC
12 GND
13 H-SYNC
14 V-SYNC
15 NC

1630. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 16:08:13 UTC
From: malay@sae.com
Message-ID: <1992Feb18.160813.20336@sae.com>
Source record: 225572

Well I hope Atari wins! If Atari's marketing or lack of marketing is bad then Nintendo's is at the other end of the spectrum - they sell ho-hum game systems as if they were the hottest stuff on the market. They soaked the NES market (particularly the US) for all it was worth prior to releasing the SNES to the US market even though it was available in Japan almost a year in advance of its US release.

Down with Nintendo! Gameboy Sucks!

Bob Malay

1631. Multisync Monitor?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 16:22:11 UTC
From: tony@microware.co.uk
Message-ID: <851@mwuk.UUCP>
Source record: 225588

Hi,

I want to get a multisync monitor of some kind which I could use with my ST or STe for both Mono and Colour modes. I know a NEC 3D can be used, although I don't know the connections. Are there any others which can be recommended? Especially if they are lower cost!

Also, does anyone have details of the connections required in each mode?

Thanks in advance for any info,

Tony.

--
Tony Mountifield | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

1632. Re: How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 16:53:47 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb18.165347.25217@sun.pcl.ac.uk>
Source record: 225577
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <PAUL.92Feb18171700@nsx.kagaku.se.fujitsu.co.jp> paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>You really don't want to use the operating system calls. Operating
>systems are for lamers. The only operating system call I ever use is
>go to supervisor mode. After this, I just rewrite any operating
>system routines I need - good practice, and the results are usually 10
>times better than those using the op system. I've just finished

Umm... sort of.

I'm in the process of writing a UNIX filesystem for the ST (i-nodes and group permissions on the ST :-) Its going fine. I cant say that I need to though....

The best thing to write is 1) Text output routines. 2) GEM menus.
I've written replacements for both, and now have the ability to have nice smoooth scrolling (like SETUP smooth scrolling on vt100's), multiple fonts WITHOUT Gdos hassle, and custom blinking cursors (I like underline cursors).

I cant say its as good as the OS in all respects though, as it conforms rigidly to a grid layout - one per character. Maybe sometime...

As for menubars, well I have configurable menus, using any combination of 1) pull down (like on Mac). 2) Drop down, 3) Selection without using the buttons(!) [just point, select, and instead of click, just move the arrow off the right of the menu, which selects the current option], auto menu cancel (disappears when mouse moved outside menu),4) selection across whole screen (if not auto cancel, then only the mouse Y coordinate is checked when selecting options, so if menu is at left of screen, then running mouse up and down at far right of the screen still selects options in that menu), 5) Instant menus (like GEM) 6) Scroll-down menus (glide caramel smoothly as if lowered on a piece of paper - really neat!).

Of course these are only available from within my own programs. But maybe I'll work on those text routines and steal TRAP vectors....

Edd Deegan
vatec@uk.ac.pcl.sun

1633. Re: OKAMI (prg.)

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 17:04:03 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <9243@chalmers.se>
Source record: 225579

In article <1992Feb14.223955.5748@msb.com> rkallen@msb.com (Russell Kallen) writes:
>
> Does anyone know what this program does
>
It's some sort of shell/cli (like GULAM).
> -&-
>
> Which directory (& which server) it's located in?
atari.archive.umich.edu (141.211.164.8)
/atari/cli/
>
>Thanks.

/Patrick

--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

1634. pym problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 17:04:08 UTC
From: malay@sae.com
Message-ID: <1992Feb18.170408.20464@sae.com>
Source record: 225574

How does one sucessfully de-archive "pym.arc"?? Here is what happened to me:

```
arc x pym.arc
Extracting file: pym_a1.lzh
Extracting file: pym_a2.lzh
Extracting file: pym_b1.lzh
WARNING: File pym_b1.lzh fails CRC check
An entry in pym.arc has a bad header.
hdrver: 5b
42 bytes skipped.
Extracting file: pym_b2.lzh
```

Bob Malay

1635. Re: How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 17:17:00 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb18171700@nsx.kagaku.se.fujitsu.co.jp>
Source record: 225566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You really don't want to use the operating system calls. Operating systems are for lamers. The only operating system call I ever use is go to supervisor mode. After this, I just rewrite any operating system routines I need - good practice, and the results are usually 10 times better than those using the op system. I've just finished rewriting all the operating system disk functions, and while this took a little work, formatting disks to weird formats is a dead sinch if you access the floppy disk controller directly. I don't know much about op system calls except they're all really shit, but I've read that you can't do much messing with disks using op system calls. You'll need some info to program the FDC directly. The book I used was Atari ST Disk Drives Inside, and Out from Abacus. It's a pretty good book.

1636. What is VDOS and why do I need it?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 17:36:01 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Feb18.173601.18266@usenet.ins.cwru.edu>
Source record: 225575

I got proqueue.arc from terminator last night only to find that it
was VDOS. I got VDOS a while back hoping that it was in fact a virtual
disk memory type thing, and found it a bit annoying, and deleted it.
So is it a virtual disk system? What does it do? Does anybody use it?
Why?
Happy Computing!
Steve
<selick@csa.bu.edu>

1637. Re: Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 18:13:01 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Feb18.181301.2049@aber.ac.uk>
Source record: 225581

In article <1992Feb18.015556.21951@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1992Feb17.115900.29120@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>> I saw the SM144 just this weekend at a comp show and I have to say (and so
>> were a number of other people including dealers) that its a step down from
>> the SM124. If you can buy a SM124 then go for it because they are in general
>> cheaper and of much better screen quality than the SM144. They've made the
>> SM144 larger screen (14") and the phosphor is not as paper white as the SM124,
>> it has a blueness about it which I didn't like. Some poeple are bound to
>> like though.
>>
>> Herb
>
>I did read of some claim that the screen was 400% brighter, but that
>could be for this other one that I have bean hearing about, is it not
>a SM 147 ???
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
The monitor I saw was definitely called the SM144. It's already being
advertised here in the UK although at a higher advertised price than
the 'old' SM124'.

Herb

1638. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 19:37:35 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb18193735@solb1.essex.ac.uk>
Source record: 225584

In article <1992Feb18.005317.11187@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:

> Atari Sucks, down with Atari.
>
> (Had to get that in thier)
>
> comp.sys.atari.die.die.die.die.die.
>
> -Greg

What are you, an Amiga flamer? Take this crap elsewhere; I read this group to find stuff out about my ST, not read shit from morons.

--
email: okes@essex.ac.uk
#
##
##
#
"Hell's bells!" the machine roared as it plummeted fifteen storeys and smashed itself to bits on the ground below.

1639. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 20:00:34 UTC
From: ai065@cleveland.Freenet.Edu
Message-ID: <1992Feb18.200034.26432@usenet.ins.cwru.edu>
Source record: 225583

I'm an Amiga user, but I would *love* to see Atari stick it to
Nintendo. Nintendo has been keeping any competition out of major chain
stores by threatening the store owners that they will pull out of their
store if they carry anything but Nintendo. This is just one small tatic
that the Japanese use in order to control the market on a product. They
also will dump products (flat screen displays, minivans, semiconductors)
on the American market at below cost in order to put US competition out
of business. This is known as "attack capitalsim". Once the competition
no longer exists they will set their own price for that product. IBM<
Compaq, and Apple all now depend on Japanese vendors for flat top
display screens for their laptop computers. The US competition that
did exist was greatly weakend by the dumping. These Japanese vendors
can use other resources to keep the money flowing while they are not
making a profit off that product. Stick it to'em!
--
__ "American workers are overpaid, stupid, and lazy." -JAPAN
__/// "I don't know about you, but I get paid $5.20 an hour, I bust my ass,"
\XX/ "and I'm smart enough to know an insult when I hear one." -THOMAS HILL
DON'T BELIEVE THE HYPE! JAPAN HAS A *VERY* CLOSED MARKET! BOTTOM LINE!

1640. More Atari bashing (was Re: Atari Sues Nintendo!)

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 20:28:20 UTC
From: rjung@nunki.usc.edu
Message-ID: <kq2r34INNktj@nunki.usc.edu>
Source record: 225585

In article <OKES.92Feb18193735@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
>In article <1992Feb18.005317.11187@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
> > Atari Sucks, down with Atari.
> > comp.sys.atari.die.die.die.die.die.
>
>What are you, an Amiga flamer? Take this crap elsewhere; I read this group
>to find stuff out about my ST, not read shit from morons.

I personally guess that these Amiga owners are feeling insecurity about
their machine, and come over here to annoy us to boost their falling
confidence in CBM...

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

1641. 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 20:54:39 UTC
From: sourada@iastate.edu
Message-ID: <sourada.698446479@vincent1.iastate.edu>
Source record: 225586

While looking at the demos for the ST, I often see mention of 'demo crews', and from the context I would assume these are groups of people who write demos together.

Is this a big thing in some countries (the bulk of the ones I've heard of are in Sweden or Germany, of course, that's where the bulk of the Ataris are also)? In America, it doesn't seem that demos are treated with any respect as an art form, but from the existence of demo crews, it seems somewhere this is respected as an art form.

The entire 'culture' of these demo crews sounds very interesting to me. Does anyone have any firsthand (or second, at least) knowledge of these crews?

Thanks,
Steven Ourada

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu

1642. .GEM files

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 21:00:47 UTC
From: sourada@iastate.edu
Message-ID: <sourada.698446847@vincent1.iastate.edu>
Source record: 225587

Pardon me if this is an ignorant question, but what exactly are .GEM files, and how can I view them? Atari supplied a few with the Developer's Kit (stuff they didn't bother to print), and I would like to see them. But, I have never seen a program that claimed to input or output .GEM files.

I would figure that they are either raw VDI-format files (in which case I would still need some sort of viewer) or some format DRI used for their integrated applications.

Later,
Steven Ourada

--

Ask me how my university is censoring my Usenet access!
sourada@iastate.edu

1643. Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 22:46:27 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb18.224627.24352@umbc3.umbc.edu>
Source record: 225589

I don't understand. If those people are supposed to be college students, posting and wasting time with garbage like 'Atari Sucks'.. then I would be interested in seeing the admissions for that college become a bit stricter.

Heh.. even if they were going to insult Atari due to insecurity or nightmares or something.. couldn't they atleast find a more creative way?? Sigh..

Paul...

1644. LOOKING FOR ATARI DISK DRIVES

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 22:48:39 UTC
From: carasso@netcom.com
Message-ID: <tlchygcarasso@netcom.com>
Source record: 225591

I want a hard drive for my atari 520st. IS anybondy willing to sell
me one? How much can I get them new?

--

CARASSO
sdfchjsfjsjfskfjsklthiswasreallyfunnylastyearsoi'llgoitagainsdfkjsdkljsdfklj
sdfkjklgivemeyoursisterksfjskljbigtitssksdjklsftightoraficessdfjklsfblondesf
klsjfklsfskjdomyhomeworksdfklsjdomyworksadfkjsfkjgivemeyourgirlfriendskjffff

1645. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 22:53:50 UTC
From: killer@vipunen.hut.fi
Message-ID: <killer.698453630@vipunen.hut.fi>
Source record: 225596

In <1992Feb18.200034.26432@usenet.ins.cwru.edu> ai065@cleveland.Freenet.Edu (Thomas Hill) writes:

>no longer exists they will set their own price for that product. IBM<
>Compaq, and Apple all now depend on Japanese vendors for flat top
>display screens for their laptop computers. The US competition that

Well, if and when (and hopefully soon) Planar/Lohja finds out a way
to produce blue color on their EL-screens, the Americans and the
Finns will have their own flatscreen manufacturer.
--
****
* Robot: Your Plastic Pal Who's Fun to be With -- Douglas Adams, HHGTG *
* (The marketing division of the Sirius Cybernetics Corporation) *
****

1646. Re: why do I only get 512k on a 1040

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 22:54:23 UTC
From: irobinson@cix.compulink.co.uk
Message-ID: <1992Feb18.225423.9552@demon.co.uk>
Source record: 225454

In article <1992Feb17.165336.11127@utdallas.edu>,
woodcock@utdallas.edu (Gregg E. Woodcock) writes:
>
> A friend of mine has an 1040 st that only show 512k out
> of 1040k when he runs the ram test. Any ideas, other> than the
possibility of having bad ram chips ?>

Is it second hand? If it is then it may have had a memory upgrade
which was removed before selling. When fitting a 2Mb memory upgrade
to a 1040 you have to cut two resistors on the board in order to
disable one of the internal memory banks. So therefore if you take
the upgrade out you will have to resolder the resistors if you want
the full 1024k.

All this falls down if it hasn't had a memory upgrade at some stage.

Ian Robinson

1647. Fweb available for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 23:00:53 UTC
From: petcher@wuphys.wustl.edu
Message-ID: <1992Feb18.230053.26999@wuphys.wustl.edu>
Source record: 225590

Some of you may be interested to know that fweb (available via ftp from lyman.ppl.gov, that's 192.55.106.129) compiles virtually without change (just minor customizations - see similar post in comp.sys.atari.st.tech) with the latest version of gcc and libraries at atari.archive. If you are interested, please give it a try. If you don't have the resources and want a copy of the executables, please email me. I don't want to post them yet, because they need some more testing, and should be considered a beta version, but so far I was able to tangle the fweb code for the fweb program itself which is a pretty good test for part of it.

For those who do not know what fweb is, it is a derivative of the language, web, by Donald Knuth, in which TeX was written. This language allows you to put source code and TeX commentary in the same file. Passing the web code through the preprocessor fweave produces TeX output to be used as documentation, and passing it through the preprocessor ftangle produces compiler ready source code. Whereas the original web language handled pascal only, fweb handles fortran, fortran90, C and C++. It is extremely useful for collaboarations among other things, when well documented code is crucial.

Cheers, petcher@wuphys.wustl.edu
Don Petcher

1648. Re: MicrOStyle/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 23:01:31 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250030@hpindda.cup.hp.com>
Source record: 225470

dmk@air31.larc.nasa.gov writes...

[Stunt Car Racer won't run on my 4meg STE]

To which kdv_521@eimoni.tuwien.ac.at responds...

[Maybe it's the memory upgrade. Try mem_xxx.prg]

I'm running SCR on a 520ST, TOS 1.4 with a 2 meg upgrade. I don't think
the added memory in the STE is causing the problem.

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
19420 Homestead Road MS 43LT |
Cupertino, CA 95014-9974 |
goo@hpinddh.cup.hp.com |

1649. GNU emacs 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 23:06:41 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Feb19000641@kolsaas.ifi.uio.no>
Source record: 225595

I've just FTP'ed the ST port of GNU emacs 18.57 from a.a and I have
encountered a small problem.
When I start emacs from MiNT it seems to run ok, but if a try to load
or insert a file I get a Bus Error. Everyting else works.

I have a 2.5 meg 520ST, and I'm running MiNT 0.91B(I think.).

Has anyone else experienced this problem?

--

Terje Vernly
Internet : terjeve@ifi.uio.no

1650. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 23:08:11 UTC
From: darling@cellar.org
Message-ID: <cs5cgB1w164w@cellar.org>
Source record: 225593

england@milton.u.washington.edu (Gregory Miller) writes:

> In article <1992Feb18.005317.11187@doug.cae.wisc.edu> carter@cae.wisc.edu (Ca
> >
> >Atari Sucks, down with Atari.
> >
>
> (Sounds of laughter!!! <EVIL grin>)
>
> I whole heartedly agree!! Hee hee!!
>
> --
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/
> --
>
> england@u.washington.edu

Damn. Why can't Atari users be as intelligent and mature as all these Amiga kids? They don't waste their time on silly DTP or MIDI applications. They bought their machines for FLAME WARS, dammit.

A lot of us judge a machine by the type of people who buy it, lad. Score one for Commodore's volunteer PR team.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

1651. Re: Crack Art drawing program

Newsgroup: comp.sys.atari.st
Date: 1992-02-18 23:37:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6861@uqcspe.cs.uq.oz.au>
Source record: 225592

>BTW, Is there a function that will "Crack" the art from a game or
>program?

Yes, the icons with the cracks in the allow disk or file cracking. It is pretty cumbersome though, as you don't actually scroll around the loaded file - you pick a format you want to load in (ie. width, etc) and an offset into the file, then reload each time.

At least that's all I could work out.

Has anyone worked out the "exchange" function on the colour palette yet?

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

1652. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 00:47:42 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb19.004742.29916@tdb.uu.se>
Source record: 225594

sourada@iastate.edu (Steven D Ourada) writes:
: While looking at the demos for the ST, I often see mention of 'demo
: crews', and from the context I would assume these are groups of people
: who write demos together.

Sure! But we not only make demos, we also share knowledge and
things like that. Many of todays games are written by (ex)
demo-programmers. Just look at Thalion Software!!!

: Is this a big thing in some countries (the bulk of the ones I've heard
: of are in Sweden or Germany, of course, that's where the bulk of the
: Ataris are also)? In America, it doesn't seem that demos are treated with
: any respect as an art form, but from the existence of demo crews, it seems
: somewhere this is respected as an art form.

It's quite a "big thing" here in Europe. Every self-respecting
Atari or Amiga owner with interest in programming is a member
of a group/crew. There are also quite a few demo-crews in the US,
but they mainly operate on the Amiga since Atari nowadays only
is used as a swearword (well, not really yet, but SOON if Atari
keeps up the shitty work they've done so far).

: The entire 'culture' of these demo crews sounds very interesting to me.
: Does anyone have any firsthand (or second, at least) knowledge of these
: crews?

Well, I think I've got some firsthand information since I'm
a member of one of the oldest and most famous groups around
(every self-respecting demoprogrammer always exaggerate a bit).

And remember: I'm not the only one on the net. There are a couple
of dozen more.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1653. The Atari Maturity

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 02:15:31 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Feb18.211531.13017@umiami.ir.miami.edu>
Source record: 225489

Like many people, I find these flame wars tiresome and boring. They lack any foundation for reasonable conversation.

Don't blame all us College students. I am a proud owner of 2 ST's a MEGA 2=>4(on motherboard) and a 1040 STE.

And hey, you don't see Atari users over on he Amiga boards trashing thier system.

On a positive note, I enjoyed a recent reading of Atari sues Nintendo which was replied to by an Amiga user here on our net. He did not have an Atari sucks attitude and was infact, quite mature about the whole subject. Well, you can't judge a crowd by a the bad apples.

Mark Santora \
Dlk0ms9s@umiami.ir.miami.edu \
\ No man's a Jester playing Shakespear..
____

1654. Thomas Questor's Internet address?

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 03:29:21 UTC
From: marco@sys6626.bison.mb.ca
Message-ID: <mFmDgB1w164w@sys6626.bison.mb.ca>
Source record: 225453

Hi, I'm afraid I've lost Thomas Questor's (of LHarc, PFX-PAKE, AFX, etc. fame) Internet mail addrress. If anyone has it, please send it to me at the following address (as I don't have access to this newsgroup). Thanks!

```
+-------------------------------------------------------------------+
| John Perry*Voice (204)783-0812*Internet marco@sys6626.bison.mb.ca |
+-------------------------------------------------------------------+
```

1655. FontEdit.ACC and Multifont (MULTIFON.ACC)

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 04:05:03 UTC
From: gpinzone@TASHA.POLY.EDU
Message-ID: <9202190405.AA27855@tasha.poly.edu>
Source record: 225597

Does anyone know where I can get a copy of either:

FontEdit.ACC or Multifont (MULTIFON.ACC)

Thanx.

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@george.poly.edu ])}>:
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

1656. 4 Joysticks using parallel port (Gauntlet II)

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 11:38:09 UTC
From: s883334@minyos.xx.rmit.oz.au
Message-ID: <1992Feb19.113809.4663@minyos.xx.rmit.oz.au>
Source record: 225461

I have gauntlet II amongst a set of 20 games that came with my atari
when I purchased it. Unfortunately, its only documentation is a small
card accompanying the disk. Ive heard that its possible to use an
additional 2 joysticks under Gauntlet II, using the parallel port.

Does anyone have the wiring diagrams to do this ? Thanks.

James.

--
- James Alan Hall s883334@minyos.xx.rmit.oz.au
- Mithrandir mith@arda.pub.uu.oz.au

Thence to Briton shall return, If right prophetic rolls I learn,
Borne on victory's spreading plume, His ancient sceptre to resume,
His knightly table to restore, And brave the tournaments of yore.

1657. Re: MicroEMACS 3.11

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 11:39:55 UTC
From: Bjarne Pohlers <ZWQ017@DMSWWU1C.BITNET>
Message-ID: <190292.123955ZWQ017@DMSWWU1C.BITNET>
Source record: 225457

In article <1992Feb15.135213.19138@panix.com> jk@panix.com (Jim Kalb) writes:
>Can someone suggest an ftp site where I can find MicroEMACS 3.11 for the
>ST?
>
>Thanks.

I work on a version of MicroEMACS 3.11 for the ST. I am not finished
yet. This version will run in GEM-windows, so that the concept of
SCREENs will be implemented.
But I also adapted the `normal' text-version. This
alpha-test-version is availible via tftp. Try

tftp obelix.uni-muenster.de
binary
get /user/u91w/u91w007/public_out/emacs.zoo
quit

BUT: There are still some bugs. MicroEMACS does have some problems
with 8-bit-characters. (especially if you try to search or replace
them).
Please be patient, I will be finished soon...

P.S.: For those using MGR: I also wrote a version using TERMCAP...
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
B BITNET: ZWQ017@DMSWWU1C (only valid until April) B
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

1658. Re: What is the keyboard on Mega STe's like?

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 11:44:59 UTC
From: s_grunwa@irau30.ira.uka.de
Message-ID: <kq4gprlNNfdn@iraul1.ira.uka.de>
Source record: 225455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The Mega STe Keyboard is OK. It is an all new one and not the
Mega ST or ST keyboard.
Since the likes and dislikes are very personal, i would encourage
you to test it in a shop.
I like the keyboard more than the IBM Keyboards, but i never liked
that keyboards much. A lot of the problems are problems with the
layaout and that did not change. (I have problems with the IBM
style layout, when i'm blind typing. There's no best solution)

Knut Grunwald

1659. Re: Which archiver(?) removes .dcm extensions?

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 12:24:51 UTC
From: ma90dts@brunel.ac.uk
Message-ID: <3567@mercury.brunel.ac.uk>
Source record: 225458

Help would be apreciated on which archiver to use to extract
das_omen.dcm and expo91dem.dcm, could the person who posted these please post
telling us what archiver he used.

Thanks

Dave Smith

1660. HC24_H12 uploaded at a.a.

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 13:10:03 UTC
From: hohr@cernvax.cern.ch
Message-ID: <9670@cernvax.cern.ch>
Source record: 225456

Hi Atarians,

I've just uploaded "hc24_h12.arc" on atari.archive.umich.edu, in the "new"
folder. Source file is also provided. Here's the associated READ_ME file:

HC24_H12.PRG

This utility replaces the internal hard-copy routine (for 9 pin printers)
by an other one for LQ500 compatible 24 pin printers (high resolution only).

In addition, it respects the x/y ratio (circles on the screen are also
circles on the paper) and it will give you a realy good printout of about
180x115 mm. in horizontal format.

The negative parts are that you need a printer spooler of 128kb, and that
it will thake about 23 seconds on a Mega STE (at 16Mhz+cache) before you get
the hand back, even if it is, like this version, compiled with the Pure-C
compiler (Thanks Ulf).

To be put in your \AUTO\ folder. Use it at your own risk: it's absolutely
free. If modified, please let me know. Not to be sold or for commercial use.
I just hope it works for you too.

Enjoy!

Roger email: hohr@cernvax.cern.ch

1661. Re: mercury binaries wanted...Anyone else???

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 13:18:56 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <36756@cuphub.cup.edu>
Source record: 225471

```
In article <10424@cactus.org>, covert@cactus.org (Richard Covert) writes:
> Could someone please post the sources and binaires to the
> MERCURY UUCP package for the Atari ST? I would like to
> try it out.
> Thanks.
>
> --
> Richard E. Covert covert@cactus.org
> CACTUS ..!cs.utexas.edu!cactus.org!covert
--
I too would like to see a post of at least the binaries of MERCURY UUCP.
Maybe Mr.Covert and I aren't alone????
+--------------------------------------------------------------------------+
! uucp: kar7481@cuphub.cup.edu !
! Dan Karbowsky, 102 Lee Drive , Belle Vernon, PA 15012-2016 !
+--------------------------------------------------------------------------+
```

1662. Re: How do you create an extended format using the system calls?

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 15:28:34 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Feb19.152834.29081@cs.mcgill.ca>
Source record: 225459
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You can use the OS calls to create extended format disks without problems, no matter what others may say :-)
I've written my extended formatter & copier using only "Official" calls i.e. those accepted by Atari. Simply call flpformat() (or something like that) with 10 as the number of sectors per track. (And even 80+ as track number) Sure its not as fast as if you had made your own routine, but you are GUARANTEED that it will work on ANY ST, STe or TT.

Everybody is always complaining that Atari makes bad computers which are not all compatible. But if you people had the sense of building your programs only with what is given by Atari, you wouldn't have these problems. and the OS is fast enough even for games. Of course, if you don;t optimize the way you place the calls to GEM, it will be awfully slow, but with some efforts it is possible to create fast, efficient code with TOS & GEM alone.

1663. Re: Looking for Frank Cohen

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 16:02:07 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb19.160207.13820@ericsson.se>
Source record: 225460

jharres@sleepy.bmd.trw.com writes:

>Is Frank Cohen (author of Regent Base) out there listening? If so please
>e-mail me as I have a question for you. Or does anybody know how to get
>hold of him?

I don't know if there are lot of programmers in the history of Atari
software development named Frank Cohen. If you're the one who wrote
all those great platform games for the Atari 800 (Ollie's Follies, Ghost
Chaser, Cohen's Tower, Beer Belly Burt's Brew Biz etc) it's nice to hear
you've been busy doing something for the ST as well.

If you're not, it's nice to know that there have been at least two guys
named Frank Cohen writing Atari software.

I still remember the passwords for Ollie's Follies levels.

Anders Skelander etxansk@garbo.ericsson.se

1664. PC/NFS via SLIP for 1040st

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 16:05:51 UTC
From: roddy@sbil.co.uk
Message-ID: <1992Feb19.160551.4091@sbil.co.uk>
Source record: 225463

Hi there,

I am in the process of trying to install the KA9Q package on an atari
to get SL/IP running between a SUN SparcStation IPX and a 1040st. I am
primarily interested in backing up my Atari via the link, although the
IP link will be useful in many ways. I have 2 queries:

1) has anyone already implemented a backup program for the atari which
runs across an SL/IP link to some sort of unix-like machine

2) has anyone got PC/NFS running on an atari across the KA9Q SL/IP link
to a SUN server.

Hopeful, I know, but there are some crazy people out there...

In the (unlikely) event of much interest in this, I will summarise to
the net.

Roddy Manzie
Salomon Brothers International Ltd.

roddy@sbil.co.uk ... or
roddy@sbil.UUCP

1665. Reading / printing TEX files?

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 16:18:17 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Feb19.161817.13505@a.cs.okstate.edu>
Source record: 225462

Is there a simple way to read TEX files? I'm accustomed to ascii doc files... and need an easy way for the end-user with a minimal ST system to read documentation.

If there's not a way for the single floppy user to read TEX... Could folks put ASCII text type documentation in with their TEX files? This could be generated by printing (ASCII) to a file using whatever tex utilities the document author uses.

jc cummins@a.cs.okstate.edu

1666. Re: Send me your assembly code!

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 16:35:14 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb19163514@nsx.kagaku.se.fujitsu.co.jp>
Source record: 225480

VERY GOOD!!! THIS IS MORE LIKE IT!!!

Me and my friends have started a demo crew about six moths ago, and we are currently very busy writing lots of assembly code! I also have loads code from other demo crews for lots of ST topics. I would say that I now know the ST and STe computers *almost* inside out, top to bottom, and back to front as far as assembly coding goes. (All demo coders are big-heads by the way)! So if you want some help about any of the following just write me:

No bottom border (easy)
No top border (harder)
No side borders (even harder)
Sync scrolling (hardest)
Writing mod players

in fact, bugger this, I'd be glad to discuss any assembley topics, especially interesting ones involving neat tricks.

For example, did you know you can use the MOVEP instruction to get a fast byte scroller, or how to use the fact that move.b #1,(a7)+ adds 2 to a7 instead of 1 as it would to any other address register. This helped me write an ultimately quick STe sample replay routine for example.

BY THE WAY, WE ARE LOOKING FOR NEW MEMBERS FOR OUR DEMO CREW. If anyone is interested, here's a brief description (I hope you don't mind if it sounds like I'm bragging. Nobody wants to join a shit demo, do they?!).

We have 3 definite members, currently.

1 is a 16 year old coder. He started coding at 9 years old, started machine code at 12, and sold his first game at 15. For 16, he's shit hot. He's pretty good at graphics, the best among us, but still far short of what's needed.

I am 20 years old, started coding at 11 years old, machine code at 13, sold first game at 15. I'm currently doing a year out of uni, in Japan (working in AI). I code on the STe at night after work. I write the music for our crew, and I am good enough, but I always find that music is better when co-written.

The last guy is 23, and is about equal good coder as me. He's already written loads of demos with a different crew, but is pissed off that no-one else in that crew can write good code. He's currently working in Luxembourg.

This summer, we also had a 19 year old Amiga coder who's real smart, but relatively inexperienced. He was converting the STe game I'm writing to the Amiga. We aren't sure if he wants to keep going. (I haven't been in touch with him since - He's currently spending his year out of uni in Finland)

We are currently working on several games, a new tracker, and a huge megademo. We will give the megademo out for free, doing everything in our power to make it spread quickly. We will attempt to market the games, and tracker ourselves.

So what we need most is a really good graphics man, but really good coders and really good sound men are also welcome. Anybody that's interested, or anyone that wants coding help can write to me:

Paul Donnelly,
Room 328,
Fujitsu Unoki Dormitory,
Unoki 2-17-18,
Ota Ku,
Tokyo 146,
Japan.

1667. Re: MiNT and TOS 1.0 in ROM

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 18:18:23 UTC
From: apratt@atari.uucp
Message-ID: <1992Feb19.181823.15928@atari.uucp>
Source record: 225500

In article <9017@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>The only thing I can't get to work it piping. I always get a
>out of memory error when I pipe something as simple as this in the
>Korn Shell.

> ls -l | grep ttp

It is unlikely that ls or grep are internal commands, so I don't think
that's the problem. I suspect that the shell starts both ls and grep at
almost the same instant, and the result is that the first one started
hasn't had time to call Mshrink. Thus the second Pexec fails because there
isn't any free memory. This diagnosis works even if both ls and grep do
eventually call Mshrink.

The solution, as was pointed out, is to use ulimit or the equivalent. If
you limit each program to 1/2 the available memory in the system, you will
be able to start both of them simultaneously, even though both Pexec's
happen before either one does an Mshrink.

==========
Opinions expressed above do not necessarily -- Allan Pratt, Atari Corp.
reflect those of Atari Corp. or anyone else. ...ames!atari!apratt

1668. ST goodies for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 18:27:46 UTC
From: malek@screamer.csee.usf.edu
Message-ID: <2950@screamer.csee.usf.edu>
Source record: 225467
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

Greetings. I am currently in the process of upgrading my Atari 1040ST and thus have a large number of books that I would like to sell. The prices I have listed are suggestions; if I find a huge response I'll sell them to the highest bidder, but if response is nominal, I will sell them to whoever offered to buy them first. All prices are without shipping. If anyone is interested in the entire set, we'll see if we can negotiate a better deal. All of these books are in PERFECT shape as I am a self-avowed bibliophile that even goes so far as to wash my hands before opening a book :-)

Please send all offers and questions to: malek@screamer.csee.usf.edu
If that address doesn't work try malek@sol.csee.usf.edu or malek@sunrise.ec.usf.edu

Thank You.

Abacus Books:

Vol 0: Presenting the Atari ST
Vol 2: Atari ST Internals
Vol 3: Atari ST GEM Programmer's Reference
Vol 4: Atari ST Machine Language
Vol 5: Atari ST Tricks & Tips
Vol 6: Atari ST Graphics & Sound
Vol 7: Atari ST LOGO User's Guide
Vol 10: Atari ST Introduction to MIDI Programming
Vol 12: Atari ST 3-D Graphics
Vol 13: ST Disk Drives: Inside & Out

Asking $75 for the whole set.

Compute! Books:

Learning C Programming Graphics on the Amiga and Atari ST ($15)

Compute!'s Technical Reference Guides ($30 for both)
-Vol 1: Atari ST:VDI
-Vol 2: Atari ST:AES

Atari ST Application Programming ($20)

I also have for sale :

Atari ST StereoTek Three Dimensional Glasses
& the following 3-D software (works with the glasses)

-Genesis: The Stereo Molecular Modeler
-Shoot the Moon (3D arcade game)
-Cyberstudio CAD 3D 2.0

I would prefer to sell all of these as a package, but I will entertain all
reasonable requests.

--
Alireza Malek malek@screamer.csee.usf.edu
Sysadminning UNIX boxes is like babysitting fifty weasels in a
candy store. -Felix Sebastian Ortony

1669. Wanted: GEM .IMG to something-else converter that works!

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 19:11:05 UTC
From: mathew@mantis.co.uk
Message-ID: <7goegB1w164w@mantis.co.uk>
Source record: 225477
Cross-posted to: comp.sys.atari.st,comp.sys.ibm.pc.misc

I'm looking for something which will read standard GEM .IMG files with palette entries, and write something else. Say, .GIF. Ideally with the same palette as the original file, but I'll settle for doing some re-colouring if there's no alternative.

I've already got GWS 6.1, and it doesn't read .IMG files properly. (Someone didn't read the DR specification properly, eh?)

I don't have FTP, so browsing FTP sites hunting for likely files would take me ages. If you have a .IMG to something-else conversion program which you know works with .IMG files with palette entries, PLEASE at least mail me and tell me the name of it and where you got it from. I don't mind if it runs on ST or PC.

Replies by mail please. Thanks.

mathew

--
Hail Eris! / "Our whole economy's based on fear and death; how long can we get away with this?" --- Jello Biafra / Message for Kodak: Bring back Dan Bredy! / PGP RSA public key available on request / Desperately seeking Negativland's U2 CD / Just another would-be Mac owner put off by Apple's monopolistic practices

1670. ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 21:04:24 UTC
From: ecarsten@next1.cs.umr.edu
Message-ID: <4194@umriscc.isc.umr.edu>
Source record: 225464

Hello

I am new to this group so please excuse me if I ask a FAQ. I have an Atari ST 1040 which is currently collecting dust because the monitor went kaputt. I really need to buy a new monitor for it but I don't want to waste my money on a monitor that only lasts slightly more than its warranty of 90 days! Any suggestions?

atdhvaannkcse,
-Ed

1671. Re: Berkeley Microsystems?

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 21:40:40 UTC
From: bill@mwca.UUCP
Message-ID: <1963@mwca.UUCP>
Source record: 225474

In article <5138@mtecv2.mty.itesm.mx> gerardo@uapnx1.dgsca.unam.mx (Gerardo Cisneros) writes:
>I have a BrainSTorm hard disk enclosure with, among other things, a Berkeley
>Microsystems BMS-200 controller board.
>
>I know Void Productions (makers of BrainSTorm) are long dead, but I would like
>to know how I can get a hold of Berkeley Microsystems. Specifically, I would
>like to know what has to be done in order to connect a second hard disk drive
>to the controller.

My Oakland phone book shows a phone number of (510)547-2191. They have responded to me via email in response to a posting on the net, so they may do the same for you.

It should be very simple to attach a second drive - like any other SCSI device, just plug it in further down the cable, and make sure only the last device on the cable is terminated (resistor packs on the circuit board of the drive typically near where the cable plugs in). Also be sure the drive is jumpered to a different address.

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

1672. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 21:41:03 UTC
From: il@bambam.u.washington.edu
Message-ID: <1992Feb19.214103.15980@u.washington.edu>
Source record: 225465

shore@equinox.gen.nz (Craig Shore) writes:
> il@bambam.u.washington.edu (Il Hwan Oh) writes:

> > I've spoken with people who have ordered software directly from England.
> > They said that the English dealers will "bend over backwards" to please
> > us. Just call or write one of the advertisers out of one of the numerous
> > English ST magazines (include your credit card number if you write), and
> > they'll take care of you.
>
> What's the exchange rate like to the UK from the US?

I have no idea what the exchange rate is as I've never ordered anything
from UK.

> Quite a huge difference, so it's a pitty that we don't see many US
> magazines over here for the atari. I've got an atari interface
> here, but it is a bit lacking in mail order companies compared to
> the English ones :-(

I've got news for you. There are very few US Atari magazines left. You
might try Current Notes. I think they had quite a few mail-order
advertisers.

--
Il Hwan Oh |"...in Science, as in religion,
Univ. of Washington, Tacoma | when one has destroyed human wonder and
iho@cac.washington.edu | compassion,
| one has killed man." -- Loren Eisley

1673. Re: >>>READ THIS - DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 22:51:56 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <1992Feb19.225156.6399@usenet.ins.cwru.edu>
Source record: 225466
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In a previous article, weiner@terminator.cc.umich.edu (Jeff Weiner) says:

>
>Below is a message from our archive admin, Fred Swartz. In it, he
>explains that senior itd management has decided to do away with the
>archives (including a.a.u.e). We'd like you to send any messages of
>support to archive.support@atari.archive.umich.edu. Hopefully,
>if we show theose guys how important the archives are to several
>people, they'll let us kepp 'em.
>
>Again, two addresses you'll want to know:
>
>archive.support@atari.archive.umich.edu (to add to the support mail) and
>all-archivists@atari.archive.umich.edu (to communicate directly with
>the mac, msdos, next, econ, linguistics, and atari archive folks)
>
>Thanks,
>weiner
>
>To: all-archivists@terminator.cc.umich.edu
>Subject: Death of the Archives?
>Date: Thu, 13 Feb 92 23:48:01 -0500
>From: "Fred Swartz" <swartz@terminator.cc.umich.edu>
>
>While not decided with finality, it looks like the ITD Sr Managers have
>decided to cut funding for several major projects in ITD, including the
>Archives. It looks like about 30-35 people will be affected. I expect
>my position to be cut entirely, but I don't know exactly how this will
>affect the 0.25 part of Allan and Mike that RS pays for, perhaps CSS
>and CITI will pick it up. I'll let you know when/if I find out.
>
>When I talked to Mike Clark (my manager in Research Systems) about
>continuing the archives on volunteer power (as it largely runs right
>now), he was very negative on the idea, but failed to supply a
>convincing argument for abandoning it. I'm stunned and upset.
>The Archives have managed very well on volunteer effort up til now and
>it seems to me that something else is going on other than a genuine
>concern for serving the users.
>
>I don't know what this means for the Archives, although they aren't
>going to be turned off tomorrow. I'll let you know whatever I find out
>as soon as I can.
>

> -- Fred
>
>----------end of included message-------------------------
>
>
>--
>Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
>Corner of Packard and State, 2nd house from Blue Front on Arbor
>718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan
>
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp -->> go atari8 <<--
The Cleveland Free-Net Atari SIG is the Central Atari Information Network
Internet: currentm@carleton.edu / UUCP: ...!umn-cs!ccnfld!currentm
BITNET: currentm%carleton.edu@{interbit} / Cleveland Free-Net: aa700

1674. Re: MGR / TT

Newsgroup: comp.sys.atari.st
Date: 1992-02-19 23:17:52 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.Xe0iO2tJBJs@marsu.tynet.sub.org>
Source record: 225632

In <2JeBgB3w161w@grafted.UUCP>, anthony lewis writes:
> HI,
> Just wiondering if anyone can give me an idea on how MGR does on a
> TT. Also how about extended video modes?

I had a brief look at it. The performance of a simple 'ls' in a MGR window gave me the kick. If you like chatting, drinking coffee and reading a book while you do computer work, MGR is your solution. If you think that a TT should at least show some speed, delete MGR*.* as soon as you can.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /irc/nick Marsu *
* /etc/motd >> Luck is believing you're lucky. << *

1675. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 00:12:11 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992Feb20.001211.11385@galileo.cc.rochester.edu>
Source record: 225473

In article <1992Feb20.001842.20863@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <g79BgB7w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
>> il@bambam.u.washington.edu (Il Hwan Oh) writes:
>>
>> > I've spoken with people who have ordered software directly from England.
>> > They said that the English dealers will "bend over backwards" to please
>> > us. Just call or write one of the advertisers out of one of the numerous
>> > English ST magazines (include your credit card number if you write), and
>> > they'll take care of you.
>>
>> What's the exchange rate like to the UK from the US?
>>
>> for me to buy something from the UK, it's about 3.2 times the price
>> shown, to buy from the US it's about 1.8 times the price.
>>
>> Quite a huge difference, so it's a pitty that we don't see many US]
>> magazines over here for the atari. I've got an atari interface
>> here, but it is a bit lacking in mail order companies compared to
>> the English ones :-(
>> |------------------------- Craig Shore -------------------------|
>> | Christchurch, New Zealand. |
>> | Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120 |
>> | SLNET - 250:700/1266 or 250:700/578 |
>> """
>
>Get the USA ST-Informer lots of mail order firms in there, or try
>E.Arthur Brown a reliable firm...
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

I found a very huge list of Atari Dealers in this issue of Atari-User.

1676. Re: How to combine split lzh files from umich (i.e. make useable)?

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 00:14:34 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb20.001434.20683@actrix.gen.nz>
Source record: 225468

```
In article <Lq9BgB4w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> To : rkallen@msb.com (Russell Kallen)
>
> You asked how to combine 3 files from a split file that had been
> uuencoded...
>
> I don't know much about it, but couldn't you combine the three
> messages, taking out the headers etc, into one file with a text
> editor etc, then run uudecode on the one file that you had created???
>
>
> |------------------------- Craig Shore -------------------------|
> | Christchurch, New Zealand. |
> | Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120 |
> | SLNET - 250:700/1266 or 250:700/578 |
> """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

Very simple, get the append program that is here on A.A. and was
posted to binaries, then just use UUCODE10 program that is also on A.A.

I find this is the way to go, no cutting required and so far no failers...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

1677. Re: PC/NFS via SLIP for 1040st

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 00:14:55 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb20.001455.8633@ux1.cso.uiuc.edu>
Source record: 225472

I am very interested in finding out about SLIP for the atari. I currently have a PD version of NCSA Telnet which runs on my SpectreGCR and over my modem. I can ftp and telnet directly to and from the atari, which typing in other windows. Very amusing, but slowww over a 2400 baud modem. If anyone gets a slip package up on the atari, then we can all enjoy this functionality...

--Bill

1678. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 00:18:42 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb20.001842.20863@actrix.gen.nz>
Source record: 225469

```
In article <g79BgB7w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> il@bambam.u.washington.edu (Il Hwan Oh) writes:
>
> > I've spoken with people who have ordered software directly from England.
> > They said that the English dealers will "bend over backwards" to please
> > us. Just call or write one of the advertisers out of one of the numerous
> > English ST magazines (include your credit card number if you write), and
> > they'll take care of you.
>
> What's the exchange rate like to the UK from the US?
>
> for me to buy something from the UK, it's about 3.2 times the price
> shown, to buy from the US it's about 1.8 times the price.
>
> Quite a huge difference, so it's a pitty that we don't see many US ]
> magazines over here for the atari. I've got an atari interface
> here, but it is a bit lacking in mail order companies compared to
> the English ones :-(
> |------------------------- Craig Shore -------------------------|
> | Christchurch, New Zealand. |
> | Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120 |
> | SLNET - 250:700/1266 or 250:700/578 |
> """""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""

Get the USA ST-Informer lots of mail order firms in there, or try
E.Arthur Brown a reliable firm...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

1679. Attaching SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 01:52:52 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.698550772@lad>
Source record: 225475

I am contemplating adding an extra hard disk to my 1040STf, TOS 1.4, 2.5Mb internal, SH205 (?) 20Mb Atari Hard Drive. Could I ask, what is involved with adding a SCSI drive? What adapter(s) and software will I need, and will it be compatible with my existing Atari drive.

Thanks in advance,
--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

1680. 68010 in a STE?!

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 02:28:45 UTC
From: gverrill@engws9.ic.sunysb.edu
Message-ID: <1992Feb20.022845.19698@sbcs.sunysb.edu>
Source record: 225478
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello everyone!

For those of you wondering how to install a 68010 in a STE, how about trying one of the STE installation adapters for the Turbo/16/20/25 from Fast Technologies? This provides simple plug-in installation of a rectangular 68000 into a square STE socket. I don't know if this will work, but it seems fairly straight forward, as long as a 68010 is pin compatible with a standard 68000. If anyone has any luck with this please send me E-mail and let me know how it goes. Good luck!

-Michael Rose

p.s. I am using a friends account!

1681. Re: >>>READ THIS DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 02:32:20 UTC
From: dhollis@bitsink.uucp
Message-ID: <1992Feb20.023220.23656@bitsink.uucp>
Source record: 225524

Regarding the imminent death of atari.archive, I think this
calls for some serious discussion. Maybe we can find a
new home for the archives, preferably some site that
can run a mailserver (as I don't have ftp access yet :)

The main problem would then be moving the bulk of the
archives to the new site. Hopefully it won't be a site
in europe where people would have to go halfway around the
world to get binaries, but if there is no other alternative....

Anyone have any other ideas? We need a solution quickly!

Actually, the administration's idea of shutting down a.a
quickly becomes invalid if a.a were to run completely under
volunteer power. Maybe we can convince them that this
is the route to take?

Dan Hollis/P.O. Box 580448/Houston, TX 77258/U.S.A.
dhollis@bitsink.uucp or bitsink!dhollis@moe.rice.edu
dhollis@nuchat.sccsi.com (As a last resort)

"I'm not prejudiced, I hate everybody!"

--

Dan Hollis/P.O. Box 580448/Houston, TX 77258/U.S.A.
dhollis@bitsink.uucp or bitsink!dhollis@moe.rice.edu
dhollis@nuchat.sccsi.com (As a last resort)

1682. Re: Berkeley Microsystems?

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 03:19:39 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <ODDJOB.92Feb19221935@oz.oz.plymouth.edu>
Source record: 225476

In article <1963@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
device on the cable is terminated (resistor packs on the circuit
board of the drive typically near where the cable plugs in). Also
be sure the drive is jumpered to a different address.

Finding the resistor packs is easy but HOW do you know HOW to jumper a
SCSI drive for a different SCSI address ? I've got a 30meg Seagate
drive I'd like to tack onto the end with my 80 meg Seagate. The extra
space would be great for use with Minix.

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

1683. 1040 ST for sale.

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 05:28:35 UTC
From: corey@sdf.lonestar.org
Message-ID: <1992Feb20.052835.16376@sdf.lonestar.org>
Source record: 225482
Cross-posted to: local.general,dfw.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

FOR SALE :

- Atari 1040 ST

* 1 Megabyte RAM
* 1 Internal Double-Sided 720K drive
* Tos 1.4
* SF314 External DS drive
* SC1224 Color Monitor
* Mouse, mousepad, disk holders, cables, etc.

- This computer comes with all of my disks and games.. I have approximately
100 disks. Among this collection : GFA Basic 3.0, Flight Simulator,
OCP Art Studio, Word Writer, Compute's Second Book of Atari ST,
Interlink 1.85, Masterlink 1.0, Publishing Partner, assorted manuals,
and the book ST Disk Drives Inside & Out.

Asking $400 Or best offer.

Email me if you live out of the dallas/fort worth area. Above does not
include shipping.

Otherwise, if you live in dallas, please call Corey at 214-298-1746, especially
during the hours past 3pm, especially on Tuesdays and Thursdays.
--
My mother asked me what Ted and I were talking about. I told her 'Unix'.
She said, "Why would you want to be a eunuch?"

corey@sdf.lonestar.org ..!uunet!convex!egsner!sdf!corey

1684. FSM GDOS Font Editor?

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 05:38:28 UTC
From: rjung@aludra.usc.edu
Message-ID: <kq6fmkINNqi4@aludra.usc.edu>
Source record: 225479
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a question about FSM GDOS that I can't get answered anywhere.
Can anyone help?

What I want to know is this: Is there, or will there be, a FSM GDOS Font Maker tool available? Perhaps for sale, perhaps for an extra price, perhaps just a utility to convert Calamus/PageStream fonts to FSM GDOS format?

If such a beast is not available, are there plans to market such a thing? I'd love to tinker with some fonts again...

Please reply by e-mail. Thanks in advance.

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

1685. Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 06:49:58 UTC
From: stevef@bug.UUCP
Message-ID: <939@bug.UUCP>
Source record: 225483
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have come to possess a large number of Processor Accelerators for the 520, 1040, and Mega ST that I will sell for $65 each shipping included (add $5 for shipping outside the U.S.). I will sell two for $100. These are new units, in the box, were built by CMI and are fully tested. These accelerators are on multilayer boards that plug into a socket you solder onto the 68000. These boards are built around a 16 MHz 68000 and run at double the standard processor speed. The speed up you get with this product depends on the software you are running, but it runs from 10 to 30%.

These boards (there is a different one for the 520/Mega or 1040, so let me know what you want) also accept 68881 floating point unit of any speed, although it doesn't pay to get one faster than 16 MHz. For software that uses the math chip you can get speed ups of eight to ten times or more.

There is also a socket for an Atari blitter chip if your machine didn't come with one. You can get these from your Atari dealer.

These boards originally sold for around $300. Schematics and PAL equations are available on request (they are available separately along with a blank board for $15). Complete instructions are included. DON'T try to install one of these if you are not handy with a soldering iron and haven't done this kind of thing before! I will not be liable for your mistakes.

As someone who got the schematics pointed out (thanks Keith Petley <kp@crosfield.co.uk>), there were a couple of designs flaws in the boards I was selling that could in some cases affect some users. However, these are easy to fix and I have corrected the boards I'm selling now. If you bought one of these before (either from me or from CMI), and are having trouble, let me know and I will let you know how to fix it.

If you want one of these, call or send a check to:

Steven R. Fordyce
6913 Sunnyview Rd NE
Salem, OR 97305-9543
(503)362-8637
--
uunet!m2xenix!agora!opac!bug!stevef I am the NRA Steven R. Fordyce
!sequent!ether!stevef . . . The only fair tax is no tax at all!

1686. GULAM: for users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 07:56:44 UTC
From: rkallen@msb.com
Message-ID: <1992Feb20.075644.2657@msb.com>
Source record: 225486

I've looked through a documentation file for GULAM & found
it difficult to understand. The program appears to be very much
oriented toward programmers or people with that inclination.

Is there a shell for GULAM oriented toward "users"?

* * *

Also, what makes GULAM preferable to other (MS-DOS type)
cli's for the ST?

1687. LHARC problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 07:59:20 UTC
From: rkallen@msb.com
Message-ID: <1992Feb20.075920.2748@msb.com>
Source record: 225485

I'm having a problem with DIRECTORIES using LHARC to create
an lzh archive file:

If I give a path (i.e., drive/directory spec.) that begins
with the root directory (i.e., the drive spec) to the target
filename (i.e., the name for the lzhfile to be created from the
source file(s)), LHARC starts compressing the *entire root
directory*.

e.g., with PALMTOPS.INF (shown in lowercase below to set
it off from the lzh archive to be created) in the same directory
as LHARC, the following works okay:

LHARC.TTP a PALMTOPS.LZH palmtops.inf

(i.e., PALMTOPS.LZH is created from palmtops.inf)

. . . *but* the following -- with PALMTOPS.INF in a remote
directory (from LHARC) -- does *NOT* work:

LHARC.TTP a PALMTOPS.LZH h:\save\palmtops.inf

(i.e., my intention is to create lzhfile called "PALMTOPS.LZH"
from the file named "palmtops.inf" in the "h:\save\" directory.

*** In the latter case, LHARC starts compressing _all_ of the
files on H:\ (i.e., in the root directory) in order to create
"PALMTOPS.LZH". ***

Stranger yet:

When I noticed that my entire root directory was being
lzh'd I aborted. Thereafter, when I checked the
"palmtops.inf" file, I found that it contained a 'report' of
the lzhfile creation process up to the point I aborted --
instead of the original material contained in that file !!!

*** In other words, the file I'd intended to create an lzh
archive file from had been overwritten with this LHARC
"progress report". ***

Anyone have any idea what went on here?

Thanks.

1688. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 08:40:30 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <698577322.0@therip.FidoNet.Org>
Source record: 225647

CG> D. Borrelli) writes:
>Atari is suing Nintendo for $160 mil for Antitrust
>violations. If they win,
>judgement is tripled.
>
>Taken from last week's Wall Street Journal (I lost the issue, but I can
>look around my room for it).
>
>
>
>--
>Steven D. Borrelli
>Rensselear Polytechnic Institute '92
>borres@rpi.edu (NeXTmail accepted)

CG> Christ, thats wonderful. If Atari would spend less money on corporate
CG> lawyers, and more on making machines everyone wants, we wouldn't need
CG> people like Dave Small to fix thier junk they make.
Well for one thing if Atari wins... (Atari computer IS a different entity from Atari Games. Atari Games being the video game company and has nothing to do with the same Atari that makes home video games and the like.)
...If Atari wins the $160,000,000 will go a LONG ways towards improving lots of stuff at atari.. Remember that atari is currenlty only worth $400,000,000 or atleast they were at the time of the federated ordeal. They may be worth less now... Also recall that the + means that atari doesnt pay for their lawyers if atari wins. Nintendo pays all of ataris fees plus all the court costs plus their own lawers.... Nintendo could get hit hard.. But since the owner is worth alot more then $160,000,000 he could prob

ly care less since he is something like one of the 10 richest men in the world or something.

Just think if atari got tripple the requested amount then they would essentially get enough money to just about double their operation..
Also recall that last year atari supposedly spent 16million on advertising altogether. Now that federated is gone, if they beat nintendo it could be enough to get atari back in the game for quite a while.
Ataris aren't junk, but the companies "brains" are idiots...
Just my personal opinion...
The computers they make are the best out there over all..

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1689. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 08:49:18 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <698577322.1@therip.FidoNet.Org>
Source record: 225646

MF> From: mforget@ersys.edmonton.ab.ca (Michel Forget)
MF> Organization: Edmonton Remote Systems, Edmonton, AB, Canada

MF> borres@aix.rpi.edu (Steven D. Borrelli) writes:

> Atari is suing Nintendo for $160 mil for Antitrust
> violations. If they win,
> judgement is tripled.

MF> What exactly is meant by anti-trust violations?

It means that it is illegal to build a monopoly in the US unfairly.
If a company does specific things to try and become the ONLY company in a certain area without the gov't permission then another company that is trying to make it but can not due to shady bussiness transactions by another company
can sue the other company for damages and to make them more honest..
Simular to what the US auto makers are blaming the Japaneese auto makers of..
Nintendo has a priporitary (sp?) chip that is meant as a lock out chip.
They put out a patent on this chip and no one else was supposed to be able to
use it. This meant that if you were able to clone it nintendo tried to shut them off..
This lawsuit is probly an offshoot of an earlier lawsuit nintendo placed against atari.
Atari Games had cloned the chip and produced games for the nintendo. Nintendo used the basis of their patent to try and make atari stop selling these games. Last I heard nintendo lost that. Since atari was placed with a Cease and desist order until after the case atari probly is suing for lost income...

Ps, I believe the lawsuit probly is with atari games and not atari computers..
The difference being warner still owns atari games and it is not associated with atari computers anymore at all....
Although atari games still sells game systems such as the lynx...
Are you confused yet? :)

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1690. Re: why do I only get 512k on a 1040

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 09:32:51 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1088@ehviea.ine.philips.nl>
Source record: 225496

In article <1992Feb18.225423.9552@demon.co.uk> Ian Robinson
<irobinson@cix.compulink.co.uk> writes:
|
|In article <1992Feb17.165336.11127@utdallas.edu>,
|woodcock@utdallas.edu (Gregg E. Woodcock) writes:
|>
|> A friend of mine has an 1040 st that only show 512k out
|> of 1040k when he runs the ram test. Any ideas, other> than the
|possibility of having bad ram chips ?>
|
|Is it second hand? If it is then it may have had a memory upgrade
|which was removed before selling.

Perhaps I should tell my experience here: I bought my ST (a 520 ST+,
that's a 1 meg machine) way back in 1985. Well, at first you don't do
anything BIG; but, after about half a year I found out that only 1/2 M
was working. And the guarantee period was expired, so I had to _buy_
the memory that was rightfully mine.

Talking about gripes, that was not the only problem I've encountered.
The cable they gave me for the display (an Ancona colour monitor)
wasn't correct - had to buy a new one. That monitor broke down after a
few years, had to be repaired. The hard drive - a standard SH204 -
costed an awful lot of money: some Hfl. 1500.-, an amount of money for
which you can buy yourself a nice AT _with_ harddisk nowadays.

But soon these worries will be over: I'm planning to buy myself a NeXT;
this machine is more closely fitted to my needs and expectations (I'm a
professional programmer, and work with Sun's, Pyramid and Ultrix all
day).

Cheers,
Leo.

1691. Re: FSM GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 11:15:09 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92051.111509ONM07@DMSWWU1A.BITNET>
Source record: 225495

In article <Ru9BgB5w164w@equinox.gen.nz>, shore@equinox.gen.nz (Craig Shore) says:
>
>What is FSM GDOS? Is it the same as the german written ASM_GDOS, or
> just GDOS?
>
>
>|------------------------- Craig Shore -------------------------|
>| Christchurch, New Zealand. |
>| Email:INTERNET - shore@equinox.gen.nz FIDO - 3:770/120 |
>| SLNET - 250:700/1266 or 250:700/578 |
>"""

There's no such thing as 'ASM-GDOS'. What exists is 'AMCGDOS', a
german GDOS clone. The last freeware version was 3.x. Newer versions
(> 5.0) have GEM/3 Bezier curves.

FSMGDOS is the new Atari GDOS with outline fonts and Bezier curves and
should be shipping right now :-)
_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong ______________________

1692. Re: MicrOStyle/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 11:31:04 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb20113104@solb1.essex.ac.uk>
Source record: 225497

In article <40250030@hpindda.cup.hp.com> goo@hpindda.cup.hp.com (Michael Goo) writes:

>dmk@air31.larc.nasa.gov writes...
>
>[Stunt Car Racer won't run on my 4meg STE]
>
>To which kdv_521@eimoni.tuwien.ac.at responds...
>
>[Maybe it's the memory upgrade. Try mem_xxx.prg]
>
>
>I'm running SCR on a 520ST, TOS 1.4 with a 2 meg upgrade. I don't think
>the added memory in the STE is causing the problem.

The problem is that the original release of Stunt Car Racer was not
STE-compatible (remember, it's getting old). Contact Microprose/Microstyle
for an updated STE-compatible version (all copies now sold in the UK are
STE-compatible).

Simon Oke.

--
email: okes@essex.ac.uk
#
##
##
#
This line is absolutely no use whatsoever.

1693. Re: ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 11:31:05 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb20.113105.7223@actrix.gen.nz>
Source record: 225484

In article <4194@umriscc.isc.umr.edu> ecarsten@next1.cs.umr.edu (Edward Carstens) writes:
> Hello
>
> I am new to this group so please excuse me if I ask a FAQ. I have an Atari ST
> 1040 which is currently collecting dust because the monitor went kaputt. I
> really need to buy a new monitor for it but I don't want to waste my money on
> a monitor that only lasts slightly more than its warranty of 90 days! Any
> suggestions?
>
> atdhvaannkcse,
> -Ed

Atari now has a 1 year warranty, but why not just get the monitor Fixed,
would that not be cheaper, also Atari does have this repair exchage thing,
far cheaper than a new monitor I would think..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1694. Re: Reading / printing TEX files?

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 11:36:27 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Feb20.113628.10809@urz.unibas.ch>
Source record: 225487

In article <1992Feb19.161817.13505@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
> Is there a simple way to read TEX files? I'm accustomed to
> ascii doc files... and need an easy way for the end-user with a
> minimal ST system to read documentation.
>
> If there's not a way for the single floppy user to read TEX...
> Could folks put ASCII text type documentation in with their TEX
> files? This could be generated by printing (ASCII) to a file
> using whatever tex utilities the document author uses.
>
> jc cummins@a.cs.okstate.edu

Yes, there is a way. Simply distribute the ATARI SCREEN DRIVER (smmono.ttp or dvimono.ttp I`m not sure how it is called) with your TEX file (.DVI file!).

Alexander Minidis

-- --
-- Scotty, beam me up, there`s no intelligent life down here! --
-- --
-- (Capt. J.T. Kirk, USS Enterprise) --
-- --

1695. Re: .GEM files

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 11:45:48 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <698586344.21009@minster.york.ac.uk>
Source record: 225503

In article <sourada.698446847@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>Pardon me if this is an ignorant question, but what exactly are .GEM
>files, and how can I view them? Atari supplied a few with the Developer's
>Kit (stuff they didn't bother to print), and I would like to see them.
>But, I have never seen a program that claimed to input or output .GEM
>files.
>
>I would figure that they are either raw VDI-format files (in which
>case I would still need some sort of viewer) or some format DRI used
>for their integrated applications.

They are a sort of raw VDI format -- they're called Metafiles. You'll need something like EasyDraw, HyperDraw or any decent DTP program to view them. Essentially, a metafile is a recording of the VDI commands used to draw the image.

> Steven Ourada

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

1696. Bug in G++ ????????

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 12:28:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6890@uqcspe.cs.uq.oz.au>
Source record: 225488

Can someone who knows work these out:

```
struct X
{
E(){}
int D(){ return (1 + 0x8); }
};
```

```
g++ gives:
bug.cc: In method int X::D ():
bug.cc:4: numeric constant contains digits beyond the radix
bug.cc:4: parse error at end of input
```

```
struct X
{
E(){}
int D(){ return (1 + 0xE); }
};
```

```
bug.cc: In method int X::D ():
bug.cc:4: floating constant exponent has no digits
bug.cc:4: parse error at end of input
```

```
struct X
{
E(){}
int D(){ return (1 + 0x7); }
};
bug.cc: In method int X::D ():
bug.cc:4: parse error at end of input
```

It seems to be a pretty weird bug:

1. It only happens if the E() method is there.
2. It only happens inside structs (or classes).
3. It happens with or without the ()'s around the expression.

```
Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
\_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /
```

1697. Re: ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 13:02:47 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb20.130247.16862@syscon.rn.com>
Source record: 225490

ecarsten@next1.cs.umr.edu (Edward Carstens) writes:

>Hello

>I am new to this group so please excuse me if I ask a FAQ. I have an Atari ST
>1040 which is currently collecting dust because the monitor went kaputt. I
>really need to buy a new monitor for it but I don't want to waste my money on
>a monitor that only lasts slightly more than its warranty of 90 days! Any
>suggestions?

Might as well buy a muliti-sync and swx box(or make one) so you can get
both color and mono. You can get a name brand like Sony,Princeton,NEC etc.

1698. Atari SVR4

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 13:37:11 UTC
From: md91jbj@brunel.ac.uk
Message-ID: <3578@mercury.brunel.ac.uk>
Source record: 225498

There was quite a lot of discussion regards Atari's SVR4 port on this group a few months back, but it all seems to have died down. I've been thinking about getting a new machine to run SVR4 on and the TT is the obvious choice since I dont have to trash all the software I already have. But although the TT is available in the UK I haven't seen any mention of SVR4.

Has SVR4 been released, or is it beta testing, or developers only? If it doesn't show soon I may have to resort to a PC (argh!) + Solaris... Someone save me from this grizzly fate and tell me where I could get a copy from (and how much its gonna cost :-)

TTFN... Jason

Jason Julyan | Brunel University
Microelectronics Postgraduate | Uxbridge, London.

1699. Re: 1040 ST for sale.

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 15:15:17 UTC
From: gruber@stg.vnet.ibm.com
Message-ID: <1992Feb20.151517.24009@watson.ibm.com>
Source record: 225628
Cross-posted to: local.general,dfw.forsale,misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Feb20.052835.16376@sdf.lonestar.org>,
corey@sdf.lonestar.org (Corey Carroll) writes:
> Xref: watson misc.forsale.computers:23634 comp.sys.atari.st:12900
comp.sys.atari.st.tech:4287
> Newsgroups:
local.general,dfw.forsale,misc.forsale.computers,comp.sys.atari.st,comp.
sys.atari.st.tech
> Path:
watson!yktnews!admin!news.ans.net!europa.asd.contel.com!darwin.sura.net!
convex!egsner!sdf!corey
> From: corey@sdf.lonestar.org (Corey Carroll)
> Subject: 1040 ST for sale.
> Message-ID: <1992Feb20.052835.16376@sdf.lonestar.org>
> Organization: sdf Public Access UNIX, Dallas--unrestricted free shell access
> Distribution: na
> Date: Thu, 20 Feb 1992 05:28:35 GMT
>
>
>
> FOR SALE :
>
> - Atari 1040 ST
>
> * 1 Megabyte RAM
> * 1 Internal Double-Sided 720K drive
> * Tos 1.4
> * SF314 External DS drive
> * SC1224 Color Monitor
> * Mouse, mousepad, disk holders, cables, etc.
>
> - This computer comes with all of my disks and games.. I have approximately
> 100 disks. Among this collection : GFA Basic 3.0, Flight Simulator,
> OCP Art Studio, Word Writer, Compute's Second Book of Atari ST,
> Interlink 1.85, Masterlink 1.0, Publishing Partner, assorted manuals,
> and the book ST Disk Drives Inside & Out.
>
>
> Asking $400 Or best offer.
>
> Email me if you live out of the dallas/fort worth area. Above does not
> include shipping.
>
> Otherwise, if you live in dallas, please call Corey at 214-298-1746,

especially
> during the hours past 3pm, especially on Tuesdays and Thursdays.
> --
> My mother asked me what Ted and I were talking about. I told her 'Unix'.
> She said, "Why would you want to be a eunuch?"
>
> corey@sdf.lonestar.org ..!uunet!convex!egsner!sdf!corey

I'll offer you $200.00 for the system

Scott

Post to this forum if you want to.

1700. uud/uue bombs

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 15:36:30 UTC
From: malay@sae.com
Message-ID: <1992Feb20.153630.23785@sae.com>
Source record: 225491

When I use uud/uue under Gemini I get two bombs. If I quit Gemini and then run uud/uue from the desktop it works as advertised. I suspect uud/uue is bombing under Gemini because of some sort of probem with "argv"????? Any clues??

Bob Malay

1701. Additional STe ports on left

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 16:20:33 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Feb20.162033.21346@irscscm.UUCP>
Source record: 225517

I've had a 1040 STe for a few months now. Previously I had a 520 ST. When I first got the STe I noticed the two additional joystick-size ports on the left side of the machine. I thought they were 2 additional joystick/mouse ports. In fact I think I remember reading a review of the STe a while ago which stated the STe had 2 additional joystick ports. Last night I inspected these ports more closely and they're not joystick ports at all (at least not the joystick ports that I am used to). They're 15 pin female ports. What are they for?

--
Marshall Lake
...!uunet!media!ka3ovk!irscscm!mlake
mlake@irscscm.UUCP

1702. Looking for Todd Miller

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 16:22:55 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Feb20.162255.22504@cs.wayne.edu>
Source record: 225492

Sorry Todd, my mailer burped when it ate your return address. Could you
mail me again?
--
"Again, the kingdom of heaven is like unto a net,"
Matthew 13:47

1703. Re: ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 16:34:17 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Feb20.163417.6464@a.cs.okstate.edu>
Source record: 225493

Wellll...
a Thompson 4120 will work... It's nearly as sharp as an Atari monitor
and the sound is better (louder anyway...)

The cable is a bit tricky but both E. Arthur Brown and ComputAbility
should be able to get you the cable you need!

jc

1704. Re: More Atari bashing (was Re: Atari Sues Nintendo!)

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 16:47:17 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Feb20.164717.20962@usenet.ins.cwru.edu>
Source record: 225494

In a previous article, rjung@nunki.usc.edu (Robert A Jung) says:

> I personally guess that these Amiga owners are feeling insecurity about
>their machine, and come over here to annoy us to boost their falling
>confidence in CBM...
>
> --R.J.
> B-)

I would be a little insecure too if the rumors I were hearing about
Atari may be true...

>

--

1705. Re: uud/uue bombs

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 17:55:14 UTC
From: steve@thelake.mn.org
Message-ID: <A1592203348@thelake.mn.org>
Source record: 225499

[In article <1992Feb20.153630.23785@sae.com>,
malay@sae.com (Bob Malay) writes ...]

> When I use uud/uue under Gemini I get two bombs. If I quit Gemini and then
> run uud/uue from the desktop it works as advertised. I suspect uud/uue is
> bombing under Gemini because of some sort of probem with "argv"????? Any
> clues??

Probably a bug in the library used to compile it. Some very early versions
of dlibs had a bug in memcpy that occasionally stepped on strange memory
locations. The startup code calls memcpy.

Solution: Recompile uud/uue (Sozobon 1.33i works fine), or find a copy
that's been compiled with a newer library, or use UUCODER.PRG.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1706. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 18:25:01 UTC
From: chucks@pnet51.orb.mn.org
Message-ID: <7127@orbit.cts.com>
Source record: 225509

ac999108@umbc5.umbc.edu (ac999108) writes:
>I don't understand. If those people are supposed to be college students,
>posting and wasting time with garbage like 'Atari Sucks'.. then I would
>be interested in seeing the admissions for that college become a bit
>stricter.
>
>Heh.. even if they were going to insult Atari due to insecurity or nightmares
>or something.. couldn't they atleast find a more creative way?? Sigh..

First, not everyone on the usenet is in college. Many people forget this.
Corporations, and private services such as genie, compuserve, fido-net, etc..
all have access as well. Then there are people (like me) that maintain their
own private site.

Second, If you had read the first message, and not just the flame about it,
you'd know that it came from an Atari user that was sick of Atari's bullshit.
NOT from an Amiga person. I think you people like to jump to conclusions too
much, which is a much bigger sign of insecurity.

.---.
UUCP: {amdahl!tcnet, crash}!orbit!pnet51!chucks	"I know he's come back
ARPA: crash!orbit!pnet51!chucks@nosc.mil	from the dead, but do
INET: chucks@pnet51.orb.mn.org	you really think he's
--	moved back in?"
Amiga programmer at large, employment options	Lou Diamond Philips in
welcome, inquire within.	"The First Power".
`---'

1707. Sale or trade

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 18:51:20 UTC
From: gunfreak@bluemoon.rn.com
Message-ID: <08HggB2w164w@bluemoon.rn.com>
Source record: 225516

I have 17 Fujitsu DX2100 dot matrix printers w/tractor feed and 13 1200 bps external modems (some work and some don't) for sale to the highest bidder or trade for Atari system. Please E-Mail or call 614-927-0153
Thanks

This is from
gunfreak@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

1708. Re: Berkeley Microsystems?

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 19:01:57 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kq7up5INNk25@aludra.usc.edu>
Source record: 225501

In article <ODDJOB.92Feb19221935@oz.oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>In article <1963@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
> device on the cable is terminated (resistor packs on the circuit
> board of the drive typically near where the cable plugs in). Also
> be sure the drive is jumpered to a different address.
>
>Finding the resistor packs is easy but HOW do you know HOW to jumper a
>SCSI drive for a different SCSI address ? I've got a 30meg Seagate
>drive I'd like to tack onto the end with my 80 meg Seagate. The extra
>space would be great for use with Minix.
>
It's generally a shot-in-the-dark method if it isn't labled on the
SCSI drive's logic board (usually I1,I2,I3 or E1, E2, E3). Look for any set
of jumpers, especially if there are only three.

Seagate loves to put jumpers on their boards and not label them. On
the ST-138N, the set of jumpers (5 sets) that are located next to the SCSI con-
nector (and point in the same direction) are the SCSI select pins. The three
outside pin sets of the five are the SCSI select lines, while the first inner
pin set (closest to the SCSI connector) is a line for an external LED disk
indicator. This is a pretty common setup for Seagate drives.

>-Andy-
>--
>|"The Snark WAS a Boojum, you see!" | |
>|"Reality !?! Isn't that something | andys@psc.plymouth.edu |
>| you sprinkle on ice ??" | oddjob@oz.plymouth.edu |

-Mike

1709. Posters ???

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 19:51:38 UTC
From: lefrm00@terre.DMI.USherb.CA
Message-ID: <1992Feb20.195138.9396@DMI.USherb.CA>
Source record: 225502

I was named by our promotion to make publicity. We are a batch
of student from the Universite de Sherbrooke (Quebec, Canada)
They ask me to make BIG posters (5x4 feet), if you know a good program
that can make easyly the job, I will be pleased if you anwser to this
letter.

P.S. I'm really sorry for my English, I have no chance to practice.

LEFRM00@DMI.USherb.CA

1710. ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 20:35:55 UTC
From: ecarsten@next1.cs.umr.edu
Message-ID: <4205@umriscc.isc.umr.edu>
Source record: 225504

I tried to get my monitor fixed but the experts couldn't do it. So I gave up on it and didn't even bother to get my useless monitor back from them. Now I wish I had because maybe Atari would have exchanged it for a new one. I wasn't aware that Sony,Princeton,NEC made monitors that were compatible with Atari ST. What is the purpose of buying a multi-sync and swx box to get both color and mono? Why not just buy a color monitor?

-Ed Carstens

1711. Request: E.A. Brown contacts

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 21:35:52 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <Ydd1wsS00VAzI2w0oX@andrew.cmu.edu>
Source record: 225505

Could someone post the address and/or voice phone number of E. Arthur Brown Co.?

I'd like to get one of their catalogs, if they have one. They seem to be one of the last full-blown Atari supporters left :-(

I'm particularly interested in the latest version of Spectre GCR, HP Deskjet-compatible drivers, WordFlair, and cables for hooking a multisync monitor to a 1040ST.

Thanks.

_____
Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"Don't let's start/ 'Cause I've got a weak heart..."
---They Might Be Giants, "Don't Let's Start"

1712. MiNT utils (man, etc.) needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 21:45:57 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Feb20.214557.29584@a.cs.okstate.edu>
Source record: 225506

I'm looking for man to run under mint and tcsh.

I have man pages... but no man!
Thanks!
jc

1713. Flaming - Amgia vs Atari

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 22:32:51 UTC
From: shore@equinox.gen.nz
Message-ID: <gHsggB4w164w@equinox.gen.nz>
Source record: 225353

This is in reply to the last message here by Danny Neville.

Post: 290 of 389
From: kentd@FtCollins.NCR.com (Kent Dalton)
Newsgroups: comp.sys.atari.st
Subject: Re: Why Amiga folks come here so much
Date: 13 Feb 92 14:17:27 GMT
Sender: uucp@ncr-mpd.FtCollins.NCR.COM
Organization: NCR Microelectronics, Ft. Collins, CO
Lines: 102

>>>>> On 13 Feb 92 08:25:01 GMT, chucks@pnet51.cts.com (Erik Funkenbusch)
said:

Erik> mc4c+@andrew.cmu.edu (Mark Choi) writes:

> I just spent some time over on the amiga boards (not posting flames,
>I have, and like the machine). The basic thead over on the c.s.am.advoc.
>board is this.

> The Amiga is dead, or will be so in about a year or two (personally,
>I disagree with this assesment). In fact, they hate C= and its
>leadership even more than some of us hate the Tramiels. And even here,
>Atari is often defended. Over there, I almost never hear someone
>defending either their company, or their management, and only rarely
>defending the machine. Here, whatever amiga fire starters want to think
>about the ST, at least we have a bit more hope. Even doomsayers like me,
>Greg Carter, and Bob_R_ still think there is a chance.

Erik> You have to take the people in c.s.a.a. with a grain of salt.
Erik> Those are the die hard complainers, people who complain for a life
Erik> :) People quite often defend the machine, all too often. The
Erik> majority of doomsayers are people that want indigo's inside their
Erik> amiga for $.50, and anything else means it will die. (i.e.
Erik> irrational expectations) I don't think you spent enough time on
Erik> .advocacy to sort through the garbage.

Yep. The group was created as a forum for people to complain or post
rumors or flame something they don't like or debate other computer
systems. Drawing conclusions about the Amiga from the posts in advocacy
is similar to going to an unemployment line to ask people about the
economy or hanging around a manufacturer's complaint dept to ask about
their products and then expecting to get an objective overall viewpoint.

> Perhaps this can lend a bit of insight into the reason that the
>amiga folk often post over here. They read comp.sys.amiga.advocacy, get

>real pissed off, flame over there, get laughed at by the amiga people
>they think they represent, and so come over to c.s.a.st, and read all
>the positive, or a least hopefull posts, get jealous (not of the
>machine, but of the users cheerfulness) and so get out the lighter fluid
>and flame on.
> < more jealousy theory deleted.. >

Erik> This assesment is totally preposterous.

Almost to the point of being comical.

Erik> <description of how someone could easily get the wrong impression
Erik> from c.s.a.st deleted>

Erik> Here is the basic reason there are so many flames to c.s.a.st:
Erik> <good analysis of things that frustate Amiga owners deleted...>
Erik> Just suffice it to say that the flames you see are merely the
Erik> result of frustration, not jeolousy or anything like that.

I agree, this seems like a *much* more plausible theory than jealousy.
FWIW, the reason I personally read the ST newsgroups on occaision is
that I used to own one (which I sold to buy an Amiga 3000) and I'm still
interested in what's going on in the Atari world. The ST is not a bad
machine and I typically do not flame it. I also think that the majority
of Amiga owners are not hotheads but that there is obviously a very
vocal minority of immature users.

Erik> I'm sure many st people have experience equal frustration in the
Erik> past, it's just that there aren't enough st advocates out there.
Erik> most st users have come to the realization (long ago) that Atari
Erik> may never go anywhere, not to say it won't, just that many st
Erik> users don't want to get high hopes, after being let down so much.

Yup. I know felt that way when I owned one.

I think the ST user community is a very cool group of people, in
general. There is definitely a very supportive and friendly atmosphere
toward other Atari users. There are also many talented ST hackers, look
at Hacman, Opus, MiNT, GCC, Gemini, et al. I wish Opus ran on the Amiga.
(Is source code for Opus available, BTW? ;-)).
The Amiga user community is very similar, you just wouldn't know it by
reading advocacy or the flames some of the idiots post here.

It's too bad there isn't more cooperation between the ST users and Amiga
users, because both groups face similar problems ("nonstandard"
computing platform, "toy" image in public eye, manufacturer doesn't know
how to market machine properly, uneducated computer buyers ignore
machine because they haven't heard of it or don't understand it, etc).

I'd like to see some joint software development or some GEM<->Intuition
libraries for porting stuff rather than flame wars. Everyone would
benefit in the end. (Send e-mail if you have comments on this idea!)

Erik> Anyways, don't flame me for posting it here, as it was an Atari
user that
Erik> originally posted this, i'm merely giving my opinions.

ditto.
--
/***
*/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM
*/
/* NCR Microelectronics * CIS: 72320,3306
*/
/* 2001 Danfield Ct. MS470A *
*/
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319
*/
/***
*/
I smell a RANCID CORN DOG!

1714. Re: QBBS Mail Readers

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 22:36:01 UTC
From: shore@equinox.gen.nz
Message-ID: <qmsggB6w164w@equinox.gen.nz>
Source record: 225354

jerome@ee.fit.edu (Jerome Chan) writes:

> Is there a QBBS ST off-line mail program anywhere?
> Please mail me if you do know where I can get such
> utilities for QBBS ST!
>
I'm not too sure what QBBS is, but I have a reader that does QWK
mail packets... is that what you're after?

Craig.

```
+----------+-------------------------------------------------+------------+
| Atari | Craig Shore | ChCh, |
| ||| S | | New Zealand|
| ||| T | Email: Internet - shore@equinox.gen.nz | o() |
| / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-------------------------------------------------+------------+
```

1715. Re: HD Controllers

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 22:37:33 UTC
From: shore@equinox.gen.nz
Message-ID: <aPsggB7w164w@equinox.gen.nz>
Source record: 225355

monsoon@cats.ucsc.edu (Len A. DeJesus) writes:

> Does anyone have a listing of good mail order houses with good prices
> on SCSI hard drive controllers? (actually, the one I'm most interested in is
> Toadfile.)
>
> Thanks (Please e-mail replies...)
>

Had any replies? If not, I know of a couple of places in the USA, but not
for the Toadfile.

Craig/


```
+----------+-------------------------------------------------+------------+
| Atari | Craig Shore | ChCh, |
| ||| S | | New Zealand|
| ||| T | Email: Internet - shore@equinox.gen.nz | o() |
| / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-------------------------------------------------+------------+
```

1716. Re: PC/NFS via SLIP for 1040st

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 22:52:01 UTC
From: carl@syscon.rn.com
Message-ID: <1992Feb20.225201.21189@syscon.rn.com>
Source record: 225513

There was available somewhere on the net (I have a copy too), of
a thing called pmfs (poor man's file system) that used a file on
a unix box to emulate an atari file system. The connection is
232. You just have an icon on the desktop that is the unix box.
Your software doesn't know where it is. It is a tad slow, but
surely no worse than slip.
--
Carl Kreider CIS 71076,76
22305 CR 28, Goshen, IN 46526 Usenet ....!syscon.rn.com!carl
(219) 875-7019 Internet carl@syscon.rn.com

1717. Re: Horizon Computers in CO. going out of business

Newsgroup: comp.sys.atari.st
Date: 1992-02-20 23:32:09 UTC
From: boyd@omicron.cs.fsu.edu
Message-ID: <1992Feb20.183209.8593@mailer.cc.fsu.edu>
Source record: 225644

Test, please ignore.

--

---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

1718. RE: What does the MegaSTe Keyboard feel like?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 00:04:35 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2889@equinox.unr.edu>
Source record: 225508

It is much much better than the mushy old ST keyboard. I had developed a pain in my hand using the old ST keyboard.

Now I have the MegaSTe keyboard. It has no spongy feel. It is excellent and the pain is no more.

1719. Re: Request: E.A. Brown contacts

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 00:13:17 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Feb21.001317.15474@u.washington.edu>
Source record: 225510

In article <Ydd1wsS00VAzI2w0oX@andrew.cmu.edu> Michael Paul Greelish
<mg20+@andrew.cmu.edu> writes:
>Could someone post the address and/or voice phone number of E. Arthur
>Brown Co.?
>

Ok, here's the stuff for E. Arthur Brown:

E. Arthur Brown Company
3404 Pawnee Drive
Alexandria, MN 56308
1-800-322-4405 (order line)
612/762-8847 (other stuff)

* They're open Mon-Fri 8:30 AM - 4:30 PM CST

This is a really great company , I 've bought lots of stuff from them
with good service and efficiency, they seem to know about the products too.
Also their new catalog has a lot of the newer stuff for great prices, like
Mega STe, Syquest 44, Supra drives, all sorts of neat stuff, give them a call!

Disclaimer : No I am not associated with them , they're just a great Atari
supporter. :-)

****
Ben Gilbert CS Undergrad, Univ. of Washington, Seattle)
tymbrimi@u.washington.edu (Go Huskies!!!)
****

1720. Atari ST stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 00:14:18 UTC
From: cmerz@ics.uci.edu
Message-ID: <9202201614.aa01804@Paris.ics.uci.edu>
Source record: 225507
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following ST stuff to sell:

1040STf (internal floppy drive is apparently crapping out)
Monochrome Monitor
Spectre GCR
Hard drive interface (I think I'm going to keep the hard drive)
and some misc software including the EZTRACK MIDI sequencer

Please send offers or inquiries to:
Chris Merz
509 Berkeley Rd #104
Irvine, CA 92715

internet: cmerz@ics.uci.edu
phone: (714) 725-6101

1721. CodeHead TOS Extension Card

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 00:32:02 UTC
From: marshall@cs.uq.oz.au
Message-ID: <6898@uqcspe.cs.uq.oz.au>
Source record: 225511

According to Znet, CodeHead is supplying Icon Juggler with their TOS
Extension card.
For those of us with TOS 2.?, will they give/share/sell Icon Juggler
separately? If so, what does it cost?
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

1722. Re: 4 Joysticks using parallel port (Gauntlet II)

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 01:05:03 UTC
From: ekrimen@wet.UUCP
Message-ID: <3325@wet.UUCP>
Source record: 225514

In article <1992Feb19.113809.4663@minyos.xx.rmit.oz.au> s883334@minyos.xx.rmit.oz.au (James Alan Hall) writes:

> I have gauntlet II amongst a set of 20 games that came with my atari
>when I purchased it. Unfortunately, its only documentation is a small
>card accompanying the disk. Ive heard that its possible to use an
>additional 2 joysticks under Gauntlet II, using the parallel port.
>
> Does anyone have the wiring diagrams to do this ? Thanks.

I got a file from atari.archive a while ago that describes, with pin-outs, how to do this. It's called something like 4_JOY.LZH or .ARC.

BTW, I'm still looking for Calamus if anyone has a copy for sale. One person from Sunnyvale replied, to which I responded, but I haven't received another reply yet.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

1723. yet another DATABASE enquiry

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 01:15:47 UTC
From: swanee@megadata.uucp
Message-ID: <1992Feb21.011547.8788@megadata.uucp>
Source record: 225512

Greetings all,
I am currently looking around at databases and would
like to know if anyone out there knows of a good database that I
may be able to get over here downunder. I've been playing around with
Superbase for a while but it is very slow when performing a query on
a reasonable sized database. I've heard 'Phoenix' mentioned but I
know nothing about it, let alone its availability over here.

BTW, I've been trying to do part field matches in Superbase (i.e.
matching a text string with a part of a field) and all it seems to
want to do is match the string to the entire field. This is pretty
useless if you have a 'keywords' field and want a match with only one
keyword from this field. Perhaps I'm just not using it correctly (more
likely). Any clues or advice would be appreciated.

Thanks in advance,

Sla/n go fo/ill,
Risky B.

Geoff Swan _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61-2-805-0899
NSW 2113, Australia. v (AH) +61-2-477-6519

1724. Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 02:01:39 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Feb21.020139.3874@irscscm.UUCP>
Source record: 225615

Has anyone tried to play Gauntlet 2 on an STe? I just acquired it recently and my copy boots fine but it automagically creates a player 4 before it begins game play. The player 4 shoots constantly and can't be controlled (at least as far as I've tried). This makes the game unplayable even though you can create other players. Does anyone know of a fix for Gauntlet 2 on the STe? Or maybe my copy is screwed?

--
Marshall Lake
...!uunet!media!ka3ovk!irscscm!mlake
mlake@irscscm.UUCP

1725. LHARC PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 04:39:40 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <698679001.1@fquest.FidoNet>
Source record: 225303

On: 02/14/92 22:33:45 rkallen@msb.com (Russell Kallen) posted:
> Using LHARC (v. 2.01e) from inside FLASH, I couldn't get it
>to extract individual files from 2 different LZH arcfiles.
>(Normal, "full" extracts worked ok.)
>
> I kept getting "file not found" prompts, although verbose
>listings showed that the file was there. Was this a bug in
>2.01e that was fixed in later versions?

Sounds like one of two problems I've had with 2.01x versions. One, you might be running out of memory. It does weird things if memory runs low. Two, if they were -lh1- (v1.xxx type) LZHs created on a Unix system or some other system that allows lower case, then Quester's 2.01x won't see the files. Its blind to lower case files. It will still extract any and all files if you give it either a *.* or no wildcard (defaults to *.*), you just can't extract them individually. Sometimes there is only one file in the .LZH, like with some GEnie Lamp press release files, and you can just use a wildcard to view them. Otherwise, best to unLZH it and reLZH it I would say. If thats not it, I don't know. Maybe get a newer version, its up to at least 2.01i and maybe higher by now. Mark...

1726. WHY AMIGA FOLKS COME HERE SO MUCH

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 04:58:14 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <698679001.2@fquest.FidoNet>
Source record: 225302

On: 02/13/92 14:17:27 kentd@FtCollins.NCR.com (Kent Dalton) posted:

>I think the ST user community is a very cool group of people, in
>general. There is definitely a very supportive and friendly atmosphere
>toward other Atari users. There are also many talented ST hackers, look
>at Hacman, Opus, MiNT, GCC, Gemini, et al. I wish Opus ran on the Amiga.
>(Is source code for Opus available, BTW? ;-)).
>
>The Amiga user community is very similar, you just wouldn't know it by
>reading advocacy or the flames some of the idiots post here.
>
>It's too bad there isn't more cooperation between the ST users and Amiga
>users, because both groups face similar problems ("nonstandard"
>computing platform, "toy" image in public eye, manufacturer doesn't know
>how to market machine properly, uneducated computer buyers ignore
>machine because they haven't heard of it or don't understand it, etc).
>
>I'd like to see some joint software development or some GEM<->Intuition
>libraries for porting stuff rather than flame wars. Everyone would
>benefit in the end. (Send e-mail if you have comments on this idea!)
>
Thats one of the most reasonable posts on the subject I've seen in a good
while, and exactly how I feel about it. I sure wish the people engaged in
arguements about which computer is the most worthless and should be hauled away
by the trash truck the fastest - I wish they would read that post and wake up.
But I've noticed that most of the guys who engage in that sort of BS don't
really bother reading messages anyway. They only look for material to fuel the
flames and let the rest go. But one can always hope. Anyway, I generally stay
away from commenting on the flames, it usually just makes it worse. Better to
let them die, if they will. But I had to comment on the positive, cooperative
tone of that post. Thats something I would like to see a lot more of....
Mark.....

1727. Re: Bug in G++ ????????

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 05:22:21 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Feb21.052221.447@bert.eecs.uic.edu>
Source record: 225515

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Can someone who knows work these out:

```
>struct X
>{
> E(){}
> int D(){ return (1 + 0x8); }
>};
```

```
>g++ gives:
>bug.cc: In method int X::D ():
>bug.cc:4: numeric constant contains digits beyond the radix
```

The compilier doesn't like the empty braces you've defined for the
function E. I'm not sure why you'd want to have empty braces, but
if you're looking for a pure virtual fiction, the proper syntax is:

```
struct X
{
void E(void) = 0;
int D() { return (1 + 0x8); }
};
```

If you're just defining E() as a class member, then try:

```
struct X
{
void E(void);
int D() { return (1 + 0x8); }
};
```

I tried these and both work fine. The hexadecimal constants had nothing
to do with your error.

--


```
+-----------------------------------------------------+---------------------+
| John Dillenburg | "You can't keep a |
| Univ. of Illinois at Chicago | man down without |
| Dept. of Electrical Engineering and Computer Science | staying down with |
```

1728. Re: Attaching SCSI drives

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 05:33:57 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb21.053357.14711@actrix.gen.nz>
Source record: 225518

In article <jmw.698550772@lad> jmw@lad.med.utas.edu.au (John Mark Williams) writes:
> I am contemplating adding an extra hard disk to my 1040STf, TOS 1.4, 2.5Mb
> internal, SH205 (?) 20Mb Atari Hard Drive. Could I ask, what is involved
> with adding a SCSI drive? What adapter(s) and software will I need, and will
> it be compatible with my existing Atari drive.
>
> Thanks in advance,
> --
> John M Williams, Faculty of Medicine, University of Tasmania
> J.M.Williams@med.utas.edu.au

The way I would sugest you go would be ICD as they have good support
and there software is kept up to date, they also post updates to GEnie.

You should have no problems with your SH205 as long as you can change
the DMA address to other than zero so that the ICD device boots up first,
and use the ICD software to run the hard drives..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1729. Re: LHARC problem

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 05:46:51 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb21.054651.15030@actrix.gen.nz>
Source record: 225519

In article <1992Feb20.075920.2748@msb.com> rkallen@msb.com (Russell Kallen) writes:
> I'm having a problem with DIRECTORIES using LHARC to create

> LHARC.TTP a PALMTOPS.LZH h:\save\palmtops.inf
>
> When I noticed that my entire root directory was being
> lzh'd I aborted. Thereafter, when I checked the
> "palmtops.inf" file, I found that it contained a 'report' of
> the lzhfile creation process up to the point I aborted --
> instead of the original material contained in that file !!!
>
> *** In other words, the file I'd intended to create an lzh
> archive file from had been overwritten with this LHARC
> "progress report". ***
>
> Anyone have any idea what went on here?
>
> Thanks.
>

Well I had the same problem, but a great German chap Uno I think
came to my help, you just enter a space in front of the backward
slash like C:TEST\HELP\ *.* , this will drop all the paths
to the left of the \ *.* ..
^ this is the space that I am refering to...

Or get the C.F Johsons Arc Shell 3.1..its PD, this does it automaticly..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1730. Re: uud/uue bombs

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 05:51:27 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb21.055127.15195@actrix.gen.nz>
Source record: 225520

In article <A1592203348@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1992Feb20.153630.23785@sae.com>,
> malay@sae.com (Bob Malay) writes ...]
>
> > When I use uud/uue under Gemini I get two bombs. If I quit Gemini and then
> > run uud/uue from the desktop it works as advertised. I suspect uud/uue is
> > bombing under Gemini because of some sort of probem with "argv"????? Any
> > clues??
>
> Probably a bug in the library used to compile it. Some very early versions
> of dlibs had a bug in memcpy that occasionally stepped on strange memory
> locations. The startup code calls memcpy.
>
> Solution: Recompile uud/uue (Sozobon 1.33i works fine), or find a copy
> that's been compiled with a newer library, or use UUCODER.PRG.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Steve I can't seam to E-Mail you, but have you Updated UUCODER at all,
I have not found any bugs but a few feature could be improved..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1731. For Sale: Atari 1040STf

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 06:18:38 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb21.061838.16119@rice.edu>
Source record: 225521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale.computers

For Sale:

Atari 1040STF (Tos 1.2, 1 meg, internal double-sided drive,
mouse, and megatouch springs)

Everything is in excellent condition and includes original packaging and
manuals.

$230 or best offer.
If interested, reply in email or call (713) 893-2173.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

1732. Email address of PopUp's author

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 07:24:24 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Feb21.072424.11674@usenet.ins.cwru.edu>
Source record: 225522

If anyone has the email address for the author of PopUp, please
mail it to me. Thank you.

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

1733. ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 07:32:01 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <1992Feb21.073201.5953@yuma.acns.colostate.edu>
Source record: 225523

Azog-Thoth@cup.portal.com (William Thomas Daugustine) writes:
>
>Ive heard very little info on this supposed ST notebook computer, and
>almost nothing on the net, and am wondering, is it real, or is it
>still waiting to be released?
>
>I seem to recall reading somewhere that the release was scheduled for
>Jan 92. Anyone have one? Whats its specs? What its cost?
>
>Billy D'Augustine
>Azog-Thoth@cup.portal.com

Probably the reason you have not heard much about it is that you haven't been looking in the right place(s). My advice to you, and to others out there in this newsgroup, is if you want to know what's going on with Atari, subscribe to an Atari magazine, or subscribe to the Z*Net on-line magazine. You can get Z*Net by e-mail. Just mail to stzmagazine-request@virginia.edu. In the body of the message say that you would like to be added to the mailing list, and include your e-mail address where you would like to receive it at. You can also get current or old Z*Net issues at atari.archive, under atari/magazines/znet. Fortunately I print out the issues of Z*Net that contain product announcements and other exciting news. One of the times that the ST Book announcement was printed was in issue #9110 of Z*Net. Look for this issue on atari.archive and download it. It has the initial specs in it. Some of the specs have been changed since that announcement, but it'll give you a general idea. The issue numbers are in the filenames of the issues on atari.archive. So issue #9110, will be called "znet9110.Z", or "znet9110.txt.Z" there.

If you are looking for a specific Atari magazine to subscribe to, I might be able to find the information for you as far as mailing address and subscription rate.

Mark Miller, computer science	"I was just thinking of the immortal words
major at C.S.U.	of Socrates...'I drank what?'"
millerm@mozart.cs.colostate.edu	"What a waste it is to lose one's mind..."
	Do you _really_ think I care that your
/ Atari friend! |||	computer is "better" than mine??? Think
\/ --- The Mark)|(	about it. I'm not THAT ignorant.
World Peace /	\ There's nothing else quite like it.

1734. Re: Additional STe ports on left

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 08:15:32 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1992Feb21.081532.22943@forwiss.uni-passau.de>
Source record: 225525

In article <1992Feb20.162033.21346@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>
>I've had a 1040 STe for a few months now. Previously I had a 520 ST.
>When I first got the STe I noticed the two additional joystick-size
>ports on the left side of the machine. I thought they were 2
>additional joystick/mouse ports. In fact I think I remember reading a
>review of the STe a while ago which stated the STe had 2 additional
>joystick ports. Last night I inspected these ports more closely and
>they're not joystick ports at all (at least not the joystick ports that
>I am used to). They're 15 pin female ports. What are they for?

They are for joysticks! :)
No, really, they are. You may attach two joysticks to each of the ports and they also allow paddle use. For the pin-out you should ask someone from Atari or look it up in a GOOD book (I would recommend Julian Reschke's "Atari ST/STe/TT Profibuch", but I am not sure if it is available in English...yet.)

>--
>Marshall Lake
>...!uunet!media!ka3ovk!irscscm!mlake
>mlake@irscscm.UUCP

Weregoose

P.S.: All language flames should be written in entirely correct German.

- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- Dr.Stein grows funny creatures, lets them run into the night, -
- they become great politicians and their time is right. (Helloween) -
---

1735. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 08:58:37 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb21085837@nsx.kagaku.se.fujitsu.co.jp>
Source record: 225546

```
Demo crews are the latest and greatest thing man! They've been ar
```

1736. Mint ? FTP`able from where ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 09:30:05 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Feb21.103005.10947@urz.unibas.ch>
Source record: 225529

```
Where can I get MINT ?
Is it ftp'able from atari.archive.umich.edu (or such) ?
Or is it a commercial program ?
I heard it is supposed to PD or at least shareware.

--

Alexander Minidis

---------------------------------------------------------------
-- --
-- Scotty, beam me up, there`s no intelligent life down here! --
-- --
-- (Capt. J.T. Kirk, USS Enterprise) --
-- --
---------------------------------------------------------------
```

1737. Newest TEX and GEMINI versions ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 10:26:38 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Feb21.102638.10945@urz.unibas.ch>
Source record: 225528

What is the newest Version of TEX on the Atari ?
(I am using C-TEX Shell V 6.02 (something like that) and TEX 3.1/2.92 cs)

And what about GEMINI ?
In atari.archive.umich.edu there is a gemin121.lzh file, but it contains
an UK-Version - is there the german also available ?

--

Alexander Minidis

```
-----------------------------------------------------------------
-- --
-- Scotty, beam me up, there`s no intelligent life down here! --
-- --
-- (Capt. J.T. Kirk, USS Enterprise) --
-- --
-----------------------------------------------------------------
```

1738. Re: Mega STE benchmarks

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 10:31:54 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb21.103154.8507@email.tuwien.ac.at>
Source record: 225526

In article <698279173.23031@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>In article <1992Feb14.014056.7909@convex.com> rosenkra@convex.com (William Rosenkranz)
writes:
>[Dhrystone results deleted]
>>it would be nice to see -mshort (16-bit) in gcc as well. as i have
>>said a zillion times, dhrystone is often more a test of a compiler
>>than a machine. consider the above "proof of concept". also, pls
>>mention all compiler switches used (and read about the ones available
>>so you can try others - gcc has a bunch of options besides "-O").
>>try inlining. this will make whetstone run 2x faster on some boxes.
>
>Whetstone was constructed after collecting statistics from many Algol
>programs. It has procedure calls in it to match the statistical distribution of
>procedure calls found in those Algol programs.
>
>If you make the compiler inline the procedures then you're not doing Whetstone
>any more. Procedure call overhead is part of the benchmark.
>
>Also, you should not do _any_ source level optimisations on benchmarks -- it's
>the same as cutting out part of the benchmark code.
>
>The idea isn't to get from A to B as fast as possible. It's to make a
>comparison between machines based on performing the same operations on each
>machine.
>
>>report the dhrystone version. v1 give numbers about 2x higher than
>>v2.0 or v2.1, for example. when giving bm results, it is better to say
>>more than less.
>
>Unfortunately, Dhrystone performance basically boils down to how fast your
>system can do string operations. Dhrystone V1 has bugs in it too. Finally, when
>giving benchmark results, it is better to do it well and report honestly.
>
>>finally, if possible, try sozobon as well, with
>>optimization (and without). recall that alcyon gives about 800 dhry/sec
>>a 4:1 difference on the same box. caveat user. compile times may also
>>be of interest to round out the report.
>>
>>-bill
>>rosenkra@convex.com
>
>Mat

Actually, I tried all the -fxxx compiler options, but I did not get any better results. It seems that -O includes all these... (sorry, I was still too lazy to read the whole gcc.man file...)
When I used -mshort the program wouldn't run, it crashed... (must be my library!).
BTW, the benchmark source used was v2.0, unmodified.

Marinos.
(kdv_521@eiaida.tuwien.ac.at)

1739. Re: Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 10:37:59 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb21.103759.8687@email.tuwien.ac.at>
Source record: 225527

In article <1992Feb17.115900.29120@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>I saw the SM144 just this weekend at a comp show and I have to say (and so
>were a number of other people including dealers) that its a step down from
>the SM124. If you can buy a SM124 then go for it because they are in general
>cheaper and of much better screen quality than the SM144. They've made the
>SM144 larger screen (14") and the phosphor is not as paper white as the SM124,
>it has a blueness about it which I didn't like. Some poeple are bound to
>like though.
>
>Herb
>

I saw it too, and I must say, the SM124 is MUCH better!! The SM144's picture is very unsharp near the borders...

Marinos.

1740. Re: Reading / printing TEX files?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 10:50:19 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Feb21.045019.10771@hemlock.cray.com>
Source record: 225530

In article <1992Feb20.113628.10809@urz.unibas.ch>, minidis@urz.unibas.ch
(Capt.J.T. Kirk) writes:
> In article <1992Feb19.161817.13505@a.cs.okstate.edu>, cummins@a.cs.okstate.edu
(CUMMINS JOHN WILLI) writes:
> > Is there a simple way to read TEX files? I'm accustomed to
> > ascii doc files... and need an easy way for the end-user with a
> > minimal ST system to read documentation.
> >
> > If there's not a way for the single floppy user to read TEX...
> > Could folks put ASCII text type documentation in with their TEX
> > files? This could be generated by printing (ASCII) to a file
> > using whatever tex utilities the document author uses.
> >
> > jc cummins@a.cs.okstate.edu
>
> Yes, there is a way. Simply distribute the ATARI SCREEN DRIVER
> (smmono.ttp or dvimono.ttp I`m not sure how it is called) with your
> TEX file (.DVI file!).
>
>
> Alexander Minidis

This solution will fall short because the DVI driver needs access to the font
(.pk) files at run-time. It would be impractical to cater for all the fonts
that may be used by a document just so that someone could print it out.

A better solution is for the author to distribute the TeX file for those with
TeX, and also an ASCII version. To make the ASCII version, use a \documentstyle
option [screen], format the .tex file, then put the DVI file through dvi2tty to
produce a readable ASCII text file.

Similarly, for those people with access to a PostScript printer or previewer,
dvips could be used to produce a PostScript file.

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

1741. Re: Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 10:50:20 UTC
From: Andrew.Stratton@cm.cf.ac.uk
Message-ID: <9202211050.AA25920@v1.cm.cf.ac.uk>
Source record: 225531
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <939@bug.UUCP> stevef@bug.UUCP (Steven R Fordyce) writes:
|I have come to possess a large number of Processor Accelerators for the 520,
|1040, and Mega ST that I will sell for $65 each shipping included (add $5

Has anyone bought these boards - I'm sorry to seem wary, but I heard a
certain ammount of flak over the CMI boards, and I would like to know whether
or not to touch these boards or not,

Please post to the net so others are aware of the situation (or I will
post all the answers),

Thanks in advance,
Andy.Stratton.
--
Parallel Processing Support Officer
University of Wales College of Cardiff

email:stratton@uk.ac.cf.cm

1742. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 11:09:55 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb21110955@nsx.kagaku.se.fujitsu.co.jp>
Source record: 225547

Sorry about that messed up post. (Anyone know if it's possible to cancel news shortly after you post it?)

Right, back to demo crews...

The first time I heard of demo crews was only about a year ago. It was after I saw a demo called 'Life's A Bitch' by TLB & Friends that I became a complete Atari freak. This thing was ten times more amazing than any piece of software I'd seen before. At this time, I had already written and sold machine code games for the BBC Micro, and had started assembly programming on the STe. I got *real* jealous. I just didn't know you could do things like that on the ST! A few months later, I discovered there was a guy in my class who was a demo coder. He was in "Slaytanic Cult", who have gotten several very good reviews in the british magazine, ST Format. This guy had the most amazing disk collection I've ever seen: Over 800 floppies! including about 100 disks devoted to demos. He showed me "Cuddly demos (TCB)", "Mindbomb (TLB)", "Dark Side Of The Spoon (ULM)" (The best one), and loads more. I thought: This is it! This is what I wanna do! For the next month, we had Easter holidays, so I started hacking the STe to bits. First I got some simple raster interupts going. I had no STe documentation what so ever, but just by sticking numbers into memory locations where I thought there might be registers, I worked out STe hardware scrolling with screen wrap. Next, I started working on killing borders... By the end of the Easter holidays, I had a full disk of assembly routines. I showed this to the guy from my class, and we decided we'd form a new demo crew. We started looking for other talented programmers, and got a 16 year old genius, and another guy from our class who had an Amiga. Anyway, this summer we got into it in a big way. The original plan was for us all to rent a student house, and just code day and night for three months. Unfortunately, the guy from Slaytanic Cult had to go start his university year out in Luxembourg, so there were only three of us. However, it was magic - This has to have been one time I will remember for ever. We were all in one large room. there were two atari STe's, one STFM, one Amiga, one archimedes, two video recorders, 2 large tv's, two monitors, a sampling synthesizer, huge amplifier, hi-fi... The place was a mess! We used to get up around 7 in the evening, and code all night, with music blaring from the hi-fi! We pissed the neighbours right off! Sometimes my guitarist friend would come round, and we'd jam, while the other guys played some that incredibly loud game like llamatron... Anyway, three months later, we had written two quick games, started a huge game on STe & Amiga, started a new tracker for ST/STE, wrote full ST & STe noborder code, wrote 2 ST demo screens, 1 amiga demo screen, a huffman packer, a ray-tracer (the only thing we did in basic), an ultra-quick mandlebrot

bootsector (about 3 seconds to draw an approximate mandlebrot set - cheats like hell!), an impressive logo bootsector, and a shitty virus! It's hard to describe what it was like doing all this. I guess the closest thing I can think of is rock stars. That's what we felt like. In fact, it's our aim to become really famous from writing demos & games. We want to have the image of lawless cyberpunk super-hackers, to blow the shit out of all normal games programmers, get interviews in magazines... Maybe I'll be poor for a long time, but I don't care about money, just fame. I know for one that when I finish my degree next year, there's no way I'm looking for a job, I'm gonna be a full-time hacker! DEMO CODING HAS DONE THIS WONDERFUL THING FOR ME!! I hope I've made somebody somewhere enthusiastic about becoming a hacker. It's so cool! If you read things like the disk Maggie put out by TLB (The Lost Boys), you'll find loads more people with similar feelings about demo crews... bye for now... I have to get back to shitty 'C' programming now (year out working for a Japanese company) ... At least I'm writing a packer I can convert to 68000, and use to pack our forthcoming megademo... C ya...

1743. Re: All three rez on SM124!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 12:18:19 UTC
From: adamd@rhi.hi.is
Message-ID: <4585@krafla.rhi.hi.is>
Source record: 225399

zxmgn01@mailserv.zdv.uni-tuebingen.de (Philipp Knirsch) writes:
> MORGADO@vxdesy.desy.de (Carlos Jose) writes:

>>I came across a very interesting piece of information
>>while reading "Your Second Manual to the Atari ST",
>>by Andreas Ramos. In it he claims that in the May 1988
>>issue of the German ST COMPUTER magazine a detailed
>>article appeared describing modificatios that can be
>>done to a SM124 which allow it to display all three
>>resolutions!! Presumably low and med rez are shown as
>>some form of grey scale!

>A friend of mine did it back in these days with his SM124, and it
>worked more than good... The old Hires was still there and normal,
>and the other 2 resoultions were as you thought then shown in
>grey-scale. He told me it wasn't too hard, so it may be a solution
>for those who can't afford a Multisync or anything similar :-)

I did this mod to an SM124 and although it produced a video image, it could hardly be described as satisfactory. The "colour" modes were extremely non-linear in the horizontal direction, i.e. The same image would be almost half the width on the righthand side of the screen as it was on the lefthand side.

"Colour" mode only worked after the monitor had warmed up to full heat, during the first half-hour of operation attempts to display a "colour" picture would result in a stepped image rolling down the screen. Every once in a while it would find a slightly better sync until eventually it displayed a stable image.

Another problem introduced by the mod was fluctuating focus, in all modes but particularly bad in "mono" mode. Over many seconds the picture drifts slowly out of focus, and once in a while abruptly snaps back into focus. This does not improve after warming up to normal operating temperature. There may be other mods that work well, but I was highly disappointed with this one.

Any solutions to these problems are of course welcome, preferably by email unless there is a good reason for posting it here.
--
Adam David.
(adamd@rhi.hi.is)

1744. Re: ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 12:59:18 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb21.125918.23621@syscon.rn.com>
Source record: 225620

ecarsten@next1.cs.umr.edu (Edward Carstens) writes:

>I tried to get my monitor fixed but the experts couldn't do it. So I gave up
>on it and didn't even bother to get my useless monitor back from them. Now I
>wish I had because maybe Atari would have exchanged it for a new one. I wasn't
>aware that Sony,Princeton,NEC made monitors that were compatible with Atari ST.
>What is the purpose of buying a multi-sync and swx box to get both color and
>mono? Why not just buy a color monitor?

Because it will work in mono and a color won't.

1745. Re: Request: E.A. Brown contacts

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 13:34:06 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Feb21.133406.17180@irscscm.UUCP>
Source record: 225616

In article <Ydd1wsS00VAzI2w0oX@andrew.cmu.edu> Michael Paul Greelish
<mg20+@andrew.cmu.edu> writes:
>Could someone post the address and/or voice phone number of E. Arthur
>Brown Co.?

E. Arthur Brown Co.
3404 Pawnee Drive
Alexandria, MN 56308
612-762-8847
612-763-6393
800-322-4405

--
Marshall Lake
...!uunet!media!ka3ovk!irscscm!mlake
mlake@irscscm.UUCP

1746. Re: >>>READ THIS DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 13:38:43 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb21133843@solb1.essex.ac.uk>
Source record: 225535

In article <1992Feb20.023220.23656@bitsink.uucp> dhollis@bitsink.uucp writes:

>The main problem would then be moving the bulk of the
>archives to the new site. Hopefully it won't be a site
>in europe where people would have to go halfway around the
>world to get binaries, but if there is no other alternative....

Hey, what about us folks in Europe who have to go to America to get
software? :-) :-) :-)

--
email: okes@essex.ac.uk
#
##
##
#
"God i hate floppies" - Karl Brandt.

1747. Re: Mono Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 13:41:27 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb21134127@solb1.essex.ac.uk>
Source record: 225534

In article <1992Feb21.103759.8687@email.tuwien.ac.at> kdv_521@eimoni.tuwien.ac.at writes:

>I saw it too, and I must say, the SM124 is MUCH better!! The SM144's picture
>is very unsharp near the borders...

Well, at least the picture gets near the borders... :-)

(No, this is not a flame of the SM124. I like mine as it is).

--
email: okes@essex.ac.uk
#
##
##
#
"God i hate floppies" - Karl Brandt.

1748. The TT's LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 13:45:49 UTC
From: sms@sys.uea.ac.uk
Message-ID: <2149@sys.uea.ac.uk>
Source record: 225532

Does anoyone know how to access the TT's built-in LAN port. I kind of
want to pretend to be a Mac on our campus net. Well I want to talk TCP/IP
actually but I have to do it via Appetalk (no SLIP!!!! AAAARRRRRGGGGHHHH!!!)
So how do I access the little beasty... hopefully it's just a device
number for Bconout/Bconin etc.... don't really want to bother with anything
more complicated.

Thanks in advance (hopefully),
Steve Sowerby

P.S. Ignoring the fact it's virtually vapourware by now is Spectre GCR 3.1
going to have automatica Appetalk support via the TT's LAN port?

1749. Re: Newest TEX and GEMINI versions ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 13:46:17 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92052.134617ONM07@DMSWWU1A.BITNET>
Source record: 225539

In article <1992Feb21.102638.10945@urz.unibas.ch>, minidis@urz.unibas.ch (
Capt.J.T. Kirk) says:
>
>What is the newest Version of TEX on the Atari ?
>(I am using C-TEX Shell V 6.02 (something like that) and TEX 3.1/2.92 cs)
>
>And what about GEMINI ?
>In atari.archive.umich.edu there is a gemin121.lzh file, but it contains
>an UK-Version - is there the german also available ?

Yes, directly from the authors (see doc files of the enmglish version)

>
>--
>
>Alexander Minidis
>
>--
>-- --
>-- Scotty, beam me up, there`s no intelligent life down here! --
>-- --
>-- (Capt. J.T. Kirk, USS Enterprise) --
>-- --
>--

1750. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 13:49:22 UTC
From: etxansk@garbo207.ericsson.se
Message-ID: <1992Feb21.134922.11004@ericsson.se>
Source record: 225536

chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:

>> ...

>First, not everyone on the usenet is in college. Many people forget this.
>Corporations, and private services such as genie, compuserve, fido-net, etc..
>all have access as well. Then there are people (like me) that maintain their
>own private site.

>Second, If you had read the first message, and not just the flame about it,
>you'd know that it came from an Atari user that was sick of Atari's bullshit.
>NOT from an Amiga person. I think you people like to jump to conclusions too
>much, which is a much bigger sign of insecurity.

I have a feeling there's a lot of younger people, firmly addicted to the
Atari ST, that never read usenet at all cos' they haven't come to college or
a corporation yet. At least this applies to Europe.

The Atari ST computer has been the obvious replacement for the old
C64/128, Speccy etc generation in the UK, Germany, and Scandinavia for
many years.

Among them it's mostly used for games and demo programming, but Atari
have contributed to this... culture ...more than any other manufacturer
in the 16-bit arena by providing an affordable computer. The ST has a dull
soundchip, no hardware scrolling and so on but enthusiast programmers are
getting stunning things out of it and they're still improving.

It simply isn't *bullshit*. Bashing Atari is.

Bye for now,
Anders Skelander etxansk@garbo.ericsson.se

1751. Re: ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 13:58:44 UTC
From: s_grunwa@irau26.ira.uka.de
Message-ID: <kqa1ckINN9tq@iraul1.ira.uka.de>
Source record: 225533

>>I tried to get my monitor fixed but the experts couldn't do it. So I gave up
>on it and didn't even bother to get my useless monitor back from them. Now I
>wish I had because maybe Atari would have exchanged it for a new one. I wasn't
>aware that Sony,Princeton,NEC made monitors that were compatible with Atari ST.
>What is the purpose of buying a multi-sync and swx box to get both color and mono? Why not
just buy a color monitor?

A multisync monitor can do both color and mono. Unfortunately most
PC-Trash-but-cheap monitors cannot display 640x400 at 70 Hz.

Therefore you have to buy a state of the art multisync or a color
and a mono monitor. Since a mono monitor gives a better sharpness
some people (like me) prefer that.

Knut Grunwald

1752. Re: Berkeley Microsystems?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 14:05:14 UTC
From: Rod.Fulk@f24.n228.z1.FidoNet.Org
Message-ID: <698721564.0@therip.FidoNet.Org>
Source record: 225650

ACS> From: oddjob@oz.plymouth.edu (Andrew C. Stoffel)
ACS> Organization: Plymouth State College - Plymouth, NH

ACS> In article <1963@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
ACS> device on the cable is terminated (resistor packs on the circuit
ACS> board of the drive typically near where the cable plugs in). Also
ACS> be sure the drive is jumpered to a different address.

ACS> Finding the resistor packs is easy but HOW do you know HOW to jumper a
ACS> SCSI drive for a different SCSI address ? I've got a 30meg Seagate
ACS> drive I'd like to tack onto the end with my 80 meg Seagate. The extra
ACS> space would be great for use with Minix.
For one thing the settings should be in the seagate manuals..
For another MOST scsi HD's (Especially the seagates) use a binary numbering system using three jumpers. YOu have to figure out which is pin one though unless its marked. (On MY seagate drives there were four jumpers next to the drive cable.. 3 were the jumpers I am talking about and the fourth was a parity enable/disable I believe...)
SO you would set the jumpers as follows... (A 1 means a jumper is in place and a 0 means there is no jumper there..)

Jumper 1 2 3 SCSI Address
0 0 0 0
1 0 0 1
0 1 0 2
1 1 0 3
0 0 1 4
1 0 1 5
0 1 1 6
1 1 1 7

Does that make sense to you?

* Origin: The R.I.P. (616)235-2313 [HST] (1:228/24)

1753. Re: Request: E.A. Brown contacts

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 14:14:36 UTC
From: gunfreak@bluemoon.rn.com
Message-ID: <23ZHgB1w164w@bluemoon.rn.com>
Source record: 225618

tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:

> In article <Ydd1wsS00VAzI2w0oX@andrew.cmu.edu> Michael Paul Greelish <mg20+@a
> >Could someone post the address and/or voice phone number of E. Arthur
> >Brown Co.?
> >
>
> Ok, here's the stuff for E. Arthur Brown:
>
> E. Arthur Brown Company
> 3404 Pawnee Drive
> Alexandria, MN 56308
> 1-800-322-4405 (order line)
> 612/762-8847 (other stuff)
>
> * They're open Mon-Fri 8:30 AM - 4:30 PM CST
>
>
> This is a really great company , I 've bought lots of stuff from them
> with good service and efficiency, they seem to know about the products too.
> Also their new catalog has a lot of the newer stuff for great prices, like
> Mega STe, Syquest 44, Supra drives, all sorts of neat stuff, give them a call
>
> Disclaimer : No I am not associated with them , they're just a great Atari
> supporter. :-)
>
> **
> Ben Gilbert CS Undergrad, Univ. of Washington, Seattle)
> tymbrimi@u.washington.edu (Go Huskies!!!)
> **
>

I didn't know they were into Atari? I have known them as being an overpriced suppliers of handgun competition items as well as recently purchasing the WORST handgun manufacturer around(B.F. Arms). I had a Beer Fart in 7mm Super Mag and one in 7x30 Waters. TERRIBLE guns. I hope that doesn't relate to them having Atari, the association doesn't bode well for Atari!

This is from
gunfreak@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

1754. Re: ST Monitors

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 14:42:37 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb21.144237.10524@actrix.gen.nz>
Source record: 225537

In article <4205@umriscc.isc.umr.edu> ecarsten@next1.cs.umr.edu (Edward Carstens) writes:
>
> I tried to get my monitor fixed but the experts couldn't do it. So I gave up
> on it and didn't even bother to get my useless monitor back from them. Now I
> wish I had because maybe Atari would have exchanged it for a new one. I wasn't
> aware that Sony,Princeton,NEC made monitors that were compatible with Atari ST.
> What is the purpose of buying a multi-sync and swx box to get both color and
> mono? Why not just buy a color monitor?
>
> -Ed Carstens

Well you only get Colour out of a Colour monitor, but you can get 99%
real mono out of a Multi-sync monitor, but get a good one like a Nec 3D
or the newer 3DS...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1755. Re: Request: E.A. Brown contacts

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 14:47:04 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb21.144704.10663@actrix.gen.nz>
Source record: 225538

In article <Ydd1wsS00VAzI2w0oX@andrew.cmu.edu> Michael Paul Greelish
<mg20+@andrew.cmu.edu> writes:
> Could someone post the address and/or voice phone number of E. Arthur
> Brown Co.?
>
> I'd like to get one of their catalogs, if they have one. They seem to be
> one of the last full-blown Atari supporters left :-(
>
> I'm particularly interested in the latest version of Spectre GCR, HP
> Deskjet-compatible drivers, WordFlair, and cables for hooking a
> multisync monitor to a 1040ST.
>
> Thanks.
>
> ____
> Mike Greelish mg20@andrew.cmu.edu
> Carnegie Mellon University, Professional Writing major
> "Don't let's start/ 'Cause I've got a weak heart..."
> ---They Might Be Giants, "Don't Let's Start"

Well this is the only Phone No. that I have 612-762-8847 8:30-4:30
CST M-F...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1756. Re: pym problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 14:59:15 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb21.145915.2546@tdb.uu.se>
Source record: 225548

malay@sae.com (Bob Malay) writes:
: How does one sucessfully de-archive "pym.arc"?? Here is what happened to me:
:
:
: arc x pym.arc
: Extracting file: pym_a1.lzh
: Extracting file: pym_a2.lzh
: Extracting file: pym_b1.lzh
: WARNING: File pym_b1.lzh fails CRC check
: An entry in pym.arc has a bad header.
: hdrver: 5b
: 42 bytes skipped.
: Extracting file: pym_b2.lzh
:
:
:
: Bob Malay

I uploaded PYM in four different parts a couple of days ago, and
you could download only the part that fails. Hope that this helps!
When I first uploaded PYM I knew nothing about the problems some
people have with FTP, so I uploaded the whole demo as one HUGE
file.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1757. Better Technical Books?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 16:08:54 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Feb21.160854.26784@cdsmn.mn.org>
Source record: 225617

When I recently purchased my ST, I got the book "ST Internals" with it. There is a lot of good information, but not enough. The biggest problem is that it seems to be a translation (from German, I assume) and a lot of the translations of technical stuff leave you guessing. I would also like to know some things that I don't see yet, although I haven't actually read it cover to cover. For instance, I'd like to know how the video is generated and it's format. The portion on the serial port was really sparse.

Anyway, you've maybe read it, so - is there a better book, or books? Or perhaps another source? I would like to learn not only programming, but the hardware too, as I am better at hardware than I am at software.

Gee, re-reading my message, it sounds like from German it was also translated :)

--
(*)
Regards,
Doug Plate
plate@cdsmn.mn.org

1758. Buy my Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 16:47:36 UTC
From: seattle@hydra.unm.edu
Message-ID: <2=gh2#h@lynx.unm.edu>
Source record: 225540

System Includes:

HARDWARE
520 ST
Tech Specialties Ram Board w/1MB
(expandable to 4MB)
SF314
External DS Floppy Drive
SC1224
Color Monitor
Megafile 30
30MB Hard Drive
Citizen 120D
Near-Letter-Quality Printer
SOFTWARE
WordPerfect
Mark Williams C w/debugger
Games
Railroad Tycoon
Sim City
Populous
Oids
Dungeon Master/CSB
Bards Tale
Public Domain
NetHack
etc.

Everything with it's original Box and Manuals.

C.O.D. UPS $1,000

Call me at 505-268-0876

Dave

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

1759. Re: HORIZON GOODBYE!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 17:22:02 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Feb21.122202.1974@mailer.cc.fsu.edu>
Source record: 225418

In article <1992Feb15.011409.18472@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>
>Is there ATARI mags still available? Is populous II coming out for ST?

The best (IMHO) atari mag is still going strong: Current Notes. Email me if you want some details.

I have seen screenshots of Populous II on the ST, so presumably it is coming out for ST's. Has it been released for any other architectures yet?

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

1760. Wordflair HPlaser Driver, Slowwwwwww

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 17:33:53 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992Feb21.173353.43380@yuma.acns.colostate.edu>
Source record: 225543

I am developing this love hate relationship with wordflair. My biggest hate is printing time. I'm using the HPlaser driver printing to an NEC Silentwriter2 90 from my 4 meg 520STE. I have created giant caches (I can't remember the size now, but they are bigger than both the default and what the Wordflair folks recommended when I called about my problem). I takes about seven minutes for a page of text with just a few style changes, and then (unbelievably) when I want two copies of the same page it takes another five minutes. This latter problem indicates to me there is something basic that is wrong. I know the orginal driver had some problems. I got the corrected one, but I believe the problems had more to do with boot-up or freeze-up than with printing time.

Do others have the same problem?
Is there a ready solution?

Please respond either here or by email. Thanks.

Bob Komives

1761. Re: uud/uue bombs

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 17:34:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1548884053@thelake.mn.org>
Source record: 225542

[In article <1992Feb21.055127.15195@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz writes ...]

> Steve I can't seam to E-Mail you, but have you Updated UUCODER at all,
> I have not found any bugs but a few feature could be improved..

Not since version 1.1. There are a couple of bugs that need to be
fixed. I noticed the other day that if you uuencode several files,
you'll notice that the segment counter (.uaa, .uab, etc.) isn't reset
between source files. Some informative progress messages would be
beneficial, and it would be nice to be able to halt the processing.
The menu entries probably need some reorganization, and the keyboard
aliases should be updated to conform with Atari's current standard. I
might get around to it one of these days.

(Absolutely free source code to UUCODER is available to anybody who
wants to tinker. No hooks, no copyright.)

The email situation is supposed to be fixed now. The Internet MX
server (mail exchanger) for .mn.org UUCP sites disappeared and had
to be replaced.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1762. CS-TEX install

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 17:35:00 UTC
From: jharres@sleepy.bmd.trw.com
Message-ID: <2510.29a4d5d4@sleepy.bmd.trw.com>
Source record: 225545

I just ftp'd CS-TEX from a.a.u.e and have a question. The files I got were zoo archived so I unzoo'd them to my HD. The enclosed install program only allows one to select the destination of the tex system and not the location of the source (which is hardwired to the A drive). Is there a way to specify an alternate source drive or do I have to put everything on floppies to make the install simple?

Thanks,
Jim Harres jharres@doc.bmd.trw.com

1763. Re: CodeHead TOS Extension Card

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 17:36:45 UTC
From: dinsmm@rs6211.ecs.rpi.edu
Message-ID: <szss55+@rpi.edu>
Source record: 225541

marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:

>According to Znet, CodeHead is supplying Icon Juggler with their TOS
>Extension card.
>For those of us with TOS 2.?, will they give/share/sell Icon Juggler
>separately? If so, what does it cost?

How about a review of the TEC? I assume someone here
must have it installed on their machine...Right?
Thanks a lot.

___ ___
/ |\/ |\
/ |/ || Michael Dinsmore
/ /| /| || dinsmm@rpi.edu
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

1764. Re: Wordflair HPlaser Driver, Slowwwwwww

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 17:39:11 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992Feb21.173911.49612@yuma.acns.colostate.edu>
Source record: 225544

iI guess I forgot to mention the obious, I am using FSMGDOS with WordflairII.
I didn't even try to use WF until FSMGDOS came out.

1765. Re: pym problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 17:48:22 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Feb21.124822.2940@mailer.cc.fsu.edu>
Source record: 225417

```
In article <1992Feb18.170408.20464@sae.com>, malay@sae.com (Bob Malay) writes:
>How does one sucessfully de-archive "pym.arc"?? Here is what happened to me:
>
>
>arc x pym.arc
>Extracting file: pym_a1.lzh
>Extracting file: pym_a2.lzh
>Extracting file: pym_b1.lzh
>WARNING: File pym_b1.lzh fails CRC check
>An entry in pym.arc has a bad header.
>hdrver: 5b
> 42 bytes skipped.
>Extracting file: pym_b2.lzh
>
>
>
>Bob Malay

It extracted fine for me. I used Arc 6.02.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

1766. Re: What is the keyboard on Mega STe's like?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 17:51:19 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Feb21.125119.3032@mailer.cc.fsu.edu>
Source record: 225416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <698404472.11195@minster.york.ac.uk>, ach-a@minster.york.ac.uk writes:
>What is the keyboard on the Mega STe like? Is it the same as the keyboard
>on the ST because I personally dislike this keyboard. Too spongy in my
>honest opinion.
>
>How easy is it to change the keyboard to one that I like should I end up
>upgrading my 1985 ST (Tos 1.0, single sided drive {originally)) to a
>Mega2, and the keyboard is the spongy one!?

The Mega keyboards are much nicer than the 520 and 1040 ones. I do not
know about the STE's though. One common modification is to by a set of
replacement springs (I cannot remember what they are called, but they are
available from most ST mail order places) for the 520's and 1040's.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

1767. Can anyone mail me the maps to Chaos Strikes back?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 18:38:43 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9202211038.aa18417@Bonnie.ics.uci.edu>
Source record: 225549

There are some public domain maps availible for Chaos Strikes Back
and I would greatly appreciate it if someone could mail them to me
or provide the location of an anonymous ftp site where I could get them.

Many thanks in advance
Eric Hohnbaum

1768. Toronto Atari Show - Apr 4 & 5, 1992

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 19:05:45 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Feb21.190545.2515@watmath.waterloo.edu>
Source record: 225550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,uw.sys.atari,kw.micro,ont.micro

On April 4th and 5th, Atari Canada and the Toronto Atari Federation will host what may be the most exciting Atari event in North America in 1992. To be held at the Skyline Hotel on Dixon Road, near Pearson International Airport, , ACE '92, the Atari Canadian Exposition will feature the most outstanding developers in the Atari world with some of the latest programs and program updates. Local dealers will exhibit the latest hardware and peripherals, and user groups from across Canada and the United States will be on hand to share Public Domain and Shareware programs and exchange knowledge. Door prizes throughout both days of the show, special show prices and several major door prize packages will add to the excitement.

Facilities will include a 22,000 square foot convention area, an additional 7,000 square foot display and exhibit space, and 7 separate meeting rooms that will host a wide range of seminars, demonstrations and mini-concerts. On Saturday evening, a formal banquet will bring together local users with major figures in the present and future course of Atari.

This is the third major convention that the Toronto Atari Federation has hosted in recent years. As one of the largest user groups in Canada, if not all of North America, TAF has consistently helped bring the best and most contemporary computer technology to Toronto users. With membership of approximately 300, TAF will provide the core volunteers that make an event like this possible. However, other user groups will also be invited to participate, to help stimulate exchange of information among the various Atari groups in this region and to help broaden the base of support for this special event.

Atari Canada General Manager Geoff Earle has said that this April event could easily surpass the recent Chicago convention, both in attendance and participation by developers and programmers. Basing their participation on the successful Chicago model, Atari Canada will assume many of the initial commitment costs, including facility costs and advertising. TAF will coordinate activities and provide volunteer help. TAF President John R. Sheehan, SJ noted, "The enthusiasm of our members is the reason we felt this was a good time for a show. So many members had been asking about a show, and volunteering to help that we felt we really could present a spectacular two-day event. We couldn't try it without our volunteers, but with their help, this April will see the most exciting Atari show Toronto has ever seen!"

Packets for dealers and developers are being prepared and should be mailed by the end of January. Information packets for user groups will be available at around the same time. The Skyline Hotel will be offering

special room rates to participants, and special travel plans should also be announced shortly.

To be placed on the mailing list for Convention information, please send your name, address, and affiliation (developer, user group, dealer, etc.) to TAF's mailing address, 5334 Yonge Street, Suite 1527, Toronto, ON M2N 6M2 or leave a message at (416) 425-5357.

ATARI TALENT SHOW ANNOUNCED
"""""""""""""""""""""""""""

As part of the Atari Canadian Exposition, ACE '92, April 4/5, a special talent competition has been announced. To demonstrate the many ways that Atari computers can be used in creative entertainment, two divisions will be open for submissions. The contest is open to all Atari Users.

MUSIC AND SOUND

Since Atari has long been an industry leader in MIDI applications, one division will be open for applications of sound and music. Entries may be live performance, combination of live and pre-created or totally pre-created arrangements of music and sound. Entries may be original compositions or adaptations of existing material. (Initial submission must be made on cassette tape; if accompanied by visual effects, appropriate disk program or description must also be included.)

GRAPHICS OR ANIMATION

Since Atari can manipulate over sixteen million separate colors, visual arts provides another rich field for creative work. In this field, entrants may submit animated segments, or graphics displays. Submissions may include "slide shows" of created works, demonstrations of works being created, or animated creations of any type. Entertainment value will be the criteria for judging.

Individual presentations should last no more than 10 minutes. Entries will go through preliminary judging, and those who are accepted will make public presentations or performances throughout the day on Saturday, April 4th, at ACE '92. Performances will be open to those attending the Exposition at no charge, and judging of finalists will take place prior to 4PM. Winners will attend the evening banquet as guests of Atari Canada. Each contestant will present their entries or performances at the evening banquet, at which time they will be judged a second time, and prizes awarded. Judging will be on the basis of creative use of the computer and entertainment value.

FIRST PRIZE in each division will be a $700 gift certificate from Atari Canada, good towards the purchase of any Atari product, and a one-year membership in the Toronto Atari Federation.

SECOND PLACE WINNERS will receive a $200 gift certificate from Atari Canada, and their choice of 10 disks from the TAF Library. Third Place

Winners will receive a $100 Gift Certificate, and their choice of 5 disks.

For an entry form, contact:
ACE '92, c/o TAF
5334 Yonge Street, Suite 1527
Toronto, ON M2N 6M2
Or call:
John R. Sheehan, SJ
TAF President
(416) 926-1518
or
leave a message on the TAF BBs
(416) 425-0318.

ACE 92 TO FEATURE GAMES AND 8-BIT
==========

ACE '92, the Atari Canadian Exposition, will be held in Toronto on April 4th and 5th. As part of the many different events scheduled for the two-day exposition, two separate games areas will be set up with equipment provided by Atari Canada. A nominal charge of $1.00 will be levied for admission to each area, with all funds raised here to be donated to Sick Children's Hospital in Toronto. Admission to the Games Area is in addition to the regular admission charge.

Area 1 - THE LYNX CHALLENGE. The $1.00 contribution admits participants to a timed game playing session. The high score in each session is registered. At the end of each day, a special prize package will be awarded to the high score of the day. The package will be provided by Atari Canada and will include: One Lynx machine, AC adaptor, and a collection of games.

Area 2 - GST AREA (Games - Sampling and TryOut) $1 contribution admits the participant to sample one game cartridge. A variety of games for the Lynx will be available, but each "Tryout" requires a separate admission to the area.

Many of the dealers present will be offering special discounts on a wide range of game for different Atari machines, as well as significant savings on games cartridges and games programs. Although most of the exposition will feature more "serious" applications on the Atari platform, there will be a good selection of games available, and serious players to share hints and help.

There will also be a special area for 8-bit dealers and developers, a place for the dedicated XL/XE user, those who still have and use the 800 and 400 machines. Although commercial programs are getting harder to find, many clubs will have their public domain and shareware libraries available, and dealers who still have 8-bit material will have it available.

ACE 92 will be held at the Skyline Hotel on Dixon Road, near Pearson International Airport.

Further information, exhibitor's kits, advertising rates and advance ticket sales may be obtained by contacting:

ACE '92 c/o TAF
5334 Yonge Street, Suite 1527
Willowdale, Ontario M2N 6M2.

Contact: John R. Sheehan, SJ
(TAF President)
(416) 926-1518. TAF BBS: (416) 235-0318
TAF InfoLine and Voice Message: (416) 425-3537.
GEnie: J. Sheehan14

Excerpted from: ST REPORT INTERNATIONAL ONLINE MAGAZINE Feb 14, 1992 No.8.07

1769. Re: Accelerators for the ST forsale

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 19:41:54 UTC
From: steve@thelake.mn.org
Message-ID: <A1832589397@thelake.mn.org>
Source record: 225601
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

[In article <9202211050.AA25920@v1.cm.cf.ac.uk>,
Andrew.Stratton@cm.cf.ac.uk (Andrew F Stratton) writes ...]

> Has anyone bought these boards - I'm sorry to seem wary, but I heard a
> certain ammount of flak over the CMI boards, and I would like to know whether
> or not to touch these boards or not,
>
> Please post to the net so others are aware of the situation (or I will
> post all the answers),

At atari.archive.umich.edu, available via anonymous ftp or through the
BART server (until they shut it down):

atari/misc/cmi.arc 81 Discussion of CMI accelerator boards

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1770. LanTech

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 21:29:29 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Feb21.212929.7689@ccu.umanitoba.ca>
Source record: 225604

Can someone tell me the address or phone number for Paul Swanson's LanTech systems (referred to in the Dec issue of Current Notes). I found a reference in the April 90 ST Informer, but that number is disconnected. I am also interested in hearing of any experience with the LanTech boards.

Werner Ens
Physics, Univ Manitoba, Winnipeg, Canada
ens@ccu.umanitoba.ca

1771. Need to convert Mac bitmap fonts to GEM bitmap font format

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 22:06:41 UTC
From: addison@pollux.usc.edu
Message-ID: <kqatvhINNi0a@pollux.usc.edu>
Source record: 225602

I'm looking for a program that will convert Macintosh bitmap fonts to Digital Research's GEM bitmap font format.

We need to convert a handful of custom fonts. Does anyone have any pointers? Even hints about programs that convert other bitmap font formats to GEM bitmap fonts could be helpful.

BTW, it would be most helpful if the program ran on a Mac or an IBM compatible under MS-DOS or Windows. Otherwise, source for Atari or some other platform would be appreciated.

Thanks!

--Richard

1772. Re: GULAM: for users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 22:17:30 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb21.221730.5321@umbc3.umbc.edu>
Source record: 225603

Help! I need information on where to get more Demos for the ST... I am trying to put together a library, and have demos from the lost boys, carebears, ULM, and groups like that, and would love to get more.

If you know where to get some.. (FTP would be great!) then please drop me a line.. thanks!

Paul....

1773. *** For Sale : Atari 1040ST System ***

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 22:34:10 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9119@vice.ICO.TEK.COM>
Source record: 225606
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale

```
Atari 1040ST
Monochrome monitor
Supra 20MB Hard Drive (shoe box style)

All in great condition.

$450.00

Keith
keithr@icogem3.ICO.TEK.COM
```

1774. ATARI DESKTOP PUBLISHING SOFTWARE FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 22:48:32 UTC
From: patf@silvlis.com
Message-ID: <1992Feb21.224832.7656@silvlis.com>
Source record: 225607
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have the following items for sale for the Atari ST :

CALAMUS - desktop publishing program

CALAMUS Outline Art - allows you to draw pictures
for CALAMUS

CALAMUS font editor - Allows you to create and edit
fonts.

These items CAN be re-registered to the new owner.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

1775. terminal programs

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 23:02:49 UTC
From: vicb@clark.edu
Message-ID: <1992Feb21.230249.1538@clark.edu>
Source record: 225605

I am awaiting a modem in the mail (Atari SX212, 1200 baud, Hayes compatible)
and need some advice on terminal programs for it that can be ftp'd.
I have a 520ST, TOS 1.0, SS drive.
Please respond through e-mail, as I can't always get here every day to read
the newsgroups.

Thanks, vb

vicb@clark.edu

1776. Re: Send me your assembly code!

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 23:18:18 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb21.231818.95306@link-1.ts.bcc.ac.uk>
Source record: 225614

Wouldn't it be nice if you also made demos which would run in the higher resolution modes of the TT as well as the St and STE.. then I could show off the TT.

Maybe then the TT would get the "Wow!" factor it deserves.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1777. Re: Atari SVR4

Newsgroup: comp.sys.atari.st
Date: 1992-02-21 23:25:38 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb21.232538.95845@link-1.ts.bcc.ac.uk>
Source record: 225613

In article <3578@mercury.brunel.ac.uk> md91jbj@brunel.ac.uk.brunel.ac.uk (Jason B Julyan) writes:
>There was quite a lot of discussion regards Atari's SVR4 port on
>this group a few months back, but it all seems to have died down. I've
>been thinking about getting a new machine to run SVR4 on and the TT
>is the obvious choice since I dont have to trash all the software I
>already have. But although the TT is available in the UK I haven't
>seen any mention of SVR4.
>
>Has SVR4 been released, or is it beta testing, or developers only? If
>it doesn't show soon I may have to resort to a PC (argh!) + Solaris...
>Someone save me from this grizzly fate and tell me where I could get
>a copy from (and how much its gonna cost :-)
>

According to ST User this month (March issue), and I quote:-
"Also due for the first time will be TTs running Unix. The machines are claimed to be idea cheap cost solutions for programmers, running the latest version of Unix."

This is on the first page of the news section in a box taling about the forthcoming 5th International Computer Show. Next to the blurb is a black and white picture of a TT with a dodgy old monitor next to it show ing X-Windows with the Motif window manager (with xeyes running in the top left corner of the screen).

>TTFN... Jason
>
>Jason Julyan | Brunel University
>Microelectronics Postgraduate | Uxbridge, London.

I hope this is of some help.
Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1778. clock function in Sozobon?

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 00:23:39 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992Feb22.002339.28838@CS.ORST.EDU>
Source record: 225609

Up until recently I have always been content to do my CS homework via modem on the campus Un*x boxes. But lately the traffic has gotten pretty bad, so I'd like to try doing some of it on my Atari.

To get myself started, I ftp'd Sozobon 1.33i (Good package. "Well Done" to all involved.) However, I am an total beginner at programming on my ST.

Is there a function to read one of the system clocks so that I can tabulate elapsed runtimes? If so, what libraries, #includes, etc are needed to access it? I need resolution of at least one-tenth seconds.

Names of functions, code samples, or whatever, will be highly appreciated.

Thanks,

--
+---+
John Thaanum thaanuj@prism.cs.orst.edu
"A better tomorrow takes your best today..." -Triumph
+---+

1779. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 00:26:48 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb21.182649.26166@doug.cae.wisc.edu>
Source record: 225608

In article <PAUL.92Feb21110955@nsx.kagaku.se.fujitsu.co.jp> paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>Sorry about that messed up post. (Anyone know if it's possible to
>cancel news shortly after you post it?)
>
>Right, back to demo crews...
>
>The first time I heard of demo crews was only about a year ago. It was
>after I saw a demo called 'Life's A Bitch' by TLB & Friends that I
>became a complete Atari freak. This thing was ten times more amazing
>than any piece of software I'd seen before. At this time, I had
>already written and sold machine code games for the BBC Micro, and had
>started assembly programming on the STe. I got *real* jealous. I just
>didn't know you could do things like that on the ST! A few months
>later, I discovered there was a guy in my class who was a demo coder.
>He was in "Slaytanic Cult", who have gotten several very good reviews
>in the british magazine, ST Format. This guy had the most amazing disk
>collection I've ever seen: Over 800 floppies! including about 100 disks
>devoted to demos. He showed me "Cuddly demos (TCB)", "Mindbomb (TLB)",
>"Dark Side Of The Spoon (ULM)" (The best one), and loads more. I
>thought: This is it! This is what I wanna do! For the next month, we
>had Easter holidays, so I started hacking the STe to bits. First I got
>some simple raster interupts going. I had no STe documentation what so
>ever, but just by sticking numbers into memory locations where I

I think one of the reasons why ST application software sucks so bad, is because people like you don't have the proper documentation to work with.

(Possibly with the exception of Turbo C...and Spectre 3.0)

I wonder what kind of demos could be done with COMPLETE massively accessable hardware and system software. IE, walk down to B Dalton and buy it.

I have a feeling most of the demos are a tip of the iceberg of what probably could actually done on the ST, espcially the STE's.

>thought there might be registers, I worked out STe hardware scrolling
>with screen wrap. Next, I started working on killing borders... By the
>end of the Easter holidays, I had a full disk of assembly routines. I
>showed this to the guy from my class, and we decided we'd form a new
>demo crew. We started looking for other talented programmers, and got
>a 16 year old genius, and another guy from our class who had an Amiga.
>Anyway, this summer we got into it in a big way. The original plan was
>for us all to rent a student house, and just code day and night for
>three months. Unfortunately, the guy from Slaytanic Cult had to go
>start his university year out in Luxembourg, so there were only three

>of us. However, it was magic - This has to have been one time I will
>remember for ever. We were all in one large room. there were two atari
>STe's, one STFM, one Amiga, one archimedes, two video recorders, 2
>large tv's, two monitors, a sampling synthesizer, huge amplifier,
>hi-fi... The place was a mess! We used to get up around 7 in the
>evening, and code all night, with music blaring from the hi-fi! We
>pissed the neighbours right off! Sometimes my guitarist friend would
>come round, and we'd jam, while the other guys played some that
>incredibly loud game like llamatron... Anyway, three months later, we
>had written two quick games, started a huge game on STe & Amiga,
>started a new tracker for ST/STE, wrote full ST & STe noborder code,
>wrote 2 ST demo screens, 1 amiga demo screen, a huffman packer, a
>ray-tracer (the only thing we did in basic), an ultra-quick mandlebrot
>bootsector (about 3 seconds to draw an approximate mandlebrot set -
>cheats like hell!), an impressive logo bootsector, and a shitty virus!
>It's hard to describe what it was like doing all this. I guess the
>closest thing I can think of is rock stars. That's what we felt like.
>In fact, it's our aim to become really famous from writing demos &
>games. We want to have the image of lawless cyberpunk super-hackers,
>to blow the shit out of all normal games programmers, get interviews
>in magazines... Maybe I'll be poor for a long time, but I don't care
>about money, just fame. I know for one that when I finish my degree
>next year, there's no way I'm looking for a job, I'm gonna be a
>full-time hacker! DEMO CODING HAS DONE THIS WONDERFUL THING FOR ME!!

I am glad you expend so much energy in demo design. However, I hope you realize, that the hacking tradition is dead. Machines are becomming too complicated for one person to handle within the complete lifetime of the target hardware to learn. (Of course, I mean Hacking as in knowing the machine hardware and software inside out).

Not long ago, with an Atari 8bit, a single person could easily push the hardware quickly along a short learning curve. Not so anymore, the ST has introduced several factors relating to modern computing machines which have increasingly common characteristics such as:

Operating system software in the 3rd/4th generation now vastly restricts a single persons view of just what a computer system is and how to apply what they know to solving a given application problem.

a) Whether this is good, or bad is debatable. I tend to foster the view that in general, given the drastic increases in hardware performance, an abstract view of computing application programming is preferable. It enables advantages such as GUI's, portability, which far outweigh the loss of performance of generalizing hardware independant code.

b) Then again, when one sees what can be done with customized hardware code such as TEMPUS...WOW look at it scroll....and the interesting pyrotechnics STE demos have, we are missing out....

I believe we are at the second "jumping" point. Hardware during the next
5 years will enable people to have access to 20-50Mip machines which
will provide multimedia capabilities that make todays demos look like
peanuts. Essentially, what demo people are trying to capture is multimedia.
Its a pity we don't have the hardware/system software to integrate
multimedia into an application sphere which is well defined to produce anything
useful yet...

Although its getting there...

>I hope I've made somebody somewhere enthusiastic about becoming a
>hacker. It's so cool! If you read things like the disk Maggie put out
>by TLB (The Lost Boys), you'll find loads more people with similar
>feelings about demo crews... bye for now... I have to get back to
>shitty 'C' programming now (year out working for a Japanese company)

Hey now, them there are fightin words...obviously, using a portable language
like C is a contradiction in terms if your writing demo programs. :)

>... At least I'm writing a packer I can convert to 68000, and
>use to pack our forthcoming megademo... C ya...

C ya..

--Greg

1780. Re: mercury binaries wanted...Anyone else???

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 01:41:42 UTC
From: fp@rischwa.han.de
Message-ID: <H.LMtVSwg6E0s@rischwa.han.de>
Source record: 225381

In <36756@cuphub.cup.edu>, kar7481@cuphub.cup.edu writes:
] In article <10424@cactus.org>, covert@cactus.org (Richard Covert) writes:
] > Could someone please post the sources and binaires to the
] > MERCURY UUCP package for the Atari ST? I would like to
] > try it out.

] I too would like to see a post of at least the binaries of MERCURY UUCP.
] Maybe Mr.Covert and I aren't alone????

I think it is better to user Hermes UUCP Software (it is originaly based
on Mercury, but now you didn't need any part of Mercury for it) than Mer-
cury.

With Hermes you have a GEM Based Newsreader and Mailer. And some other Tools
you need (like Sendfile ans so on...).

You can get them from some FTP archives or from the Author, Martin P. Ibert,
martini@heaven7.in-berlin.de.

Friedhelm
--
Ich bin ein .signature Virus. Mach' mit und kopiere mich in Deine .signature.
--
Friedhelm Poschadel InterNet: fpos1002@rz.uni-hildesheim.de
CS Student, Germany UseNet: fp@rischwa.han.de
Fax: +49 511 58 05 27 BitNet: POSCHAD AT DHVMHH1

1781. Minix programmers...

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 02:09:50 UTC
From: jared@midiline.la.ca.us
Message-ID: <47wigB1w164w@midiline.la.ca.us>
Source record: 225611

Is there anyone here who owns/has programmed in/is programming in Minix for the Atari ST? I'm attempting to gain information about this Unix-clone for the Atari ST... I've got specs and stuff like that, from the author and someone else, but I want user tellings... how they use it, how they've modified it, what it's best for, etc.

Please make all replies in Email ("Mail") or write to:

Jared@midiline.la.ca.us

Latre!

Jared

1782. I want your ST INTERNALS book

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 02:13:56 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Feb21211356@wookumz.gnu.ai.mit.edu>
Source record: 225610

WANTED: 1 copy of the ABACUS ATARI ST INTRNALS book.

Willing to pay full cover price or more (negotiable. assuming book in reasonable condition.)

Reply by email please.

Cheers,
entropy

--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for Programming Freedom! Write to league@prep.ai.mit.edu for more information.

1783. Re: GCC2.0

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 02:52:40 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Mar5103640@acae127.cadence.com>
Source record: 224949

In article <pal.699189341@regent.e-technik.tu-muenchen.de>
pal@regent.e-technik.tu-muenchen.dbp.de (Peter Loibl) writes:

> GNU introduced in the last weeks its new (and better) GNU-C 2.0.
>
> Can anybody tell me, if (and when) this version will be available
> for the Atari ST/TT and where I can find it?
>

i am sending it off to the atariST-GNU mailing list today, so
it should hopefully appear on A.A and other archives soon. i send this
stuff out in diffs form, so it takes a bit of time for people to build
it and post it to the archives. so keep a look out here for any
announcements.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1784. Re: Reading / printing TEX files?

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 04:13:59 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <9621@tamsun.tamu.edu>
Source record: 225612

In article <1992Feb19.161817.13505@a.cs.okstate.edu> cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>Is there a simple way to read TEX files? I'm accustomed to
>ascii doc files... and need an easy way for the end-user with a
>minimal ST system to read documentation.
>
>If there's not a way for the single floppy user to read TEX...
>Could folks put ASCII text type documentation in with their TEX
>files? This could be generated by printing (ASCII) to a file
>using whatever tex utilities the document author uses.
>
>jc cummins@a.cs.okstate.edu

The whole point of an author going to tens to hundreds of hours typeseting the documentation in TeX is to provide the highet quality documentation possible. No easy way exists to convert TeX documents into plain ascii becuase they involve lots of non-text pictures and diagrams and special characters that cannot be converted to ASCII. A TeX to ASCII converter program would essentailly have to be as involved as TeX itself to make automatic conversions, and those would look bad. Also, making the author have to write two versions of the document is not good either.

I suggest that authors create the TeX documents and then format them for as many printers as possible. For on screen viewing, a program like "showdvi" and a minimal set of fonts should fit on one floppy disk.

A facility called "detex" is available on some UNIX* computers, but it make ASCII output that is too difficult to read.

*UNIX is a tradmark of UNIX Laboratories Inc.
UNIX has also been listed as tradmarked by AT&T Bell Laboratories.

Mark Lehmann
n160ao@tamuts.tamu.edu

KEEP atari.archive.umich.edu ALIVE!

1785. Re: >>>READ THIS DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 06:51:34 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <54836@cup.portal.com>
Source record: 225344

Concerning the possible demise of Atari.Archive at UofM,
Dan Hollis writes:

>Actually, the administration's idea of shutting down a.a
>quickly becomes invalid if a.a were to run completely under
>volunteer power. Maybe we can convince them that this
>is the route to take?

Unfortunately, this may be only part of the problem. The amount of
disk storage space taken up by all the different UseNet archives must
be considerable, and the administration may have to be convinced that
they should continue to devote these physical resources to the archives,
even if the labor to maintain them is free...

Just a thought..

BobR

1786. .DCM file (again?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 07:03:51 UTC
From: ekrimen@wet.UUCP
Message-ID: <3332@wet.UUCP>
Source record: 225631

I think this may have been discussed before, but can someone please tell me what I need to use a .dcm file?

Thanks.

1787. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 08:53:37 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Feb22.085337.17301@terminator.cc.umich.edu>
Source record: 225400

```
drwxrwxr-x daemon 1024 Feb 16 04:38 .
drwxrwxr-x jon 2048 Feb 17 01:15 ./demos
-rw-rw-r-- weiner 146574 Dec 17 1990 ./demos/master.lzh
-rw-rw-r-- weiner 3662 Feb 17 01:16 ./demos/Index
-rw-r--r-- weiner 778080 Feb 17 01:15 ./demos/erotica2.msa
drwxrwxr-x jon 2560 Feb 16 19:45 ./magazines/streport
-rw-r--r-- weiner 67655 Feb 16 19:45 ./magazines/streport/str807.txt.Z
drwxrwxr-x jon 2048 Feb 16 19:44 ./magazines/znet
-rw-r--r-- weiner 35319 Feb 16 19:44 ./magazines/znet/znet9206.txt.Z
-rw-r--r-- weiner 48572 Feb 16 19:44 ./magazines/znet/znet9207.txt.Z
drwxrwxr-x daemon 1024 Feb 18 12:12 .
drwxrwxr-x weiner 512 Feb 18 07:33 ./gnustuff/tos/init
-rw-rw-r-- weiner 116948 Feb 18 12:07 ./Index
drwxrwxr-x weiner 1024 Feb 18 12:03 ./mint
-rw-rw-r-- weiner 70561 Feb 18 12:01 ./mint/mntinc18.zoo
-rw-rw-r-- weiner 220481 Feb 18 12:01 ./mint/mntlib18.zoo
-rw-rw-r-- weiner 202466 Feb 18 12:01 ./mint/mntolb18.zoo
-rw-rw-r-- weiner 2066 Feb 18 12:03 ./mint/Index
-rw-r--r-- weiner 58125 Feb 18 12:08 ./ls-lR.Z
-rw-rw-r-- weiner 57665 Feb 18 12:07 ./CompInd.Z
drwxrwxr-x daemon 1024 Feb 19 09:15 .
drwxrwxr-x jon 2048 Feb 19 09:03 ./demos
-rw-r--r-- weiner 409770 Feb 19 09:03 ./demos/cuddly1.msa
-rw-r--r-- weiner 430258 Feb 19 09:03 ./demos/cuddly2.msa
-rw-rw-r-- weiner 3903 Feb 19 09:05 ./demos/Index
-rw-r--r-- weiner 416164 Feb 19 08:56 ./demos/pym_a1.lzh
-rw-r--r-- weiner 396522 Feb 19 08:56 ./demos/pym_a2.lzh
-rw-r--r-- weiner 419586 Feb 19 08:56 ./demos/pym_b1.lzh
-rw-r--r-- weiner 407229 Feb 19 08:56 ./demos/pym_b2.lzh
-rw-rw-r-- weiner 3569 Feb 19 09:07 ./archivers/Index
-rw-r--r-- weiner 9216 Feb 19 09:06 ./archivers/naughty.lzh
drwxrwxr-x jon 2048 Feb 19 09:12 ./telecomm
-rw-r--r-- weiner 54397 Feb 19 09:11 ./telecomm/grzsz19.zoo
-rw-r--r-- weiner 3459 Feb 19 09:12 ./telecomm/Index
drwxrwxr-x jrd 4096 Feb 19 10:59 ./8bit
-rw-rw-rw- jrd 16167 Feb 19 10:33 ./8bit/Index
drwxr-xr-x jrd 1024 Feb 19 10:58 ./8bit/zmag
-rw-rw-rw- jrd 24831 Feb 19 10:58 ./8bit/zmag/zmag202.arc
-rw-rw-rw- jrd 39027 Feb 19 10:58 ./8bit/zmag/zmag203.arc
-rw-rw-rw- jrd 69411 Feb 19 11:00 ./8bit/das_omen.arc
drwxrwxr-x jon 1536 Feb 19 09:02 ./printing
-rw-r--r-- weiner 5375 Feb 19 09:00 ./printing/hc24_h12.arc
-rw-rw-r-- weiner 2874 Feb 19 09:02 ./printing/Index
drwxrwxr-x weiner 512 Feb 19 09:08 ./sound
```

```
drwxrwxr-x weiner 512 Feb 19 09:08 ./sound/players
-rw-r--r-- weiner 36986 Feb 19 09:08 ./sound/players/dp_demoa.zoo
-rw-r--r-- weiner 2395 Feb 19 09:09 ./sound/Index
drwxrwxr-x weiner 512 Feb 19 09:08 ./sound/mods
-rw-rw-r-- weiner 117183 Feb 19 09:15 ./Index
-rw-rw-r-- weiner 57871 Feb 19 09:15 ./CompInd.Z
```

1788. Re: Demo Crews

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 10:24:50 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9202221724.AA01242@geech.gnu.ai.mit.edu>
Source record: 225626

>I am glad you expend so much energy in demo design. However, I hope you
>realize, that the hacking tradition is dead. Machines are becomming too
>complicated for one person to handle within the complete lifetime of the
>target hardware to learn. (Of course, I mean Hacking as in knowing the
>machine hardware and software inside out).

No, the hacking tradition is not dead at all! Just look at the -HUGE-
demo scene in Europe! I mean, GIGANTIC! No, the hacking tradition
isn't dead.. Programmers are just becoming dumber and dumber.
[just compare the work of a 'hacker' like ProTracker/ST and Audio Sculpture
to ANY of the other Music Programs by non-hackers like Music Studio and
Advanced Music Construction Set! The former two are so much better, you
wonder if you are using the same computer! And even at that, they were
each written by one programmer where-as the latter two were probably
programmed by a team! GET WITH IT, DAMMIT!]

Paul Steffen
Tibetian Peach Pie Inc.
Amiga/ST Coders
psteffn@gnu.ai.mit.edu

[DAMN I hate ignorance!!!!!]

1789. Re: What is the keyboard on Mega STe's like?

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 12:29:46 UTC
From: shore@equinox.gen.nz
Message-ID: <BwPJgB2w164w@equinox.gen.nz>
Source record: 225356
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ach-a@minster.york.ac.uk writes:

> What is the keyboard on the Mega STe like? Is it the same as the keyboard
> on the ST because I personally dislike this keyboard. Too spongy in my
> honest opinion.
>
> How easy is it to change the keyboard to one that I like should I end up
> upgrading my 1985 ST (Tos 1.0, single sided drive {originally)) to a
> Mega2, and the keyboard is the spongy one!?

I agree about the "spongy" feeling that the Atari keyboard has.

What you could do is buy an interface and use an IBM compatable one.

The *real* IBM one for the PS/2 is really nice... the one that clicks.
I bet it's expensive though.

Craig.


```
+----------+-----------------------------------------------+------------+
| Atari | Craig Shore | ChCh, |
| ||| S | | New Zealand|
| ||| T | Email: Internet - shore@equinox.gen.nz | o() |
| / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

1790. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 12:34:49 UTC
From: shore@equinox.gen.nz
Message-ID: <q5PJgB3w164w@equinox.gen.nz>
Source record: 225357

darling@cellar.org (Thomas Darling) writes:

> england@milton.u.washington.edu (Gregory Miller) writes:
>
> > In article <1992Feb18.005317.11187@doug.cae.wisc.edu> carter@cae.wisc.edu (
> > >
> > >Atari Sucks, down with Atari.
> > >
> >
> > (Sounds of laughter!!! <EVIL grin>)
> >
> > I whole heartedly agree!! Hee hee!!
> >
> > ____
> > __
> > I will not be pushed, filed, stamped, indexed, ///
> > briefed, debriefed, or numbered. __ /// Only Amiga make
> > \\\/// it possible....
> > My life is my own. \XX/
> > ____
> >
> > england@u.washington.edu
>
> Damn. Why can't Atari users be as intelligent and mature as all these Amiga
> kids? They don't waste their time on silly DTP or MIDI applications. They
> bought their machines for FLAME WARS, dammit.
>
> A lot of us judge a machine by the type of people who buy it, lad. Score
> one for Commodore's volunteer PR team.

I was going to ignore those messages, but as everyone has got upset by
them, I thought I might reply.

What I think has happened is then Gregory Miller has either logged on,
or found a terminal already logged on under Carter Gregory's account.
He's then posted that message to make everyone flame Carter.

But them again, I could be wrong, they could both be doing it.

Craig.

+----------+---+------------+
Atari	Craig Shore	ChCh,
||| S		New Zealand
||| T	Email: Internet - shore@equinox.gen.nz	o()
/	\ e	SLNET - 250:700/1266 FIDO - 3:770/120	/ /\

```
+----------+------------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

1791. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 13:37:20 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb22.133720.20048@tdb.uu.se>
Source record: 225622

carter@cae.wisc.edu (Carter Gregory) writes:

:I think one of the reasons why ST application software sucks so bad,is because
: people like you don't have the proper documentation to work with.

Hey, I think you are a bit wrong here. They guy wrote that he had
no documentation when he started out, but I can promise you that
when he once had started he bought some books (Internals for example).
To write good demos and other software you need at least some
information.

: I wonder what kind of demos could be done with COMPLETE massively accessable
: hardware and system software. IE, walk down to B Dalton and buy it.

The demos wouldn't be much better. The kind of code we write couldn't
be documented since we use many 'illegal' ways of making impressive
demos.

: I have a feeling most of the demos are a tip of the iceberg of what probably
: could actually done on the ST, espcially the STE's.

Sorry, but I think you're wrong. We can't do much more with the poor
8 MHz 68000 that sits in the ST and STE. However, on the TT we could
make REALLY impressive things, but unfortunately there are too little
good documentation for the TT.

: I am glad you expend so much energy in demo design. However, I hope you
: realize, that the hacking tradition is dead. Machines are becomming too
: complicated for one person to handle within the complete lifetime of the
: target hardware to learn. (Of course, I mean Hacking as in knowing the
: machine hardware and software inside out).

The ST, STE and Amiga 500 isn't dead yet, and they won't be for
the next decade either (hopefully). So hacking isn't dead AT ALL!

: Not long ago, with an Atari 8bit, a single person could easily push the
: hardware quickly along a short learning curve. Not so anymore, the ST has
: introduced several factors relating to modern computing machines which
: have increasingly common characteristics such as:

The ST has no advanced features that is hard to learn. If you've
got some knowledge of 68000-programming and a good book
(ST Internals for example) you could learn the whole ST in a couple
of weeks. And when you know the ST you could learn the STE in
just a couple of days (with the right documentation).

: --Greg

Please understand that I'm NOT faming you, just correcting
something I think wasn't completely true.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1792. Re: uud/uue bombs

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 14:11:47 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb22.141147.7650@actrix.gen.nz>
Source record: 225621

In article <A1548884053@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1992Feb21.055127.15195@actrix.gen.nz>,
> Roger.Sheppard@bbs.actrix.gen.nz writes ...]
>
> > Steve I can't seam to E-Mail you, but have you Updated UUCODER at all,
> > I have not found any bugs but a few feature could be improved..
>
> Not since version 1.1. There are a couple of bugs that need to be
> fixed. I noticed the other day that if you uuencode several files,
> you'll notice that the segment counter (.uaa, .uab, etc.) isn't reset
> between source files. Some informative progress messages would be
> beneficial, and it would be nice to be able to halt the processing.
> The menu entries probably need some reorganization, and the keyboard
> aliases should be updated to conform with Atari's current standard. I
> might get around to it one of these days.
>
> (Absolutely free source code to UUCODER is available to anybody who
> wants to tinker. No hooks, no copyright.)
>
> The email situation is supposed to be fixed now. The Internet MX
> server (mail exchanger) for .mn.org UUCP sites disappeared and had
> to be replaced.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

The Feature that was lacking to me was it did not remember the source
Paths and you could not set the destination path, but it works very
well for me, this was version 1.0 is version 1.1 in A.A. ?? Thanks..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1793. Re: Mint ? FTP`able from where ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 14:33:26 UTC
From: m88max@tdb.uu.se
Message-ID: <1992Feb22.143326.20657@tdb.uu.se>
Source record: 225623

minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
[stuff deleted]

> Is it ftp'able from atari.archive.umich.edu

[more stuff deleted]

Yes.

```
-------------------------------------------------------------------------------
_ _ _ __ _ ' __ _ __ __ _ __ ______ __
' ) ) ) / ) ' \ / / ) ' ) ) / ) ' ) ) / / `
/ / / /--/ X /--< /--' /--/ / / --/ /--
/ ' (_/ (___ / \_ /___/ / \_/ (_ / ( (_/ (___,
```

Email: m88max@bellatrix.tdb.uu.se

1794. 4 $ale

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 14:43:46 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <88.29A7397D@gisatl.fidonet.org>
Source record: 225645

```
Two ATARI SC1224 COLOR MONITORS
$100.00, this one needs linearity adjustment.
$200.00, other in PERFECT condition.

ATARI SM124 Monochrome monitor, PERFECT.
$125.00

Ed June
Voice, 404-471-6369
Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: ed_june@over.mind.org
UUCP ...!emory!uumind!overmind!ed_june

--
---------------------------------------------------------------
__ User: Ed June
/ Via FidoNet node: 1:133/411
/|oo
(_| /_) UUCP: gatech!warlord!gisatl!308!june
_`@/_ _ INTERNET: june@f308.n133.z1.FIDONET.ORG
| | \
| (*) | _ )) FidoNet <==> UUCP Gateway
______ |__U__| / // David Deitch, Administrator
/ FIDO _//|| _ /
(________) (_/(_|(____/ (jm)
```

1795. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 15:35:50 UTC
From: jbunch@world.std.com
Message-ID: <BK14nr.Jx1@world.std.com>
Source record: 225625

What B Dalton's contain Atari books??? I have only been able to get the ones I have by searching hi and low. I still have a small collection of st books, and none wit info on the STE's abilities!!!

John

1796. Still no jpeg viewer? (instead of the converter)

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 15:43:40 UTC
From: muts@fys.ruu.nl
Message-ID: <1992Feb22.154340.11686@fys.ruu.nl>
Source record: 225624

Hello, I wonder if there still is no program to view jpeg images directly
without converting on the ST. The djpeg program available produces terrible
results.

--

____
Peter Mutsaers. |===

1797. Signum Zeichensaetze <-> Tintenstrahldrucker

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 17:40:19 UTC
From: mika@rosvo.uucp
Message-ID: <9202224502@rosvo.uucp>
Source record: 225405

Hallo Leute (insbesondere SIGNUM User),
weiss zufaellig jemand, ob man fuer Signum2 besondere Zeichensaetze
braucht, wenn man den Ausdruck mit eienem Tintenstrahldrucker
von Hewart Packart (HP) machen moechte? Ich habe naemlich
nur die 24Nadeldrucker Zeichensaetze. Wenn ja, wo
bekommt man diese Zeichensaetze , sind sie frei erhaeltlich?
Bitte sendet mir eine PM , wenn Ihr mir weiter helfen koennt.
Meine Mailadresse lautet mika%rosvo@skuld.north.de .
Ich bedanke mich schon im voraus fuer alle Zuschriften...
MfG.
Mika U. Kirschke

1798. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 17:56:45 UTC
From: esucv@warwick.ac.uk
Message-ID: <2ngfbz05@csv.warwick.ac.uk>
Source record: 225627

In article <1992Feb21.134922.11004@ericsson.se> etxansk@garbo207.ericsson.se (Anders Skelander) writes:
>
> The Atari ST computer has been the obvious replacement for the old
>C64/128, Speccy etc generation in the UK, Germany, and Scandinavia for
>many years.
>

I disagree.
People who owned a '64 usually got an Amiga and Speccy owners got a ST.
Why?
Well '64 owners were used to decent sound/scrolling/graphics while Speccy owners weren't. I had a '64 and got a ST which I was *very* disappointed with (I didn't like the sound and the only decent arcade game at the time was Goldrunner). Hence I now own an Amiga, which seems to be the natural successor to the '64. Still, I'm glad the ST programmers are squeezing as much as they can out of the machine....

-----TOny-----
--
Tony Marshall |
University of Warwick |"Haha, and that's where I had you fooled because it's
Coventry UK | not a ferret, it's a pig!!" - Vyvyan
esucv@csv.warwick.ac.uk|

1799. Re: Atari SVR4

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 18:59:53 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Feb22.185953.19195@demon.co.uk>
Source record: 225634

If you are interested in an SVR4 TT, contact Alistair Bodin at Atari UK.
The developer version with tools etc is 3000+VAT I believe.
Atari UK - 0753 533344

+-----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+-----------------------------+

1800. Re: Atari SVR4

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 18:59:56 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Feb22.185956.19244@demon.co.uk>
Source record: 225635

If you are interested in an SVR4 TT, contact Alistair Bodin at Atari UK.
The developer version with tools etc is 3000+VAT I believe.
Atari UK - 0753 533344

+-----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+-----------------------------+

1801. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 21:34:05 UTC
From: jonc@status.gen.nz
Message-ID: <iFcLgB4w164w@status.gen.nz>
Source record: 225629

il@bambam.u.washington.edu (Il Hwan Oh) writes:
> I've got news for you. There are very few US Atari magazines left. You
> might try Current Notes. I think they had quite a few mail-order
> advertisers.
>
One very good American Magazine is Atari User. It is sent to this part of
the world via Atari OZ. I must say (biased or not) I love it. Current notes
has for a long time been a personal favorate..

Mind you then there is my all time favorate (BIG BIAS) Z*NET (grin).

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1802. Re: mercury binaries wanted...Anyone else???

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 21:35:46 UTC
From: jonc@status.gen.nz
Message-ID: <BicLgB5w164w@status.gen.nz>
Source record: 225630

kar7481@cuphub.cup.edu writes:

> In article <10424@cactus.org>, covert@cactus.org (Richard Covert) writes:
> > Could someone please post the sources and binaires to the
> > MERCURY UUCP package for the Atari ST? I would like to
> > try it out.
> > Thanks.
> >
> > --
> > Richard E. Covert covert@cactus.org
> > CACTUS ..!cs.utexas.edu!cactus.org!covert
> --
> I too would like to see a post of at least the binaries of MERCURY UUCP.
> Maybe Mr.Covert and I aren't alone????
> +---+
> ! uucp: kar7481@cuphub.cup.edu !
> ! Dan Karbowsky, 102 Lee Drive , Belle Vernon, PA 15012-2016 !
> +---+

I posted the Binaries to GEnie some 3 weeks ago. So if you are on there
or have a friend who has access have a look in the Atari RTC..

Regards,

Jon Clarke
GEnie: J.CLARKE6

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

1803. Re: .DCM file (again?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 22:07:45 UTC
From: lectro@hardy.u.washington.edu
Message-ID: <1992Feb22.220745.25442@u.washington.edu>
Source record: 225633

In article <3332@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>I think this may have been discussed before, but can someone please tell me
>what I need to use a .dcm file?
>
>Thanks.

I believe what you need is an 8-bit atari. (I still have mine :)

1804. Uncompressing EMACS

Newsgroup: comp.sys.atari.st
Date: 1992-02-22 22:34:32 UTC
From: n8742883@henson.cc.wwu.edu
Message-ID: <1992Feb22.223432.2737@henson.cc.wwu.edu>
Source record: 225636

I just spent a huge amount of time dowloading seven large EMACS
files, labelled EMCS1885.x, where x is a number between 0 and 7.
However, the files are not auto-uncompressing, ARCed, ZOOed, or LZH'd.

Any suggestions on how to get them uncompressed?

Thanks in advance,

Perry Pederson

--

"I before E except after C. We sure live in a weird society!"

Perry Pederson n8742883@henson.cc.wwu.edu

1805. MiNT, MGR

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 00:10:30 UTC
From: ra1cs220@uhura.cc.rochester.edu
Message-ID: <1992Feb23.001030.25577@galileo.cc.rochester.edu>
Source record: 225637

Can someone please help me set up the MiNT and MGR? I am not
going to do big stuff using it but just want to see what it can do
so that I can decide if I want to keep it in my hard drive. I can
not understand the docs much and everytime I tryto open a window,
I got 'can't find pty'. The only time I suceeded, the computer hang
up soon after that.
i have a 1040STE with Tos 1.06 and 4 Meg RAM and lot's of room in hard
drive.
Thanks
...
Ling Cherd
.

1806. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 02:11:08 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Feb23.021108.7913@u.washington.edu>
Source record: 225638

In article <BK14nr.Jx1@world.std.com> jbunch@world.std.com (John B Bunch) writes:
>What B Dalton's contain Atari books??? I have only been able to get
>the ones I have by searching hi and low. I still have a small
>collection of st books, and none wit info on the STE's abilities!!!
>
>
>John

You can get STe addendum manuals from Atari themselves (these are sort of
a developer documentation), as posted here several weeks back, Atari
has made the documentation available for the public. I think the addendum
for STe, new stuff was pretty cheap, $20-$30 bucks or so. So track down
a copy of that order form that was posted here, they have all the official
docs for a good deal.

****
Ben Gilbert tymbrimi@u.washington.edu
CS undergrad, loving my 2.5 meg 520STFM, but hoping for a TT now... :)
****

1807. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 02:57:22 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Mar6104122@acae127.cadence.com>
Source record: 224813

In article <1992Mar3.072035.27025@ux1.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:

> In article <cdgfB4e00WBN86GIU4@andrew.cmu.edu>, Mark Choi <mc4c+@andrew.cmu.edu> writes:
> |> Yes, MTOS is based on MiNT, and no, there are no problems with using PD

....

> will they be decent enough to compensate Eric Smith some way for all the
> work he has saved them, or will they do the greedy thing?

FLAME ON:

bill,
its none of your damn business if they compensate Eric Smith
or not. As a author of quite a bit of PD code, i dont expect anything
back for it. If someone else uses it for a productive purpose, then
that would make me feel good about it.

i am sure Eric knows about mtos, and they have a satisfactory
understanding, which is NONE of your business.

flamingly yours,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

1808. Michtron?

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 03:00:04 UTC
From: jbunch@world.std.com
Message-ID: <BK20C5.2Ky@world.std.com>
Source record: 225639

Greetings,

I purchased devpac 2 from a local Atari User and was wondering if Michtron was still alive? I tried calling the numbers in the manual but one was for some lady, and the other had been changed and the changed number was disconected. If Michtron is dead, is it possible to get in touch with Highsoft?? Any info on this would be appreciated...

John.

1809. TEC with TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 03:10:00 UTC
From: cmc@overmind.mind.org
Message-ID: <1961470@overmind.citadel>
Source record: 225641

i have just
installed the TEC Bus-Bridge version here on this machine (Mega-ST2) and its running great. took me about 15 minutes because i was paranoid, re-checking everything with the book every step of the way to be sure i didn't mess anything up. if you have a Mega-ST then installing the bus-bridge version is a snap. i don't know if i'd care to wrassle with the regular, solder-it-in versions.

-chris
root@mind.org Fortress Development HQ Atlanta, GA

1810. Cuddly Demos

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 04:51:28 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Feb23.045128.5169@usenet.ins.cwru.edu>
Source record: 225640

Does anyone know how to get to that demo on the left of the boarder?

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

1811. Re: Berkeley Microsystems?

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 05:10:46 UTC
From: boyd@omicron.cs.fsu.edu
Message-ID: <1992Feb23.001046.13718@mailer.cc.fsu.edu>
Source record: 225374

In article <ODDJOB.92Feb19221935@oz.oz.plymouth.edu>, oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>In article <1963@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
> device on the cable is terminated (resistor packs on the circuit
> board of the drive typically near where the cable plugs in). Also
> be sure the drive is jumpered to a different address.
>
>Finding the resistor packs is easy but HOW do you know HOW to jumper a
>SCSI drive for a different SCSI address ? I've got a 30meg Seagate
>drive I'd like to tack onto the end with my 80 meg Seagate. The extra
>space would be great for use with Minix.
>

It is usually a 3 bit binary thing. The simple answer is to find the address jumpers (usually 3 or 4 jumpers in a row near the SCSI cable socket) and give it a try. You can run the idcheck program from ICD hard disk utilties to tell you what the addresses of the devices are. As long as you do not write to the drive, there is no way you can damage anything (at least, that has been my experience with my ICD host adaptor). A couple of tries should be all you need.

The other option is to call Seagates 1-800 number (it should be in the 1-800-555-1212 directory) and ask them. They will probably send you a jumper sheet for free.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

1812. Re: GULAM: for users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 05:15:37 UTC
From: boyd@omicron.cs.fsu.edu
Message-ID: <1992Feb23.001537.13835@mailer.cc.fsu.edu>
Source record: 225373

```
In article <1992Feb20.075644.2657@msb.com>, rkallen@msb.com (Russell Kallen) writes:
> I've looked through a documentation file for GULAM & found
>it difficult to understand. The program appears to be very much
>oriented toward programmers or people with that inclination.
>
> Is there a shell for GULAM oriented toward "users"?
>

It is itself a shell, oriented toward Unix users.

> * * *
>
> Also, what makes GULAM preferable to other (MS-DOS type)
>cli's for the ST?
>

Gulam has extremely little relation to the MS-DOS cli. If you want such a
cli, you could try pcommand (very old, but lots of folks use it) from
atari.archive, or you could get the Neodesk cli (requires Neodesk, which is
a must-have anyway). Gulam, Okami, korn, tcsh, etc are all Unix type shells!

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

1813. Re: Uncompressing EMACS

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 11:16:24 UTC
From: I.Rutson@bradford.ac.uk
Message-ID: <1992Feb23.111624.29665@bradford.ac.uk>
Source record: 225642

n8742883@henson.cc.wwu.edu (Perry Pederson) writes:

> I just spent a huge amount of time dowloading seven large EMACS
>files, labelled EMCS1885.x, where x is a number between 0 and 7.
>However, the files are not auto-uncompressing, ARCed, ZOOed, or LZH'd.

> Any suggestions on how to get them uncompressed?

Try joining the files together(minus any headers) and then try to
decompress them.

--
~~~~~~
| Ian Rutson | University of Bradford, England | i.rutson@uk.ac.bradford |
>~~~~~~<
| "Reality is for those who can't handle alcohol" - Unknown |
~~~~~~

1814. Re: Cuddly Demos

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 11:19:04 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb23.111904.6020@tdb.uu.se>
Source record: 225643

al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:
: Does anyone know how to get to that demo on the left of the boarder?

Sorry, but there's no demo there. The 'door' is just placed
there to annoy lamers.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1815. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 13:30:11 UTC
From: etxansk@garbo232.ericsson.se
Message-ID: <1992Feb23.133011.7864@ericsson.se>
Source record: 225327

esucv@warwick.ac.uk (TOny M) writes:

>In article <1992Feb21.134922.11004@ericsson.se> etxansk@garbo207.ericsson.se (Anders Skelander) writes:
>>
>> The Atari ST computer has been the obvious replacement for the old
>>C64/128, Speccy etc generation in the UK, Germany, and Scandinavia for
>>many years.
>>

>I disagree.
>People who owned a '64 usually got an Amiga and Speccy owners got a ST.
>Why?
>Well '64 owners were used to decent sound/scrolling/graphics while Speccy
>owners weren't. ...

You're probably right, but I insist on that Atari had the affordable computer and Commodore had an overpriced computer. And I do think that many C64 owners upgraded to the ST. Maybe later, when Amiga prices dropped they upgraded from ST to Amiga.

I must admit I can't understand why Atari had to pick this crappy crappy Yamaha sound chip for the ST. Even a pair of D/A converters would have been better. I sold my 8-bit Atari to get the ST, and I found the graphics hardware particularly disappointing. (The 8-bit had a 256 colour palette, 16 shades of grey, sprites, hardware scrolling, and a graphics chip that was a processor itself.)

I'm sure C64 owners who could afford the Amiga didn't hesitate when the A500 was released in 1986 (1987?), but it's still too expensive for many low-end users.

Anders Skelander | | |
| | |
/ | \
/ | \

1816. Re: Posters ???

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 14:49:00 UTC
From: nelson@patriot.Kodak.COM
Message-ID: <2782@eastman.UUCP>
Source record: 225448

PageStream, the desktop publishing program, has the ability to produce as big an output as you need in 'tiling' mode.

That is, you produce your poster in 8 1/2 by 11 inch mode and then tell the program you want to print it at 750% in tiling mode, and you'll get 64 sheets which you tape together to form one huge 5 foot wide output.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

1817. 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 16:30:54 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb23.163054.20308@demon.co.uk>
Source record: 225403

m91der@uunet.uu.net (Daniel Eriksson) writes:

> It's quite a "big thing" here in Europe. Every self-respecting
> Atari or Amiga owner with interest in programming is a member
> of a group/crew. There are also quite a few demo-crews in the US,
keeps up the shitty work they've done so far).
As a european Atari owner with an interest in programming, I find that somewhat insulting. It really underlines the sort of juvenile mentality of most people involved in this sort of thing. Apart from the damage done when this sort of programming is used for real software which consequently refuses to work on anything but a subset of the machines its written for, can you not see that you are just wasting your time? This sort of hacking is of no use whatsoever in the real world.

For the record, I write applications, tools and games for Suns, PCs, and STs (well almost - I've never written any games on a PC), and programming tools for transputers.

1818. Re: GULAM: for users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 16:30:57 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb23.163057.20369@demon.co.uk>
Source record: 225404

> I've looked through a documentation file for GULAM & found
> it difficult to understand. The program appears to be very much
> oriented toward programmers or people with that inclination.
>
> Is there a shell for GULAM oriented toward "users"?
>
> * * *
>
> Also, what makes GULAM preferable to other (MS-DOS type)
> cli's for the ST?

I think you've answered your own question there - the answer is 'because they're MS_DOS type'. Personally though, I wouldn't choose Gulam anyway - if you're not looking for a mint aware shell, I'd unhesitatingly recommend the Craft shell (written by ComMedia and distributed by Hisoft [in the UK, anyway]). Really though, you should get hold of mint and one of the shells available for use with it - I personally prefer tcsh, but then I prefer c-shells anyway.

OTOH, do you really want a shell? I can't see much use for it if all you want do is run Gem software. Something like Neodesk would probably be a better choice.

Kev

1819. Seeking advice: Mac sequencing software with Atari+Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 16:54:29 UTC
From: ngse18@castle.ed.ac.uk
Message-ID: <18369@castle.ed.ac.uk>
Source record: 225649
Cross-posted to: rec.music.synth,comp.sys.atari.st

I followed the recent rms discussion on sequencers for the Atari, but didn't gain anything from it; whilst I have no wish to reopen the flame-war aspects, I would appreciate advice, particularly from anyone who has tried using Mac sequencers with the Atari+Spectre combination.

I've had my Atari for about six years, but whilst I accept its continuing merits as a music platform, it doesn't fulfil my other needs, and I'd like to trade it in (when resources permit) for a Mac. In the meantime, I have a Spectre Mac-emulator with which I am well pleased.

The low-end Atari sequencers simply do not fill my needs; C-Lab Notator appears to be appropriate to them, but I am reluctant to spend UKL450+ (say USD800) on a product I will have to sell at a loss if I trade my existing hardware. [Also, I'm not impressed by a company which starts its relationship with its customers by saying 'we think you may steal our software, so you may use it only with our key'; I would be constantly shuffling the Spectre and C-Lab cartridges - and I've had bad experiences with other 'copy-protected' software!]

I would appreciate advice on Mac sequencers in general, and to hear about any experiences using them with Spectre - presumably driving a MIDI interface via the serial port (?). Since none of the local shops stock Mac software, I may well have to make my choice in the course of a hurried visit to one of the London stores, so I guess I'll need to go in there well briefed and with a short list of two or at most three candidates!

As mentioned, I have no wish to re-ignite the flamewar, so would you respond by email, please; I will happily summarise, if I receive any expression of interest.

Thanks for your attention!

Russ Evans
c/o BGS Edinburgh e_gs18@va.nmh.ac.uk or as in header!

1820. fortran compiler (good news)

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 17:09:41 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb23.170941.19373@convex.com>
Source record: 225648

there was some discussion about this. recently, a port of f2c (fortran-to-C translator) was posted to atari.archive. i tested it out with version 1 (circa nov 1990) of the Slalom benchmark (in fortran 77), using GNU C (1.40) to compile the resulting C code. zero changes to source, worked fine. highly recommended. Slalom is a "standard" number crunching benchmark. it attempts to find the maximum amount of work that can be done in 1 minute (it always takes 1 minute to run, no matter what the system is). it is all floating point. it can be found at tantalus.al.iastate.edu. note that this version appears to be the original Slalom, ie before the conjugate gradient solver was added. this version is from the Serial/Fortran directory at the FTP site.

for the curious, an 8 MHz mega4 with TOS 1.2 (and no 68881) cranks out a whopping 46 patches (no -O). for comparison, a YMP (1 head, 167 MHz) does 2560 patches and an RS/6000-320 (20 MHz) does 642 patches. a toshiba T1000 (6 MHz 8088) does 12 patches. a mac IIsi (20 MHz 68030, no fp) does 73 patches and a mac with 68882 does 175 patches. the ST runs at about 0.003 MFLOPS. the ST test was run from ramdisk (Slalom measures data read/results write, too). note that i did not have a chance to verify the results on the ST. i presume these other machines produced the correct results. i would guess that with fp hardware and 20 MHz clock, the ST would do about the same as the mac with fp hardware, perhaps a bit better (with gcc -O ...). this is an O(n^3) problem so linear extrapolations are impossible. it also consumes memory at O(n^2), i think. it is supposed to be 64-bit.

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

1821. .MOD musicians

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 17:36:14 UTC
From: jared@midiline.la.ca.us
Message-ID: <4qyLgB1w164w@midiline.la.ca.us>
Source record: 225402

Is there anyone here who has The Empire NoiseTracker v 1.5 for their 1040ST or other ST (with a TOS that will allow TENT to run properly) and play or create .MOD files with it? If so, I'm interested in trying to form a .MOD musician group, dedicated to good, wholesome ST/Amiga .MODule music for others to enjoy...

Any other info concerning .MODs of any kind is much appreciated, as TENT is said to only wiork with TOS 1.0, and that leaves alot of other Atari ST users out of the picture.

If interested, please reply in Email to:

Jared@midiline.la.ca.us

Thanks!

1822. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 17:59:41 UTC
From: aq009@cleveland.Freenet.Edu
Message-ID: <1992Feb23.175941.20161@usenet.ins.cwru.edu>
Source record: 225401

In a previous article, Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) says:

>Ps, I believe the lawsuit probly is with atari games and not atari computers..
>The difference being warner still owns atari games and it is not associated with atari computers anymore at all....
>Although atari games still sells game systems such as the lynx...
>Are you confused yet? :)

No, but you are. Let me try to clear things up a little.

Atari Games can only make arcade games under the Atari name. Anything else that says "Atari" on it is either made by, or licensed by, Atari Corporation. This includes their computers and home video game systems--they're products of Atari Corp., not Atari Games.

Atari Games is no longer owned by Warner (although Warner may still own some stake, as it does in Atari Corp.). Atari Games does not make the Lynx. Atari Games does make Tengen game cartridges, though. They use the name "Tengen" because they can't legally use the name "Atari" for any product other than arcade games. Tengen/Atari Games did have a lawsuit against Nintendo because they felt that the lockout chip restricted the freedom of businesses to make cartridges for the NES--Tengen went ahead and cloned the chip, and Nintendo countersued. I'm not sure of the status of this lawsuit. However, since Tengen/Atari Games is separate from Atari Corp. (whose lawsuit this thread is concerned with), its lawsuit is also separate from Atari Corp.'s.

Atari Corporation's lawsuit shares some similarities with Atari Games's lawsuit, though. Atari Corporation's gripe is also somewhat involved with this lockout chip: Nintendo, since they were the only company that could "legally" produce cartridges for the NES, was able to force game programming companies to essentially agree to whatever terms Nintendo dictated. One of these terms was, for a while, an agreement not to make a version of any of their NES titles for any other game system until two years had passed since it had first appeared for the NES. So, essentially, games for any other system would be two years old once they became available. Atari Corporation viewed this as restriction of trade across the entire video game industry--game makers were prohibited from making their own titles for anything but the NES, essentially. By the time two years had passed, the games were too "old" to bother porting, and Nintendo's market share was so huge, there really wouldn't be much of a point in making a version for the other game machines. So Nintendo built up a huge lead in market share at the expense of Atari and other manufacturers. And now, Atari Corporation's lawsuit regarding this matter has gone to court, and hopefully we'll find out the results soon.
--

_____ David Johnson _____
"I don't care \ aq009@cleveland.freenet.edu / Please,
what you think" \ Michigan State University / feel free to
-Mudhoney \ / call me "Spunky."

1823. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 18:01:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1613043799@thelake.mn.org>
Source record: 225408

[In article <698577322.1@therip.FidoNet.Org>,
Rod.Fulk@f24.n228.z1.FidoNet.Org (Rod Fulk) writes ...]

> Ps, I believe the lawsuit probly is with atari games and not atari computers..

(Rod, please fix your Fidonet gateway so that it wraps lines properly
for Usenet messages.)

Nope. Nintendo has been sued by various other companies (including
Tengen/Atari Games) and has been forced by the Federal Trade
Commission to change some of its marketing policies. Some of those
suits have been handled by the same federal judge, Fern Smith, and
perhaps as a result there is a great deal of public confusion about
this case. But the lawsuit in question was most definitely filed by
the Tramiel family's Atari Corp.

The suit claims that Atari Corp. suffered $160 million in actual
damages during the period of 1986 to 1990. Under U.S. antitrust law
(the Clayton and Sherman antitrust statutes), a damaged party may
collect three times the actual damages.

Atari's case centers on a Nintendo marketing technique under which
Nintendo required independent software developers, as a condition of
becoming certified, to agree not to make games available for
competing systems for a period of two years.

As you remember, Nintendo machines have a ``lock-out'' chip that is
designed to prevent anyone who is not certified by Nintendo from
writing software for Nintendo machines. Nintendo's policy ensured
that Nintendo had a constant and controlled supply of third-party
game software that was not available on Atari or other game systems.

Nintendo stopped requiring exclusivity in December 1990, which is why
Atari's suit covers the period before that date.

Exclusivity contracts are not, in themselves, illegal in the United
States. But under antitrust law, they can be illegal if it can be
demonstrated that they are being used in an attempt to force a
competitor out of business and gain a monopoly. In this case,
Nintendo's own success (an 80 percent market share) becomes an
argument against Nintendo, especially when coupled with a pattern of
other Nintendo marketing strategies that might be interpreted as
anticompetitive.

This case is a jury trial, which is significant in view of the
anti-Japanese economic hysteria that is sweeping the United States.

Lawsuits of this sort rarely go to trial. Most cases are settled out
of court when it becomes clear to the defendant that the plaintiff is
going to collect, or are dropped because the plaintiff determines
that the expense of the lawsuit is a gamble against poor odds.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1824. Uncompressing EMACS

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 18:21:43 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <698931880.F00001@tdkt.kksys.com>
Source record: 225430

In a message of <Feb 22 22:34>, Perry Pederson (1:282/31) writes:
>From: n8742883@henson.cc.wwu.edu (Perry Pederson)
>Newsgroups: comp.sys.atari.st
> I just spent a huge amount of time dowloading seven large EMACS
>files, labelled EMCS1885.x, where x is a number between 0 and 7.
>However, the files are not auto-uncompressing, ARCed, ZOOed, or LZH'd.
> Any suggestions on how to get them uncompressed?

Use WHATIS to figure out what kind of archive it is. I think the latest
version is 5.1.

The files could also be in ZIP format.

* Origin: FlightLine PointNet (1:282/47.1)

1825. Re: Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 18:40:19 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Feb23.184019.25675@demon.co.uk>
Source record: 225412

It's not the STe, Gauntlet II support 4 players via a joystick extender which plugs in the printer port. If you have a printer attached, the game thinks it's a player hammering his fire button on joystick 3 or 4. It's a pain but you must unplug your printer if you want to play Gauntlet II.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

1826. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 19:48:04 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb23.194804.19027@tdb.uu.se>
Source record: 225411

kebab@cix.compulink.co.uk (Kevin Donovan) writes:
:
: m91der@uunet.uu.net (Daniel Eriksson) writes:
:
: > It's quite a "big thing" here in Europe. Every self-respecting
: > Atari or Amiga owner with interest in programming is a member
: > of a group/crew. There are also quite a few demo-crews in the US,
: keeps up the shitty work they've done so far).
: As a european Atari owner with an interest in programming, I find that
: somewhat insulting. It really underlines the sort of juvenile mentality
: of most people involved in this sort of thing. Apart from the damage done
: when this sort of programming is used for real software which consequently
: refuses to work on anything but a subset of the machines its written for,
: can you not see that you are just wasting your time? This sort of hacking
: is of no use whatsoever in the real world.

What's your problem man? Are you jelous because someone can
write faster code than you? You are completely out of line
here. Writing demos is OF COURSE a good practice for future
games or applications. Since both the Amiga 500 and the
Atari ST(E) has so poor performerance you can't write
everything in C, Pascal or some other high-level-languages!

When I say "Every self-respecting Atari or Amiga owner with
interest in programming is a member of a group/crew" I DON'T
mean those who already are professional programmers. What I
mean is that EVERY programming Atari/Amiga-owner that I know
of from 'my' generation (15-25 years) either is a member of
a crew/group or is a professional programmer.

If you want to complain about things you have no rights to
complain about then please keep it to Email. I even considered
keeping this reply to Email, but I felt I had to 'fight you
off' in public since you accused me and many of my friends
of wasting our time. Are you so narrow-minded that you can't
understand that many people like to write and watch demos???

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1827. Re: Request: E.A. Brown contacts

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 20:31:45 UTC
From: wmagro@uiuc.edu
Message-ID: <1992Feb23.203145.23066@ux1.cso.uiuc.edu>
Source record: 225409

In article <23ZHgB1w164w@bluemoon.rn.com>, gunfreak@bluemoon.rn.com (Brian Gildea) writes:
|> tymbrimi@milton.u.washington.edu (Ben Gilbert) writes:
|>
|> > In article <Ydd1wsS00VAzI2w0oX@andrew.cmu.edu> Michael Paul Greelish <mg20+@a

|> > E. Arthur Brown Company
|> > 3404 Pawnee Drive
|> > Alexandria, MN 56308
|> > 1-800-322-4405 (order line)
|> > 612/762-8847 (other stuff)
|> >
|> > * They're open Mon-Fri 8:30 AM - 4:30 PM CST

|>
|> I didn't know they were into Atari? I have known them as being an
|> overpriced suppliers of handgun competition items as well as recently
|> purchasing the WORST handgun manufacturer around(B.F. Arms). I had a Beer
|> Fart in 7mm Super Mag and one in 7x30 Waters. TERRIBLE guns. I hope that
|> doesn't relate to them having Atari, the association doesn't bode well for
|> Atari!

E. Arthur Brown being a gun supplier seems reasonable. I have an old
catalog of his from just after the flag burning in Minnesota. He had
this idiotic 'article' at the end where he insulted our intelligence by
assuring us that not all Minnesotans are flag-burners. What a bozo. He
sounds like one of those people whose brain turns off when his patiotism
turns on.

I won't make the fatal logical flaw of concluding that all members of the
NRA are such unthinking machines as E.A.B seems to be, but I will assert
that many such patriotic 'machines' are indeed members of the NRA.

In summary, it wouldn't surprise me if E. A. Brown were a gun supplier as
well as an atari supporter.

Btw, before you flame me, remember that I have not stated that I have any-
thing against guns or America or anything, for that matter. I just have
a distaste for patriotism without associated thinking.

--Bill

1828. Re: GULAM: for users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 20:33:09 UTC
From: rbrown1@cc.swarthmore.edu
Message-ID: <Y8HFBFYP@cc.swarthmore.edu>
Source record: 225410

Kevin Donovan <kebab@cix.compulink.co.uk> writes:

> Personally though, I wouldn't choose Gulam anyway
> - if you're not looking for a mint aware shell, I'd unhesitatingly
> recommend the Craft shell (written by ComMedia and distributed by Hisoft
> [in the UK, anyway]). Really though, you should get hold of mint and one
> of the shells available for use with it - I personally prefer tcsh, but
> then I prefer c-shells anyway.
>
> OTOH, do you really want a shell? I can't see much use for it if all you
> want do is run Gem software. Something like Neodesk would probably be a
> better choice.
>
> Kev

There are those of us who are stuck with a single-drive system out of the dark ages which makes things fancier than a nice shell out of the question. The mouse point-and-click gets wearing after a while and makes using de-archivers nigh impossible when the de-arced files will be larger than 500K. A nice shell like Gulam is very nice to have. Without a hard drive, Neodesk isn't really worth the price. I've never heard of this Craft shell, but perhaps that's just because I live in the backwaters of Atari: North America. Therefore, I use Gulam.

No, Gulam has no more intrinsic value than any of the MS-Dos-based shells for a user, especially for one who is more accoustumed to MS-Dos than csh. Nevertheless, it was more stable than the MS-Dos-like shell I was using before, and some of it's csh-like abilities are very nice, especially the built in ue.

-Randolph Brown (no fancy trailor yet)

1829. Re: Still no jpeg viewer? (instead of the converter)

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 20:37:54 UTC
From: techno@lime.in-berlin.de
Message-ID: <FZPZJR@lime.in-berlin.de>
Source record: 225406

muts@fys.ruu.nl (Peter Mutsaers) writes:

>Hello, I wonder if there still is no program to view jpeg images directly
>without converting on the ST. The djpeg program available produces terrible
>results.

No, it doesn't. It depends on the Q factor the picture was stored to
begin with and on the fact that you might want to display SUN 1024*960
24-bit images on a SM124.

However, why don't you write a viewer ? (not a flame, just a suggestion!)

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

1830. Re: uud/uue bombs

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 20:40:24 UTC
From: steve@thelake.mn.org
Message-ID: <A1963726935@thelake.mn.org>
Source record: 225444

[In article <1992Feb22.141147.7650@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz writes ...]

> The Feature that was lacking to me was it did not remember the source
> Paths and you could not set the destination path, but it works very
> well for me, this was version 1.0 is version 1.1 in A.A. ?? Thanks..

I don't think I ever uploaded UUCODER 1.1 anywhere. The change from 1.0 to
1.1 was the addition of code to set and remember the source and
destination paths (actually lifted directly from ZOOSHELL). Unfortunately,
I don't seem to have the 1.1 sources since my most recent hard disk
adventure. If I find them, I'll make them available. Otherwise I'll try
to reconstruct the changes.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

1831. Re: Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 20:42:04 UTC
From: techno@lime.in-berlin.de
Message-ID: <JZPZUT@lime.in-berlin.de>
Source record: 225407

mlake@irscscm.UUCP (Marshall Lake) writes:

>Has anyone tried to play Gauntlet 2 on an STe? I just acquired it
>recently and my copy boots fine but it automagically creates a player
>4 before it begins game play. The player 4 shoots constantly and
>can't be controlled (at least as far as I've tried). This makes the
>game unplayable even though you can create other players. Does anyone
>know of a fix for Gauntlet 2 on the STe? Or maybe my copy is screwed?

This is not a STe problem, it happens on all machines ! Solution:
disconnect your printer before playing. Reason: the game thinks you are
trying to use the four-player-adapter that was available for the game.

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

1832. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 21:58:22 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Feb23.215822.5882@cheshire.oxy.edu>
Source record: 225413

3.5 million Amigas sold worldwide... 7 million Macintoshes... CBM running
at a significant profit.

Some facts, now why I bought an a500...

1. $250 for box, external floppy, bigfoot (220 watt p.s.) and midi interface.
2. Access to excellent software... of varying shades of legality, but...
3. Hundreds of thousands of these machines, more being sold every day...
therefore, the computer will be supported, and people will work to make the
most out of what is available... unlike IBM/Mac developers, who seem to assume
that we can all afford the most powerful machines, and ignore the lower end
users.
4. Why I bought an Amiga rather than an ST... basically, 2. if there had
been an Atari person, and not an Amiga person, I probably would've gone the
other way. If anyone is willing to sell me an ST of any sort, with at
least 2 drives, and an rf modulator, package some software with it... I'll
buy it... for under $200 since that is all I have. Also, would prefer
TOS 1.4 or higher... and 1 meg memory.

Thom

I love computers... they're so cool!
~.

1833. Keihin

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 23:32:41 UTC
From: ra1cs220@uhura.cc.rochester.edu
Message-ID: <1992Feb23.233241.15387@galileo.cc.rochester.edu>
Source record: 225414

Does anyone has any information about Keihin, or any other
chinese word processor avaialle for ST?
...

holich

1834. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-23 23:59:52 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6116@lee.SEAS.UCLA.EDU>
Source record: 225415

In article <1992Feb23.194804.19027@tdb.uu.se> m91der@tdb.uu.se
(Daniel Eriksson) writes:
>kebab@cix.compulink.co.uk (Kevin Donovan) writes:
>:
>: m91der@uunet.uu.net (Daniel Eriksson) writes:
>:
>: > It's quite a "big thing" here in Europe. Every self-respecting
>: > Atari or Amiga owner with interest in programming is a member
>: > of a group/crew. There are also quite a few demo-crews in the US,
>: keeps up the shitty work they've done so far).
>: As a european Atari owner with an interest in programming, I find that
>: somewhat insulting. It really underlines the sort of juvenile mentality
>: of most people involved in this sort of thing. Apart from the damage done
>: when this sort of programming is used for real software which consequently
>: refuses to work on anything but a subset of the machines its written for,
>: can you not see that you are just wasting your time? This sort of hacking
>: is of no use whatsoever in the real world.
>
>What's your problem man? Are you jelous because someone can
>write faster code than you? You are completely out of line
>here. Writing demos is OF COURSE a good practice for future
>games or applications.

I have to support Kevin here. That sort of hacking _is_ nearly useless.
If you do it for fun and as a challenge, that's fine, but don't fool
yourself into thinking that you are learning useful programming techniques.
Hacks are just that, hacks. They will be obsolete whenever the hardware or
system software changes. If you want to make a career from programming,
learn solid techniques and algorithms. (And learn to code well, as judged
by a rational and integrated measure, not just for maximum execution
speed or bombast.)

-- Scott Willingham // willing@icsl.ucla.edu
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1835. Dowloading fonts on a Deskjet

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 01:59:37 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Feb23.205937.16928@newstand.syr.edu>
Source record: 225419

A while back, I asked about the possibility of loading fonts into WordPerfect for the ST. The responses that were posted seemed to indicate that WordPerfect used their own fonts in the program so that it was not going to be easy to use any non standard fonts. I've now got a variation of that question...since then I've acquired an HP Deskjet500. When using my ATSpeed (msdos emulator) I download fonts into a 256K memory cartridge for printing with WordPerfect 5.1...Here's the question (or questions):
1. Can I download softfonts into the Deskjet in ST mode? and
2. If so, can I use my msdos fonts?
I figured I might do this in WordPerfect for the ST, but maybe there's some other program that might work this way? Is there such a thing as a softfont downloader for the ST?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

1836. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 03:23:09 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb23.212309.20852@doug.cae.wisc.edu>
Source record: 225420

In article <1992Feb23.194804.19027@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>kebab@cix.compulink.co.uk (Kevin Donovan) writes:
>:
>: m91der@uunet.uu.net (Daniel Eriksson) writes:
>:
>: > It's quite a "big thing" here in Europe. Every self-respecting
>: > Atari or Amiga owner with interest in programming is a member
>: > of a group/crew. There are also quite a few demo-crews in the US,

Oh really...??

>: keeps up the shitty work they've done so far).
>: As a european Atari owner with an interest in programming, I find that
>: somewhat insulting. It really underlines the sort of juvenile mentality
>: of most people involved in this sort of thing. Apart from the damage done
>: when this sort of programming is used for real software which consequently
>: refuses to work on anything but a subset of the machines its written for,
>: can you not see that you are just wasting your time? This sort of hacking
>: is of no use whatsoever in the real world.
>
>What's your problem man? Are you jelous because someone can
>write faster code than you? You are completely out of line

Look your missing the point here, he mentioned nothing technical at all.

DEMO's of the kind YOU and other such crews write ARE NOT good programming
practices. If you started a company, to design app/game software and
pulled half the stunts you do in your current demo's you would go out of
business quite quickly.

With the kind of mentality crew people have in writing demo's, I would hate
to see what kind of compiler or system tools software you would design.

And writing such tools is far more complicated a task than writing raster
software. Its a bit more useful too.

What it boilds down to is, DEMO's are nice, but not useful. They are like
paintings. Meant to be enjoyed, not guaranteed to represent reality, but
simply to be enjoyed.

If you want to design something useful and REALLY prove your worth, try
designing a CAD circuit tester, digital design package complete with
auto-routing, hiearchal design, simulation. Not only does such a package
have to be incredibly fast, but you must DEAL with the human operator.
The impact a app like that would have on the ST would have far reaching
affects, indeed. If the package was portable and of good performance
reaching out accross many platforms, you would/could be VERY famous.

As it is right now, your the master of obsolete video hardware, on a machine with less than 1% of the available computer market world wide. I don't find that very impressive.

Currently, any software you write, never affects anyone outside the ST world. Remember what computers are suppose to do for people?
Most demo's leave out the most complex part of the equation in software design, the human machine interface.

>here. Writing demos is OF COURSE a good practice for future
>games or applications. Since both the Amiga 500 and the
>Atari ST(E) has so poor performerance you can't write
>everything in C, Pascal or some other high-level-languages!
>
>When I say "Every self-respecting Atari or Amiga owner with
>interest in programming is a member of a group/crew" I DON'T
>mean those who already are professional programmers. What I
>mean is that EVERY programming Atari/Amiga-owner that I know
>of from 'my' generation (15-25 years) either is a member of
>a crew/group or is a professional programmer.

Gosh, I must admit, I don't fit into your classification.

I wonder what that makes me???

>
>If you want to complain about things you have no rights to
>complain about then please keep it to Email. I even considered
>keeping this reply to Email, but I felt I had to 'fight you
>off' in public since you accused me and many of my friends

I think your wasting your time. You seem pretty confident. But there are electronic realms far beyond your imagination that you should visit besides just the ST hardware on your desk. Expand your horizons and find out what else is out there.

If you can construct a program out of assembly language, of medium size, you should try devoting your skills maybe to system design tools.
We need people who are obsessive about efficiency to design compilers, debuggers, integraters, etc.

>of wasting our time. Are you so narrow-minded that you can't
>understand that many people like to write and watch demos???
>
>---
>Daniel Eriksson Internet : m91der@tdb.uu.se
>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72901

1837. Re: Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 04:50:41 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb24.045041.8174@actrix.gen.nz>
Source record: 225421

In article <1992Feb21.020139.3874@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
> Has anyone tried to play Gauntlet 2 on an STe? I just acquired it
> recently and my copy boots fine but it automagically creates a player
> 4 before it begins game play. The player 4 shoots constantly and
> can't be controlled (at least as far as I've tried). This makes the
> game unplayable even though you can create other players. Does anyone
> know of a fix for Gauntlet 2 on the STe? Or maybe my copy is screwed?
> Marshall Lake
> ...!uunet!media!ka3ovk!irscscm!mlake
> mlake@irscscm.UUCP

Just unplug your Printer, that is used for players 3 and 4...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1838. g++ installation

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 06:58:42 UTC
From: bferrer@Bonnie.ICS.UCI.EDU
Message-ID: <9202232258.aa23623@Bonnie.ics.uci.edu>
Source record: 225422

I want to obtain g++ for the ST, but in atari.archive.umich.edu there
are two folders for g++ they are (from my memory):

/atari/gnustuff/tos/g++/jbammig++
/atari/gnustuff/tos/g++/ababbon_g++
(I think that's right.)

From Readme Files The g++ in ababbon needs gcc to run. The g++ in
jbammig++ does not have any readme files. So, my questions are:
What does jbammig++ need to run? Does it need gcc? Which of the two
g++ compilers is better and easier to install??

thanks in advance,

Bill

p.s. Is there a FAQ on installation of g++???

1839. Re: Help: Spice circuit program

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 07:24:09 UTC
From: harryk@csa.bu.edu
Message-ID: <99379@bu.edu>
Source record: 225423

In article <1992Feb12.205532.2259@bradford.ac.uk> A.J.Leaper@bradford.ac.uk (AJ.LEAPER) writes:
>In article <48fswha@rpi.edu> dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:
[question deleted]
>
>OK as I remember it there are two executable files:-
>
>PRL.TOS
>SPICE.TTP
>
>PRL.TOS has to be run before you run the SPICE.TTP program, if you don't
>then I seem to remember that SPICE.TTP crashes or won't load. I'm not
>exactly sure what the PRL.TOS does although I have a sneaking suspicion it
>must install some routines used by SPICE.TTP(?).
>
[...]
>Anyway I usually have the PRL.TOS in the AUTO folder for bootup..
>Andy.

PRL.PRG is a tiny program used by Prospero Pascal (perhaps Prospero C too)
I remember it was driving me crazy (back when I was programming in Pascal)
because all programs compiled with Prospero Pascal wouldn't run unless
PRL was loaded.
So if SPICE is written with Prospero Pascal, that's what PRL is.

>--
>Andy.
>88648967@uk.ac.bradford.
>Department of Electrical Engineering.
>University of Bradford.

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

1840. MONITOR PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 07:49:00 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992Feb24.074707.25769@acsu.buffalo.edu>
Source record: 225424

HI... I'm hoping someone can answer these questions....
I have an old sm124 it has a SLIGHT(yeah right..) problem..
sometimes(alot of the time) it seems to go black and write text in white..
it inverses but the text is fuzzy and barely readable..then lines will appear
Horizontally and fade back and forth between white and black?!?!? ANy Ideas?
If I hit the monitor it will sometimes become normal again...

Second.. Within the past week my space bar has refused to work a number of timex
also when I hit the "/" key it also wouldn't work.. I tried the old drop
the atari bit to reseat the chips and sometimes it works...If I press on the
"/" key and keep it depressed eventually it works.. I'm wondering.. In the
old 800's their was a tendancy for the spacebar to go, is this same tendancy
built into the 1040's??? This is a very early 1040ST...Does anyone know where
to get 1040 Keyboards??? Does anyone have Best Electronics Phone #?

Also: What happened with the ATARI/GE servicing deal?? Did it ever go through
Can my computer/monitors ever be repaired??? HELP!!! Please send me mail
dont post a response please mail it to me...
Thanx
Jeremy

1841. Editor under mint/mgr

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 09:38:03 UTC
From: jens@cs.tu-berlin.de
Message-ID: <4KQZW2H@mailgzrz.tu-berlin.de>
Source record: 225425

I'm looking for an editor under mint/mgr -- preferably any kind
of emacs. I have tried to start a tos version of a dumped emacs
(18.55) which bombed out immediately under mint. I am using a
1040St with 4MB memory and TOS1.4 together with mint092b and mgr. Since
I'm used to X-windows at work I would like to have an editor which realizes
different window geometries. Thanx for any hints.

Jens

1842. Re: Atari SVR4

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 10:38:50 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb24.103850.150396@link-1.ts.bcc.ac.uk>
Source record: 225438

In article <1992Feb22.185953.19195@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk>
writes:
>If you are interested in an SVR4 TT, contact Alistair Bodin at Atari UK.
>The developer version with tools etc is 3000+VAT I believe.

That seems a bit steep, unless that includes the TT and Monitor. Is there
any news about a drive + software only version?

>Atari UK - 0753 533344
>
> +-----------------------------+
> | Iain R Laskey |
> | ilaskey@cix.compulink.co.uk |
> +-----------------------------+

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1843. Re: HORIZON GOODBYE!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 10:48:58 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Feb24.104858.78991@link-1.ts.bcc.ac.uk>
Source record: 225442

In article <1992Feb21.122202.1974@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>In article <1992Feb15.011409.18472@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>>
>>
>>Is there ATARI mags still available? Is populous II coming out for ST?
>
>The best (IMHO) atari mag is still going strong: Current Notes. Email me
>if you want some details.
>
>I have seen screenshots of Populous II on the ST, so presumably it is coming
>out for ST's. Has it been released for any other architectures yet?

Yes, Populous II is out for the Amiga at least, I saw a copy last Thursday
in the Virgin Games Store in Oxford (don't ask me why I was in Oxford).

Lets hope that Populous II runs on the TT properly. Populous I almost does,
but crashes if you have the TT's speaker turned on or when the first volcano
is built!

>
>--
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

1844. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 11:11:45 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb24.111145.27365@tdb.uu.se>
Source record: 225443

willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
:[stuff deleted]
: >What's your problem man? Are you jelous because someone can
: >write faster code than you? You are completely out of line
: >here. Writing demos is OF COURSE a good practice for future
: >games or applications.
:
: I have to support Kevin here. That sort of hacking _is_ nearly useless.
: If you do it for fun and as a challenge, that's fine, but don't fool
: yourself into thinking that you are learning useful programming techniques.
: Hacks are just that, hacks. They will be obsolete whenever the hardware or
: system software changes. If you want to make a career from programming,
: learn solid techniques and algorithms. (And learn to code well, as judged
: by a rational and integrated measure, not just for maximum execution
: speed or bombast.)

Hey man, if I hadn't started to write demos I would never have
learned the 68000 as good as I do now. And you are utterly wrong
when you say "but don't fool yourself into thinking that you are
learning useful programming techniques". Of course I learn useful
programming-techniques!!!

I don't really think you know what a demo is, or how the code looks
like. I admit that removing the borders and things like that isn't
a good programming technique, but HEY, we do other things than
removing borders!!!

And one thing more that you are utterly wrong about: "Hacks are just
that, hacks. They will be obsolete whenever the hardware or system
software changes". HOW CAN YOU SAY SUCH A THING???
What would todays software be without hacks? NOTHING!!!
Please read some JARGON-file or some FAQ of what a real hack is!!!
To remove the borders on an Atari ST(E) isn't a hack, it's a
trick, and even a lamer can understand that a trick isn't the
same thing as a hack, PERIOD!

BTW, I use "solid techniques" when I don't write demos. A demo
is a demo (the way I define it), and it's NOT supposed to
work on my neighbours Amiga or the schools Mac. Neither is it
supposed to work on a TT.
The meaning of the demos that me and my friends write is to
take our ST(E)'s to the limit. To take a TT to the limit you
have to do much more.

Daniel Eriksson Internet : m91der@tdb.uu.se

Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1845. Re: A couple of questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 11:31:24 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb24.113124.26571@Informatik.TU-Muenchen.DE>
Source record: 225426

In article <1992Feb13.173231.29619@cs.nott.ac.uk>, cczcole@unicorn.nott.ac.uk (Marlon Cole) writes:
|>
|> Hello all,
|>
|> I've a range of questions for which I'd more than welcome some net.wisdom
|> - I hope someone out there can help out (if you want to send email, please do
|> so and I'll summarise in the fullness of time....).
|>
|> 1). Overscan.
|> I've just read an ad. for the Overscan hardware mod., which claims that
|> if it finds itself incompatible with a piece of s/w it'll revert to a 'normal'
|> screen - is this true in practice? Anyone know of any software that absolutely
|> won't run if Overscan is fitted? What machines have people got it successfully
|> installed on (anyone put it on a MSTE?)? Would anyone recommend the product
|> (I'm just being cautious here before taking a soldering iron to my machine!).
.....
- The OVERSCAN-driver has an ASCII File whith the PRG that dont run. So you can modify it yourself.
- There is a new version for the MSTE and even for the TT
.....
|> 2). Mega STE.
|> Anyone in the UK got one yet (that they haven't had to send back - there
|> was a magazine report a month or so back that said the first shipment had to
|> be recalled because the modulator would only work on mainland Europe!).
|> Anyone got any incompatibility problems? Has anyone made any timings to
|> show just how much faster things run over an ordinary ST(E)? For some reason
|> I have doubts about figures published in magazines....
.....
- The only PRG that doesn't run on the MSTE without a real reason is CyberPaint (and certainly games with AUTORUN and TIMING depending routines --
-- because the MSTE runs at 16MHz as default)
.....
|> Would the TT multi-sync monitor work on a MSTE; or would anyone care to
|> recommend a particular, and cheaper :-) multi-sync instead?
.....
The PTC1426 (I hope the number is exact) is NO MULTISYNC
==========
It is only a cheap VGA-moitor with only 640*480 and a very high price 998.-DM

Don't confuse: all ST resolutions and TT-Low + TT-Mid are displayed at 60Hz
that's why it works on one monitor.

Recommendation:
1. A cheap VGA-monitor with 1024*768 under the price of a PTC1426.

2. A NO-Name Multysync for all the resolutions and may be even the ST (may need
50 Hz)

```
.....................................................................
|> 3). Keyboard electrification mod
|> Anyone know of a hardware hack to do this so's when I leave my machine
|> unattended for short periods, eg. to get a drink, relieve myself of a previous
|> drink, etc., I don't come back to find my cats have reprogrammed the thing
|> \{smilie} (before I get reported to the RSPCA) - it never seems that by walking
|> across the keyboard they've pressed keys merely at random :-)
.....................................................................
```

Use an ACC with a ALERT-box and no default-button or the BREAKOUT.ACC (only
reacts to the MOUSE)
and hide your MOUSE cause so that the cat doesn't catch it.

Greetings from Munich
Ewald

```
=============================================================================
```

seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*

```
=============================================================================
```

(* = Maerchen aus 1001 Nacht

1846. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 11:40:55 UTC
From: shore@equinox.gen.nz
Message-ID: <wycNgB5w164w@equinox.gen.nz>
Source record: 225358

chucks@pnet51.orb.mn.org (Erik Funkenbusch) writes:

> First, not everyone on the usenet is in college. Many people forget this.
> Corporations, and private services such as genie, compuserve, fido-net, etc..
> all have access as well. Then there are people (like me) that maintain their
> own private site.

I'm in the same situation as you, accessing Usenet from a private public access site (I don't run it!), I was just wondering, what happens when these people that access it from University / School leave, do they no longer have access to it??? Is is goodbye to Internet for life?

Craig.

+----------+---+------------+
Atari	Craig Shore	ChCh,
||| S		New Zealand
||| T	Email: Internet - shore@equinox.gen.nz	o()
/	\ e	SLNET - 250:700/1266 FIDO - 3:770/120	/ /\
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

1847. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 11:44:33 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb24.114433.27697@tdb.uu.se>
Source record: 225433

carter@cae.wisc.edu (Carter Gregory) writes:
:[stuff deleted]
: >What's your problem man? Are you jelous because someone can
: >write faster code than you? You are completely out of line
:
: Look your missing the point here, he mentioned nothing technical at all.

And you missed the point with the whole thread of letters, so don't
complain!

: DEMO's of the kind YOU and other such crews write ARE NOT good programming
: practices. If you started a company, to design app/game software and
: pulled half the stunts you do in your current demo's you would go out of
: business quite quickly.

If you think we are so stupid that we don't know what's 'legal'
or not you'd better start thinking again. I can't speak for every
demo-programmer in the world, but I know that the people I
know are so skilled that they can tell the differance between
a portable routine and a routine that only works on 4 years old
STs that were bought in Norway.

: With the kind of mentality crew people have in writing demo's, I would hate
: to see what kind of compiler or system tools software you would design.

What the hell has compilers to do with anything. We were talking
demos here!!!

: And writing such tools is far more complicated a task than writing raster
: software. Its a bit more useful too.

I agree that it's more useful. But I recent your other sentence.
Have you EVER seen a good demo? To write portable system tools
you need to know something about many machins while when writing
demos you need to know everything about one machine. Correct me
if I'm wrong, but I see a little differance there.

: What it boilds down to is, DEMO's are nice, but not useful. They are like
: paintings. Meant to be enjoyed, not guaranteed to represent reality, but
: simply to be enjoyed.

You missed one IMPORTANT thing: Many demos are written to prove
how good one are at controlling the ST(E).

: If you want to design something useful and REALLY prove your worth, try
: designing a CAD circuit tester, digital design package complete with
: auto-routing, hiearchal design, simulation. Not only does such a package

: have to be incredibly fast, but you must DEAL with the human operator.
: The impact a app like that would have on the ST would have far reaching
: affects, indeed. If the package was portable and of good performance
: reaching out accross many platforms, you would/could be VERY famous.

Hey, I've never said I wanted the whole Unix-world to know
who I (or my friends) am (are)! I'm quite satisfied as it is now.
And I must admit that I'm not skilled enough to write what
you just described, but I'm not depressed for that.

: As it is right now, your the master of obsolete video hardware, on a machine
: with less than 1% of the available computer market world wide. I don't
: find that very impressive.

Neither do I! And hey, I'm NOT "the master of obsolete video hardware".
I've never said that. But then again, I've never heard of you either!!!
If you're so famous and good at programming, how come I've never
heard of you. Could it be because you aren't famous?

: Currently, any software you write, never affects anyone outside the ST
: world. Remember what computers are suppose to do for people?
: Most demo's leave out the most complex part of the equation in software
: design, the human machine interface.

Well, what can I say? You are hopeless! You have totally missed
the point with demos on the ST(E). I've never thought my demos
would "affects anyone outside the ST world".
And please remind me of what "computers are suppose to do for people"!

: >When I say "Every self-respecting Atari or Amiga owner with
: >interest in programming is a member of a group/crew" I DON'T
: >mean those who already are professional programmers. What I
: >mean is that EVERY programming Atari/Amiga-owner that I know
: >of from 'my' generation (15-25 years) either is a member of
: >a crew/group or is a professional programmer.
:
: Gosh, I must admit, I don't fit into your classification.
:
: I wonder what that makes me???

CAN YOU READ? I wrote "EVERY programming Atari/Amiga-owner that
I know". Do I know you? NO!

: I think your wasting your time. You seem pretty confident. But there
: are electronic realms far beyond your imagination that you should visit
: besides just the ST hardware on your desk. Expand your horizons and
: find out what else is out there.

What kind of computer do you think I'm hooked up to? An Atari?
More like a SUN 3/70!!!

: If you can construct a program out of assembly language, of medium size,
: you should try devoting your skills maybe to system design tools.

: We need people who are obsessive about efficiency to design compilers,
: debuggers, integraters, etc.

Well, I must admit that I can write a totally 'legal' assembly-
language program of medium size, but I can't write system design
tools. I know too little about such things still (but I'm trying
to learn). I know that I can't go on programming demos (now quite
useless since I already know the 68000 and the ST(E)) for ever,
but it's MY life, and I decide when I want to stop making demos!!!

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1848. Re: The TT's LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 11:52:07 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992Feb24.115207.19141@rusmv1.rus.uni-stuttgart.de>
Source record: 225428

In article <2149@sys.uea.ac.uk> sms@sys.uea.ac.uk (Steve Sowerby) writes:
>
> Does anoyone know how to access the TT's built-in LAN port. I kind of
>want to pretend to be a Mac on our campus net. Well I want to talk TCP/IP
>actually but I have to do it via Appetalk (no SLIP!!!! AAAARRRRRGGGGHHHH!!!)
>
>Thanks in advance (hopefully),
> Steve Sowerby
>
>P.S. Ignoring the fact it's virtually vapourware by now is Spectre GCR 3.1
> going to have automatica Appetalk support via the TT's LAN port?

I do not think Spectre 3.1 (if ever released) will support AppleTalk.
_We_ (the creators of 'STalk' an me)
are currently trying to patch the AppleTalk system software in order
to run via the TT's LAN port. It is nearly finished, but the remaining
problem is the TT's speed, because the timing loops in AppleTalk are
hardcoded, and it is not that easy to figure out how to change them
for TT performance.

Yet we have not made any decisions about selling or distibuting STalk for
the TT. I think we should get it going first. So please stay patient,
I'll post any new information to this newsgroup if the time has come.

Regards,
Markus.

* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /bin/irc /nick Marsu *
* /etc/motd >> Luck is believing you're lucky! << *

1849. Re: Additional STe ports on left

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 11:54:59 UTC
From: shore@equinox.gen.nz
Message-ID: <cmDNgB7w164w@equinox.gen.nz>
Source record: 225359

mlake@irscscm.UUCP (Marshall Lake) writes:

> I've had a 1040 STe for a few months now. Previously I had a 520 ST.
> When I first got the STe I noticed the two additional joystick-size
> ports on the left side of the machine. I thought they were 2
> additional joystick/mouse ports. In fact I think I remember reading a
> review of the STe a while ago which stated the STe had 2 additional
> joystick ports. Last night I inspected these ports more closely and
> they're not joystick ports at all (at least not the joystick ports that
> I am used to). They're 15 pin female ports. What are they for?

There should have been an "STe ADDENDUM" given to you with your
STe. It contains info on what the STe has over the STFM etc.

Controller Ports
---------- -----

The STe computers have two 15-pin connector ports located on the left
side panel to the right of the cartridge port. Use 15-pin connectors
with 9-pin adaptors to allow four-player games (or six-player games with
joysticks connected to the two 9-pin joystick ports), enhanced
joysticks, paddles, or light guns

Pinnout Specs

Port A
1- Up 0
2- Down 0
3- Lt 0
4- Rt 0
5- Pad0Y
6- Fire 0
7- VCC (+5V DC)
8- Not Connected
9- Ground
10- Fire 2
11- Up 2
12- Down 2
13- Lt 2
14- Rt 2
15- Pad0X

Port B
1- Up 1
2- Down 1
3- Lt 1

4- Rt 1
5- Pad1Y
6- Fire 1
7- VCC
8- Not Connected
9- Ground
10- Fire 3
11- Up 3
12- Down 3
13- Lt 3
14- Rt 3
15- Pad1X

Craig.

+----------+---+------------+
Atari	Craig Shore	ChCh,
||| S		New Zealand
||| T	Email: Internet - shore@equinox.gen.nz	o()
/	\ e	SLNET - 250:700/1266 FIDO - 3:770/120	/ /\
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

1850. Re: >>>READ THIS DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 11:56:37 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Feb24.115637.16714@elroy.jpl.nasa.gov>
Source record: 225427

In article <1992Feb20.023220.23656@bitsink.uucp> dhollis@bitsink.uucp writes:
>Regarding the imminent death of atari.archive, I think this
>calls for some serious discussion. Maybe we can find a
>new home for the archives, preferably some site that
>can run a mailserver (as I don't have ftp access yet :)
>
>The main problem would then be moving the bulk of the
>archives to the new site. Hopefully it won't be a site
>in europe where people would have to go halfway around the
>world to get binaries, but if there is no other alternative....

This would not be a tremendous problem for ftp to a well-connected site.
The actual transfer would take quite a bit of time, of course...
>
>Anyone have any other ideas? We need a solution quickly!
>
>Actually, the administration's idea of shutting down a.a
>quickly becomes invalid if a.a were to run completely under
>volunteer power. Maybe we can convince them that this
>is the route to take?

Only the PC and Mac archives at umich.edu receive any funding from the U.
The Atari archive has always been purely volunteer driven since its creation
(in 1987, by yours truly). As the original message that Jeff posted indicates,
management initially wanted to remove the archives completely and also ruled
out the possibility of continuing them even on a volunteer basis. Since there
has never been budgetary support for the Atari or any of the other archives
at umich (aside from PC and Mac), I find the rationale for discontinuing them
highly suspect.

In the ensuing time since Jeff's posting, there has been a considerable amount
of discussion (internal to UMich) regarding the fate of the archives. During
that time, a clear statement was made that the archive service will be shut
down. The discussion is still continuing, however. If you have used the
archives and would like to see them continue to exist, and would like UMich
management to allow us volunteers to continue to maintain them, send your
letters of support to
archive.support@atari.archive.umich.edu

If you have ever been affiliated with the University, you may want to also
note that association in your message.

I personally would be rather perturbed if the archives are shut down, but I'm
beginning to think that moving the crew to a new home wouldn't be a bad idea.
Certainly would be good to live at a site where the administration actually
appreciates the value of what they have, instead of one that only becomes

aware after a world-wide outcry arises.

Disclaimer: this posting has absolutely nothing to do with JPL; I speak as a former U of M staff member and a disgruntled Atari archivist.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

1851. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 12:31:35 UTC
From: esucv@warwick.ac.uk
Message-ID: <w6jfb82s@csv.warwick.ac.uk>
Source record: 225432

In article <1992Feb23.133011.7864@ericsson.se> etxansk@garbo232.ericsson.se (Anders Skelander) writes:
>
> I'm sure C64 owners who could afford the Amiga didn't hesitate when
>the A500 was released in 1986 (1987?), but it's still too expensive
>for many low-end users.
>

I wonder if that's why over a million c64's were sold over Christmas..

So how cheap is a ST nowadays?
I've seen A500's for 299 pounds - I remember that used to be the price for
a 520 ST.

-----TOny-----
--
Tony Marshall |
University of Warwick |"Haha, and that's where I had you fooled because it's
Coventry UK | not a ferret, it's a pig!!" - Vyvyan
esucv@csv.warwick.ac.uk|

1852. Re: MicrOStyle/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 12:45:51 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb24.124551.14811@email.tuwien.ac.at>
Source record: 225429

In article <40250030@hpindda.cup.hp.com>, goo@hpindda.cup.hp.com (Michael Goo) writes:
>dmk@air31.larc.nasa.gov writes...
>
>[Stunt Car Racer won't run on my 4meg STE]
>
>To which kdv_521@eimoni.tuwien.ac.at responds...
>
>[Maybe it's the memory upgrade. Try mem_xxx.prg]
>
>
>I'm running SCR on a 520ST, TOS 1.4 with a 2 meg upgrade. I don't think
>the added memory in the STE is causing the problem.

Sorry, I misunderstood the problem. I thought that SCR was running on a STE
before the upgrade, but after reading the posting again I realized he had been
running it on the "plain" st...

1853. Re: pym problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 12:48:10 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb24.124810.22811@actrix.gen.nz>
Source record: 225431

```
In article <1992Feb21.124822.2940@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> In article <1992Feb18.170408.20464@sae.com>, malay@sae.com (Bob Malay) writes:
> >How does one sucessfully de-archive "pym.arc"?? Here is what happened to me:

> >Bob Malay
>
> It extracted fine for me. I used Arc 6.02.
> ---------------------------------+-------------------------------------
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

Please excuse my ignorance, but what is pym.arc...???
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

1854. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 14:40:52 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb24.144052.28580@Informatik.TU-Muenchen.DE>
Source record: 225434

In article <2ngfbz05@csv.warwick.ac.uk>, esucv@warwick.ac.uk (TOny M) writes:
|> In article <1992Feb21.134922.11004@ericsson.se> etxansk@garbo207.ericsson.se (Anders Skelander) writes:
|> >
|> > The Atari ST computer has been the obvious replacement for the old
|> >C64/128, Speccy etc generation in the UK, Germany, and Scandinavia for
|> >many years.
|> >
|>
|> I disagree.
|> People who owned a '64 usually got an Amiga and Speccy owners got a ST.
|> Why?
|> Well '64 owners were used to decent sound/scrolling/graphics while Speccy
|> owners weren't. I had a '64 and got a ST which I was *very* disappointed with
|> (I didn't like the sound and the only decent arcade game at the time was
|> Goldrunner). Hence I now own an Amiga, which seems to be the natural successor
|> to the '64.

Do you know Jay Miner the designer of the Amiga Custom-chips ...
.. he designed ANTIC, POKEY, GTIA as well ...

Don't you know they are in the ATARI 400,800,1200XL,600LX,800XL,130XE,65XE
XE-Game System
So this is where your Amiga comes from.

|> Still, I'm glad the ST programmers are squeezing as much as
|> they can out of the machine....
|>
|> -----TOny-----

Greetings from Munich

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

1855. Re: Help: Spice circuit program

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 15:13:06 UTC
From: jbunch@world.std.com
Message-ID: <BK4sxu.26D@world.std.com>
Source record: 225436

harryk@csa.bu.edu (Harry Karayiannis) writes:

>In article <1992Feb12.205532.2259@bradford.ac.uk> A.J.Leaper@bradford.ac.uk (AJ.LEAPER)
writes:
>>In article <48fswha@rpi.edu> dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:
>[question deleted]
>>
>>OK as I remember it there are two executable files:-
>>
>>PRL.TOS
>>SPICE.TTP
>>
>>PRL.TOS has to be run before you run the SPICE.TTP program, if you don't
>>then I seem to remember that SPICE.TTP crashes or won't load. I'm not
>>exactly sure what the PRL.TOS does although I have a sneaking suspicion it
>>must install some routines used by SPICE.TTP(?).
>>
>[...]
>>Anyway I usually have the PRL.TOS in the AUTO folder for bootup..
>>Andy.

>PRL.PRG is a tiny program used by Prospero Pascal (perhaps Prospero C too)
>I remember it was driving me crazy (back when I was programming in Pascal)
>because all programs compiled with Prospero Pascal wouldn't run unless
>PRL was loaded.
> So if SPICE is written with Prospero Pascal, that's what PRL is.

>===
>Author of ATZENTA2 Harry Karayiannis ________E-Mail________
> 15 N.Beacon, #316 Boston Univ. |INTERnet:
>** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
>** /||\ MegaST ** U.S.A. |BITnet:
>===| cscrzcc@buacca.bu.edu
> ----------------------

PRL.PRG is not needed to run programs compiled by prospero c, but it
is need for prospero fortran.. ;-) I have been having all kindes of
problems with PRL lately though... I load it and then if I run a
pro-fortran progran it says it isnt loaded?? Ohn well..

John.
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * INTERNET: jbunch@world.std.com
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!root (Home)

1856. floppy disk access??

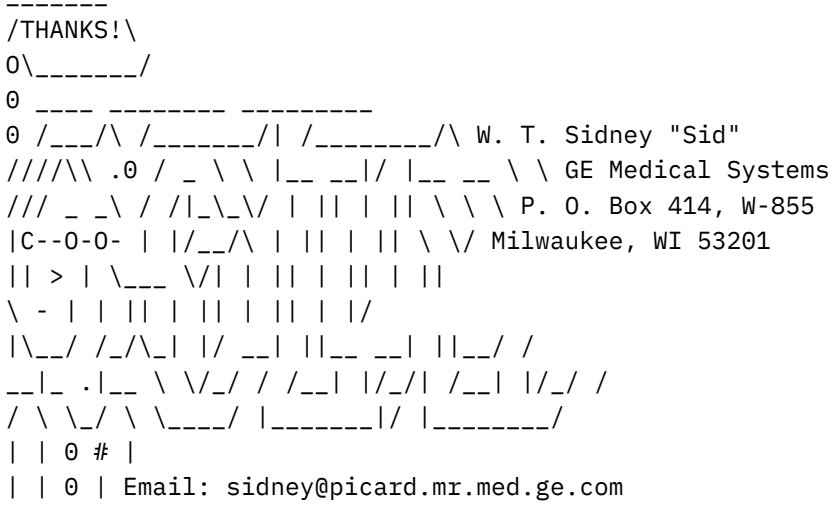
Newsgroup: comp.sys.atari.st
Date: 1992-02-24 15:26:45 UTC
From: sidney@bonfire.med.ge.com
Message-ID: <1992Feb24.152645.8521@mr.med.ge.com>
Source record: 225435

I've got a friend that has recently picked up his first computer -- an old ST. I would like to be to help him out, grabing some of the utilities and applications available from the atari ftp servers.

The problem it that his floppy is a single density 3.5" drive (360K). Is there any way I can read / write or transfer data from either an IBM or Sun dikset?

I do not know what version of TOS his is using, I've looked at the display, at boot, this did not provide any useful info. (read - he does not have any manuals).

Any help would be gratefully apreciated. I want to make his experience with his first computer a rewarding as possible



1857. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 15:30:27 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <698945426.26584@minster.york.ac.uk>
Source record: 225351

In article <1992Feb23.194804.19027@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>kebab@cix.compulink.co.uk (Kevin Donovan) writes:
>:
>: m91der@uunet.uu.net (Daniel Eriksson) writes:
>:
>: > It's quite a "big thing" here in Europe. Every self-respecting
>: > Atari or Amiga owner with interest in programming is a member
>: > of a group/crew. There are also quite a few demo-crews in the US,
>: keeps up the shitty work they've done so far).
>: As a european Atari owner with an interest in programming, I find that
>: somewhat insulting. It really underlines the sort of juvenile mentality
>: of most people involved in this sort of thing. Apart from the damage done
>: when this sort of programming is used for real software which consequently
>: refuses to work on anything but a subset of the machines its written for,
>: can you not see that you are just wasting your time? This sort of hacking
>: is of no use whatsoever in the real world.
>
>What's your problem man? Are you jelous because someone can
>write faster code than you? You are completely out of line
>here. Writing demos is OF COURSE a good practice for future
>games or applications. Since both the Amiga 500 and the
>Atari ST(E) has so poor performerance you can't write
>everything in C, Pascal or some other high-level-languages!

You miss the point -- Kevin doesn't really care that you can write faster
code than he can, and neither would any professional programmer. You may be
a good hacker, but what you the code you write is just that -- a hack.

A good appreciation of algorithm design would make you a better programmer,
as would losing the juvenile attitude.

>If you want to complain about things you have no rights to
>complain about then please keep it to Email. I even considered
>keeping this reply to Email, but I felt I had to 'fight you
>off' in public since you accused me and many of my friends
>of wasting our time. Are you so narrow-minded that you can't
>understand that many people like to write and watch demos???

I like demos -- they're fun -- but they're not really useful. What annoys
me, certainly, is the "Demo programmers are the greatest that ever walked
the earth, and I'm one of them" attitude.

>Daniel Eriksson Internet : m91der@tdb.uu.se
>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72901

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

1858. Re: Additional STe ports on left

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 15:56:57 UTC
From: miked@syscon.rn.com
Message-ID: <1992Feb24.155657.7231@syscon.rn.com>
Source record: 225449

mlake@irscscm.UUCP (Marshall Lake) writes:

>I've had a 1040 STe for a few months now. Previously I had a 520 ST.
>When I first got the STe I noticed the two additional joystick-size
>ports on the left side of the machine. I thought they were 2
>additional joystick/mouse ports. In fact I think I remember reading a
>review of the STe a while ago which stated the STe had 2 additional
>joystick ports. Last night I inspected these ports more closely and
>they're not joystick ports at all (at least not the joystick ports that
>I am used to). They're 15 pin female ports. What are they for?
They are for analog joysticks ala PC. I don't know if IBM type will
plug directly though they use a 15 pin conn.

1859. Re: >>>READ THIS DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 16:08:14 UTC
From: gathings@cs.utk.edu
Message-ID: <kqi63eINN1qn@utkcs2.cs.utk.edu>
Source record: 225437

In article <1992Feb24.115637.16714@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>In article <1992Feb20.023220.23656@bitsink.uucp> dhollis@bitsink.uucp writes:
>>Regarding the imminent death of atari.archive, I think this
>>calls for some serious discussion. Maybe we can find a
>>new home for the archives, preferably some site that
>>can run a mailserver (as I don't have ftp access yet :)
>>
>This would not be a tremendous problem for ftp to a well-connected site.
>The actual transfer would take quite a bit of time, of course...

> archive.support@atari.archive.umich.edu
>

Why not just compress and tar the archive the files untill
a new home can be found. If an new site volunteers,
copies of the tapes can be sent that site at a later time

Golando

1860. questions about Microsoft Write

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 16:44:11 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <4609@tekig7.PEN.TEK.COM>
Source record: 225440

Are the files from Microsoft Write compatible with those of Microsoft Word
on a PC? Can you run Microsoft Write from a DS floppy drive, or do you need
a hard drive? And I assume MS Write is no longer available, so I have to find
a used copy.
My wife uses Microsoft Word at work, and would like to be able to run it
at home. So do I need to buy a PC?

Thanks.

George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
OR georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
OR tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

1861. Demos and Systems Software

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 17:13:44 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb24.171344.21794@sun.pcl.ac.uk>
Source record: 225445

I think I should throw in my penn'orth....

I consider myself a bit of an expert at the ST, and yeah, I too
know the machine inside out blah blah blah.... I learned 68000 in a very
shot space of time, and indeed it is rather a simple language to learn.
Of course the trick is to use it.

Having programmed some pretty cool stuff (I think so anyway), and
got a great kick out of watching the whole screen distort in overlaid
parallax layers at 60hz refresh rate after doing it myself, I can appreciate
the satisfaction to be had out of Demo programming. BUT, and this is the
key point here, so much has been done already that it is almost impossible
to come up with a completely new concept. After the level 16 fullscreen
demo in the Union Demo (remember THAT?) and then its big brother - the
fullscreen demo in the cuddly demos (still my favourite), I'm afraid any
newer full screen demos just dont impress. Its all been done before, and
of course, it will only run on the ST.
Repeat this * however many rehashed stuff has been done....
It was great the first time round... really great, and I can still remember
to this day the awesome unbelief with which I held that fullscreen cuddly
demo...

What about the BIG demo? Or the 'Demo3' also by TEX before that? They
were all milestones, a bit like the jet-set willy of Demos....
Now I just like to look at it.

To me, the best part of demo programming would be the 'everyone gets together
with loads of hardware and has a big party for a week and get drunk' part....
The demo is only something to do while your there.

I'm sorry to say it, but the magic of the old days is gone.
Its all so common now, that it doesnt impress any more.

Has anyone else used the keyboard Z80 processor to GENUINLY multi-task?!
(I've only done it in the concept of Demos though....)
--

For the record, I am also an ardent C programmer, and totally crazy about
UNIX. I write loads of UNIX C, even re-inventing the wheel, and inventing
little tricks and quirks....

My favourite program (but one they wont let me run here :-(is my 'catchfinger'
which, when people use 'finger' on me, greets them by their real name!
Even when I am logged out... A neat little program, if a little processor
intensive.

Currently I am working on:

1) A Game for the ST
2) A UNIX shell for the ST
3) A UNIX-type filesystem for the ST, only better,
4) Expanding my 'throw things round the screen while playing samples' code
5) Using CuBase to write an album (hehe).
6) Playing lemmings....
7) Looking at GIF's

And thats about it really.... 'cept for my girlfriend...

Oh, yeah - just remembered - I'm doing a computer science degree too....

Long wasnt it... bit like the scroller in the BIG demo.
To all those who have sent me disks - standby, posting back tomorrow!

Edd Deegan
vatec@uk.ac.pcl.sun

PS: If anyone knows Brian Shoreland (F.B.I) in Somerset, could they tell
him that Lisaber (thats 'LEE-SAR-'b' (as in 'bear)) is posting him some
stuff this week so to standby.

Oh, and mail me to let me know he got the message!!!

Edd Deegan
vatec@uk.ac.pcl.sun

1862. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 17:21:32 UTC
From: cmerz@ics.uci.edu
Message-ID: <9202240921.aa03973@Paris.ics.uci.edu>
Source record: 225439
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Last week, I posted a list of Atari stuff for sale but the hardwared spec's weren't very specific and I didn't mention that I wanted to sell the whole system for $500 or best offer.

Here's the revised list:
Atari Mono Monitor
1040STf (floppy drive not working correctly. I'm told that shouldn't cost more than $80 to fix)
ICD Advantage Plus hard drive interface in its own casing with its own power supply - this is a nice custom job
Spectre GCR with ROMs
EZTRACK software
All the necessary cables

I'm hoping someone whose more in touch with the Atari community will take the whole system off my hands and sell off what s/he doesn't want to fellow Atarians.

Thanks,
Chris Merz

1863. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 17:32:16 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb24.173216.25940@umbc3.umbc.edu>
Source record: 225441

I admit... I don't understand the problem here. People like to write demos, and whats the problem with that? You can't assume that they can't write good code, or legal code, and could never write a game or something. Lets look at some of the things that come from some demo programmers.

How about the .MOD players.. they originally came when the demo programmers wanted better music for the demos.. and .MODs have grown much more popular on the ST(e)'s since then.

If you say they couldn't write code to work on all machines.. what?? Most demos I have seen work on most or all STs. Some don't work on strange new Tos versions, but then alot of programs stop working when the next Tos comes out.

And look at Thalion software. They make some of the best games for the ST, and from what I understand they went and hired 'The Lost Boys' from seeing their demos.

Demos are basicially art. You can't design a circuit with it, publish a paper, or call a bulletin board.... but that doesn't mean they are bad. In fact, demo crews tend to be respected by the average user, and I have seen alot more people get into programming because of a slick demo then by a word processor.

Another point was the fact that they aren't portable between computers. Well.. if they wrote them in C (which they can't..) they would be. So you are criticizing them for choosing a different, more complex programming language?? Strange....

Just my personal opinion..... Paul.

--------------\ ac999108@umbc5.umbc.edu Paul Danckaert /----------------

1864. Some new stuff ftp-able

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 17:35:13 UTC
From: Jeroen.Scheerder
Message-ID: <2119@accucx.cc.ruu.nl>
Source record: 225447

I have recently sent the following files to both atari.archive.umich.edu
(let's all hope they *stay* there a while!) and archive.cs.ruu.nl. The
latter site may be preferrable for Europeans.

* guck18.zip
The coolest file viewer in the history of mankind.
Displays metafiles, pictures in almost every format
including IMG, degas, doodle, neochrome, you name it.
Displays text files, WordPlus files, binary files etc.
etc. and is smart enough to figure out which is which.
A serious candidate for the honorary pizza in the
Mondo Cool Contest;
* lmf117.zip
Let 'Em Fly v. 1.17. Replaces the standard ST dialog
handler by one that supports keyboard handling, has
flying dialogs, *jumping* dialogs (dialog moves to mouse
if clicked *outside* of a dialog) and has tons of other
nice features. Another heavyweight candidate for MCC.
* life4b-u-p.zoo
An update to (grin) the famous Game of Life for the
Atari ST. Written by yours truly, it is a very much
aestheticized improvement of previous releases.
Some bugs were fixed too, but the most important
difference is in the user interface. The program now
has movable dialogs, which have keyboard-selectable buttons,
that are drawn in a Macintosh style (really!).
Checkboxes are real checkboxes, that can be [un]checked by
clicking the adjacent text, radio buttons are circle-shaped
and much much more. MCC? Who knows :-)

The 'life' stuff might get renamed to something more decent, I
have only requested that its name contains the 'life' and '4'.

Enjoy! Jeroen.

1865. ToadFile 44 For Sale w/ Adapter

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 18:12:29 UTC
From: mpl44572@uxa.cso.uiuc.edu
Message-ID: <1992Feb24.181229.21287@ux1.cso.uiuc.edu>
Source record: 225446

I have a Toadfile 44 for sale, comes with ICD Host Adapter and cartridge. (Plug it in and it works!) Includes are original documentation. Only 1 yr. old. Asaking $500 + shipping.

mark
(217)332-5408

1866. ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 19:39:26 UTC
From: gdridle@pbhya.PacBell.COM
Message-ID: <1992Feb24.193926.14887@pbhya.PacBell.COM>
Source record: 225361

I have a lot of text files on my ST which I would like to transfer to my IBM-compatible (Compaq). Is there a program for the ST that will create a DOS-compatible disk, or conversely a program for the Compaq that will read my ST files?

Thanks for any pointers you may have.

Guy Ridley
pacbell!pbhya!gdridle

1867. here is the Telnet/SLIP for GCR info...

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 19:55:17 UTC
From: wmagro@uiuc.edu
Message-ID: <1992Feb24.195517.13459@ux1.cso.uiuc.edu>
Source record: 225450

As I mentioned last week, cicso has modified NCSA Telnet 2.3 to work with an internal SLIP driver. The source is not available, though I have tested the binary inside of spectre with no difficulties. I recommend at least a MNP modem to use this. Straight 2400 baud is a little painful (and all that I have). It performed quite nicely when I hooked it up to a sparcstation at 19200 baud. Don't bother getting this unless you have a slip connection on the network end already. Many terminal servers support slip, so you may well be able to get a permanent internet address assigned by your network people. Some terminal servers provide dynamic addressing, so that they give you a new address each time you dial in.

For those who don't know, slip is Serial Line Internet Protocol. By 'wrapping' tcp/ip packets and sending them over a serial line (modem) your computer effectively becomes a node on the network, with full telnet and ftp capability (simultaneously, of course).

The binary does not come with any docs, though a couple of the sites below do provide a 'config.tel' file to get you started. This file is required! There is a line in config.tel where you tell NCSA/Telnet how to connect. The old options were ethertalk and appletalk. Cisco's version adds slipxxxx, where the x's are replaced by your line speed. 2400 baud connections then are 'slip2400'. Simple enough, and it works!

You need SpectreGCR or a Mac for this one folks. Here are the few sites I know of (besides ftp.cisco.com which can be difficult to reach):

Host gumby.dsd.trw.com (129.193.72.50)
Last updated 05:20 22 Feb 1992

Location: /pub/networking
FILE rw-r--r-- 386301 Feb 26 1990 telnet.hqx

Host apache.telebit.com (143.191.3.1)
Last updated 05:27 14 Feb 1992

Location: /pub/slip/Apple
FILE rw-r--r-- 386301 Nov 26 00:39 telnet.hqx

Host nisc.jvnc.net (128.121.50.7)
Last updated 05:37 2 Feb 1992

Location: /nicol/pub/mac/slip-telnet
FILE rw-r--r-- 386301 Feb 6 1991 telnet.hqx

Host nic.cerf.net (192.102.249.3)
Last updated 05:01 2 Feb 1992

Location: /pub/slip/mac
FILE rw-r--r-- 386301 Apr 5 1991 telnet.hqx

As you can see these are all the same file. Good luck!

--Bill.

1868. Atari Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 20:47:13 UTC
From: dcrevier@jarthur.claremont.edu
Message-ID: <1992Feb24.204713.26334@muddcs.claremont.edu>
Source record: 225352

Ok, my list of Atari Stuff for sale has been greatly reduced. Sorry for all the troubles in first round of selling. Here is what I have left:

Atari items for sale:

Note: Prices are open to bargining

Hardware:

520 ST (upgraded to 1 meg) + Atari SC1224 color monitor + Double Sided Disk Drive: $350

1040 ST + Atari SM124 Monochrome monitor + PC Ditto II (IBM emulator) installed + tweety board (stereo sound) installed + internal drive:$500

NEC P2200 - Epson LQ compatible 24 pin printer: $200

Panasonic KX-P1091 - Epson compatible 9 pin printer: $100

Practical Solutions cordless mouse: $50

Productivity Software:

(With documentation)

Degas - paint program $5
VIP Professional - Lotus 123 compatible spreadsheet $15
LDW Power - Better Lotus compatible spreadsheet $25

(Without Documentation)

Universal Item Selector II - replacement for item selector $5

Games:

(With Documentation)

Dr Doom's Revenge $7
Winter Games $7
Flight Simulator II $10
Arkanoid II $10
Phantasie $10
Phantasie III $10
Heroes of the Lance $10
Emmanuelle $10
The Hunt for Red October $10

(Without Documentation)

War in Middle Earth $10
Gauntlet $5
Barbarian $5
Bard's Tale $5
Harrier Strike Mission $5

1869. Re: Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 21:16:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A4324@UN.maus.de>
Source record: 225372

In article <1992Feb21.020139.3874@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) wrote:

>Has anyone tried to play Gauntlet 2 on an STe? I just acquired it
>recently and my copy boots fine but it automagically creates a player
>4 before it begins game play. The player 4 shoots constantly and
>can't be controlled (at least as far as I've tried). This makes the
>game unplayable even though you can create other players. Does anyone
>know of a fix for Gauntlet 2 on the STe? Or maybe my copy is screwed?

The copy is OK, I think - I had the same problem once with a Mega ST.

Try disconnecting your printer from the parallel port - Gauntlet 2 expects a four-player-adapter there and seems to get confused by the signal levels caused by the printer (even if it is switched off).

Bye,
Martin
[Martin_Koehling @ un.maus.de]

1870. Toronto Atari Show - Apr 4 & 5, 1992

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 22:18:12 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Feb24.221812.21235@watmath.waterloo.edu>
Source record: 225362
Cross-posted to: kw.micro,ont.micro,comp.sys.atari.st,comp.sys.atari.8bit,uw.sys.atari

If anyone is interested in going, I have advance tickets for sale which are $5 instead of $6 at the door. They will also be available at the KWEST meeting on Wed Mar 11/92 (further details later).

Dani Roloson
KWEST
Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

1871. Re: Help: Spice circuit program

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 22:49:27 UTC
From: fox@vulcan.noarl.navy.mil
Message-ID: <9202242249.AA07971@vulcan.noarl.navy.mil>
Source record: 225360

Regarding the PRL.PRG...

The current versions of the Prospero compilers do not require the PRL.PRG
program anymore. I know their Fortran was updated at least 2 years ago
to no longer need it. If the person who compiled and posted SPICE
could recompile it with the new version, that would solve the problem.
I'd be willing to do it, if the source were available but I only have an
old PC spice and couldn't get it to compile...

1872. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 22:58:58 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb24.225858.5081@tdb.uu.se>
Source record: 225310

mjl-b@minster.york.ac.uk writes:
[stuff deleted]
: >What's your problem man? Are you jelous because someone can
: >write faster code than you? You are completely out of line
: >here. Writing demos is OF COURSE a good practice for future
: >games or applications. Since both the Amiga 500 and the
: >Atari ST(E) has so poor performerance you can't write
: >everything in C, Pascal or some other high-level-languages!
:
: You miss the point -- Kevin doesn't really care that you can write faster
: code than he can, and neither would any professional programmer. You may be
: a good hacker, but what you the code you write is just that -- a hack.

NO, it's you who miss the point!!! I questioned why he had to
flame me, and I asked if he was jelous. I didn't say that I
could write faster code than he and I could never have said
such a thing since I've NEVER seen any of his code.

: A good appreciation of algorithm design would make you a better programmer,

True! But who are you to decide if I like algorithms or not?
Have I ever said that I don't appreciate a nice portable
application or a clever "algorithm design"?

: as would losing the juvenile attitude.

Hey, who's having an attitude? Learn to read before you flame
me again!

: >If you want to complain about things you have no rights to
: >complain about then please keep it to Email. I even considered
: >keeping this reply to Email, but I felt I had to 'fight you
: >off' in public since you accused me and many of my friends
: >of wasting our time. Are you so narrow-minded that you can't
: >understand that many people like to write and watch demos???
:
: I like demos -- they're fun -- but they're not really useful. What annoys
: me, certainly, is the "Demo programmers are the greatest that ever walked
: the earth, and I'm one of them" attitude.

Do you really think I've got that attitude? You are true when
you say that demos aren't very useful, BUT they can be of
some use if they are shown in shop-windows or if someone
after seeing a demo runs home and orders a copy of Devpac
or some other assembler (to try to learn 680x0).

I admit that I'm proud of beeing a member of a famous demo-group,
but have I ever said that we (or I) are better than some other
professional programmers? What I might have said is that we are
better than some other demo-groups (and that's not only my own
opinion). And when I say 'better' I mean that we know more
about the ST(E) and how to control it to gain maximum speed
when manipulating graphichs and calculating things.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1873. Re: Signum Zeichensaetze <-> Tintenstrahldrucker

Newsgroup: comp.sys.atari.st
Date: 1992-02-24 23:59:36 UTC
From: sigrorn@icemark.uucp
Message-ID: <wnvnkUiCLAA@icemark.uucp>
Source record: 225321

In <9202224502@rosvo.uucp>, Mika U. Kirschke VIP, Bremen writes:
>weiss zufaellig jemand, ob man fuer Signum2 besondere Zeichensaetze
>braucht, wenn man den Ausdruck mit eienem Tintenstrahldrucker
>von Hewart Packart (HP) machen moechte? Ich habe naemlich
>nur die 24Nadeldrucker Zeichensaetze. Wenn ja, wo
>bekommt man diese Zeichensaetze , sind sie frei erhaeltlich?

Hmm, at first, when posting articles to this group write them in *ENGLISH*, not in German! (German language groups are your local groups 'north.*' plus the Germany-wide distributed 'de.*' groups)...

But now to your question:

Yes, you'll need special fonts for printing on the HP Deskjet (I think you mean *THIS* HP inkjet printer).
Signum!-Fonts are:
fontname.E24 screen font
fontname.N9 9 pin dot matrix printer font (240*216 dpi)
fontname.N24 24 pin dot matrix printer font (360*360 dpi)
fontname.L30 laser printer fonts (300*300 dpi)
(Deskjet uses laser-printer fonts)
Further you need a special printing program for each kind of printer. See Signum!2 documentation for closer Details...

You might convert your N24 fonts to L30 fonts with a small font-converter which is packed delivered with Signum! 2 (bad method, since converting tends to distort your font a bit and believe me, you'll see that on a Laserjet/Deskjet!)

OR

You try to get new fonts for these. I some public domain 300dpi fonts for Signum!2 here, (~200 fonts, some quite good) which I intend to upload to atari.archive.umich.edu within the next days...

Hope this helps

Benedikt
--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

Misfortune: The kind of fortune that never misses.

1874. 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 00:45:29 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb25.004529.13520@demon.co.uk>
Source record: 225370

m91der@uunet.uu.net (Daniel Eriksson) writes:
> What's your problem man? Are you jelous because someone can
> write faster code than you?

Yeah, right, like I'm jealous of the way you can spell faster by leaving out important letters (that was a [weak] attempt at an analogy, not a spelling flame)

> here. Writing demos is OF COURSE a good practice for future
> games or applications.
Writing demos may well be - jumping straight into dodgy coding practices before exploring the alternatives certainly is not. Oops, just noticed the last two words - writing these sort of demos has no relevance to any applications I'd trust near my hard disk.

> Since both the Amiga 500 and the
> Atari ST(E) has so poor performerance you can't write
> everything in C, Pascal or some other high-level-languages!
>
Nobody's ever claimed that you can. OTOH, there's nothing inherently risky about using a low level language. Its *how* you use it. Its part of what I get paid for to know when to use machine code.

> What I
> mean is that EVERY programming Atari/Amiga-owner that I know
> of from 'my' generation (15-25 years) either is a member of
> a crew/group or is a professional programmer.

Silly of me to misunderstand.

> If you want to complain about things you have no rights to
> complain about then please keep it to Email.

Sorry, I thought this was an open forum..

> Are you so narrow-minded that you can't
> understand that many people like to write and watch demos???
>
You've missed the point. I obviously don't care if you want to spend your time writing demos or not. However, you're kidding yourself if you think you're at the leading edge of computer programming doing things this way. I say your wasting your time because whatever knowledge your gaining is applicable only to the ST, a machine that is already out of date. Worse, the sort of coding you're involved in simply has no relevance to modern computers. On a unix machine, the superuser doesn't even have permissions to do anything like this.

Then there's this myth that hacking makes one some sort of super programmer. By definition you've given up on fine tuning your code, etc, and taken the easy road out and jumped straight into writing low level code that is not even portable between different versions of the same machine - this is supposed to indicate some sort of skill? Again, its all very well if all you want to do is a demo, but for anything else - give me a break.

There's much more that could be said on this, but why bother. Instead here are two points to consider:

1) Whilst I'm sure you're a great programmer (I think you told us a few messages ago 8-), I wouldn't even consider putting anything written by you anywhere near my hard disk (If for example you'd written, say a database).-

I say this because I know that you would have no compunctions about writing code that might fall apart if it doesn't find everything exactly as it expects it.

2) Even if you were allowed to take whatever liberties you felt like with the machine, I very much doubt that you could come up with anything even close to MiNT, and furthermore, I'm prepared to bet that most of what Eric Smith may have learned in putting together MiNT will be transferable to other machines he works on.

Kev

1875. Gulam: For users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 00:45:38 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb25.004538.13595@demon.co.uk>
Source record: 225371

rbrown1@arizona.edu (Randolph Gregory Brown) writes:
> Kevin Donovan <kebab@cix.compulink.co.uk> writes:
> > OTOH, do you really want a shell? I can't see much use for it if all you
> > want do is run Gem software. Something like Neodesk would probably be a
> > better choice.
> >
> > Kev
>
> There are those of us who are stuck with a single-drive system out of the
> dark ages which makes things fancier than a nice shell out of the question.

A good point. Its all to easy to forget that the standard ST doesn't come
with a hard disk. One of the good things about writing for PCs is that you
can take it for granted there'll be a reasonably fast storage device attached.-

> I've never heard of this Craft shell,
> but perhaps that's just because I live in the backwaters of Atari: North
> America. Therefore, I use Gulam.
>
It's a really nice shell. It's feel is csh, but it has a few feature from
other shells. Documentation is excellent, and it comes with a highly
configurable editor which is extremely fast and supports folding. My main
criticism is it neither the shell nor the editor run properly under MiNT.
One important advantage it has over any of the mint aware shells, is
that a large number of the standard commands are built in. I did a demo
of Mint on two floppies for a friend (mint, tcsh and mgr on one disk, the
ls, cp, etc on another) and it was painfully slow. OTOH, he didn't complain,
so perhaps if you're used to floppies it isn't so bad?

> No, Gulam has no more intrinsic value than any of the MS-Dos-based shells
> for a user, especially for one who is more accoustumed to MS-Dos than csh.

I'd disagree. Gulam has a lot of really useful features (at least I assume
it has most of these) that MSDos doesn't - eg, aliasing, filename completion,
sensible environment handling, a powerful script language, etc, etc. I've
installed 4dos, which adds some of these featues, on my PC in work, and it
makes it quite a bit more pleasant to use. I really must look out for a csh
implementation sometime - anyone care to recommend a good PC one?

Kev

1876. addresses...?

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 00:46:23 UTC
From: cse0076@uoft02.utoledo.edu
Message-ID: <1992Feb24.194624.6286@uoft02.utoledo.edu>
Source record: 225366

Could someone give me a list of good Internet BBSs and FTP sites that support the ST? I've been out of the ST world for a couple of years now, and I'm starting over from ground zero, it seems...thanks in advance.

- Tyson Chihaya CSE0076@uoft02.utoledo.edu

1877. CD Rom?

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 00:53:26 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb25.005326.27829@umbc3.umbc.edu>
Source record: 225363

Out of curiosity.. how can you use a CD Rom drive on the ST? The drive itself is nice and cheap, and can read lots of different disks (clip art, fonts, etc), but I don't know if it will work with the St..

--

---------------\ Paul Danckaert | ac999108@umbc5.umbc.edu /------------

1878. Re: Horizon Computers in CO. going out of business

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 01:53:29 UTC
From: prkeen@nuchat.sccsi.com
Message-ID: <1992Feb25.015329.12417@nuchat.sccsi.com>
Source record: 225367

You received it down here in Houston!
Phillip Keen
--
####################
prkeen@nuchat
####################

1879. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 02:02:57 UTC
From: prkeen@nuchat.sccsi.com
Message-ID: <1992Feb25.020257.13247@nuchat.sccsi.com>
Source record: 225368

In article <1992Feb23.215822.5882@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>
>3.5 million Amigas sold worldwide... 7 million Macintoshes... CBM running
>at a significant profit.
>
>Some facts, now why I bought an a500...
>
>1. $250 for box, external floppy, bigfoot (220 watt p.s.) and midi interface.
>2. Access to excellent software... of varying shades of legality, but...
>3. Hundreds of thousands of these machines, more being sold every day...
>therefore, the computer will be supported, and people will work to make the
>most out of what is available... unlike IBM/Mac developers, who seem to assume
>that we can all afford the most powerful machines, and ignore the lower end
>users.
>4. Why I bought an Amiga rather than an ST... basically, 2. if there had
>been an Atari person, and not an Amiga person, I probably would've gone the
>other way. If anyone is willing to sell me an ST of any sort, with at
>least 2 drives, and an rf modulator, package some software with it... I'll
>buy it... for under $200 since that is all I have. Also, would prefer
>TOS 1.4 or higher... and 1 meg memory.
>
>Thom
>
>I love computers... they're so cool!
>~.
>

BULL SHIT! I can get a fully loaded Atari ST system with a 30 megabyte hard drive and thousands of software peaces for right at $200 - $250, but it is all used. Phillip
--
##################
prkeen@nuchat
##################

1880. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 02:19:06 UTC
From: pinelr@aix.rpi.edu
Message-ID: <!+xs-ld@rpi.edu>
Source record: 225364

In article <1992Feb24.193926.14887@pbhya.PacBell.COM> gdridle@pbhya.PacBell.COM (Guy D. Ridley) writes:
>
>I have a lot of text files on my ST which I would like to transfer to my
>IBM-compatible (Compaq). Is there a program for the ST that will create
>a DOS-compatible disk, or conversely a program for the Compaq that will
>read my ST files?

TOS 1.4 (and I assume higher) will format MS-DOS compatible disks. Otherwise, I believe DC Format from double click software will do it. Good Luck,
Rob

1881. C-LAB ST-ATARI series

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 03:31:20 UTC
From: setl@omilia.ee.mu.oz.au
Message-ID: <9205614.18571@mulga.cs.mu.OZ.AU>
Source record: 225365

Hi Guys,
my name is Shane.

I am looking to buy a music machine teacher, such as
C-LAB ST-ATARI series.

I believe this one not only teaches you how to play music, but
it also has the capacity for you to compose your own music and play it
using its C-LAB software and with the appropriate Atari.

It is a complete kits for any music lover, I believed!

What I would like to know is how much does it normally costs (software and
harware separately please) and where to get them.

Thanks in advance.

Shane.

1882. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 04:40:18 UTC
From: cse0076@uoft02.utoledo.edu
Message-ID: <1992Feb24.234018.6288@uoft02.utoledo.edu>
Source record: 225384

In article <1992Feb24.193926.14887@pbhya.PacBell.COM>, gdridle@pbhya.PacBell.COM (Guy D. Ridley) writes:
>
> I have a lot of text files on my ST which I would like to transfer to my
> IBM-compatible (Compaq). Is there a program for the ST that will create
> a DOS-compatible disk, or conversely a program for the Compaq that will
> read my ST files?
>
> Thanks for any pointers you may have.
>
> Guy Ridley
> pacbell!pbhya!gdridle
>
The ST essentially has the same file format as the IBM, except for an added boot sector in the IBM format. Many ST formatters will format in IBM mode, and these disks will work with the ST. Your other option would be to format a disk with your MS-DOS machine and copy your text files onto it from your ST. As long as you have no viruses that overwrite your boot sector, the disks will work...

1883. I have TeX documentation for you!

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 05:28:15 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <9733@tamsun.tamu.edu>
Source record: 225369

Abou 4 months ago I release my first draft of a guide called:

So, It's Your First Time to Install TeX on You Atari ST!

Now that I have a hard drive large enough to support both CS-TeX and the manual installation TeX, I have been going over the first draft of the guide and making corrections as I re-install TeX manually.

I want to know if anyone is still interested. And if so, If I may have permission to do the following things to the guide:

- Just talk about the manual installation of TeX version 3.1x that is currently available at the atari.archive.umich.edu site. Chop out the CS-TeX stuff becuase CS-TeX is self documenting.

- Just focus in on "dviprint" and "showdvi" becuase "dvieps" and "dvist" seem to focus in on using the "TEXFONTS" variable that TeX needs for tfm fonts. Also, "dviprint" and "showdvi" seem to support all of the printers available under "dvieps" and "dvist".

- Limit the guide to only talking about configuring environment variables with gulam and with the "environ" program.

Origiannly the guide was intended to be a super document about all TeX programs for the Atari, but I think the guide gets confusing that way. My current goals is to get a final draft of this finished. Then to write follow on drafts.

Becuase IBM made me sign a document stating that any useful though that I come up with is their's and that I have no say so over the future of that thought, I am going to have to copyright the material. The material already has an implied copyright from its Internet Posting last November, but I will have to fully copyright this material if I am going to be allowed to distribute it. In this case, I am continuing the implied copyright with a revision to the originally document thatI wrote before I was employed by IBM.

Mark Lehmann
n160ao@tamuts.tamu.edu

My employer owns these thoughts if they are profitable, otherwise they are mine.

1884. Staccato

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 06:31:17 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992Feb25.063117.18589@galileo.cc.rochester.edu>
Source record: 225375

I got the stacatto.arc from atari.archive but after extrated it
to staccato.prg, all1.arc, all2.arc, all3.arc, doc.arc, I can't
go any further. The staccato.prg doesn't run while those arcs file
cannot be extracted using Arc6.02 (??). I got back header masseage.
Can somone help?
Thanks.

....
Holich

1885. Atari emulator on the IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 06:43:48 UTC
From: eugene@cs.athabascau.ca
Message-ID: <2151@aupair.cs.athabascau.ca>
Source record: 225376

Does anyone have an update on the proposed Atari (TOS) emulator being developed for the IBM. I am getting a 386 for my office, and I am still using my Atari at home. Since I am up to speed using the Atari interface, I would just as soon continue to use it on my office machine. Also, not incidently, I would like to use my favorite Atari software that I am familiar with.

I would appreciate it if anyone has information as to the emulator's development, and REALISTIC timelines as to its availability.

Eugene Rubin <eugene@cs.athabascau.ca> Box 10,000
Centre for Distance Education Athabasca , Alberta
Athabasca University CANADA T0G 0R0
403-675-6308

1886. Raytraced to .SPC/.PBX ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 08:49:52 UTC
From: d90ba@efd.lth.se
Message-ID: <1992Feb25.084952.15484@lth.se>
Source record: 225307

Hello outthere!

I recently found the ray-tracer QRT and has traced some picture.
There was a conversion program called RAW2SPEC that was supposed to
translate the traces .RAW file to Spectrum 512, but it didn't work correct.

Now, I ask if anyone out there could help me to write my own conversion-
program.

If anyone out there knows how a file for Quantum Paintbox or Spectrum 512
(.SPC) looks like, please mail me...

If anyone has a working conversion program, could I have a copy???

Thanx.

1887. ST-Floppy-SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 10:11:05 UTC
From: seelbach@lorien.fernuni-hagen.de
Message-ID: <7678@fuhainf.fernuni-hagen.de>
Source record: 225387

I'm using an Atari 260-ST (1 MB; ROM-TOS 6.2.86) with NEC 1036 (resp. 1037) floppy drives. This (intensively used) constellation works the last years without any problems. Recently I got a SCSI-Hostadapter from ICD and a 210 MB SCSI-Disk from Quantum. The installation and partitioning of the drive brought up no problems, but after about 1 hour of using the system, the drive-select-LEDs of the floppy-drives occasionally start to flicker during transferring data from floppy to harddisk resulting in a TOS error message (something like "drive not responding ..."). Subsequently, accessing the floppy drives failed more frequently and finally, it was impossible to access the floppies at all (LED remains dark while motor is running). Then I have tried to use an original Atari-ST Floppy (SF 314). This works without any problems (on the other hand, the NEC drives are not damaged!).

Using the Atari floppy I filled up the hard disk boot partition. Booting from hard disk and using the programs already installed on the hard disk worked fine (for a short time). After some time the following problems arose:

- sometimes it was impossible to boot more than 1 accessory (that is, the ST couldn't boot at all), sometimes it was possible

- non-empty folders were displayed as empty folders (the ICD hard disk driver catches the "40-folder-bug"!). This happens sometimes after a short while of using the ST and sometimes immediatly after booting the system (after returning from a subfolder the original folder (occasionally) is displayed as empty)

- starting programs or renaming (or copy) files often fails. In such cases the TOS error message "Not enough memory.." is displayed, but there are more than 600 MB Ram-Memory available (only the ICD driver, NVDI and one or two ACCs were loaded memory resistent)

- It is impossible to boot Atari's CONTROL.ACC.

Do you have any ideas about the reasons for the above mentioned problems?

Many thanks in advance, W.Seelbach

1888. Printerdriver for Calamus

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 10:29:52 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Feb25112952@sognsvann.ifi.uio.no>
Source record: 225287

Does anyone out there know of a printerdriver for Calamus that can
write the output as a 300dpi IMG-file?

--

Terje Vernly
Internet : terjeve@ifi.uio.no

1889. Re: uud/uue bombs

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 10:30:20 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb25.103020.16205@actrix.gen.nz>
Source record: 225377

In article <A1963726935@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1992Feb22.141147.7650@actrix.gen.nz>,
> Roger.Sheppard@bbs.actrix.gen.nz writes ...]
>
> > The Feature that was lacking to me was it did not remember the source
> > Paths and you could not set the destination path, but it works very
> > well for me, this was version 1.0 is version 1.1 in A.A. ?? Thanks..
>
> I don't think I ever uploaded UUCODER 1.1 anywhere. The change from 1.0 to
> 1.1 was the addition of code to set and remember the source and
> destination paths (actually lifted directly from ZOOSHELL). Unfortunately,
> I don't seem to have the 1.1 sources since my most recent hard disk
> adventure. If I find them, I'll make them available. Otherwise I'll try
> to reconstruct the changes.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Well I hope you can find the source code, did you not do any print
outs of your code..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1890. Re: Additional STe ports on left

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 10:40:34 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb25.104034.16735@actrix.gen.nz>
Source record: 225378

```
In article <cmDNgB7w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> mlake@irscscm.UUCP (Marshall Lake) writes:
>
> > I've had a 1040 STe for a few months now. Previously I had a 520 ST.
> > When I first got the STe I noticed the two additional joystick-size
> > ports on the left side of the machine. I thought they were 2
> > additional joystick/mouse ports. In fact I think I remember reading a
> > review of the STe a while ago which stated the STe had 2 additional
> > joystick ports. Last night I inspected these ports more closely and
> > they're not joystick ports at all (at least not the joystick ports that
> > I am used to). They're 15 pin female ports. What are they for?
>
> There should have been an "STe ADDENDUM" given to you with your
> STe. It contains info on what the STe has over the STFM etc.
>
> Controller Ports
> ---------- -----
>

Well Atari have now droped these ports on the latest lots of STE's...

> Craig.
>
> +----------+-----------------------------------------------+------------+
> | Atari | Craig Shore | ChCh, |
> | ||| S | | New Zealand|
> | ||| T | Email: Internet - shore@equinox.gen.nz | o() |
> | / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
> +----------+-----------------------+----------------------+------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
> +-----------------------------------+-----------------------------------+

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

1891. Re: 'Demo Crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 11:12:21 UTC
From: mro@dcs.exeter.ac.uk
Message-ID: <5634@izar.dcs.exeter.ac.uk>
Source record: 225311

I'm posting this for a friend:

All this talk of demo programmers not writing good code is a load of crap. As a (very bad) demo programmer myself, I have seen some very good code by some of Europe's better groups.

I don't think that people can slag off demos when they obviously don't know what they're talking about. It is true that a lot of the better games now are being written by demo programmers. Look at "Enchanted Land" by Thalion. This was written by the Carebears over a year ago. Show me any other game that has scrolling as smooth as this. Even Wayne "Can't Be Done" Smithson of "Blood Money" and "Anarchy" fame - who thinks his scrolling is good - comes nowhere near Niclas Thissel.

I'm not going to say that languages like 'C' don't have their place, but on the ST they can't come close to assembler for speed, and if you ask me, ease of use. Why do these people own STs and not IBM compatibles? If you're so interested in portability and standardisation, then you should be looking at a different computer...

Chris
--x--

xXXXXXXXXx
xXXXXx xXXXXx
xXXx xXXx Chris Berry
XXx X X xXX
xXX XXX XXX XXx (cbe@izar)/(cbe@uk.ac.exeter.dcs)
XXx XXX XXX xXX
XX X X XX Living proof that
XX XX
XXx x x xXX You Don't have to be an artist
xXX xx xx XXx
XXx x xxx xxx x xXX To have long hair!
xXXx xxxx xXXx
xXXXXx xXXXXx
xXXXXXXXXx

1892. The best demo.

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 11:21:23 UTC
From: D.C.Halliday@newcastle.ac.uk
Message-ID: <1992Feb25.112123.13179@newcastle.ac.uk>
Source record: 225286

In my view there is only one realy good ST demo and that uses virtually no special tricks and should work on most machines. Now what I would really like to see is an improved version. The Demo I am talking about is the Snowman Demo. As far as I can see this demo simply does some simple frame swap animation while playing a sampled tune. What would be nice would be to see an STe version that uses Spectrum4096 pictures and DMA stereo sound. The thing could even use 2 or 4 meg of memory, I know nobody with less than 2Meg of memory in his/her STe. How about storing picture sequences on a HD?

The point I am trying to get at is that demo's are supposed to push the machine to the limit right? The thing is all these 1Meg ST demos don't realy do much for a 4Meg machine with a HD and this is becoming a very popular setup.

Dave.

Dave Address: Computing Dept. Newcastle University, NE1 7RU. UK.
Halliday EMail : D.C.Halliday@newcastle.ac.uk
Phone : +44 91 222 8214 Fax : +44 91 222 8232

1893. For Sale: MIDI Keyboard $150 (Casio MT540).

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 11:25:37 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Feb25112537@zappa.FtCollins.NCR.com>
Source record: 225394
Cross-posted to: misc.forsale.computers,misc.forsale,comp.sys.atari.st

This is a nice portable keyboard (it can run from batteries or adaptor
and has built in stereo speakers in addition to stereo output jack). It
would make a very nice sound box for your computer, would be useful for
someone wanting to get an inexpensive start in MIDI sequencing, or make
a good drum machine for a guitarist.

One of the cooler features is that it can record up to 1250 notes in
its on-board memory. For other specifications see the list below.

The keyboard is one year and 2 months old. It has been used very
sparsely and is in excellent condition. I'm selling because I don't know
how to play keyboards and it's overkill for my modest computer music
needs.

Asking price does include batteries, manuals, and song book, but does
not include shipping. Please specify whether UPS COD or Check->Seller
followed by Item->Buyer is your preffered payment method.

Here is some more data, directly from the Spec Sheet:
```
-----------------------------------------------------
Keys: 49
Polyphonic: 10-note
Preset Tones: 20 base sounds with 10 more accessible
to MIDI only. 210 mixed "tone bank"
sounds are available as combos of the
above.
Auto-rhythms: 20 (49 PCM rhythm sources).
Auto-accompaniment: Casio chord, Fingered 1, Fingered 2
Built-in Effects: Stereo Delay, Stereo Panning.
Memory: 1250 notes
Size: 26 1/8" x 9 3/8" x 3 1/4"
--
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/*************************************************************************/
Look DEEP into the OPENINGS!! Do you see any ELVES or EDSELS...
or a HIGHBALL??...
```

1894. Re: The TT's LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 11:46:04 UTC
From: atario@cats.ucsc.edu
Message-ID: <29375@darkstar.ucsc.edu>
Source record: 225379

In article <1992Feb24.115207.19141@rusmv1.rus.uni-stuttgart.de>
ttinfo@rusmv1.rus.uni-stuttgart.de (Markus Wenzel) writes:
>I do not think Spectre 3.1 (if ever released) will support AppleTalk.

Spectre 3.0 already does support Appletalk. It requires the Mega*Talk
board (I think), but it definitely does support Appletalk somehow.

__
(_
__)teve

1895. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 11:55:04 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Feb25.115504.17186@newcastle.ac.uk>
Source record: 225285

In article <6116@lee.SEAS.UCLA.EDU>, willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>In article <1992Feb23.194804.19027@tdb.uu.se> m91der@tdb.uu.se
> (Daniel Eriksson) writes:
>>kebab@cix.compulink.co.uk (Kevin Donovan) writes:
>>:
>>: m91der@uunet.uu.net (Daniel Eriksson) writes:
>>:
>>: > It's quite a "big thing" here in Europe. Every self-respecting
>>: > Atari or Amiga owner with interest in programming is a member
>>: > of a group/crew. There are also quite a few demo-crews in the US,
>>: keeps up the shitty work they've done so far).
>>: As a european Atari owner with an interest in programming, I find that
>>: somewhat insulting. It really underlines the sort of juvenile mentality
>>: of most people involved in this sort of thing. Apart from the damage done
>>: when this sort of programming is used for real software which consequently
>>: refuses to work on anything but a subset of the machines its written for,
>>: can you not see that you are just wasting your time? This sort of hacking
>>: is of no use whatsoever in the real world.
>>
>>What's your problem man? Are you jelous because someone can
>>write faster code than you? You are completely out of line
>>here. Writing demos is OF COURSE a good practice for future
>>games or applications.
>
>I have to support Kevin here. That sort of hacking _is_ nearly useless.
>If you do it for fun and as a challenge, that's fine, but don't fool
>yourself into thinking that you are learning useful programming techniques.
>Hacks are just that, hacks. They will be obsolete whenever the hardware or
>system software changes. If you want to make a career from programming,
>learn solid techniques and algorithms. (And learn to code well, as judged
>by a rational and integrated measure, not just for maximum execution
>speed or bombast.)
>

I must differ here I'm affraid.
The company I work for designs, builds and programs sattelites. In speed crucial applications like this, there is no substitute for hand coded - seat of the pants - watching EVERY clock cycle wasted like a hawk programming. We've got $30000 CASE TOOLS to try and help, but they're a load of S**t.
Dan & Co. do a fine job.

See y'all in Fyrisskolan in April......

CRAIG GRAHAM - Microelectronics & Software Engineering Undergraduate Apprentice
BAe Space Systems Ltd, England.

```
<------------------------------------------------------------------------>
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /\_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........
```

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

1896. The art of Demo programming (was:Re: 'Demo crews')

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 12:01:40 UTC
From: d91jn@efd.lth.se
Message-ID: <1992Feb25.120140.18971@lth.se>
Source record: 225284

There have been a lot said about the art of demo-programming. This
is just my opinion.

I don't use this UNIX-box at all the same as I use my STe at home.
I didn't bought the STe for running SPICE or writing letters (I know how
to do that by hand ;-), I don't need any computer to keep track of my
addresses or phone-numbers. I don't need it at all.
I bought my computer purely for fun, I enjoy stretching the borders
(very physically as a matter of fact :-), I like writing assembler that
really pushes the computer to the edge of it's capabilities, and even
more I like to rebuild the hardware, make it do anything I want.
The art of computing is soon dead in the Unix-world, when programmers
are told that there is no need for this or there is no need for that.
Programmers should be allowed to find out any tricks they can, especilly
in assembler (because the progs need to be rewritten when one change the
working platform anyhow).
The day a trick don't work, a good programmer will find a new that does,
and users (IMHO) should not bother about how the code is written. If they
don't pay for it they should not even bother about if it works or not.
Programms written for fun are pieces of art, that can not be fully
understood by anyone but another programmer.

/Jerker
--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----

1897. Re: Mac Superdrive with Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 13:14:47 UTC
From: colonius@dino.dinoco.de
Message-ID: <colonius.03yk@dino.dinoco.de>
Source record: 225281

In article <1992Feb14.050520.17909@galileo.cc.rochester.edu>
ra1cs220@uhura.cc.rochester.edu (Holich Ho) writes:

>I would like to know if it is possible to use a Macintosh
>external high density drive with Spectre on my 1040Ste with
>ICD ADSCSI plus host adapter. Or is there any other way to use
>a HD disk with the spectre on the ST?
>

To the best of my knowledge, there is currently no way to use high density
with Spectre. According to Dave Small (although half a year ago) it is not
a likely feature for Spectre 3.1 either.

Is this Mac Superdrive a SCSI device (you are mentioning your host adapter
in the same sentence)? If so, the Megatalk Board might help - but it does
not work with the 1040ST...

--
stephan muhs colonius@dino.dinoco.de
wilhelmstr. 51 ...!unido!easix!dino!colonius
5000 koeln 60 Genie: s.muhs
germany voice: +49 221 7393484

1898. Re: Help: Spice circuit program

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 13:26:41 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Feb25.132641.24313@newcastle.ac.uk>
Source record: 225314

If you read the doc files with SPICE ST, it WAS in fact written in FORTRAN at Berkley and ported to the ST (from the need for PRL, usiong prospero fortran).
>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

1899. MicrOPlay/Microprose vs. STe the Final Chapter

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 14:30:34 UTC
From: dmk@air31.larc.nasa.gov
Message-ID: <1992Feb25.143034.18149@news.larc.nasa.gov>
Source record: 225382

Hi again netters,

*** ON THE SOAPBOX ***

I am writing this Final Chapter in my Stunt Car Racer problem because
of a post I read here some time ago that was written by an Amiga owner.
He pointed out that almost all of the posts in this group were by people
who had problems with their ST's, and then went on from there about the
virtues of that _other_ machine.
Now I feel that sharing your computing problems with the net community
in the hope that others may learn and share while solving these problems,
is the primary role for this media. However, perhaps too many times after
receiving help from this group, we become _too_busy_ to post a follow up
describing the solutions found and in some cases a really happy ending.
Even though my problem was somewhat trivial (I couldn't get Stunt Car
to run on my new STe), I feel it is important to say thank-you to all
those who helped me, to post my experience for those who have the same
problem and want a solution, to show _other_ computer owners that problems
with ST's _can_ be solved, and in the hope that more Atari owners will
follow up with their solutions to problems they have experienced.

*** OFF THE SOAPBOX ***

THE SOLUTION and happy ending,
To bring new readers up-to-date, I bought a brand new Atari STe with
4 Mbytes and found to my dismay that Stunt Car Racer (one of my all time
fav's) would not run. Alan G from Scotland, said that he was aware of a
budget compilation that included Stunt Car Racer and was STe compatible.
I called my favorite mail order house, Joppa, and they gave it a name and
a price.
Challenges 38.50 US dollars
Stunt Track Racer
Kick Off
Super Ski
Fighter Bomber
Pro Tennis Tour
They did not know if the Stunt Track in the collection was STe
compatible, but based on Alan G's advice, I purchased it. It came last
Friday and it runs like a champ!!! John Henders, from Canada, wrote that
Virtual Reality also includes Stunt Car Racer and that too can be
purchased from Joppa.
Virtual Reality 38.00 US dollars
Stunt Car Racer
Starglider 2
Carrier Command

Midwinter
Intern'l Soccer
However, since I didn't buy it, I have no idea if it is STe compatible.
Thanks again for all the help.

Daniel Koppen
dmk@air31.larc.nasa.gov

1900. Re: MiNT, MGR

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 14:45:47 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1992Feb25.144547.7430@infonode.ingr.com>
Source record: 225383

In article <1992Feb23.001030.25577@galileo.cc.rochester.edu>
ra1cs220@uhura.cc.rochester.edu (anonymous) writes:
>Can someone please help me set up the MiNT and MGR? I am not
>going to do big stuff using it but just want to see what it can do
>so that I can decide if I want to keep it in my hard drive. I can
>not understand the docs much and everytime I tryto open a window,
>I got 'can't find pty'. The only time I suceeded, the computer hang
>up soon after that.
>i have a 1040STE with Tos 1.06 and 4 Meg RAM and lot's of room in hard
>drive.

By sad expierience I understand *this* problem and can tell
you a simple solution to the problem. The evironment doesn't
know about a shell. I use KSH, there are multiple other shells
that can be used. Set the shell variable SHELL and then
restart MGR. smooth as silk....

--
Kermit Tensmeyer | Intergraph Corporation
SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

1901. MIDI file PLAYBACK program almost ready

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 15:05:40 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Feb25.150540.21945@echo.philips.nl>
Source record: 225308

Hi netters,

As I told in previous postings, I am busy with the playback program
for MIDIFILES. I got a lot of responses, and that is the reason for
this, ahum, progress report.

The program has been alfa tested begin of this month,
and beta testing has started from 15 Feb.

Next week I will start reparing the bugs found by the beta testers.
And after some regression tests, version 1.0 of playback will get distributed.

As this version runs on atari ST, I'll try to get it distributed via
comp.binaries.atari.st (sp?), and placed on several ftp sites and
email archives.

After that, I will continue working on the program by adding
some more features for version 1.1 for Atari ST.

After that I will start with a version for MS_DOS.
As I need some programming practise for MSWINDOWS3 this playback
program will be based on windows as well. But a first version for
this machine will not be available until may/june, I think.

OK, that's for now.

So just be patient for a few more weeks.

John

PS. you can email me for details on the program
(in case you missed the previous postings).
--

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands

1902. Re: Atari SVR4

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 15:12:42 UTC
From: dba@jet.uk
Message-ID: <1992Feb25.151242.29350@jet.uk>
Source record: 225306

In <1992Feb24.103850.150396@link-1.ts.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

>In article <1992Feb22.185953.19195@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk> writes:
>>If you are interested in an SVR4 TT, contact Alistair Bodin at Atari UK.
>>The developer version with tools etc is 3000+VAT I believe.

>That seems a bit steep, unless that includes the TT and Monitor. Is there
>any news about a drive + software only version?

>>Atari UK - 0753 533344
>>

I was at the 16 bit computer show in London on Saturday (15th) and atari had
svr4 on demonstration there. The configuration was a TT030 with 12Mb ram,
350 Mb hard disk and 19 inch mono monitor. They had X windows and motif
running on it and it looked a very stable port.
The price quoted was 3000 pounds, for the availibility ring atari in Slough,

I did manage to pick up a copy of Tos 2.06, NVDI and a hardware manual for
an STE (all at a computer show !!! things are improving).

Tos 2.06 is effectivly Neodesk in a ROM, the functionality is the same it makes
me wonder if atari subcontracted the work!!
--

_. .______________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel (0235) 528822 Ex 4871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1903. Re: 'Demo' crews.

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 15:27:23 UTC
From: woocm@essex.ac.uk
Message-ID: <2226@sersun1.essex.ac.uk>
Source record: 225313

>The point I am trying to get at is that demo's are supposed to push
>the machine to the limit right? The thing is all these 1Meg ST demos
don't realy do much for a 4Meg machine with a HD and this is becoming
a very popular setup.

Demo's are supposed to push a machine to it's limits. For some
people programming is fun, and doing demos are a laugh. They may say
they are the best, but i'm sure they mean at fast assembly routines, that
entertain. I can't see them really believing that because of a demo that
means that their also the best C, Ada, or whatever programmer. To be
honest i don't really see the problem. They do a good job of advertising
on a cheap medium (PD) what a machine is capable of.

You don't see this kind of stuff on a mac, pc, sunsparc, maybe
this is detremental to its view as a serious machine, but what the heck
(to coin a phrase) it's FUN!

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

1904. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 15:27:41 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Feb25.152741.9736@ericsson.se>
Source record: 225349

gdridle@pbhya.PacBell.COM (Guy D. Ridley) writes:

>I have a lot of text files on my ST which I would like to transfer to my
>IBM-compatible (Compaq). Is there a program for the ST that will create
>a DOS-compatible disk, or conversely a program for the Compaq that will
>read my ST files?

I think you can do this without additional software. If you can format
a 720k 3.5" disk on the Compaq, both the ST and the Compaq can read or
write its files. Old STs can't create the DOS-format without additional
software.

Anders Skelander

1905. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 15:37:08 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Feb25.153708.4303@digi.lonestar.org>
Source record: 225385

Geez, will you guys give the "demo coder" a break? There is absolutely nothing wrong with coding demos and pushing the machine envelope. You are assuming that this *automatically* makes for bad coding practices. That is NOT a valid assumption. Just because someone choses to ignore "good practices" does not necessarily mean that they do not know what "good practices" are!

Let's look at a good analogy: The engineers and mechanics who build race cars. They build race cars for one purpose only, to push the machine envelope (i.e., make it is go as fast as possible - [yes, I know that there are other constraints]). These same people would not even thing of going home and making the same modifications to their wives' cars. They *know* the difference in the purpose of the vehicles. Yet you cannot deny that the ideas and techniques that they use (i.e, the tecnology) *MAY* have applications for mass-produced cars. This is exactly why many of the major automotive manufacturers support racing teams.

Now, back to demos: I agree that the "we are the greatest" attitude of demo coders wears a little thin, *BUT I ENJOY WHAT THEY DO*. I sure as hell did not buy my 1040ST (now with Adspeed because some engineers tried to push the envelpe) and my 1040STE so that I could run a clone of some ported IBM software program. (As a matter of fact, I generally *hate* ported programs because they do not take advantage of the machine.) I bought Atari's for what they could do, what they are capable of. And only demo coders's programs can truly show the capabilities of the machine (which are AWESOME, especially considering the price I paid).

And I am not able to impress my kids or wife (or friends) with just how much capability this STE has by downloading another text editor accessory. But when I crank up LLamatron, Protracker, or several other demos the amazmement in their eyes is indescribable (sp?).

So let the demo coders go about their work. And be thankful that someone creates some distraction from typing "ls -xyztv" on yet another computer that supports portable code!

Demo coders: GO FOR IT! AND MY THANKS FOR YOUR EFFORTS!

Roy C. Gosewehr
(with over 12 years in the Telecom Industry in software devlopment and over 15 years of dealing with computers - Thank God for Ataris!)

1906. Re: The TT's LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 15:47:16 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992Feb25.154716.5092@rusmv1.rus.uni-stuttgart.de>
Source record: 225386

In article <29375@darkstar.ucsc.edu> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
>In article <1992Feb24.115207.19141@rusmv1.rus.uni-stuttgart.de>
ttinfo@rusmv1.rus.uni-stuttgart.de (Markus Wenzel) writes:
>>I do not think Spectre 3.1 (if ever released) will support AppleTalk.
>
>Spectre 3.0 already does support Appletalk. It requires the Mega*Talk
>board (I think), but it definitely does support Appletalk somehow.
> __
> (_
> __)teve

I meant the support of AppleTalk using the TT's SCC chip. The TT does not
need a Mega*Talk board any more. But: Has anybody ever seen Mega*Talk
really working? If so, please tell me. If not, go away with it!

* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* /bin/irc /nick Marsu *
* /etc/motd >> Luck is believing you're lucky! << *

1907. Re: Additional STe ports on left

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 16:21:31 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Feb25.162131.1026@cs.hw.ac.uk>
Source record: 225252

In article <1992Feb20.162033.21346@irscscm.UUCP> mlake@irscscm.UUCP
(Marshall Lake) writes:
>I've had a 1040 STe for a few months now. Previously I had a 520 ST.
>When I first got the STe I noticed the two additional joystick-size
>ports on the left side of the machine. I thought they were 2
>additional joystick/mouse ports. In fact I think I remember reading a
>review of the STe a while ago which stated the STe had 2 additional
>joystick ports. Last night I inspected these ports more closely and
>they're not joystick ports at all (at least not the joystick ports that
>I am used to). They're 15 pin female ports. What are they for?

Nothing. They don't work. Nobody knows how to make 'em work either.
But I'm all ears if someone does.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1908. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 17:50:03 UTC
From: md91jbj@brunel.ac.uk
Message-ID: <3619@mercury.brunel.ac.uk>
Source record: 225312

Time to add my tuppence on the subject of Demos are bad programming practice. So what?

I think all those who flame demo coders are totally missing the point. I'll take the painting analogy one step further. If demos are paintings then compilers, etc. are like a hard-wearing exterior wood preserver. Yes, its useful and has a purpose. Yes, it takes a lot more knowledge of chemistry to develop such coatings as opposed to just using paints for art.

But a painting is art... hand crafted with attention to every detail. OK, so you cant reproduce the painting on any surface consistantly... but does that mean you shouldnt paint?

I have written the odd demo screen (and my hardware scroll Tetris - its a gas. See it in the Total Apathy (:-) Demo by the Bad Brew Crew whenever Andy gets off his butt and fixes the menu - Ok, Andy? :-) But I am more comfortable programming in C under Unix (my latest hobby project is 10,000+ lines of a multiuser game - fully self extensible, with its own LISP language and a full Telnet interface). The two are patently different activities. I'd like to know HOW I could use my 'bad' programming practices picked up from demo coding (eg. using iterated code segements rather than loops, counting clock cycles for exact fullscreen demo timings, self-mod code for .MOD players, hitting the hardware without opening /dev/hware_registers [sic])??? I know C pretty damn well, but I cant see how I can instruct the compiler to produce demo-esque code without hacking the assembly output afterwards.

As for 'demos arent portable' - neither is my ST :-) Demo's should be considered Visual Performance Art. They stand as they are. They mean no more and no less than how they look and sound. Someone earlier said demos are a form of multimedia. Exactly.

I would say that demos REQUIRE bad programming practices. I WOULD NOT say that they encourage them in any other form of coding. Cope.

Jason Julyan | Brunel University
Microelectronics Postgraduate | Uxbridge, London, England.

1909. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 18:16:04 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6130@lee.SEAS.UCLA.EDU>
Source record: 225388

In article <1992Feb24.111145.27365@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

...

>Of course I learn useful
>programming-techniques!!!

...

>I admit that removing the borders and things like that isn't
>a good programming technique, but HEY, we do other things than
>removing borders!!!

...

>BTW, I use "solid techniques" when I don't write demos.

In your original post, it was the all the Demo-Hacks that you were attempting to glorify, and not solid programming. That is what I and others have taken exception to. Here, your just agreeing with us that solid programming is much more important; demos may be fun, impressive, or even artistic, but keep them in perspective. I would think that your original post has done a lot of demo-programmers a disservice by presenting them as conceited and juvenile. I prefer to think that at least some of them are just having fun and don't waste a lot of time pumping themselves up.

-- Scott Willingham // willing@icsl.ucla.edu

1910. Re: Dowloading fonts on a Deskjet

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 18:46:26 UTC
From: sigrorn@icemark.uucp
Message-ID: <HsxP6GPdJn2@icemark.uucp>
Source record: 225279

In <1992Feb23.205937.16928@newstand.syr.edu>, Gerald Greenberg writes:
> 1. Can I download softfonts into the Deskjet in ST mode? and
I think it should be possible to do so, since there is no difference for the Deskjet, whether your files are printed from the DOS-Emulator or the normal ST mode...

> 2. If so, can I use my msdos fonts?
If the fonts are simple, ready to use files, which are only to be sent to the printer, then there should be no problem at all.

>I figured I might do this in WordPerfect for the ST, but maybe
>there's some other program that might work this way? Is there
>such a thing as a softfont downloader for the ST?
Look in atari.archive.umich.edu, there is a directory (I think) /atari/printing in which you'll find a few files (hp*.arc). These contain different tools for the LaserJet/Deskjet series, including a softfont program. Also Idealist 3.105 (I think it's also on a.a, if not mail me) might use softfonts. The last program I know is the Laserjet printer-driver of cs-TeX for the Atari ST.

But I have a question on that, too. I have also bought an 256KB-Softfont cartridge, but I cannot get it to work properly with any programs. So if someone has a succesfully working ST-program to download a softfont into the Deskjet and do the rest setup (setting Lines per inch,...), could you be so kind and mail me (perhabs mailing me the program later)!

yours,
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

PISCES (Feb. 19 - Mar. 20)
You have a vivid imagination and often think you are being followed by the CIA or FBI. You have minor influence over your associates and people resent your flaunting of your power. You lack confidence and you are generally a coward. Pisces people do terrible things to small animals.

1911. Re: DVI driver for TeX

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 18:48:34 UTC
From: sigrorn@icemark.uucp
Message-ID: <dCrjHsOIQgM@icemark.uucp>
Source record: 225280

>In article <1992Feb7.125839.24974@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:
>>I am looking for a DVI driver for my deskjet 500 in order for me to print a DVI
>>file in landscape mode. Has this been implement in an drivers on the ST (Do the
>>drivers in CS-TeX allow this for example)
>
>Yes, they do.
>
>The Deskjet 500 driver is probably the best-debugged and most-used driver in
>the CS-TeX package since Christoph bought a Deskjet 500 late last year.
How do I setup the dvi_dj.ttp to print in landscape mode? (I have the cs-TeX distribution of the ST-Computer magazine).

bye
Benedikt
--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

PISCES (Feb. 19 - Mar. 20)
You have a vivid imagination and often think you are being
followed by the CIA or FBI. You have minor influence over your
associates and people resent your flaunting of your power. You
lack confidence and you are generally a coward. Pisces people
do terrible things to small animals.

1912. Re: ST-Floppy-SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 19:03:25 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992Feb25.190325.9805@ux1.cso.uiuc.edu>
Source record: 225389

In article <7678@fuhainf.fernuni-hagen.de>, seelbach@lorien.fernuni-hagen.de (Wolfgang Seelbach) writes:
|>
|> I'm using an Atari 260-ST (1 MB; ROM-TOS 6.2.86) with NEC 1036 (resp. 1037)
|> floppy drives. This (intensively used) constellation works the last years
|> without any problems. Recently I got a SCSI-Hostadapter from ICD and a 210 MB
|> SCSI-Disk from Quantum. The installation and partitioning of the drive brought
|> up no problems, but after about 1 hour of using the system, the
|> drive-select-LEDs of the floppy-drives occasionally start to flicker during
|> transferring data from floppy to harddisk resulting in a TOS error message
|> (something like "drive not responding ..."). Subsequently, accessing the
|> floppy drives failed more frequently and finally, it was impossible to access
|> the floppies at all (LED remains dark while motor is running). Then I have
|> tried to use an original Atari-ST Floppy (SF 314). This works without any
|> problems (on the other hand, the NEC drives are not damaged!).

Sounds like your power supply may be dying. I saw the same symptoms before
mine went.

--Bill

1913. Update on NCSA Telnet/SLIP usage

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 19:17:20 UTC
From: wmagro@uiuc.edu
Message-ID: <1992Feb25.191720.12805@ux1.cso.uiuc.edu>
Source record: 225392

For those who are using the telnet about which I posted yesterday,
here is what may be a fix. When I dial into my slip connection
and then telnet to certain machines, if I type a file which is larger
than a few kilobytes, the screen (and connection) sometimes hangs.

I believe the problem is that the remote computer is sending packets
which are larger than the slip driver can handle. When negotiating
a connection, the local and remote telnets each tell the other what
the maximum segment they can receive is. I believe that the config.tel
files that come with telnet.hqx have this value set too high, leading
to many resent packets, but no on screen response.

A value of maxseg=900 seems to have fixed the problem for me. A value
of 1024 definitely does not work. The correct value of course sits
between these. If someone does find the perfect value, please post.

As an example of this problem, telnet to 147.225.1.2 and log in as archie.
From a normal internet site you get a banner message and a prompt.
From NCSATelnet/SLIP (with maxseg set too high) you get the first line
and then the connection hangs. At least that is what happens to me.

--Bill

1914. HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 19:17:23 UTC
From: jared@midiline.la.ca.us
Message-ID: <oRsPgB1w164w@midiline.la.ca.us>
Source record: 225393

I can't seem to get into the file server (atari.archive or whatever it's called) here on MIDILINE. What do I type in, on what line, at what time?

Does MIDILINE support files, or...?

Jared

1915. Gcc & G++ binaries

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 19:28:35 UTC
From: mcmahan@fletcher.cs.unca.edu
Message-ID: <1992Feb25.192835.20156@rock.concert.net>
Source record: 225390

After getting a hard drive, I wanted to get gcc and especially
g++ working on my atari.

Once I downloaded the binaries (thank god for ethernet PCs and
the fact the arati can read IBM disks!!!!), I tried to get them
working, and all I got was negative numbers for a status after the
programs bombed. :)

Can someone tell me:

1) what files besides the binaries are needed (I got the include files and
libraries, but...)

2) where to *put* the files so gcc and g++ can locate them...

3) what the extension .olb means (archived object modules?)

The binaries I got were from the umich archive, which is GREAT --
I urge everyone to support it!

Scott

1916. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 19:31:46 UTC
From: dat91ten@ludat.lth.se
Message-ID: <1992Feb25.193146.29688@lth.se>
Source record: 225251

Hi there!!

I know that this might be the wrong place to write a article
about the Atari TT, but, this is the only meeting, where I
have heard it being mentioned.

Well, to save time & money, I will get to the point :

I just wan't to get in touch with other TT users, so we can
exchange information, knowledge, and PD/ShareWare programs!

I've not got my TT yet, because, delivery time here in sweden
is x months, but, It would be nice, to have some nice stuff to
run on it, when .. I get it!

So, keep in touch!

Email : dat91ten@ludat.lu.se

Snailmail : Thomas Engstedt
Kamrersv.31
237 34 Bjerred
Sweden

Hope to hear from Ya!

1917. gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 19:35:31 UTC
From: mcmahan@fletcher.cs.unca.edu
Message-ID: <1992Feb25.193531.20282@rock.concert.net>
Source record: 225391

First of all, I refuse to take anyone seriously who *wants* a
MS DOS emulation for the ST.

Otherwise, GULAM has a lot going for it.

The utilities, like ls, cd, etc. are *built in* which means there's
no disk access time, loading the files into memory, and execution time
involved when you run the programs.

This is the biggest feature for me.

It has all the loops, etc. of other shells, which allows you to
write programs. I haven't figured out anyhting to write programs for yet...
It's almost exactly like UNIX.

It also has ue *built in*, which allows a very primitive job control
of either running or suspending ue...ue is very fast, since it's already
in memory.

Gulam also has a terminal emulator built in, but it's really crummy.

Shells like bas & tcsh are too big -- my ST really didn't like
bash & tcsh (it ran the korn shell, but what's a korn shell? :))
when I tired them. My st didn't like MINIX much, either :)

If someone came out with a smaller, more flexible tcsh for the st
with commands built in, I'd be the first to try it, but until then
I'll stick with gulam.

Scott

1918. Re: Zoomracks II

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 19:51:17 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992Feb25.195117.3909@gumby.cc.wmich.edu>
Source record: 225396

In article <118113> kasameye@s69.es.llnl.gov (Paul Kasameyer 422-6487) writes:
> In article <1992Feb5>, akarpowicz@mta.ca (Adam Karpowicz) writes:
> |> Does anyone know what happened to Zoomracks v.2? Are there any upgrades?
> |> It was a quite powerful dbase program.
>
> I spoke with the author, Paul Heckel, and he is definitely out of the Atari
> Development business (although he has a similar program for the PC). Too
> bad, as it a very quick and powerful program, once you get accustomed
> to its interface.

Yeah, it's also too bad that Paul Heckel took a lot of people's money in advance for Zoomracks III, made a lot of promises, then spent the money on something else, and said, 'sorry, no Zoomracks III'.

He did a lot of weeping and moaning about Quickview's terrible financial situation when I talked to him by phone a few years back, basically explaining why he couldn't produce a v.III, nor refund anybody's money. Of course, when he got all that money from Apple after he sued them for patent infringements, he didn't refund any money either.

In my opinion, Zoomracks was an interesting program that had lots of potential and some unique ideas, but was rather buggy (both I and II crashed on me a lot). And considering the fact that the guy wrote the book on user interface design (well, *a* book :-), Zoomracks has got what I consider to be one of the most god-awful user interfaces on the planet.

Even though he can't provide a product, nor refund money, I'd advise against anyone attempting to use any of the interface ideas to produce their own 'zoomracks-like' database, since Paul seems to have more than enough money for lawyers and lawsuits.

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1919. Re: Atari Sues Nintendo!

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 20:25:24 UTC
From: dat91ten@ludat.lth.se
Message-ID: <1992Feb25.202524.780@lth.se>
Source record: 225257

Opps, seems as if the Email adress I send in the first article isn't correct. It used to work a time ago, But, now It doesn't work! So, the correct Email adress is 'dat91ten@ludat.lth.se' .. so lth replaces lu!

Email : dat91ten@ludat.lth.se

Snailmail : Thomas Engstedt
Kamrersv.31
237 34 Bjerred
Sweden

Hope to hear from Ya!
(sorry)

1920. >>> FOR SALE >>> Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 20:31:15 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9141@vice.ICO.TEK.COM>
Source record: 225395
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale,misc.forsale.computers,tek.forsale

```
******************
Atari 1040ST with
Monochrome monitor
and mouse.

All in great shape!

$275 plus shipping
******************
Keith Rast
keithr@icogem3.ICO.TEK.COM
```

1921. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 20:34:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.8G1fr6AnjRE@jonh.wimsey.bc.ca>
Source record: 225301

In <6116@lee.SEAS.UCLA.EDU>, Scott Willingham writes:

>Hacks are just that, hacks. They will be obsolete whenever the hardware or
>system software changes.

Well, once upon a time, the best programmers used to be called hackers.
Of course, this was before the advent of the Church of the Structured
program. I have a few freinds who program for a local games company, DSI,
producer of Test Drives I & II, 4d Racing, 4d Boxing, etc. Guess what they
do for amusement between projects? You got it, code demos. Almost all of
them started out as demo programmers. As they have very good paying jobs,
with stock bonus's and the company was recently purchased by Electronic
Arts, I can't see how demo coding hurt their careers.
Also, while the anti-demo guys have some argument in that there will
always be a need for those who can contribute structured portable code
for large projects, there will also continue to be a need for those who
can code tightly, taking advantage of every instruction saving trick to
fit the most possible into into small imbedded applications.
In other words, there's still room for people who enjoy hacking, Just
because, as one poster put it, the demo coders are specialists in some
obselete vidio display hardware, doesn't mean that this knowledge won't
translate to some other state of the art video hardware. Who do you think
worked out the ways around the idiotic IBM display standard interface to
write directly to the graphics hardware?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

1922. Re: Flaming - Amgia vs Atari

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 21:35:05 UTC
From: carl@syscon.rn.com
Message-ID: <1992Feb25.213505.15967@syscon.rn.com>
Source record: 225304

shore@equinox.gen.nz (Craig Shore) writes:

[lots of singed stuff deleted]

>It's too bad there isn't more cooperation between the ST users and Amiga
>users, because both groups face similar problems ("nonstandard"
>computing platform, "toy" image in public eye, manufacturer doesn't know
>how to market machine properly, uneducated computer buyers ignore
>machine because they haven't heard of it or don't understand it, etc).

>I'd like to see some joint software development or some GEM<->Intuition
>libraries for porting stuff rather than flame wars. Everyone would
>benefit in the end. (Send e-mail if you have comments on this idea!)

Clap. Clap. Clap. Cheers. Whistle. I don't know a graphic for this
sentiment, but you get the idea.
--
Carl Kreider Usenet ....!nstar!syscon!carl
CIS 71076,76 Internet carl@syscon.rn.com

1923. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 21:39:46 UTC
From: sme4v@kelvin.seas.Virginia.EDU
Message-ID: <1992Feb25.213946.4347@murdoch.acc.Virginia.EDU>
Source record: 225397

On the issue of demo programming, I have a few things to say:
First, demo programming is more of an art form using the ST as a medium than anything else. The spirit of demo programming is to be as creative as you can with the medium. It is not an issue of whether or not they use the best programming techniques. Arguing that they should write code in a portable language misses the whole point - it isn't possible to do these type of demos in C on the ST. I think some of these people criticizing demo programmers have been so immersed in technical work (maybe isolated in front of a computer screen) that they can no longer enjoy the aesthetic quality of things. I hate to see that even more than bad programming.

-Scott Ettinger

-you can write to me at sme4v@uva.pcmail.virginia.edu.

1924. SALE: 1040ST and Software

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 21:44:08 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.699054248@feldspar22>
Source record: 225305

```
ST Computer
-----------
Atari 1040STf Computer
- 1MB Ram
- Internal double-sided floppy
- Original ST mouse (left button a bit insensitive, but works fine)
- Excellent condition
- $280

ST Programs
-----------
Except where noted, all the programs come with original disks,
manuals, and boxes and are in excellent condition (some rarely used).
Prices include shipping.

Games:
$ 6 Black Lamp
$ 6 Warlock
$ 6 Dark Castle
$ 6 Barbarian (Psygnosis)
$ 8 Mean 18 and Course Disk II
$ 6 Marble Madness
$ 8 Zany Golf
$ 6 StarRay
$ 6 Tetris
$ 6 Impossible Mission 2
$ 6 Cosmic Relief
$ 6 Airball
$ 8 Rick Dangerous I
$ 5 Garfield (No Box)
$10 Space Quest III
$15 Kings Quest IV
$ 7 Bubble Ghost
$ 8 Fiendish Freddy's Big Top 'O Fun (5 Disks of Fun!!)
$12 Mindscape Adventure Tri-Pack (No Box)
- Shadowgate $5 if separated
- Uninvited $5 if separated
- Deja Vu $5 if separated

Other:
$15 Publishing Partner
$20 PrintMaster Plus
- with Fonts And Borders Gallery
- with Fantasy Gallery
$10 PM Interface
```

- Works with PrintMaster
- Create custom fonts, borders and graphics
- Can convert PM<->Degas
$ 5 Flexcessory (No Box)
- Use programs as accessories
$10 Certificate Maker and Certificate Maker Library I
$10 Nickelodean Five
- Play the following music files on the ST (Monitor or MIDI)
- 8-Bit Advanced Music System
- 8-Bit Advanced Music System II
- Commodore 64 SID
- Commodore 64 Advanced SID
- ST EZ-Track
- ST Music Construction Set
- ST Music Studio
- ST Music Studio '88

ST Book

$5 The Concise Atari ST 68000 Programmer's Reference Guide


```
**********************************************************
* ***************************************************** *
* * _________________ __ * *
* * \_________________|)____.---'--`---.____ * *
* * || \----._________.----/ * *
* * __/\__ __||____/ /_ `--' * *
* * \RUSH/ |___ \ Mario D'Alessio * *
* * |/\| `--------' dalessio@rtsg.mot.com * *
* * * *
* * Work: (708) 632-2323 9am to 6pm Central Time * *
* ***************************************************** *
**********************************************************
```

1925. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 21:44:56 UTC
From: sme4v@kelvin.seas.Virginia.EDU
Message-ID: <1992Feb25.214456.4437@murdoch.acc.Virginia.EDU>
Source record: 225398

On the issue of demo programming, I have a few things to say:
First, demo programming is more of an art form using the ST as a medium than anything else. The spirit of demo programming is to be as creative as you can with the medium. It is not an issue of whether or not they use the best programming techniques. Arguing that they should write code in a portable language misses the whole point - it isn't possible to do these type of demos in C on the ST. I think some of these people criticizing demo programmers have been so immersed in technical work (maybe isolated in front of a computer screen) that they can no longer enjoy the aesthetic quality of things. I hate to see that even more than bad programming.

-Scott Ettinger

-you can write to me at sme4v@uva.pcmail.virginia.edu.

1926. Graphics Book for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-25 22:29:00 UTC
From: malek@screamer.csee.usf.edu
Message-ID: <2995@screamer.csee.usf.edu>
Source record: 225129
Cross-posted to: comp.sys.amiga.graphics,comp.sys.atari.st

I have the following book for sale. It is in perfect condition. Price does not include shipping.

Please send all offers and questions to: malek@screamer.csee.usf.edu

Thank You.

Compute! Books:

Learning C Programming Graphics on the Amiga and Atari ST ($15)

--
Alireza Malek malek@screamer.csee.usf.edu
Sysadminning UNIX boxes is like babysitting fifty weasels in a candy store. -Felix Sebastian Ortony

1927. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 01:04:00 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb26.010400.163@demon.co.uk>
Source record: 225316

m91der@uunet.uu.net (Daniel Eriksson) writes:
> I can't speak for every
> demo-programmer in the world, but I know that the people I
> know are so skilled that they can tell the differance between
> a portable routine and a routine that only works on 4 years old
> STs that were bought in Norway.

Really? That skilled? I'm impressed. Pity they don't put it into practice more often. You don't seem to realise that once you start making assumptions about what lies beneath the surface of the OS, or relying on side effects of the hardware, you're code becomes inherently non-portable, and seriously so.

> What the hell has compilers to do with anything. We were talking
> demos here!!!

Actually, I believe were talking about good programming practice, a field which encompasses systems tools, games, you name it. I've seen demos running on several different ST versions, and demos doing the same thing that fall apart on some machines. Why should this be? Because the writers of the first demo were aware that things change, and have consequently limited the assumptions they make. Remember, the time taken to verify whether the things you need are present is minimal compared to the time taken to load the code from disk. A few simple checks and compensations on startup can vastly improve your demos portability.

> Have you EVER seen a good demo? To write portable system tools
> you need to know something about many machins while when writing
> demos you need to know everything about one machine. Correct me

No, not true at all. To write portable anything, you need to understand what makes code portable.

> Neither do I! And hey, I'm NOT "the master of obsolete video hardware".
That's a shame - perhaps if you work at it you might some day be a master.

> If you're so famous and good at programming, how come I've never
> heard of you. Could it be because you aren't famous?
Wow, could be! Wake up - you're never going to get famous programming computers. The world unfortunately hasn't recognised us as the elite we are. OTOH, you could certainly get to be overpaid 8-)

> More like a SUN 3/70!!!

That was sarcasm, right? Have you ever used a Sun 3?

Kev

1928. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 01:04:05 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb26.010405.235@demon.co.uk>
Source record: 225317

ac999108@arizona.edu (ac999108) writes:
> If you say they couldn't write code to work on all machines.. what?? Most
> demos I have seen work on most or all STs. Some don't work on strange
> new Tos versions, but then alot of programs stop working when the next
> Tos comes out.

Well spotted, that's exactly the problem. There's no reason why a program should fail when the operating system changes. Who's fault is it when they do? Incidentally, there's no such thing as 'strange new Tos versions' - all the Tos revisions that have been released improve upon, and fix bugs from, their predecessors (OK, some of them introduce new ones, but WTF 8-)

BTW, no-one's trying to stop people writing demos - let face it, if you they don't interest you, you don't have to run them. What needs to be made clear is that bad coding shouldn't go any further than demos - whether its a 500 pound database or a 25 pound game, you should be able to rely on it to work across OS revisions.

Kev

1929. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 01:04:11 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb26.010411.297@demon.co.uk>
Source record: 225318

m91der@uunet.uu.net (Daniel Eriksson) writes:
> What would todays software be without hacks? NOTHING!!!
A damn sight more reliable, I'd say.

Kev

1930. Atari books wanted

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 02:28:10 UTC
From: magundi@obelix.gaul.csd.uwo.ca
Message-ID: <1992Feb26.022810.3134@julian.uwo.ca>
Source record: 225309
Cross-posted to: ont.micro,comp.sys.atari.st,comp.sys.atari.8bit,uw.sys.atari,misc.forsale.computers,misc.wanted

```
Wanted:

Atari ST internals from Abacus books.
Atari Sound and Graphics from Abacus books.

john macdonald
magundi@uwo.ca
(519) 672-0714
```

1931. More Documentation Needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 02:32:23 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6934@uqcspe.cs.uq.oz.au>
Source record: 225315

mcmahan@fletcher.cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:

>Once I downloaded the binaries (thank god for ethernet PCs and
>the fact the arati can read IBM disks!!!!), I tried to get them
>working, and all I got was negative numbers for a status after the
>programs bombed. :)

Others people have asked this. Others have ask how to set up MiNT,
or MGR, TeX, or other suites.

What we need is documentation for these things, written by people
who have succeeded, and have the docs with the files. Sounds like
something that sound be done already - but it isn't for many of
the _suites_ of programs.

Let's find out the fate of the archives first though...

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

1932. Some questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 05:22:16 UTC
From: sk2n@faraday.clas.Virginia.EDU
Message-ID: <1992Feb26.052216.10169@murdoch.acc.Virginia.EDU>
Source record: 225319

[No readable article body recovered]

1933. Atari ST Abacus Books For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 05:52:00 UTC
From: an602@cleveland.Freenet.Edu
Message-ID: <1992Feb26.055200.17752@usenet.ins.cwru.edu>
Source record: 225320
Cross-posted to: misc.forsale.computers,comp.sys.atari.st,comp.sys.atari.st.tech,misc.forsale

I have the following Abacus ST Books for sale:

Atari ST Internals ISBN 0-916439-46-1
Atari ST Machine Language ISBN 0-916439-48-8
Atari ST GEM Programmer's Reference ISBN 0-916439-52-6

The price is set at $24.00 plus COD shipping for all three.
Please follow-up via E-mail since I do not follow usenet regularly.
Thanks!

Jim Bernatowicz
--
------------------------------------.-----------------------------------
jbernat@zip.eecs.umich.edu -or- | Jim Bernatowicz
jbernat@caen.engin.umich.edu -or- | Graduate student, CSE
an602@cleveland.freenet.edu | The University of Michigan

1934. Re: The TT's LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 07:18:27 UTC
From: atario@cats.ucsc.edu
Message-ID: <29446@darkstar.ucsc.edu>
Source record: 225323

In article <1992Feb25.154716.5092@rusmv1.rus.uni-stuttgart.de>
ttinfo@rusmv1.rus.uni-stuttgart.de (Markus Wenzel) writes:
>I meant the support of AppleTalk using the TT's SCC chip. The TT does not
>need a Mega*Talk board any more. But: Has anybody ever seen Mega*Talk
>really working? If so, please tell me. If not, go away with it!

Ah, ya won't get rid of me that easily! Boo hah hah!! Seriously, folks . . .

I saw Dave running an Apple LaserWriter (via Appletalk, as always) on an ST as
early as the World of Atari show of 2 (maybe 1?) years ago. At the Glendale
show, he was making up all his signs on the spot on a LaserWriter. I can only
assume this was being done with a Mega*Talk board.

__
(_
__)teve

1935. Atari + Computer Chronicles = Ho Hum

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 08:26:39 UTC
From: cliu@jarthur.claremont.edu
Message-ID: <1992Feb26.082639.13279@muddcs.claremont.edu>
Source record: 225322

After a month of anticipating this episode (Tue, Feb 25) of Computer Chronicles on PBS, I have to say that I was disappointed by the coverage Atari received at NAMM.

The Atari/NAMM segment barely lasted 2 minutes and 40 seconds (half hour show). The segment 'featured' a very brief mention of Atari's new Music Divison, and mini-peaks at some 3rd party Atari based pacakgaes (Notator, Digital Master Workstation, Hotz Midi Translator, and Cubase). With two small interviews with Mike Pinder (Moody Blues) and Mick Fleetwood (Fleetwood Mac), that was the whole segment. The only thing mentioned on Atari hardware was it being the only computer on the market with built in MIDI interfaces.

This entire Computer Chronicles show was dedicated to MIDI music. So what did the rest of the show feature? A short look at some computer/music research occurring at Stanford; four in-studio guests demonstrating MIDI packages on Amiga, MS-DOS, and Mac platforms (no Atari); and the weekly 'Random Access' segment.

Very disappointing show, especially considering that the NAMM correspondant even refered to Atari as being "long the musicians' favorite."

Oh well. Guess this is already more coverage than Atari usually gets in the States....

"This must be the place I waited years to leave." - P.S.B.
Corey Liu (__) cliu@jarthur.claremont.edu
Harvey Mudd College |oo| cliu@jarthur.uucp
Claremont, CA \/--Moo! cliu@jarthur.bitnet

1936. Re: Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 08:42:40 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Feb26.084240.5751@cs.hw.ac.uk>
Source record: 225253

In article <1992Feb21.020139.3874@irscscm.UUCP> mlake@irscscm.UUCP (Marshall Lake) writes:
>Has anyone tried to play Gauntlet 2 on an STe? I just acquired it
>recently and my copy boots fine but it automagically creates a player
>4 before it begins game play.

Unplug your printer. G2 thinks the extra joystick fire button is pressed and
so creates the player.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

1937. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 09:19:31 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb26.091931.23732@email.tuwien.ac.at>
Source record: 225324

In article <1992Feb23.163054.20308@demon.co.uk>, kebab@cix.compulink.co.uk (Kevin Donovan) writes:
>
>m91der@uunet.uu.net (Daniel Eriksson) writes:
>
>> It's quite a "big thing" here in Europe. Every self-respecting
>> Atari or Amiga owner with interest in programming is a member
>> of a group/crew. There are also quite a few demo-crews in the US,
>keeps up the shitty work they've done so far).
>As a european Atari owner with an interest in programming, I find that
>somewhat insulting. It really underlines the sort of juvenile mentality
>of most people involved in this sort of thing. Apart from the damage done
>when this sort of programming is used for real software which consequently
>refuses to work on anything but a subset of the machines its written for,
>can you not see that you are just wasting your time? This sort of hacking
>is of no use whatsoever in the real world.
>
Well has it ever occured to you that some people may use their computer
to have some fun too?? Why do you say that those people are wasting their
time??
In case you don't know, many of those demo-programmers (with "a juvenile
mentality"!!) are also programming for big companies. Successfully, that is!
And before you claim that "this sort of hacking is no use whatsoever in the
real world" you should perhaps look at some demos first!!
The fastest 3d-routines and fractal routines for example have been written
by hackers. And even more important, (if this is true, at least in the TOS
magazine someone said so (I think Flix of DF)), the overscan hardware (which
allows resolutions up to 752x512 (a guess...) or so was based on the "useless"
no-border routines...

Marinos.

1938. MEGA ST 4 __for_sale.../need funds to get ste.

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 09:26:59 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <37316@cuphub.cup.edu>
Source record: 225347

```
MEGA ST4
(tos 1.2)

$600.00 or best offer.

Pittsburgh, Pennsylvania area.

This post is for a friend.
Contact RON EDWARDS: (412)832-9280
--
+-------------------------------------------------------------------------+
! uucp: kar7481@cuphub.cup.edu !
! Dan Karbowsky, 102 Lee Drive , Belle Vernon, PA 15012-2016 !
+-------------------------------------------------------------------------+
```

1939. Re: A couple of questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 09:29:44 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb26.092944.23860@email.tuwien.ac.at>
Source record: 225325

In article <1992Feb24.113124.26571@Informatik.TU-Muenchen.DE>,
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
>
>In article <1992Feb13.173231.29619@cs.nott.ac.uk>, cczcole@unicorn.nott.ac.uk (Marlon
Cole) writes:
>|>
>|> Hello all,
>|>
>|> I've a range of questions for which I'd more than welcome some net.wisdom
>|> - I hope someone out there can help out (if you want to send email, please do
>|> so and I'll summarise in the fullness of time....).
>|>
>|> 1). Overscan.
>|> I've just read an ad. for the Overscan hardware mod., which claims that
>|> if it finds itself incompatible with a piece of s/w it'll revert to a 'normal'
>|> screen - is this true in practice? Anyone know of any software that absolutely
>|> won't run if Overscan is fitted? What machines have people got it successfully
>|> installed on (anyone put it on a MSTE?)? Would anyone recommend the product
>|> (I'm just being cautious here before taking a soldering iron to my machine!).
>.....
>- The OVERSCAN-driver has an ASCII File whith the PRG that dont run. So you can
> modify it yourself.
>- There is a new version for the MSTE and even for the TT
>.....
>|> 2). Mega STE.
>|> Anyone in the UK got one yet (that they haven't had to send back - there
>|> was a magazine report a month or so back that said the first shipment had to
>|> be recalled because the modulator would only work on mainland Europe!).
>|> Anyone got any incompatibility problems? Has anyone made any timings to
>|> show just how much faster things run over an ordinary ST(E)? For some reason
>|> I have doubts about figures published in magazines....
>.....
>- The only PRG that doesn't run on the MSTE without a real reason is CyberPaint
> (and certainly games with AUTORUN and TIMING depending routines --
> -- because the MSTE runs at 16MHz as default)

The Mega STE runs at 8Mhz as default!!!! At least it boots up at this speed.

>.....
>|> Would the TT multi-sync monitor work on a MSTE; or would anyone care to
>|> recommend a particular, and cheaper :-) multi-sync instead?
>.....
>The PTC1426 (I hope the number is exact) is NO MULTISYNC
> ============
>It is only a cheap VGA-moitor with only 640*480 and a very high price 998.-DM

>
>Don't confuse: all ST resolutions and TT-Low + TT-Mid are displayed at 60Hz
>that's why it works on one monitor.
>
>Recommendation:
>1. A cheap VGA-monitor with 1024*768 under the price of a PTC1426.
>2. A NO-Name Multysync for all the resolutions and may be even the ST (may need
> 50 Hz)
>.....
>|> 3). Keyboard electrification mod
>|> Anyone know of a hardware hack to do this so's when I leave my machine
>|> unattended for short periods, eg. to get a drink, relieve myself of a previous
>|> drink, etc., I don't come back to find my cats have reprogrammed the thing
>|> \{smilie} (before I get reported to the RSPCA) - it never seems that by walking
>|> across the keyboard they've pressed keys merely at random :-)
>.....
>
>Use an ACC with a ALERT-box and no default-button or the BREAKOUT.ACC (only
>reacts to the MOUSE)
> and hide your MOUSE cause so that the cat doesn't catch it.
>
>
>Greetings from Munich
> Ewald
>
>==========
>seibert@hphalle9.informatik.tu-muenchen.de ist
>Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480
>
> Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
>==========
>
>(* = Maerchen aus 1001 Nacht

1940. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 10:21:11 UTC
From: pjc@jet.uk
Message-ID: <1992Feb26.102111.18349@jet.uk>
Source record: 225289

Format a 720 kbyte disc on the PC. The ST will be able to read and
write to it, as will the PC. I think that recent ST TOS versions
do have completely PC compatible formatting - although 1.44MB discs
are a different question.

--


```
__.-----.---.-----.--.------------------------------------------------------
__|_. ._| ._|_._._|__| Peter Card, Joint European Torus, Abingdon
| | | |_. | | | Oxfordshire OX14 3EA UK. tel 0235-464871 FAX 464404
| | | _| | | | email pjc@jet.uk or compuserve 100010,366
._| | | |_. | | | GLASGOW `95 - The SF Worldcon of the (possible) future
--`--~'-+---+-+-+----+------------------------------------------------------
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1941. Re: Why Amiga folks come here so much

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 10:29:40 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb26.102940.28497@actrix.gen.nz>
Source record: 225326

Most and if not all Amiga shops here in Wellington have closed, and
the Amiga here is cheaper, the only thing that is selling sport of is PC
clones and they are very cheap here...

I would like to see a Amiga do what Calamus can do with a Standard A500
or even a A500 +, shops here don't like selling the A500 + as no games
will work on it..

Even a Amiga dealer quoted to me that a ST/E was far better for DTP
and MIDI than any A500 or Plus, you nead to many add ons to make the A500
to work and the A500 + neads a Multi-sync monitor...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1942. Re: Staccato

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 10:37:07 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb26.103707.28799@actrix.gen.nz>
Source record: 225328

In article <1992Feb25.063117.18589@galileo.cc.rochester.edu>
ra1cs220@troi.cc.rochester.edu (anonymous) writes:
> I got the stacatto.arc from atari.archive but after extrated it
> to staccato.prg, all1.arc, all2.arc, all3.arc, doc.arc, I can't
> go any further. The staccato.prg doesn't run while those arcs file
> cannot be extracted using Arc6.02 (??). I got back header masseage.
> Can somone help?
> Thanks.
>
> ....
> Holich

Funny thing that I dnloaded a game from A.A. I don't remember at the moment
but that had the same problems, Arc 6,02 would not work, I ended up useing
some old arc thing, I will post later what it was and the game
that caused the problem...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1943. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 10:38:27 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb26.103827.19538@tdb.uu.se>
Source record: 225350

kebab@cix.compulink.co.uk (Kevin Donovan) writes:
:
: m91der@uunet.uu.net (Daniel Eriksson) writes:
: > I can't speak for every
: > demo-programmer in the world, but I know that the people I
: > know are so skilled that they can tell the differance between
: > a portable routine and a routine that only works on 4 years old
: > STs that were bought in Norway.
:
: Really? That skilled? I'm impressed. Pity they don't put it into practice
: more often. You don't seem to realise that once you start making assumptions
: about what lies beneath the surface of the OS, or relying on side effects
: of the hardware, you're code becomes inherently non-portable, and seriously
: so.

But you miss the point of todays ST(E)-demos. The point is to push
the machines to the absolute limit of what they can perform. To
use the OS to do such things would be, to say the least, STUPID.
When I'm writing demos for the ST(E) I'm aware that the demos won't
work on a TT, but I don't want them to work on a TT! If my demos
would work on a TT they wouldn't be real demos because they wouldn't
push the TT-hardware to the limit. Get the point?

On the other hand, you are VERY correct when you say that side-effects
is dangerous to use. But I calculate the danger and if I find that
the dirty trick will work on enough computers I use it. When I'm
writing applications I can't rely on any side-effects, AND I KNOW IT!

: > What the hell has compilers to do with anything. We were talking
: > demos here!!!
:
: Actually, I believe were talking about good programming practice, a field
: which encompasses systems tools, games, you name it. I've seen demos
: running on several different ST versions, and demos doing the same thing
: that fall apart on some machines. Why should this be? Because the writers of
: the first demo were aware that things change, and have consequently limited
: the assumptions they make. Remember, the time taken to verify whether the
: things you need are present is minimal compared to the time taken to load
: the code from disk. A few simple checks and compensations on startup can
: vastly improve your demos portability.

True, but I can clearly see that you've never made a demo that
uses the really dirty tricks. The problem with removing borders
and tricks like that is that no one knows how many different
timing-differances between different video-chips there are. And

you can't test your routine on every single ST(E) all around
the world.

: > Have you EVER seen a good demo? To write portable system tools
: > you need to know something about many machins while when writing
: > demos you need to know everything about one machine. Correct me
:
: No, not true at all. To write portable anything, you need to understand
: what makes code portable.

True, but you also need to know "something about many machins"!

: > Neither do I! And hey, I'm NOT "the master of obsolete video hardware".
: That's a shame - perhaps if you work at it you might some day be a master.

You're really funny, do you know that?

: > If you're so famous and good at programming, how come I've never
: > heard of you. Could it be because you aren't famous?
: Wow, could be! Wake up - you're never going to get famous programming
: computers. The world unfortunately hasn't recognised us as the elite we
: are. OTOH, you could certainly get to be overpaid 8-)

True AND untrue. You could never get famous in the 'real' world. But
among hackers and programmers you could get quite famous.

: > More like a SUN 3/70!!!
:
: That was sarcasm, right? Have you ever used a Sun 3?

I'm writing this letter on an Atari Mega STE connected with a
modem to a SUN 3/70. And when at school I use SPARCstations
to connect to the SUN 3/70. NO JOKE!

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1944. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 10:44:37 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb26.104437.19709@tdb.uu.se>
Source record: 225259

kebab@cix.compulink.co.uk (Kevin Donovan) writes:
:
: m91der@uunet.uu.net (Daniel Eriksson) writes:
: > What would todays software be without hacks? NOTHING!!!
: A damn sight more reliable, I'd say.
:
: Kev

Well, you must be a bit narrow-minded. You must understand that
a hack doesn't need to be unreliable or unportable. You clearly
don't know what 'hack' means. Look it up in a JARGON-file or
a FAQ-file.

Daniel Eriksson Internet : m91der@tdb.uu.se
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1945. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 11:13:13 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699102793.22079@minster.york.ac.uk>
Source record: 225258

In article <1992Feb24.225858.5081@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>mjl-b@minster.york.ac.uk writes:
>[stuff deleted]
>NO, it's you who miss the point!!! I questioned why he had to
>flame me, and I asked if he was jelous. I didn't say that I
>could write faster code than he and I could never have said
>such a thing since I've NEVER seen any of his code.
>
>: A good appreciation of algorithm design would make you a better programmer,
>
>True! But who are you to decide if I like algorithms or not?

Errr... what? If you thought I was trying to force you to do something, then
I apologise. I just thought I was stating a widely-held belief!

You don't have to take my advice, of course. The choice is all yours, but I'd
like to see your rationale for _not_ liking algorithms!

>Have I ever said that I don't appreciate a nice portable
>application or a clever "algorithm design"?

No, but since you've slagged off your opponents for suggesting that there might
be other motivations in programming other than writing the fastest code ever...

>: as would losing the juvenile attitude.
>
>Hey, who's having an attitude? Learn to read before you flame
>me again!

Suggesting that someone is jealous of the fact that you can write fast code
says something about the way you think. If you can't see the problem, then
there is little that I can do to explain it to you.

>: I like demos -- they're fun -- but they're not really useful. What annoys
>: me, certainly, is the "Demo programmers are the greatest that ever walked
>: the earth, and I'm one of them" attitude.
>
>Do you really think I've got that attitude? You are true when
>you say that demos aren't very useful, BUT they can be of
>some use if they are shown in shop-windows or if someone
>after seeing a demo runs home and orders a copy of Devpac
>or some other assembler (to try to learn 680x0).
>
>I admit that I'm proud of beeing a member of a famous demo-group,
>but have I ever said that we (or I) are better than some other
>professional programmers? What I might have said is that we are

>better than some other demo-groups (and that's not only my own
>opinion). And when I say 'better' I mean that we know more
>about the ST(E) and how to control it to gain maximum speed
>when manipulating graphichs and calculating things.

It may be true that you haven't said anything directly, (I think -- your original article has expired here) but you _implied_ that you were superior. You seem to have changed your tune in recent postings.

For example, what about "any self-respecting Atari or Amiga programmer is a member of a demo group"? (the quote is etched large in my memory). The implication here is that if we don't program demos, we somehow have no self respect. Is was this, IMHO, that played a large part in motivation for the original complaint about your posting.

>Daniel Eriksson Internet : m91der@tdb.uu.se
>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
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Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

1946. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 11:52:29 UTC
From: jimmy@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Feb26.115229.13519@news.Hawaii.Edu>
Source record: 225329

In article <1992Feb24.144052.28580@Informatik.TU-Muenchen.DE>
seibert@Informatik.TU-Muenchen.DE (Ewald Seibert) writes:
>In article <2ngfbz05@csv.warwick.ac.uk>, esucv@warwick.ac.uk (TOny M) writes:
>|> I disagree.
>|> People who owned a '64 usually got an Amiga and Speccy owners got a ST.
>Do you know Jay Miner the designer of the Amiga Custom-chips ...
> .. he designed ANTIC, POKEY, GTIA as well ...
>
>Don't you know they are in the ATARI 400,800,1200XL,600LX,800XL,130XE,65XE
> XE-Game System
>So this is where your Amiga comes from.

Guess that makes the Amiga the natural upgrade path for all the pre-Tramiel
Ataris owners.

Well, speaking as a former C-64 owner that upgraded to an Amiga. I don't
really think it matters what the inside contains. I stuck it out with C=
because Tramiel went over to Atari and I didn't like his stupid business
practices. Can one say Plus/4...that went the way of the PC-jrs. Also,
C= offered upgrade discounts for those with any C= computers so, naturally
I upgraded first chance I got.

I think that most people stick it out with companies that they brought
their original computer from out of a sense of loyalty or hoping for
something better to come along from the company. I figure that many Atari
owners stayed with Atari and upgraded to the ST while many C= owners stayed
with C= and upgraded to the Amiga.

I also think a great many Atari and C= computer owners abandoned ship and
went to the IBM or Mac.

This is all opinions, as I doubt anyone has hard facts as to where the
8-bit owners fled to.

--
/----------------------------\
|jimmy@uhunix.uhcc.hawaii.edu |
\----------------------------/

1947. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 12:29:02 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb26.122902.15616@tdb.uu.se>
Source record: 225261

willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
: In article <1992Feb24.111145.27365@tdb.uu.se> m91der@tdb.uu.se
: (Daniel Eriksson) writes:
: ...
: >Of course I learn useful
: >programming-techniques!!!
: ...
: >I admit that removing the borders and things like that isn't
: >a good programming technique, but HEY, we do other things than
: >removing borders!!!
: ...
: >BTW, I use "solid techniques" when I don't write demos.
:
: In your original post, it was the all the Demo-Hacks that you were
: attempting to glorify, and not solid programming. That is what I and
: others have taken exception to. Here, your just agreeing with us that
: solid programming is much more important; demos may be fun, impressive,
: or even artistic, but keep them in perspective.

I DO "keep them in perspective". And I still want to glorify demo-
programming. Not that it's to any big use to Atari-owners, but
it may attract buyers to the Atari. And to those who know how to
tell the differance between a nice hack and a dirty trick demo-
programming is a nice way to practice code-optimizing. Not to
mention how fun it is to write and watch demos!!!

: I would think that your
: original post has done a lot of demo-programmers a disservice by presenting
: them as conceited and juvenile.

Well, I can't tell what those narrow-minded professional programmers
(I'm NOT saying professional programmers are narrow-minded (but some
of them are REALLY narrow-minded)) think, but I think you're a bit
wrong.

: I prefer to think that at least some of
: them are just having fun and don't waste a lot of time pumping themselves
: up.
:
: -- Scott Willingham // willing@icsl.ucla.edu

Well, I must (unfortunately) tell you that many of the new crews
that are formed today only has one thing in mind, and that is to
pump themselves up. I'm not saying it's the same for all new demo-
crews, but if a new demo-crew want to become famous they really need
to be masters at dirty tricks or have something original to show

up. And since most things already has been done it's hard to come
up with something original.

Daniel Eriksson Internet : m91der@tdb.uu.se
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1948. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 12:33:32 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb26.123332.15695@tdb.uu.se>
Source record: 225262

kebab@cix.compulink.co.uk (Kevin Donovan) writes:
:
: ac999108@arizona.edu (ac999108) writes:
: > If you say they couldn't write code to work on all machines.. what?? Most
: > demos I have seen work on most or all STs. Some don't work on strange
: > new Tos versions, but then alot of programs stop working when the next
: > Tos comes out.
:
: Well spotted, that's exactly the problem. There's no reason why a program
: should fail when the operating system changes. Who's fault is it when they
: do? Incidentally, there's no such thing as 'strange new Tos versions' - all
: the Tos revisions that have been released improve upon, and fix bugs from,
: their predecessors (OK, some of them introduce new ones, but WTF 8-)

Just a small correction: Applications may stop working because of
new TOS-versions, but most demos stop working because of new or
different hardware.

: BTW, no-one's trying to stop people writing demos - let face it, if you they
: don't interest you, you don't have to run them. What needs to be made clear
: is that bad coding shouldn't go any further than demos - whether its a
: 500 pound database or a 25 pound game, you should be able to rely on it to
: work across OS revisions.

Yeah!!! TRUE!

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
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1949. Plot v1.68 uploaded to a.a

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 12:47:05 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Feb26.084705.3811@ac.dal.ca>
Source record: 225330

New upload to the atari/new directory on atari.archive: PLOT168.ZOO

This is an upgrade to PLOT165.ZOO, which has been in the applications/math directory. The program is a 2D Function/Data plotter for high/medium resolution ST's. Works well on a Mega STE, but probably not on a TT (but maybe if the 24BIT program is run?). Some of its features are:

* Plots functions typed at the keyboard. Large range of function primitives to choose from, including the BesselJ function, the BesselI function, the Airy function (new in this version) and the Gamma function. Has a function history buffer. Very long function lines may be entered (more than 80 characters).

* Data (x-y coordinate pairs) can be entered in a simple editor or read from a file. Some data transformation and fitting capability is included.

* Multiple curves can be overlaid on the same plot. Text can also be added.

* Good quality hardcopy is possible via GDOS (GDOS drivers/fonts are not included).

* Various numerical utilities are built in, including an expression evaluator, numerical integration, finding zeros of functions (of any function entered at the keyboard) and complex roots of polynomials.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, Nova Scotia, Canada B3H 3J5
E-mail: cordes@ac.dal.ca

1950. Re: Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 12:47:58 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Feb26.124758.20003@irscscm.UUCP>
Source record: 225282

In article <JZPZUT@lime.in-berlin.de> techno@lime.in-berlin.de (Techno) writes:
>mlake@irscscm.UUCP (Marshall Lake) writes:
>
|->Has anyone tried to play Gauntlet 2 on an STe? I just acquired it
|->recently and my copy boots fine but it automagically creates a player
|->4 before it begins game play. The player 4 shoots constantly and
|->can't be controlled (at least as far as I've tried). This makes the
|->game unplayable even though you can create other players. Does anyone
|->know of a fix for Gauntlet 2 on the STe? Or maybe my copy is screwed?

>This is not a STe problem, it happens on all machines ! Solution:
>disconnect your printer before playing. Reason: the game thinks you are
>trying to use the four-player-adapter that was available for the game.
>

Needing to disconnect my printer before use will more than likely keep
Gauntlet 2 on my shelf.

There's nothing in the docs but does anyone know of a key combination
that the programmer might have included in the code that can be
pressed at program boot-up time to bypass the interrogation of the
printer port? I can't believe there isn't some way of bypassing this
check besides physically unplugging the printer.

--
Marshall Lake
...!uunet!media!ka3ovk!irscscm!mlake
mlake@irscscm.UUCP

1951. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 12:53:27 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb26125327@solb1.essex.ac.uk>
Source record: 225348

>In article <!+xs-ld@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
>
>In article <1992Feb24.193926.14887@pbhya.PacBell.COM> gdridle@pbhya.PacBell.COM (Guy D. Ridley) writes:
>>
>>I have a lot of text files on my ST which I would like to transfer to my
>>IBM-compatible (Compaq). Is there a program for the ST that will create
>>a DOS-compatible disk, or conversely a program for the Compaq that will
>>read my ST files?
>
> TOS 1.4 (and I assume higher) will format MS-DOS compatible disks. Otherwise,
>I believe DC Format from double click software will do it. Good Luck,

Why not just format the floppies on the PC? The ST can use 720K DOS
floppies as if they were formatted by TOS, no matter what version you have.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

1952. test ignore

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 13:05:36 UTC
From: rzsbf@sbusol.rz.uni-sb.de
Message-ID: <16597@sbsvax.cs.uni-sb.de>
Source record: 225332

```
sorry to test in this group - i have problems posting to this group
```

1953. test ignore

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 13:11:58 UTC
From: bf@sbusol.rz.uni-sb.de
Message-ID: <16600@sbsvax.cs.uni-sb.de>
Source record: 225333

Sorry, but I have problems posting to this group

1954. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 13:55:49 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992Feb26.135549.34862@infoserver.th-darmstadt.de>
Source record: 225331

mcmahan@fletcher.cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:
> First of all, I refuse to take anyone seriously who *wants* a
> MS DOS emulation for the ST.
>
> Otherwise, GULAM has a lot going for it.
>
> The utilities, like ls, cd, etc. are *built in* which means there's
> no disk access time, loading the files into memory, and execution time
> involved when you run the programs.
>
> This is the biggest feature for me.
>
> It has all the loops, etc. of other shells, which allows you to
> write programs. I haven't figured out anyhting to write programs for yet...
> It's almost exactly like UNIX.
>
> It also has ue *built in*, which allows a very primitive job control
> of either running or suspending ue...ue is very fast, since it's already
> in memory.
>
> Gulam also has a terminal emulator built in, but it's really crummy.

I agree that Gulam is a very fine shell, but it has some unpleasent features.
(Like a problem with command history.)

Can anybody tell me what the latest version of Gulam is, anyway.
Mine is dated somewhere is '88.

bye ... Alexander Lehmann
--
Alexander Lehmann | "Wopp" - lots of white, deadly robots
alexlehm@iti.informatik.th-darmstadt.de| from Krikkit (THHGTTG Pt.3)

1955. Trouble with Signum!2 & HP DeskJet

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 14:32:18 UTC
From: harry@issun1.kfk.de
Message-ID: <2444@idtuva.kfk.de>
Source record: 225334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Path: issun1!harry
Newsgroups: comp.sys.atari.st.tech,comp.sys.atari.st
Distribution: world
Followup-To:
From: harry@issun1.kfk.de (Harald Kucharek)
Reply-To: harry@issun1.kfk.de
Organization: Kernforschungszentrum Karlsruhe
Subject: Trouble with Signum!2 & HP DeskJet
Keywords:

Hi everybody,

a friend of mine has fixed a HP DeskJet 500 to his 1040ST and now has problems with Signum!2.

1. If the printer has just been switched on, it isn't responding to printing requests. When I pulled out the parallel cable and plugged it in again while the ST was hanging, it started to print. Are there known problems in the timing of the Centronics interface between a ST and a DeskJet?

2. After printing the first page of a multipage document, the printer just ejects empty pages, looks like doing formfeeds for eternity.

For detail: He is using Signum!2 V2.01 and the PR30L V2.02.

Perhaps my friend has some hardware problems with the parallel port..., I don't know.

So, if you have or have had (and solved) similiar problems with the same hardware configuration,
please answer. And if you use the same hardware without any problems, I am also interested to know this.

Please email answers to me, because usually I am not reading this newsgroup.

Thanks in advance

Harald

--------- Harald Kucharek
| Kernforschungszentrum Karlsruhe
| (Nuclear Research Center Karlsruhe)
| IDT
--------- 7514 Eggenstein-Leopoldshafen
^ Germany
/ \
/ \ Internet: harry@issun1.kfk.de
/ \ Phone : +49 7247 825706

/ \ Fax : +49 7247 825786

1956. How to reach author of POOLFIX3

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 14:56:41 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992Feb26.145641.32603@infoserver.th-darmstadt.de>
Source record: 225336

I got the program POOLFIX3 with the distribution 1.21 of GEMINI shell.
Trying to use it on my ST, the program failed to run, due to the presence
of CBHD, the harddisk-driver by Claus Brod (Scheibenkleister), which
hooks into the TRAP 1 vector. I fixed this problem by reassembling the code
and have inserted some stuff to go through the XBRA chain, to find the original
ROM entry of TRAP 1. This now works perfectly and I want to make the fix
available to other users with the same problem.

Since I don't know, if I am allowed to distribute this program in modificated
form, I think it might be best that the original author includes this fix in
the normal distribution of POOLFIX.
I don't have the name, since it wasn't in the README file, but if anybody
knows who is the author, if s/he has email, or may even reads this group,
I am thankful for any suggestions or leads.

Thank you in advance ... Alexander Lehmann

--
Alexander Lehmann | "Wopp" - lots of white, deadly robots
alexlehm@iti.informatik.th-darmstadt.de| from Krikkit (THHGTTG Pt.3)

1957. CDC WREN-I, 30 Meg MFM HD

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 15:06:00 UTC
From: longj@lonex.rl.af.mil
Message-ID: <1992Feb26.150600.5533@lonex.rl.af.mil>
Source record: 225335
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

This is a bulletproof, full-height, not super-fast basic MFM Hard drive.

Don't buy this if you want the latest and greatest speed deamon, or some super-quiet very compact disk drive. We are talking 6 or 7 year old technology here! Basic Hard-drive, intended for the do-it-yourselfer, who wants a drive but doesn't have a lot of money.

I used it in and external HD case that had its own power-supply.

I used it to make my own "Home-Brew" Atari-ST HD set up, controlled by an ICD adaptor and Adaptec controller. I have SOLD everything but the drive mech (I upgraded to a larger drive and then sold my Atari System).

The drive has lots of Atari Stuff still on it.

Asking $60.00, you pay shipping charges. I am asking 2X the going price for dead HD mechs, cuz this thing worked last time I spun it up, and it should work fine for you, but no guarantees.

Jeff
--

Capt Jeff Long Rome Laboratories, Griffiss AFB, NY
longj@lonex.rl.af.mil (preferred) Network Design Laboratory
jlong@cassiopeia.rl.af.mil (315)330-7751 or (DSN)587-7751

1958. Converting Mac Fonts

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 15:31:35 UTC
From: malay@sae.com
Message-ID: <1992Feb26.153135.5068@sae.com>
Source record: 225339

Is it possible to convert a Mac font to say an Atari-format or an X Windows format??? If so how?

Bob Malay

1959. Re: Why Amiga folks come here so much (Not another flame war!?)

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 15:57:29 UTC
From: wl262347@wvnvms.wvnet.edu
Message-ID: <1992Feb25.104222.2461@wvnvms.wvnet.edu>
Source record: 225338

In article <1992Feb11.234428.12171@milton.u.washington.edu>,
england@milton.u.washington.edu (Gregory Miller) writes:
[Quoted previous message deleted]
>
> Or you could look at it this way.. At least with a flame war going on,
> you Atarians have something to read besides the posts of people trying to
> dump their 'computers' on some poor unsuspecting soul before the resale
> value depreciates to the point where they'll have to pay somone to haul
> them away with their rubbish!!
>
> --
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/
> --
>
> england@u.washington.edu

You mean Omiga (as in Omigawd, you PAID for that?) owners have been trying
to sell their wares here?

1960. 128K Mac ROM's for sale!

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 16:07:46 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1992Feb26.160746.20477@umbc3.umbc.edu>
Source record: 225337

I have a few sets of 128K Mac ROMs that I am selling for $150
each set. It's just what you need for your new Spectre GCR!

If interested, please contact me at the address below.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

1961. GNUPLOT for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 16:31:50 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992Feb26.163150.30345@infoserver.th-darmstadt.de>
Source record: 225340

Hi everybody,
if you are interested in displaying functions, you may want to check out
the Atari port of GNUPLOT 3.0, which I just made FTP able on 3 sites.

If you haven't heard of GNUPLOT before, maybe this sums it up:

- FreeWare (not GNU licence)
- plots 2- and 3-dimensional functions
- plots parametric fuctions
- plots data files
- supports LOTS of different output devices like:
Atari Screens (obviously)
Epson, NEC, Star printers
HP, Kyocera etc. Laserprinters
various plotters
LaTeX

The Atari version is in some kind of beta stage i.e. nobody except me has
used it until now, but I am fairly confident.
At present, the distribution includes only the necessary files including
binaries, the sources are available from the standard GNUPLOT distribution
sites.

The file (Zoo 1 archive) is (or should be) available at the following FTP sites:

biome.bio.ns.ca filename /pub/atari-st/gnuplotST.zoo
atari.archive.umich.edu /pub/gnuplot.zoo, should move to proper dir
ftp.informatik.rwth.aachen.de /tmp/gnuplot.zoo, should move to proper dir

login in as ftp and don't forget the BINARY mode.

Feel free to mail about any comments/bugs.

bye ... Alexander Lehmann
--
Alexander Lehmann | "Wopp" - lots of white, deadly robots
alexlehm@iti.informatik.th-darmstadt.de| from Krikkit (THHGTTG Pt.3)

1962. deja-vu games don't work under Tos 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 16:36:38 UTC
From: dba@jet.uk
Message-ID: <1992Feb26.163638.9517@jet.uk>
Source record: 225255

First the bad news:
The first victims of Tos 2.06 are Bloodwych and WWF wresling which don't run.
Out of my 4 full priced original games 2 won't run!.

The only serious software problem I have noticed so far is a calendar acc
which now has a delay of 8 seconds or so, after clicking on the scrollbar
before it reacts, moving the bar works perfectly.

The RTS CTS bug still exists as far as I can determine. I have an intelligent
EPROM programmer connected to the serial port which still only works with a
delay loop in software when sending data.

The good news:
All the serious software I use runs well, First Word Plus V3.20,
Lattice C v5.6.2, Gulam, MicroEmacs are all ok.

--
_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel (0235) 528822 Ex 4871
~-----~ +----+ +-+ dba@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1963. Due to popular request

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 16:50:43 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb26.165043.17324@sun.pcl.ac.uk>
Source record: 225254

Hi y'all...

Looks like I stirred up a bit of interest about catching finger
commands....

Look... I am in a highy dodgy position here. Our organisation
is very particular about information we give out. We only have posting
privelidges on certain groups, and could lose that if we 'abuse' by their
definition, the Net.

Now, I *do* have two little programs, which, when combined and run
will greet people using 'finger' by their real; name. This is done by
altering the .plan file with information about themselves. Every finger
is logged also.

The down side is that the process is *very* processor intensive,
and affects the machine performance. If I give out this information (I
thought it up myself, and coded it so you probably can too), then if
a load of irate superusers mail our admin saying 'we are all running systems
like treacle because of what one of your users gave out' I will get stomped
on very hard. And I dont want that.

Mail me with your views. If you want it bad enough, then let me know.
If I get enough reponse, THEN I will *ask* our admin guy if its OK to give it
out. He's a decent guy, so lets see....

Edd Deegan
vatec@uk.ac.pcl.sun

1964. Re: deja-vu games don't work under Tos 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 16:52:31 UTC
From: dba@jet.uk
Message-ID: <1992Feb26.165231.9751@jet.uk>
Source record: 225256

hi the news poster missed the first bit off the post:
>
The bad news SOME GAMES DONT RUN UNDER TOS2.06
My son has Bloodwych? and WWF wresling which dont run ie 2 out of 4 full
priced original games which we have.

The only serious software problem I have noticed so far is a calendar acc
which now has a delay of 8 seconds or so, after clicking on the scrollbar
before it reacts, moving the bar works perfectly.

The RTS CTS bug still exists as far as I can determine (I have an intelligent
EPROM programmer connected to the serial port which still only works with a
delay loop in software when sending data.

--
_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel (0235) 528822 Ex 4871
~-----~ +----+ +-+ dba@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

1965. Oops! FCOPY3 Streamer fails!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 17:14:12 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Feb26.131412.1@vaxr.sscl.uwo.ca>
Source record: 225342

Has anyone ever tried using the hard disk streamer in FCOPY3 (a rather excellent PD formatter)??? I recently tried it out and got some strange and entirely intermittent problems:
1) when restoring the data to the drive the program sometimes wrote to to the drive when the buffer filled and sometimes it didn't!
2) when it DID write the files back to the drive the runnable progs (.PRG, .APP, .TOS etc.) would NOT run...I simply got 2 bombs and back to the desktop! The .INF, .CFG etc. files seemed fine though...weird eh!

Has anyone ever had a similar problem and if so...WHAT DID YOU DO?

Possible help in diagnosing: The ONE time I did get the data to write back to the drive was when I ran FCOPY3 as a PRG and not as an accessory (as I normally do). As stated this only worked ONCE and has not worked since!

Don't get me wrong, I think FCOPY3 is a *GREAT* program, especially the speed with which it formats (about 5 secs. for a previously formatted disk or about half the time of a regular format if the disk is new), but this appears to be a MAJOR glitch! I'm just glad I didn't use it to save all my stuff before reformatting my hard drive...boy would I have been peeved!

Thanks in advance for any help etc.,
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless they're wrong!!!
+---------------------------------------+ +--------------------------------+

1966. I'll try again...

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 18:00:45 UTC
From: jared@midiline.la.ca.us
Message-ID: <yVJRgB3w164w@midiline.la.ca.us>
Source record: 225343

Could SOMEONE please tell me what I need to type in where, to get into the atari.archives, ftp. or whatever it's called, here on MIDILINE? I'd like to be able to see some new files for the ST...

Jared

P.S. PLEASE reply to this message in Email to:

jared@midiline.la.ca.us

Thank you...

1967. gcc-ar, etc

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 18:06:11 UTC
From: hofmann@cbnewse.cb.att.com
Message-ID: <1992Feb26.180611.24372@cbnewse.cb.att.com>
Source record: 225341

Can someone tell me where to find the gnu archiver, gcc-ar.ttp for
the Atari? It seems to be out, but I can't find it at atari.archive.
Same request for the gnu program to dump symbol info plus any other
such programs.

Thanks for any light you can shed on this.

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL (USA)

1968. Re: [comp.sys.atari.st] Fweb available for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 18:24:18 UTC
From: charles@vieux-marc.ens-lyon.fr
Message-ID: <1992Feb26.182418.18545@lip.ens-lyon.fr>
Source record: 225260

In article <kqejj3INNkl0@agate.berkeley.edu>, petcher@wuphys.wustl.edu (Donald N. Petcher) writes:
|> Archive-name: auto/comp.sys.atari.st/Fweb-available-for-the-ST
|>
|> Some of you may be interested to know that fweb (available via ftp from
|> lyman.ppl.gov, that's 192.55.106.129) compiles virtually without change
|> (just minor customizations - see similar post in comp.sys.atari.st.tech)
|> with the latest version of gcc and libraries at atari.archive. If you are
|> interested, please give it a try. If you don't have the resources and want a
|> copy of the executables, please email me. I don't want to post them yet,
|> because they need some more testing, and should be considered a beta
|> version, but so far I was able to tangle the fweb code for the fweb program
|> itself which is a pretty good test for part of it.
|>
|> For those who do not know what fweb is, it is a derivative of the language,
|> web, by Donald Knuth, in which TeX was written. This language allows you to
|> put source code and TeX commentary in the same file. Passing the web code
|> through the preprocessor fweave produces TeX output to be used as
|> documentation, and passing it through the preprocessor ftangle produces
|> compiler ready source code. Whereas the original web language handled pascal
|> only, fweb handles fortran, fortran90, C and C++. It is extremely useful for
|> collaboarations among other things, when well documented code is crucial.
|>
|> Cheers, petcher@wuphys.wustl.edu
|> Don Petcher

--
charles@frensl61 | LIP 46, alle'e d'Italie 69 346 Lyon cedex 07
charles@ensl.ens-lyon.fr | Tel:72728435
Il reste 247553078 secondes jusqu'au 01/01/2000

1969. Re: The TT's LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 18:52:14 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992Feb26.185214.22682@rusmv1.rus.uni-stuttgart.de>
Source record: 225345

In article <29446@darkstar.ucsc.edu> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
>Ah, ya won't get rid of me that easily! Boo hah hah!! Seriously, folks . . .
Don't take it personally... But I got very sensible concerning new wonders done
by Dave Small :-)

>I saw Dave running an Apple LaserWriter (via Appletalk, as always) on an ST as
>early as the World of Atari show of 2 (maybe 1?) years ago. At the Glendale
>show, he was making up all his signs on the spot on a LaserWriter. I can only
>assume this was being done with a Mega*Talk board.
You see lots of things presented on fairs, I know. The programmer can even
make a pre-alpha release doing what he wants to show. But seriously, I'd
like to know if anyone _bought_ the Mega*Talk board and had made some
experiences. BTW: STalk works! :-)

Regards,
Markus.

* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l TT admin on rusmv1.rus.uni-stuttgart.de *
* ~/.ircrc /nick Marsu *
* /etc/motd >> Luck is believing you're lucky! << *

1970. *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 19:06:58 UTC
From: shore@equinox.gen.nz
Message-ID: <BymRgB3w164w@equinox.gen.nz>
Source record: 225277

Has anyone ever heard of a Full colour ANSI comms program for the ST?
(with the ANSI character set)

I've only seen, at the best, 4 colour ones.

Why? Probably because you need 80 columns with 16 colours, the ST only
gives you 4 colours in 80 column mode :-(

So is there one available? If so, i'd love a copy.

If there isn't, how about some of you Demo crews writing one for me! :-)

Craig.


```
+----------+-------------------------------------------------+------------+
| Atari | Craig Shore | ChCh, |
| ||| S | | New Zealand|
| ||| T | Email: Internet - shore@equinox.gen.nz | o() |
| / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-------------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

1971. Re: CALAMUS/DESKJET INFO NEEDED

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 19:48:03 UTC
From: ross@BEIZ.mediatex.ch
Message-ID: <29abeef4.8c73dc.1@BEIZ.mediatex.ch>
Source record: 225264

no address?!

With my Deskjet, it takes ca. 2 Minutes
to print the printer.cdk-testdocument
with a mix of high-res. graphics and
different sizes of tilted text etc.
So probably it is your printer, that
is slow. However, i had in my old
Calamus 1.09 NOT 1.09N a much slower
printer-driver, that took ca. 11 Min.
The new one is with my Stacy almost as
fast (2 Min.) as the TT (1.30'), So it
seems that Calamus is driving the prin-
ter to its limits even with a normal
ST (almost)
Hope i helped?!

|B B|
|E CH: VTX *3600# E|
|I D: BTX *28881# I|
|Z Z|

1972. Re: Gulam: For users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 20:06:52 UTC
From: rbrown1@cc.swarthmore.edu
Message-ID: <4DNFBYX3@cc.swarthmore.edu>
Source record: 225346

Kevin Donovan <kebab@cix.compulink.co.uk> writes:

> Gulam has a lot of really useful features (at least I assume
> it has most of these) that MSDos doesn't - eg, aliasing, filename completion,
> sensible environment handling, a powerful script language, etc, etc. I've
> installed 4dos, which adds some of these featues, on my PC in work, and it
> makes it quite a bit more pleasant to use. I really must look out for a csh
> implementation sometime - anyone care to recommend a good PC one?
>
> Kev

Yes, indeed it has these features, which I certainly appreciate (especially the filename completion) but for those people like the person who originally started this thread and are more used to MS-Dos type shells, I'm not sure that these advantages are worth the learning curve. PCommand is ok, if a little unstable, but if you have a hard drive (I don't) buy NeoDesk and its CLI. Definitely.

Randy

1973. Like NEW Atari 1040STe for SALE

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 20:37:07 UTC
From: phillips@nwaces.enet.dec.com
Message-ID: <147@sousa.ltn.dec.com>
Source record: 225265

1040STe and Software For Sale

Atari 1040STe system (under 40 hours of use, and back in the box)

- Mouse, system disk, User manuals
- Owner's Registration card
- Original packing

I got this system for my kids about 6 months ago but they don't like it

Asking $325.00

Programs
Kidprogs - $15 ($27.00 new)
N-VISION ' A professional paint program' -$10 ($19 new)

Take it all for $335 (I will split UPS ground shipping from NH)

Send E-mail or
Call
Errol 603-882-5125

1974. Re: 'Demo' crews.

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 21:23:59 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb26.152359.3209@doug.cae.wisc.edu>
Source record: 225263

In article <2226@sersun1.essex.ac.uk> woocm@essex.ac.uk (Wood C M) writes:
>>The point I am trying to get at is that demo's are supposed to push
>>the machine to the limit right? The thing is all these 1Meg ST demos
>don't realy do much for a 4Meg machine with a HD and this is becoming
>a very popular setup.
>
> Demo's are supposed to push a machine to it's limits. For some
>people programming is fun, and doing demos are a laugh. They may say
>they are the best, but i'm sure they mean at fast assembly routines, that
>entertain. I can't see them really believing that because of a demo that
>means that their also the best C, Ada, or whatever programmer. To be
>honest i don't really see the problem. They do a good job of advertising
>on a cheap medium (PD) what a machine is capable of.
>
> You don't see this kind of stuff on a mac, pc, sunsparc, maybe
>this is detremental to its view as a serious machine, but what the heck
>(to coin a phrase) it's FUN!
>

There are of course DEMO's on PC's and MAC's, you just have too look.
Some are quite impressive, and technically quite a bit superior
as some of them require 24bit color NuBUS, EISA display cards.

> C.W.
>
>---
>Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
>University Of Essex. | (Shakespeare) |
>woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

-Greg

1975. Some Questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 21:52:46 UTC
From: sk2n@faraday.clas.Virginia.EDU
Message-ID: <1992Feb26.215246.5600@murdoch.acc.Virginia.EDU>
Source record: 225267

Newsgroups: comp.sys.atari.st
Subject: Some questions
Summary: Various misc. questions
Expires:
Sender: Shuichi Koga (skoga@virginia.edu)
Followup-To: None
Distribution:
Organization: University of Virginia
Keywords:

Hello, fellow netters, this is the first time I've ever posted, but
anyways, I have a few questions I would like to have answered:

1) Does Knightmare (A game by the folks who did Captive) work for the
Mega/STe?
2) Could someone please upload the patches to convert STalker 3.00 to
version 3.01, via e-mail or otherwise? I don't have access to either
Genie nor Compuserve.
3) Could someone please tell me how to set up a workable, with tcsh,
Mint/MGR combination? I believe I am rapidly getting lost in the
documentation and stuff.

Finally, I am interested in a plain generic 1040STf with TOS 1.0 and with
a mouse for approximately $200, so if you have one up for sale and it
works okay, then please e-mail me.

Shuichi Koga	Contact me at:
^^^^^^^-->(Shoo eechi)	skoga@virginia.edu
1st yr Student at the	
Univ. of Virginia	ATARI & SILICON GRAPHICS FOREVER!!!
Coll. Arts & Sciences	REDSKINS TOO!!!

1976. AT-Speed C16 problems (Help!)

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 22:03:56 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Feb26.150356.1@misvax.mis.arizona.edu>
Source record: 225271

When I run Norton SI on my AT-Speed, random sopts of color show up on the screen. (It is the AT SPeed c-16). I tried it on 3 different machines and got the same result. Has anybody else seen this problem, or is it normal? Also, on my Mega ST, it seems to be crash prone. I was not able to put a socket directly on the cpu inside the mega because I have an internal hard drive mounting. So I solder about 3 inches of flat cable to each side of the 68000 and soldered a socket on top of that and pluggend the AT-Speed in there. I soldered carefully, and checked for bad connections or shorts. Is there any reason that this extension would cause problems (assuming it is connected properly? Anyway, I get the strange behavior from Norton on any machine, but the outright crashing seems to happen more on my mega. Also, when the AT-Speed is plugged in, it messes up my ST screensaver while in ST mode. If I unplug the AT-Speed from the socket, then the screensaver is back to normal. Does anybody have any idea what the source of these problems might be? Faulty AT-Speed and/or instalation? Any help would be appreciated. Thanks!

" On the road that leads to where it leads,
Doug Tarico you continue to continue,
dtarico@mis.arizona.edu to do nothing about nothing."
- Mad at the World

1977. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 22:18:22 UTC
From: sme@turing.acs.virginia.edu
Message-ID: <1992Feb26.221822.6085@murdoch.acc.Virginia.EDU>
Source record: 225268

Is there an FTP site other than atari.archive which contains some of
these demos?

-sme4v@uva.pcmail.virginia.edu

1978. RE: >>>READ THIS DEATH OF ATARI.ARCHIVE.UMICH.EDU<<<

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 22:33:40 UTC
From: johnbarnes@enh.nist.gov
Message-ID: <26FEB92.17334099@enh.nist.gov>
Source record: 225266

BobRetelle has hit on a very valid point. THe hardware that supports these archives and the maintenance of this hardware is anything but "free".

The atari.archive guys have done a truly ouytstanding job over the years. Theirs is not the only ftp site for atari stuff, but it is probably the best one.

I suggest that the community take a lose look at the whole picture of atrai archive sites and identify one of the existing ones as the successor to terminator.umich.edu. Care should then be taken to enusre that the chosen site exists in an environment that is likely to assure continued support. THe contents of the chosen site should be augmented by those parts of the umich archive that it does not yet have.

The community wil lphave to provide for itself in thgis matter. Unfortunately there are only a small number of people in the community who are used to taking an active role in protewcting their own interests. Too many of us have been content to "let Atari do it" when we should have been figuring out ways to handle the job without Atari.

The most recent discussion on this seems to indicate that no amount of letter writing will solve the problem, and that it is time to put on our life jackets and make sure that the holes in the lifeboat are plugged.

John Barnes

1979. Re: why do I only get 512k on a 1040

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 22:36:41 UTC
From: sme@turing.acs.virginia.edu
Message-ID: <1992Feb26.223641.6392@murdoch.acc.Virginia.EDU>
Source record: 225270

Gregg,

One thing I would check before taking the machine anywhere is that both the MMU and the GLU chip (the two square chips) are making good contact with
their sockets. Try just pushing them down into their sockets to reseat them.
I have encountered machines with all kinds of symptoms due to this, but if
this is not the problem, I would guess you have a bad ram chip in the higher
bank of ram.

-Scott Ettinger sme4v@uva.pcmail.virginia.edu

1980. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 22:46:08 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb26.224608.20134@umbc3.umbc.edu>
Source record: 225269

Hm.. standing back and just looking and counting the messags from people about demo coding, it seems that most people like them.. and most people who don't are making assumptions that the people who do make demos don't know how to code since they make them. Hm..

--

---------------\ Paul Danckaert | ac999108@umbc5.umbc.edu /------------

1981. Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-02-26 23:59:08 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992Feb26.235908.25023@CS.ORST.EDU>
Source record: 225272

It's a nice sunny day here, so I thought I'd make the hour-long drive to my favorite Atari dealer. After purchasing a pair of joysticks, we got into a little discussion about what to look for in the coming months. The guy I was speaking with is usually very candid and isn't the kind who would feed his customers a bunch of BS.

The TT040 is supposed to debut in April. Shipping dates are supposed to follow closely. He says Atari Corp is being very hush-hush about performance statistics, but there seems to be a lot of excitement brewing over this machine's capabilities. Supposedly the machines will be ready to go right after the show, as opposed the year or so it took the TT030 to become available.

My dealer says that the STBook will be on his shelf shortly (week or two). The machines are being packed and prepared for shipping right now.

Goldleaf publishing has ported Retouche and Didot Line Art to the NeXT. However, for some reason (OS overhead?) it took 'forever' to produce output on certain devices. (I forget which devices he said, linotype or photo-typesetter or something like that) so there will be an optional black-box 'accelerator' sold along with Retouche and Didot. You guessed it. A TT motherboard in a non-descript black box with a couple of cables hanging out of it.

Atari is supposedly working on expanding their line of '386 based ABC computers. But who cares.

All of the above is second hand information, I take no responsibility for its truth (but I have quite a bit of faith in the guy I heard it from).

Here's hoping,

--
+---+
John Thaanum thaanuj@prism.cs.orst.edu
"A better tomorrow takes your best today..." -Triumph
+---+

1982. Re: LHARC PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 01:47:03 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb27.014703.1916@actrix.gen.nz>
Source record: 225275

In article <698679001.1@fquest.FidoNet> Mark.Spacek@fquest.FidoNet.Org (Mark Spacek) writes:
>
> On: 02/14/92 22:33:45 rkallen@msb.com (Russell Kallen) posted:
> > Using LHARC (v. 2.01e) from inside FLASH, I couldn't get it
> >to extract individual files from 2 different LZH arcfiles.
> >(Normal, "full" extracts worked ok.)
> >
> > I kept getting "file not found" prompts, although verbose
> >listings showed that the file was there. Was this a bug in
> >2.01e that was fixed in later versions?
>
> know. Maybe get a newer version, its up to at least 2.01i and maybe higher by
> now. Mark...

That is a know fault with that Version, get Version 2.01h or 2.01i, Note
Version h is in English but version i is still in German..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1983. pym

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 01:49:57 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb27.014957.2045@actrix.gen.nz>
Source record: 225276

*** PYM ***

Can some one tell me what pym on A.A. is, I don't wish to use up network
time and bandwith for some thing that could be a load of rubish...???
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1984. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 02:10:52 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb27.021052.3128@tdb.uu.se>
Source record: 225297

mjl-b@minster.york.ac.uk writes:

:[stuff deleted]

: >:A good appreciation of algorithm design would make you a better programmer,
: >
: >True! But who are you to decide if I like algorithms or not?
:
: Errr... what? If you thought I was trying to force you to do something, then
: I apologise. I just thought I was stating a widely-held belief!

Well, I didn't think you were either. But who ever said I didn't
appreciate (sp?) good algorithm design? That was what I reacted upon!

: You don't have to take my advice, of course. The choice is all yours, but I'd
: like to see your rationale for _not_ liking algorithms!

My choice is to keep coding demos that use dirty tricks in my
spare time!!! This does NOT mean I don't like to code other
things (like applications). The differance between a dirty
trick and a portable application is like day and night, and
as far as I know I'm still able to tell the differance
between day and night ;-)

: >Have I ever said that I don't appreciate a nice portable
: >application or a clever "algorithm design"?
:
: No, but since you've slagged off your opponents for suggesting that there might
: be other motivations in programming other than writing the fastest code ever...

You must have misunderstood me completely. I'd better start
taking courses in english so guys like you can understand me
(writing in swedish wouldn't make things much better ;-).

What this is all about is that some narrow-minded guys started
to flame some guys discussing demos. I've never said (or implied)
that writing the fastest code should be the only motivation for
programming. What I might have said (or implied) is that writing
the fastest code is one VERY important motivation for continuing
writing demos.

: >: as would losing the juvenile attitude.
: >
: >Hey, who's having an attitude? Learn to read before you flame
: >me again!
:
: Suggesting that someone is jealous of the fact that you can write fast code

: says something about the way you think. If you can't see the problem, then
: there is little that I can do to explain it to you.

Hey, I've never said *I* could write faster code than him (is it
my bad enlish or your eyes that has f*ucked it up for you?)! It
might have been a bad choice of words, but I couldn't think of
a better way to express what I meant. Unfortunately most people
(including YOU) misunderstood the whole sentence and thought I
meant that I could write faster code than him. I have NO idea of
if I write faster code than him or not since I've NEVER seen any
of his code.

Once again I must beg you to learn to read before you flame me!

: >: I like demos -- they're fun -- but they're not really useful. What annoys
: >: me, certainly, is the "Demo programmers are the greatest that ever walked
: >: the earth, and I'm one of them" attitude.
: >
: >Do you really think I've got that attitude? You are true when
: >you say that demos aren't very useful, BUT they can be of
: >some use if they are shown in shop-windows or if someone
: >after seeing a demo runs home and orders a copy of Devpac
: >or some other assembler (to try to learn 680x0).
: >
: >I admit that I'm proud of beeing a member of a famous demo-group,
: >but have I ever said that we (or I) are better than some other
: >professional programmers? What I might have said is that we are
: >better than some other demo-groups (and that's not only my own
: >opinion). And when I say 'better' I mean that we know more
: >about the ST(E) and how to control it to gain maximum speed
: >when manipulating graphichs and calculating things.
:
: It may be true that you haven't said anything directly, (I think -- your
: original article has expired here) but you _implied_ that you were superior.

Please go back and read some of the letters. You will see that
I DON'T say (or imply) that I'm superior. What I said (and implied)
was that we (my demo-crew) are better at controlling and programming
the ST(E) than some other demo-crews. And I can in no way compare
the demos we make with applications. That would be like comparing
a vacum-cleaner and Sparcstation ;-)

I also wrote somewhere that I had seen some code by professional
programmers that could have run twice as fast and still be as
portable as it was. Is that to imply that I'm superior?????????

: You seem to have changed your tune in recent postings.

I don't think I've changed my tune, but that's not up to me
to tell.

: For example, what about "any self-respecting Atari or Amiga programmer is a
: member of a demo group"? (the quote is etched large in my memory).

VERY bad choice of words from me! SORRY!

: The
: implication here is that if we don't program demos, we somehow have no self
: respect.

If you check out some other letter in this thread you'll see
that I explain what I mean with the (bad) sentence. It turns
out that I DON'T really mean what I wrote. I forgot to
explain that when I wrote "Every" I didn't really mean EVERY.

: Is was this, IMHO, that played a large part in motivation for the
: original complaint about your posting.

You are (unfortunately) right! But then again, everybody
has the right to make an error -- once (or maybe twice)!

:
:[stuff deleted]

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1985. 2 Questions (HDisks & Pascal)

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 02:16:31 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.699156991@citr.uq.oz.au>
Source record: 225273

Hello there,

Two questions that need answering by those in the know:

1) Can somebody point me to a ST PD Pascal Compiler that I can FTP.

2) Can somebody post instructions on how to connect a standard IBM
compatible Hard Disk to an ST? Please include any custom hardware
that is required to be built/purchased...

Thanx in advance
Dennis Remmer
(dennis@citr.uq.oz.au)

1986. Re: gcc-ar, etc

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 02:25:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <6948@uqcspe.cs.uq.oz.au>
Source record: 225274

hofmann@cbnewse.cb.att.com (james.r.hofmann) writes:

>Can someone tell me where to find the gnu archiver, gcc-ar.ttp for
>the Atari? It seems to be out, but I can't find it at atari.archive.
>Same request for the gnu program to dump symbol info plus any other
>such programs.

That should be found in the atari/gnustuff/tos/util/utilbin.zoo file.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

1987. Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 05:09:53 UTC
From: janin@v785.stanley.co.jp
Message-ID: <8442@v785.stanley.co.jp>
Source record: 225278

Just a question : does "TOS" really mean "Tramiel Op. Sys." or not ?
Many users, from all ages and tendencies, still wonder about it...
If the answer is "yes", is it purely a Tramiel megalomania phenomenon
(^_^) or is there another serious reason ?
If the answer is "no", can you give me the right reading of those
strange three letters ?

Ha, the last one : what about "ST" itself ? "Super Tramiel" ?... (^_^)

No friend of mine, even ST users themselves !, could reply me.
I tried myself to find a correlation between TOS/ST and Atari names,
and failed.
If Atari gave a full name to their STs,
instead of strange capitals only,
I wouldn't have had to ask you for it !

Thanks.
You can E-mail me if you want...

---> P-chan (just for info: I am an Amiga user)

1988. Re: 'Demo Crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 06:33:08 UTC
From: towns@atari.uucp
Message-ID: <1992Feb27.063308.4763@atari.uucp>
Source record: 225294

mro@dcs.exeter.ac.uk (Marcus) writes:
| All this talk of demo programmers not writing good code is a load of
|crap. As a (very bad) demo programmer myself, I have seen some very good code
|by some of Europe's better groups.

I don't know about the code, but they certainly know how to push video
and sound hardware to its limits.

| I don't think that people can slag off demos when they obviously don't
|know what they're talking about. It is true that a lot of the better games now
|are being written by demo programmers. Look at "Enchanted Land" by Thalion.
|This was written by the Carebears over a year ago. Show me any other game that
|has scrolling as smooth as this. Even Wayne "Can't Be Done" Smithson of "Blood
|Money" and "Anarchy" fame - who thinks his scrolling is good - comes nowhere
|near Niclas Thissel.

Now... let me ask you the ultimate question: Do these games you have
mentioned work on the STE, MegaSTE, or the TT? I wouldn't be surprised
if they didn't. See, this is the part of the demo crew thing that I
object to: These people write these cool demos, then real companies hire
them to develop games, the demo writers write games that cut corners,
I buy their games, they don't work on my TT, and I am out $40-50, etc.
I don't mind the demos, but it has been proven time and time again that
the cutting of corners taken by demo writers has made its way into the
games that I pay MONEY for. That is extremely bad. Worse yet, the users
blame Atari for the stupidity of these "programmers."

| I'm not going to say that languages like 'C' don't have their place,
|but on the ST they can't come close to assembler for speed, and if you ask me,
|ease of use. Why do these people own STs and not IBM compatibles? If you're so
|interested in portability and standardisation, then you should be looking at a
|different computer...

Well, contrary to what you may think, there are a number of people I know
that would disagree with you. We _ARE_ interested in portability and
standards and we CERTAINLY are interested in following the rules. And we
are NOT interested in looking at other computers. You know, believe it
or not.. real work takes place on Atari machines across the world. And
those people COUNT on working software! Period.

Don't get me wrong.. I like the demos. I download them, I enjoy them. I
look forward to seeing them. But, if you believe that the experience
you gain from writing these demos is going to translate into anything
other than writing code that pushes the hardware to its limits using
illegal methods, then you are kidding yourself.

I appreciate fast quality code as much as the next guy.. but more
importantly, I want code that works. And believe it or not.. It's not
an either/or situation. It is possible to write code that is fast, legal,
and compatible across TOS versions (and hardware revisions).

[..extremely long signature deleted..]

--
==
John Townsend, TOS Systems Group ames!atari!towns | towns@atari.uucp
Atari Corporation "I want something.. I just don't
#include <disclaimer.h> know what it is!"

1989. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 06:36:57 UTC
From: borres@aix.rpi.edu
Message-ID: <tdzscq=@rpi.edu>
Source record: 225283

In article <1992Feb26.235908.25023@CS.ORST.EDU> thaanuj@prism.CS.ORST.EDU (John Thaanum) writes:
>become available.
>
>Goldleaf publishing has ported Retouche and Didot Line Art to the NeXT.
>However, for some reason (OS overhead?) it took 'forever' to produce output
>on certain devices. (I forget which devices he said, linotype or photo-
>typesetter or something like that) so there will be an optional black-box
>'accelerator' sold along with Retouche and Didot. You guessed it. A TT
>motherboard in a non-descript black box with a couple of cables hanging
>out of it.
>
>All of the above is second hand information, I take no responsibility for
>its truth (but I have quite a bit of faith in the guy I heard it from).
>
> John Thaanum thaanuj@prism.cs.orst.edu

Can someone explain to me what Retouche and Didot Line are are? Should
I get excited?

An 040 Atari is a pretty hot rumor.....

--
Steven D. Borrelli
Rensselaer Polytechnic Institute '92
borres@rpi.edu (NeXTmail accepted)

1990. STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 08:03:19 UTC
From: cmk57122@uxa.cso.uiuc.edu
Message-ID: <1992Feb27.080319.26839@ux1.cso.uiuc.edu>
Source record: 225288

Greetings,
I'm buying the Atari STe and I have few questions about it:

1. I have read in Z*NET that you can put TOS 2.06 in the STe.
Does anyone know where can I get it and how much is it??

2. Does STe have the clock built in?

3. Can I use SC1224 monitor with it, or do I have to buy SC1435?

Thanks

--

| | Send E-mail to: |
| Atari, gotta have it! | cmk57122@uxa.cso.uiuc.edu |

1991. Re: Flaming - Amgia vs Atari

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 09:04:29 UTC
From: robin@castle.ed.ac.uk
Message-ID: <18526@castle.ed.ac.uk>
Source record: 225205

In article <1992Feb25.213505.15967@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:

Can you please spell Amiga correctly in the Subject line, my kill file didn't pick this one up :-)

Ta

1992. Multisynch Advice

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 09:30:56 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb27.093056.8207@rice.edu>
Source record: 225290

I am interested in getting a multisync monitor to replace the T.V./monochrome monitor setup that I have now and would like some advice on the monitors suitable for the ST.

There are also several manufacturers that sell switch boxes for these monitors. Would anyone recommend one over the other?

I am very picky about sharpness in monochrome but if there is a monitor out there that looks very good in medium, I could live with that.

Please email any responses. Thank you.
--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

1993. For Sale: VideoKey

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 09:43:03 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Feb27.094303.8520@rice.edu>
Source record: 225291

For Sale:

Practical Solutions VideoKey adaptor.

This device converts RGB signals to NTSC composite video and RF. It also has audio out ports and monitor pass-through.

Low resolution is excellent on a color T.V. (better than the built-in RF port on STE's). The colors are clear with hardly any bleeding.

Medium resolution can also be used for occasional use.

$75 or best offer.

Please reply in email or call (713) 893-2173.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

1994. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 10:06:41 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb27.100641.21270@sun.pcl.ac.uk>
Source record: 225296

In article <1992Feb25.193531.20282@rock.concert.net> mcmahan@fletcher.cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:
>First of all, I refuse to take anyone seriously who *wants* a
>MS DOS emulation for the ST.
>
>Otherwise, GULAM has a lot going for it.
>
>The utilities, like ls, cd, etc. are *built in* which means there's
>no disk access time, loading the files into memory, and execution time
>involved when you run the programs.
>
>This is the biggest feature for me.
>
>If someone came out with a smaller, more flexible tcsh for the st
>with commands built in, I'd be the first to try it, but until then
>I'll stick with gulam.
>
>Scott
>
>

Standy....

I am currently nearing a beta-test version of a new shell called SYNTH, which has over 60 of the commonest UNIX commands *built-in* with the option to override any of them if you so wish....

Its looking good so far. When done I will release it as shareware, first as a test-version, and then later as a 'proper' shareware program with enhanced versions available to registered users. I will probably charge about 4 English Pounds to register.

It should be similar to GULAM, but a hell of a lot friendlier, and a lot more powerful in some areas - online help for a start!

Edd Deegan
vatec@uk.ac.pcl.sun

1995. GCC2.0

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 11:15:41 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.699189341@regent.e-technik.tu-muenchen.de>
Source record: 225293

Hi there!

GNU introduced in the last weeks its new (and better) GNU-C 2.0.

Can anybody tell me, if (and when) this version will be available
for the Atari ST/TT and where I can find it?

Thanks
Peter Loibl
pal@regent.e-technik.tu-muenchen.de

1996. Re: Amiga?

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 11:21:36 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb27.112136.14620@actrix.gen.nz>
Source record: 225292

Well here in NZ, most of the C64 users went the Atari way as they came
out far cheaper than the A1000 Amiga, most people here seam to have forgoten
that was the first Amiga, but here at first was very dear, Plus very little
software, note the Atari had all the software in those, but now most
Amiga and Atari shops have closed down, only the PC shops survive here now,
but one little know computer that is doing well in this part of the
world is the Acorn Archemides, and Note, they only have one Shop in
the whole of NZ and its only open on Sunday, most of these machines
are sold to schools and colleges by door knocking sales men...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

1997. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 11:23:07 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb27.112307.8375@tdb.uu.se>
Source record: 225299

sme@turing.acs.virginia.edu (Scott M. Ettinger) writes:
:
: Is there an FTP site other than atari.archive which contains some of
: these demos?
:
: -sme4v@uva.pcmail.virginia.edu

You could try FTP.UNI-KL.DE. They don't have LOTS of demos, but they
have some that atari.archive doesn't have.

I think you can find the demos under /pub/atari/demos.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1998. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 11:28:16 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb27.112816.8473@tdb.uu.se>
Source record: 225300

ac999108@umbc5.umbc.edu (ac999108) writes:
:
: Hm.. standing back and just looking and counting the messags from people about
: demo coding, it seems that most people like them.. and most people who don't
: are making assumptions that the people who do make demos don't know how
: to code since they make them. Hm..
:
: --
:
: ---------------\ Paul Danckaert | ac999108@umbc5.umbc.edu /------------

Sad but true. All people have the right to think what they want,
but some always want others to think exactly as themselves even
if their thoughts are wrong.

I'm not saying I've got the 'right' thoughts, I'm just trying
to shed some light on what demo-programming really is.

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

1999. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 12:11:08 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Feb27.121108.22595@sun.pcl.ac.uk>
Source record: 225298

In article <8442@v785.stanley.co.jp> janin@v785.stanley.co.jp (Pascal "P-chan" Janin) writes:
>Just a question : does "TOS" really mean "Tramiel Op. Sys." or not ?
>Many users, from all ages and tendencies, still wonder about it...
>
Popular belief is that it simply stands for

The Operating System

>Ha, the last one : what about "ST" itself ? "Super Tramiel" ?... (^_^)
>
This ones EASY.

ST Stands for 'Sixteen Thirty-two'
This is because the 68000 is a 16-bit processor, but uses 32 bit
internal registers. The address bus is actually 32 bits wide, BUT the 68000
only uses 24 of them, hence the 4mbyte limit :-(

>
>Thanks.
>You can E-mail me if you want...
>
>---> P-chan (just for info: I am an Amiga user)

Nevermind: its amazing what they can do with plastics nowadays.....

2000. Corrupt binaries & ftp.

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 12:45:33 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Feb27.124533.13278@unix.brighton.ac.uk>
Source record: 225201

I had a simerlar prob - I kept getting either tos error -35 or bombs.

I traced it back to the version/command of kermit I used to download the software from (No ftp access - booo-hoo) and kermit seemed to change the lenghts of the files, in fact the version of kermit was letting binaries through in text mode without errors !!!!

After trying various commands eg.
Host kermit: set file type binary
Host kermit: server
<server shutdown message>
<press ctrl-]-c to close connection>
local kermit: get <filespec>

This seemed to ALLWAYS work, never corrupting binaries, even through the local version of kermit had no 'set file type' command.

In short - CHECK the LENGTH and if possible the data is not changed during downloading/transfer.

Domenico De Vitto.
ddv@uk.ac.bton.unix

2001. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 13:34:32 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Feb27.133432.24422@rdg.dec.com>
Source record: 225295

In article <1992Feb26.224608.20134@umbc3.umbc.edu>, ac999108@umbc5.umbc.edu (ac999108) writes:
>Hm.. standing back and just looking and counting the messags from people
>about
>demo coding, it seems that most people like them.. and most people who
>don't
>are making assumptions that the people who do make demos don't know how
>to code since they make them. Hm..

Well, if you're going to try counting messages, I'd better add one!

I don't think that either Kev or Mathew don't like demo's, I'd expect that they, like myself, were amused/driven to comment/annoyed (choose one!) by some of the comments of the original poster. e.g.

> It's quite a "big thing" here in Europe. Every self-respecting
> Atari or Amiga owner with interest in programming is a member
> of a group/crew.

Gwyn [self-respecting Atari owner with interest in programming but not a member of a demo crew :-)]
--
+===== E-mail: evansg@uproar.enet.dec.com ====== Uxbridge, Middlesex, UK =====+
|Company: DESISCo - Digital Equipment Service Industries Solutions Company Ltd|
|>> Above opinions are personal and do not necessarily reflect those of DEC <<|
+===+

2002. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 13:57:24 UTC
From: d91jn@efd.lth.se
Message-ID: <1992Feb27.135724.14740@lth.se>
Source record: 225202

In article <1992Feb27.121108.22595@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edd Deegan) writes:
[about the meaning of TOS]
>Popular belief is that it simply stands for
>
>The Operating System

Yes it is, but in the first ST-manuals (the one from 1985) it says TOS is
for Tramiel Operating System. A few years later (1987) when Atari released
the pre-blitter TOS, the manuals was changed (and much improved, but still
not very good). It said TOS is for The Operating System. To be honest, I
don't think that was the original meaning, but since Atari wrote it, I
suppouse they may change the name as they like...
BTW have you ever searched the ROM for the word "love"? Try it out, there
is some info you won't get about Dave Staugas else... (try case insensitive).

>>Ha, the last one : what about "ST" itself ? "Super Tramiel" ?... (^_^)
>>
>This ones EASY.
>
>ST Stands for 'Sixteen Thirty-two'
>This is because the 68000 is a 16-bit processor, but uses 32 bit
>internal registers. The address bus is actually 32 bits wide, BUT the 68000
>only uses 24 of them, hence the 4mbyte limit :-(
>
So true, but again this has been subject to change by Atari. At the time when
mr Tramiel got the boot from Commodore and bought Atari Corp. There was a lot
of rumors about the Jack'intosh (which when it finaly made it to the shelves
was called ST). The ST was then said to stand for Sam Tramiel (one of Jack's
childs I think). Again the attitude of Atari Corp. have changed since then.

/Jerker
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

2003. Re: More Documentation Needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 14:14:49 UTC
From: robin@castle.ed.ac.uk
Message-ID: <18542@castle.ed.ac.uk>
Source record: 225207

In article <6934@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>mcmahan@fletcher.cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:
>What we need is documentation for these things, written by people
>who have succeeded, and have the docs with the files. Sounds like
>something that sound be done already - but it isn't for many of
>the _suites_ of programs.

I agree but there are some problems like:- who is going to do it?
Everyone would leave it to someone else.

What format should the documentation be in? (LaTeX and dvi?)

\begin{rant}

On another subject all this talk about demo writing , why all the flames
about bad coding? Have the people that have been flaming written and
released any software at all? If they have then they may have a point,
but if they haven't perhaps they should try and write some code and see
whether it collapses under different versions of TOS. All this talk
about bad coding and no new software is being released...

\end{rant}

2004. Re: CD Rom?

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 14:21:50 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92058.092150EENG6801@RyeVm.Ryerson.Ca>
Source record: 225026

```
You get a SCSI drive for $399. Buy the HA for $69. Get a nice case for
$50. Put everything together. Then you need METADOS.LZH. I think that's
it. METADOS is available from Atari and it's free.
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

2005. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 14:44:58 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1090@ehviea.ine.philips.nl>
Source record: 225173

In article <OKES.92Feb26125327@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
|Why not just format the floppies on the PC? The ST can use 720K DOS
|floppies as if they were formatted by TOS, no matter what version you have.

Mine cannot, and I have 2 standard single-sided(!), double-density floppy
drives (SF354). It just bit me the other day, that everyone thinks you
have a double-sided drive. Mine only handles 360K.

Leo.

2006. Re: pym

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 15:29:06 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb27.152906.12141@tdb.uu.se>
Source record: 225204

Roger.Sheppard@bbs.actrix.gen.nz writes:
: *** PYM ***
:
: Can some one tell me what pym on A.A. is, I don't wish to use up network
: time and bandwith for some thing that could be a load of rubish...???
: --
: *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
: *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
: *** Kapiti At least I don't Flicker, ***
: *** New Zealand.. * not like a dying light globe ***

PYM is short for Punish Your Machine. It's a party-demo from
Delta Force (wow!) and it includes demo-screens from a
multitude of groups (Delta Force (of course), BMT, Electra,
Overlanders, ST Connexion, Legacy, Naos, Futur(e) Minds,
Mystic and SOTE for example).

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

2007. When Demo Crews Write Games (was Re: 'Demo Crews')

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 16:38:04 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb27.163804.23383@wam.umd.edu>
Source record: 225203

In article <1992Feb27.063308.4763@atari.uucp> towns@atari.uucp (John Townsend) writes:
>mro@dcs.exeter.ac.uk (Marcus) writes:
>| All this talk of demo programmers not writing good code is a load of
>|crap.
>and sound hardware to its limits.
>
> It is true that a lot of the better games now
>|are being written by demo programmers. Look at "Enchanted Land" by Thalion.
>|This was written by the Carebears over a year ago. Show me any other game that
>|has scrolling as smooth as this.

>Now... let me ask you the ultimate question: Do these games you have
>mentioned work on the STE, MegaSTE, or the TT? I wouldn't be surprised
>if they didn't.

In fact Enchanted Lands, the example given above, uses shifter-bug scrolling (of some kind). Hence it doesn't work on ST's with early versions of the shifter chip. (It does, however, work on STe's -- I just checked.)

The reason you won't see scrolling that smooth in other applications is that most programmers want their games to run on all the machines in the market they're supporting; hence they can't use the Enchanted Lands scrolling technique. (Which, I'll be the first to admit, DOES produce really nice results.)

And there are plenty of great games written by excellent programmers who don't resort to cheesey undocumented practices to get their work done. Speedball II, Gods, and Pockets are good examples by the Bitmap Brothers (although their disk access routines take some chances).

One aspect of good programming is doing as much as you can within the limitations of your machine. With demos you can just "change the limitations," because you don't care if your code works on all machines. This is fine for demos, but not for games. And as John mentioned, that's why some people don't like the kind of coding that demos encourage.

Dave Baggett
dmb@wam.umd.edu

2008. Slightly updated version of UniTerm available

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 17:02:37 UTC
From: poole@chsun.chuug.ch
Message-ID: <1992Feb27.170237.19730@chsun.chuug.ch>
Source record: 225206

A slightly updated version of UniTerm is available from

chsun.chuug.ch

Directory

/archive/software/atari/UniTerm

there's a tar'ed and compressed version of the distribution and a
unpacked version. (Please read the README in the directory -first-.)

--
CHUUG/EUnet Switzerland Simon Poole
Zweierstrasse 35 Tel: +41 1 291 45 80
CH-8004 Zuerich Fax: +41 1 291 46 42 poole@chuug.ch

2009. crackart (again)

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 17:20:33 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2190@keele.keele.ac.uk>
Source record: 225208

Does anyone have any information on all the hidden little
features for Crackart? I missed most of the posts to this newsgroup
earlier, and I'd appreciate it if someone could mail me a summary.

Adam

--
vvvvvvvvvvvvvvvvvvvvvvvvvvv @ @ vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
> Adam Turnbull oo Democracy : It's your vote that counts <
> csw93@uk.ac.kl.seq1 ='= Feudalism : It's your count that votes <
^^^

2010. Do you have these?

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 17:27:28 UTC
From: erkamp@arc.ab.ca
Message-ID: <1992Feb27.172728.17579@arc.ab.ca>
Source record: 225230

If anyone has these could they please upload them to atari.archive
or UUENCODE them and mail them to me?

Thanks

Bob

reply to 'erkamp@arc.ab.ca'

From Z*Net 92-06.

ATARIHD5.LZH ATHDX5.LZH are both the new Atari Hard Drive
Utilities.(v5. 12/3/91) Inc'd are: HDX v5.00 Hard Disk formatter/
partitioner; AHDI/SHDRIVER v5.00 - Hard Disk Booter. Specially
conf'd ver. of SHDRIVER.SYS, allows non-contiguous device numbers
& enhanced handling of removable media. Please use HINSTALL to
install the new driver; THEN you may copy the SHDRIVER.SYS file.
Read DOCS first!

FUJIM141.LZH Here it is the new release that everyone is
scrambling for... FujiMaus with a new PARK feature! Park the
mouse at one of 9 designated parking spots on the screen after the
first timeout. Unparks back to right where it came from upon any
activity (valet parking service!). Thanks to the folks who sent
in ShareWare! TT Compatible in all resolutions

2011. Re: Oops! FCOPY3 Streamer fails!!!

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 17:45:50 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <MAUZC7D@mailgzrz.tu-berlin.de>
Source record: 225209

In article <1992Feb26.131412.1@vaxr.sscl.uwo.ca>, richardson@vaxr.sscl.uwo.ca writes:
|> Has anyone ever tried using the hard disk streamer in FCOPY3 (a rather
|> excellent PD formatter)??? I recently tried it out and got some strange and
|> entirely intermittent problems:
|> 1) when restoring the data to the drive the program sometimes wrote to
|> to the drive when the buffer filled and sometimes it didn't!
|> 2) when it DID write the files back to the drive the runnable progs
|> (.PRG, .APP, .TOS etc.) would NOT run...I simply got 2 bombs
|> and back to the desktop! The .INF, .CFG etc. files seemed fine
|> though...weird eh!
|>
|> Has anyone ever had a similar problem and if so...WHAT DID YOU DO?

[...]

Last year in august we had a small talk with the author of FCOPY3 (Martin
Backschat, he was introducing his new FCOPYPRO at a fair here in G.).
We asked him about exactly the same problem you have (and also some other).
Especially we had trouble while restoring the backup of drive d: to drive c:,
that was impossible.
'Yes, I know these problems.' was all he said (and 'Buy my FCOPYPRO').
So I think your problem isn't based on your doing, it's the program itself.

You should save what you can save and then use another backup software.
This is the only hint I can give. ap.

2012. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 17:51:25 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb27.175125.14322@tdb.uu.se>
Source record: 225212

shore@equinox.gen.nz (Craig Shore) writes:
: Has anyone ever heard of a Full colour ANSI comms program for the ST?
: (with the ANSI character set)
:
: I've only seen, at the best, 4 colour ones.
:
: Why? Probably because you need 80 columns with 16 colours, the ST only
: gives you 4 colours in 80 column mode :-(
:
: So is there one available? If so, i'd love a copy.
:
: If there isn't, how about some of you Demo crews writing one for me! :-)
:
: Craig.

Well, as far as I know there is a demo-crew in Sweden (Sync)
working on a FULL ANSI terminal program that is supposed to
be better than Flash 2 and programs like that. However I don't
know if it will give you true 16 colours (I doubt it, probably
rastered gfx instead). If I get any info on it I'll let you
all know!

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

2013. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 18:52:14 UTC
From: snoret@egon.unx.sas.com
Message-ID: <1992Feb27.185214.4266@unx.sas.com>
Source record: 225214

In article <1992Feb27.121108.22595@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edd Deegan) writes:
>In article <8442@v785.stanley.co.jp> janin@v785.stanley.co.jp (Pascal "P-chan" Janin) writes:
>>Just a question : does "TOS" really mean "Tramiel Op. Sys." or not ?
>>Many users, from all ages and tendencies, still wonder about it...
>>
>Popular belief is that it simply stands for
>
>The Operating System
>
>>Ha, the last one : what about "ST" itself ? "Super Tramiel" ?... (^_^)
>>
>This ones EASY.
>
>ST Stands for 'Sixteen Thirty-two'
>This is because the 68000 is a 16-bit processor, but uses 32 bit
>internal registers. The address bus is actually 32 bits wide, BUT the 68000
>only uses 24 of them, hence the 4mbyte limit :-(
>
Well, the thing about it is, a 24 bit address bus (which is what the MC68000 has) allows 2^24 different states, or __16MB__ of addressable memory!!!! That is what I've tried to find out ... why is there a 4MB limit to an ST's memory?? It is definitely _NOT_ the processor's fault. I'm currently taking a class on MC68000 architecture and assembly language, and the 68000 can access up to 16 Megs!! Why can't the ST use it??!!

Hypothetical situation ... what if I had an STe (that uses SIMMs for its RAM). If I had the bucks, why couldn't I use 4MB SIMMS rather than 256KB or 1MB SIMMS?? If I stuck in 4 4MB SIMMS, that would be 16MB of RAM, within the designed capabilities of the 68000 CPU!

So the $68000 question is ... why can't the ST use it? Is it power? Physical size? Some design flaw? I WANT TO KNOW!!!

Rick

Rick Tatem __-__ _
snoret@unx.sas.com =========@ ============ *#__===___
UNIX Support _______ / /_ `'~~~~~~~~*#*--(0)---\
SAS Institute, Inc. _____________{ @* @

2014. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 19:49:51 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Feb27.194951.28735@jsp.umontreal.ca>
Source record: 225210

In article <1992Feb26.122902.15616@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
[Lots of stuff deleted]
>Well, I must (unfortunately) tell you that many of the new crews
>that are formed today only has one thing in mind, and that is to
>pump themselves up. I'm not saying it's the same for all new demo-
>crews, but if a new demo-crew want to become famous they really need
>to be masters at dirty tricks or have something original to show
>up. And since most things already has been done it's hard to come
>up with something original.

A good demo is not _only_ getting to remove all the borders, to draw 8000
moving pixels per screen refresh to simulate space travel, or to be able
to draw a 140 sided 3D object that can rotate in real-time while playing
a 16Mhz .MOD music file all this while pre-calculating the next demo-screen,
is it?

In the Punish Your Machine demo, there was one incredibly impressive screen,
and that was the one that took a mere few seconds to draw some impressive
Fractals. You say that "its hard to come up with something original". Well,
this Fractal screen was the BEST part of the demo, IMHO. All this scrolling
stuff has now gotten boring. (though by no means not apreciated). Saying
that everything has already been done, THAT's being narrow minded.

Why not use your knowledge of the 68000 to try and write a slightly better
version of that Fractal thing, that allows users to input some data and
watch it create NEW screens, not just pre-entered ones. Or a demo screen
showing how fast you can ray-trace images on the ST? You want to make a
demo that will make "the Delta Force" be the greatest, then apply your
skills to something like ray-tracing (which I assume you probably know
the basic principles of, or can learn them easily). The other "lamers"
who only know about "removing borders" and displaying 512 colors will
surely realise that "they" really are'nt that great at programming.
So they know a few quirks and tricks about the 68000 and the ST? Big deal.

And I suggest to ignore those people who advocate portability of demos to
their newer TT's and Mega STE's -- You specifically make your demo to run
only on ST's. Nobody pays you anything, you give no guarantees. You
never claim it works on anything but an ST. Why give it incredible
limitations so that it will also work on the Mega STE and TT when
the whole purpose is to look at what the _ST_'s could do if the limitations
of the operating system were bypassed. Some people just do not understand
that you are NOT writing a usefull utility that may still be needed when
upgrading to other hardware. Just make sure it works on ALL ST's, thats as
good as it needs to be.

--

And now to take this chance to tell you, of the Delta Force, how I enjoyed demo's on the ST ever since I first saw the LCD demo by TEX 5 years or so ago. I am 20 years old myself, though I am more of a higher-level language person, rather than 68000 assembly coder, I always envied you guy's n' gals for the stuff you manage to produce. If I had more time (from school), I would love to have fun with all sorts of programming projects, including having fun with people like you across the globe, writing demo's. Where do you find the time? Live long, and code well.

>---
>Daniel Eriksson Internet : m91der@tdb.uu.se
>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72901

--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in das pockets, relaxen und vatch das blinkenlights!!!

2015. Connecting an ST to a television

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 19:52:24 UTC
From: vicb@clark.edu
Message-ID: <1992Feb27.195224.12949@clark.edu>
Source record: 225211

Could someone tell me if I need anything different than a setup
like the old 800 used for hooking up an ST to a television? Also,
is medium resolution available from a television, or just low?

Thanks a lot-
vb
vicb@clark.edu

2016. Re: Additional STe ports on left

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 20:02:12 UTC
From: trh@atari.uucp
Message-ID: <1992Feb27.200212.12128@atari.uucp>
Source record: 225239

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>>..... They're 15 pin female ports. What are they for?

>Nothing. They don't work. Nobody knows how to make 'em work either.
>But I'm all ears if someone does.

>! Neil Forsyth JANET: neil@uk.ac.hw.cs !

Oh? Perhaps you don't like to order and/or read developer
documentation (of course you are in the UK, and I am aware of the problems
they have getting doc's out...)

I quote from the STE Developer Addendum:

CONTROLLERS

```
FF9200 0000 0000 0000 xxxx
||||
|||- Fire Button 0
||-- Fire Button 1
|--- Fire Button 2
---- Fire Button 3

FF9202 UDLR UDLR UDLR UDLR
|||| |||| |||| ||||
|||| |||| |||| ---- Joy Stick 0
|||| |||| --------- Joy Stick 1
|||| -------------- Joy Stick 2
---------------------- Joy Stick 3
```

Four new joystick ports are added. These ports are controlled directly
by the 68000. The current state may be sampled at any time by reading the
above locations.
Joy Stick 0 and Joy Stick 2 bits are _*read/write*_. If written to,
they will be driven until a read is performed. Similarly, they will not be
driven after a read until a write is performed.

```
FF9210 0000 0000 xxxx xxxx X Paddle 0

FF9212 0000 0000 xxxx xxxx Y Paddle 0

FF9214 0000 0000 xxxx xxxx X Paddle 1

FF9216 0000 0000 xxxx xxxx Y Paddle 1
```

Paddles:
One pair of paddles can be plugged into Joystick Port 0 (Paddle 0). A
second set can be plugged into Joystick Port 1 (Paddle 1). The current

position of each of the four paddles is reported at these locations. The fire buttons are the same as for the respective jostick. The triggers for the paddles are read as bits 1 and 2 of FF9202 (JOY0 L and R).

FF9220 0000 00xx xxxx xxxx (X position)
FF9222 0000 00xx xxxx xxxx (Y position)

Light Gun/Pen
A light gun or pen can be plugged into Joystick Port 0. The current position that the gun or pen is pointing to is reported by these registers. The position is accurate to within (X direction only):
4 pixels in 320x200 Mode
8 pixels in 640x200 Mode
16 pixels in 640x400 Mode

Accurate to 1 pixel in the Y direction in all modes. Accuracies do not account for the quality of the light gun or pen. Note that the X position is given in pixels for 320x200 only. In order to get correct results in 640x200 mode this number needs to be shifted left one bit; in 640x400 mode, shifted left two bits.

Controller Pinout

5 4 3 2 1
10 9 8 7 6
15 14 13 12 11

Joystick Port 0 Joystick Port 1
1 UP 0 UP 2
2 DOWN 0 DOWN 2
3 LEFT 0 LEFT 2
4 RIGHT 0 RIGHT 2
5 PAD 0 Y PAD 1 Y
6 FIRE 0 FIRE 2
7 VCC VCC
8 n/c n/c
9 GND GND
10 FIRE 1 FIRE 3
11 UP 1 UP 3
12 DOWN 1 DOWN 3
13 LEFT 1 LEFT 3
14 RIGHT 1 RIGHT 3
15 PAD 0 X PAD 1 X

APPLICATION NOTES:
[these are my addition, to help you use the above information]

The U/D/L/R/FIRE are all active low, with internal pull-ups to VCC;
The PAD n X/Y are assumed to 1MEG variable resistors to VCC; the formula for the positions is approximately:

POSITION ~= R * (379 *10^-6) [MAXIMUM 255]

The system is a set of One-Shots, whose time constant is 1.1RC, where C = 690pF. The width of the pulses is measured by an 8-bit counter clocked by the 500KHz clock. The value is update 2000 times per second.

The Joystick lines that may be driven can be used to "scan" more inputs into the other 6 lines (2 FIRE's and the other U/D/L/R), or can be used to do some other sort of configuration.

TRH

2017. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 20:12:49 UTC
From: trh@atari.uucp
Message-ID: <1992Feb27.201249.12279@atari.uucp>
Source record: 225240

janin@v785.stanley.co.jp (chan" Janin) writes:

>Just a question : does "TOS" really mean "Tramiel Op. Sys." or not ?

Actually, it came from (although doesn't neccesarily mean)
"The Operating System"

>Ha, the last one : what about "ST" itself ? "Super Tramiel" ?... (^_^)

While Sam occasionally claims the initials are his, they came from:
"Sixteen Thirty-two",
as in a sixteen-bit external bus, thirty-two bit internal. Hence also:
"Thirty-two Thirty-two"
for the TT.

>---> P-chan (just for info: I am an Amiga user)

2018. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 20:14:14 UTC
From: dat91ten@ludat.lth.se
Message-ID: <1992Feb27.201414.21543@lth.se>
Source record: 225213

The release date of the TT040, I doubt will be so soon as in April
1992, and even if it's released I don't think, that a fully OK
version will be available until maybe April 1993, but, I'm just
assuming :-)
I don't know, if there has been a price discussion regarding the price
of the forthcoming TT040, but, I would guess, that I will be a BIT
more expensive than the TT030. I sure hope, that the TT030 will be
produced awhile more, so some decent software will be relased to it.

BTW, is there anyone that have a little list, of software specially
written for the TT modes? It sure would be nice to see one !

* Lund, Institution of Computer Science, Sweden *
* Thomas Engstedt E-mail : dat91ten@ludat.lth.se *
* Fido-Net : 2:200/128.2 *
* BBS : (currently un-available) *

2019. Ethernet for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 20:43:40 UTC
From: eesrajm@brunel.ac.uk
Message-ID: <3664@mercury.brunel.ac.uk>
Source record: 225218

I'm interested in the availability for Ethernet add-ons for Atari STs. In particular I want to know about Ethernet adaptors, TCP/IP and X-terminal software.

People keep telling me that this sort of stuff exists, but I've yet to see it.

Please email me rather than posting - I don't normally read this group.

Thanks in advance

Andy Michael

--
Andy Michael "You might think that. I
85 Hawthorne Crescent couldn't possibly comment."
West Drayton - `House of Cards'
Middlesex email: eesrajm@brunel.ac.uk
UB7 9PA or Andrew.Michael@brunel.ac.uk

2020. Is it possible to output a .PS file from Desktop Publisher?

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 21:12:00 UTC
From: v115lue3@ubvmsb.cc.buffalo.edu
Message-ID: <1992Feb27.211019.1078@acsu.buffalo.edu>
Source record: 225215

The subject line says it all. I believe that Timeworks DTP can PRINT on a PostScript printer, but can it output a postscript file, to be printed at another site? The reason why I ask is because I'd like to use the University's lasers - instead of buying my own :) I figure..if I can get the .PS file from my machine, I can kermit it up to the VAX.

Sound do'able? Thanks..

PS

2021. Crack Art Questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 21:30:19 UTC
From: rdf@pinet.aip.org
Message-ID: <1992Feb27.213019.4063@pinet.aip.org>
Source record: 225229

I have been trying Crackart and have gotten most things to work except the CUT and RELAX functions. The cut does nothing and the Relax just beeps.

Does anyone know how to load a .gam into the program and run it? I assume the CUT is some sort of jack knife since the ESC already has a rectangular cut.
Thanks..

2022. Citizen GSX-140+ Printer For Sale...

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 21:38:00 UTC
From: vanleejf@UDAVXB.OCA.UDAYTON.EDU
Message-ID: <9202272147.AA20344@ucbvax.Berkeley.EDU>
Source record: 225216

Hello Netters!

I have a Citizen GSX-140+ Printer for sale. It was purchased at the beginning of the year and has had minimal use. It has all instructions, disks, manuals, boxes, etc., and it is all in brand-new condition. I'm asking $250 for it, and if you pay $250, I'll pay for UPS ground shipping to anywhere in the continental US.

If you're interested, make an offer.

Thanks!
Jim
--
-
"$1,000 invested at a mere 8% for 400 years would grow to $23 quadrillion -
$5 million for every human on earth." --Sidney Homer
-
"We didn't start the fire, / ___/_ Jim Van Leeuwen
it was always burning / / / \ The University of Dayton
since the world's been / / / / Bitnet: VANLEEJF@DAYTON Dayton, Ohio
turning..." -- Billy /___/__/ / Internet: vanleejf@udavxb.oca.udayton.edu
Joel /_____/ Alt. Internet: aq846@cleveland.freenet.edu

2023. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 21:50:31 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb27.155031.1955@doug.cae.wisc.edu>
Source record: 225217

In article <1992Feb26.224608.20134@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac9\
99108) writes:
>
>Hm.. standing back and just looking and counting the messags from people about
>demo coding, it seems that most people like them.. and most people who don't
>are making assumptions that the people who do make demos don't know how
>to code since they make them. Hm..
>
>--
>
>---------------\ Paul Danckaert | ac999108@umbc5.umbc.edu
/-----------\
-

The basic thread has drifted quite a bit. But it is still interesting
to think about the many questions, ethical and technical about software
construction of hardware dependant applications.

I would say, since the demo's are for free, there are no ethical
questions involved.

In fact, Daniel Eriksson, through his rather "direct" attitude about
demo application design, is trying to win support from a largely academic
community.

I would say, stop trying to convince them. Portability is an extreme issue
in the academic community. Your not going to gain support, period.

However, we do like the art, demo crews employ in the programs themselves.
So keep up the good work all you demo coders...

Furthermore, I would like to say Dan, if you want to make a living at something
like this, your going to have to eventually come around to addressing
the academic issue's we all have been bluntly pointing out.

Now, with that in mind. Here is a piece of advice from someone who insisted
I learn C many moons ago instead of going with the BASIC/Asm combination
I used and held so dear...to that "structured garbage" junk....

"Gregory, if you have to resort to Assembly language, you don't understand
the problem and by the time you do, you could have already finished the job."

Seems to have worked out OK for me. :).

2024. C-LAB ST-ATARI series

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 22:05:28 UTC
From: setl@omilia.ee.mu.oz.au
Message-ID: <9205909.9217@mulga.cs.mu.OZ.AU>
Source record: 225220

Hi Guys,
my name is Shane.

I am looking to buy a music machine for sequencer/notation based s
tuff, such as C-LAB ST-ATARI series (Notator).

I believe this one has capacity for you to compose your own
music and play it using its C-LAB software and with the appropriate Atari.

It is an excellent kits for any music lover, I believed!

What I would like to know is how much does it normally costs (software and
harware separately please) and where to get them.

Thanks in advance.

Shane.

2025. Re: The art of Demo programming (was:Re: 'Demo crews')

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 22:06:15 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb27.160615.2267@doug.cae.wisc.edu>
Source record: 225219

In article <1992Feb25.120140.18971@lth.se> d91jn@efd.lth.se (Jerker Nilsson) writes:
>
> There have been a lot said about the art of demo-programming. This
>is just my opinion.
>
> I don't use this UNIX-box at all the same as I use my STe at home.
>I didn't bought the STe for running SPICE or writing letters (I know how
>to do that by hand ;-), I don't need any computer to keep track of my
>addresses or phone-numbers. I don't need it at all.
> I bought my computer purely for fun, I enjoy stretching the borders
>(very physically as a matter of fact :-), I like writing assembler that
>really pushes the computer to the edge of it's capabilities, and even
>more I like to rebuild the hardware, make it do anything I want.
> The art of computing is soon dead in the Unix-world, when programmers
>are told that there is no need for this or there is no need for that.

I have never been told anything like this???

>Programmers should be allowed to find out any tricks they can, especilly
>in assembler (because the progs need to be rewritten when one change the
>working platform anyhow).

No one in their right mind would want to rewrite a program of say even a
thousand lines for each different machine out there I can't stand to do
do things twice. I would much rather be spending my time doing other things,
like reading comp.sys.atari.st.:

First its not economically viable to do so, and like it or not, people
need food, housing and clothes...not only that, modern languages
make it unessacary to do so.

> The day a trick don't work, a good programmer will find a new that does,
>and users (IMHO) should not bother about how the code is written. If they

This thinking simply isn't ethical at all. I assume you mean commercial
code as you didn't specify otherwise.

When I buy a piece of software, like say PageMaker 4.0 for EGADS 499,
I sure an the hell want my moneis worth, which means an application
which has a performance curve exceptable within the given price range,
and better than anything else the competition has. So yes I don care
how its written. So does my wallet.

I think most Atari system software engineers have this kind of attitude which
is why we have to rely on Eric Smith, Dave Small, to give us software
capabilities that are up to date with the times. These people obviously
care about how thier code is written and expect the user should too.

>don't pay for it they should not even bother about if it works or not.
> Programms written for fun are pieces of art, that can not be fully
>understood by anyone but another programmer.
>
>/Jerker
>--
> - Jerker Nilsson, email d91jn@efd.lth.se -
> ---- My opinion may change, but not the fact that I am right! ----

-Greg

2026. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 22:13:44 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb27.161344.2396@doug.cae.wisc.edu>
Source record: 225221

In article <1992Feb27.121108.22595@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edd Deegan) writes:
>In article <8442@v785.stanley.co.jp> janin@v785.stanley.co.jp (Pascal "P-chan" Janin)
writes:
>[...]
>ST Stands for 'Sixteen Thirty-two'
>This is because the 68000 is a 16-bit processor, but uses 32 bit
>internal registers. The address bus is actually 32 bits wide, BUT the 68000
>only uses 24 of them, hence the 4mbyte limit :-(
>

Well almost, the MMU is more of the problem than anything else.

In actuality, a Plain dough 68000 can access 2 to the power of 24 memory
locations...

NOT 4 megs but 16MEGS...Why Atari chode to do restrict the total addressing
range of the 68000 is beyond me. It certainly wouldn't have saved them
any money prodcution wise.

Thank God my Mega STE doesn't have this annyoing problem.

>>
>>Thanks.
>>You can E-mail me if you want...
>>
>>---> P-chan (just for info: I am an Amiga user)
>
>Nevermind: its amazing what they can do with plastics nowadays.....

2027. Tape Backup

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 22:33:11 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb27.223311.13988@umbc3.umbc.edu>
Source record: 225222

Help! I can get Tape Backup drives fairly cheaply.. around$150, but I don't know where to get a program to backup my hard drive. I don't want to buy one and find a program doesn't work with it or something. And I'm tired of using my SyQuest for Backups when I can just use it for normal data storage.

If anyone knows where to get one.. please mail me.. thanks!

--

----------\ Paul Danckaert | ac999108@umbc5.umbc.edu /----------

2028. Re: Flaming - Amgia vs Atari

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 22:45:44 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb27.224544.10560@demon.co.uk>
Source record: 225231

> I'd like to see some joint software development or some GEM<->Intuition
> libraries for porting stuff rather than flame wars. Everyone would
> benefit in the end. (Send e-mail if you have comments on this idea!)

That's a great idea. How about making the programmers interface to any such routines simulate X windows stuff. It would provide a great starting point for porting some of the more basic X stuff to the ST. I'm currently planning to do an ST port of xdvi - if such a library existed then virtually the same source code could be used on the Amiga.

I'd be prepared to put some time into the ST side of such a thing, though I wouldn't be able to do anything for about a month or so.

Kev

2029. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 22:45:47 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb27.224547.10626@demon.co.uk>
Source record: 225233

uunet.uu.net (Guy D. Ridley) writes:
> I have a lot of text files on my ST which I would like to transfer to my
> IBM-compatible (Compaq). Is there a program for the ST that will create
> a DOS-compatible disk, or conversely a program for the Compaq that will
> read my ST files?

The most reliable way to do it is to format them on the PC. If I'm at home
(no PC), I use dcformat.

Kev

2030. Re: Some Questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 22:45:55 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb27.224555.10702@demon.co.uk>
Source record: 225232

usenet@arizona.edu (Shuichi Koga) writes:
> 3) Could someone please tell me how to set up a workable, with tcsh,
> Mint/MGR combination? I believe I am rapidly getting lost in the
> documentation and stuff.

I find that tcsh causes a bus error when I try to run it under mgr. I get round this if I want to use mgr by having a script that sets SHELL to point to ksh, calls mgr, then resets SHELL to tcsh.

Kev.
send
q

2031. Re: 'Demo Crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 23:03:11 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb27.230311.17248@tdb.uu.se>
Source record: 225234

towns@atari.uucp (John Townsend) writes:

:[stuff deleted]

: Now... let me ask you the ultimate question: Do these games you have
: mentioned work on the STE, MegaSTE, or the TT? I wouldn't be surprised
: if they didn't.

As far as I know they work very well on the STE and MSTE. I doubt
that they work on the TT, but then again, how many do? Even lots
of utilities by professional programmers don't work on the TT.

: See, this is the part of the demo crew thing that I
: object to: These people write these cool demos, then real companies hire
: them to develop games, the demo writers write games that cut corners,
: I buy their games, they don't work on my TT, and I am out $40-50, etc.

Does it say on the package that the game should work on a TT???
To make arcade-games that run at 50 or 25 hz refresh rate you
NEED to cut corners if you want more than one sprite at a time
on the screen.

Please tell me hom many games by (what you would call) professional
programmers work on the TT. I doubt you'll find a lot of
arcade-quality games that'll work on the TT (because the
programmers don't have time to make separate TT-versions).

: I don't mind the demos, but it has been proven time and time again that
: the cutting of corners taken by demo writers has made its way into the
: games that I pay MONEY for. That is extremely bad. Worse yet, the users
: blame Atari for the stupidity of these "programmers."

To blame Atari is REALLY stupid, I agree on that. But we could
also look at it another way. IF the dirty tricks invented by
demo-programmers hadn't made it into todays games you would
probably be able to run most games on your TT. BUT the games
would have been much slower (on the ST and STE) and they would
be even longer away from the arcade-games that you insert coins
into.

: | I'm not going to say that languages like 'C' don't have their place,
: |but on the ST they can't come close to assembler for speed, and if you ask me,
: |ease of use. Why do these people own STs and not IBM compatibles? If you're so
: |interested in portability and standardisation, then you should be looking at a
: |different computer...
:
: Well, contrary to what you may think, there are a number of people I know

: that would disagree with you. We _ARE_ interested in portability and
: standards and we CERTAINLY are interested in following the rules. And we
: are NOT interested in looking at other computers. You know, believe it
: or not.. real work takes place on Atari machines across the world. And
: those people COUNT on working software! Period.

True, but then again most applications runs just fine on the
TT, and I don't think the guys you mean play lots of games
on their TTs, or?

: Don't get me wrong.. I like the demos. I download them, I enjoy them. I
: look forward to seeing them. But, if you believe that the experience
: you gain from writing these demos is going to translate into anything
: other than writing code that pushes the hardware to its limits using
: illegal methods, then you are kidding yourself.

You are wrong (in my opinion at least)! You might only have seen
top of the class demos, but I can assure you that the guys
behind these demos once upon a time knew nothing about 68000.
Many have learned to program 68000 assembly language by
writing demos. Some have taken shortcuts and instead of
learning the 68000 they began to use dirty tricks (invented by
others). The guys that never has learned how to use the 68000
to the fullest and uses dirty tricks insted is a threat
against portable routines.

But many guys also learned the 68000 'inside and out'. These
are the guys that has invented all the dirty tricks, and I
think they have a 'right' to use them since they already know
what can be done with the 68000. It doesn't give them an
excuse to use dirty tricks in applications or games that won't
work on all computers though.

: I appreciate fast quality code as much as the next guy.. but more
: importantly, I want code that works.

Don't we all?

: And believe it or not.. It's not
: an either/or situation. It is possible to write code that is fast, legal,
: and compatible across TOS versions (and hardware revisions).

Almost true! To write code that works on all TOS-versions
shouldn't be a problem (if just Atari didn't 'implement'
new bugs all the time ;-). With the hardware it's a bit
different. Who knew 5 years ago that Atari would release
a 68030-based computer that should be 'compatible' with
the ST(E)? As most people know it's quite a differance
between the 68000 and the 68030 (the stack and caches
being three(!) critical things as far as I know). Todays
games and applications SHOULD work on both the ST(E) and
the TT since everyone knows they are around. But there
could also be a problem for guys that write games or

applications: the lack of good easy-to-get information.
Not everyone can afford buying a TT to test the newly
written game or application. And without the right
documentation we are forced to TEST to see if our
programs work.

:[stuff deleted]

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

2032. Re: Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 23:24:22 UTC
From: mattw@picasso.cssc-syd.tansu.oz.au
Message-ID: <1992Feb27.232422.1706@picasso.cssc-syd.tansu.oz.au>
Source record: 225224

mlake@irscscm.UUCP (Marshall Lake) writes:

>Has anyone tried to play Gauntlet 2 on an STe? I just acquired it
>recently and my copy boots fine but it automagically creates a player
>4 before it begins game play. The player 4 shoots constantly and
>can't be controlled (at least as far as I've tried). This makes the
>game unplayable even though you can create other players. Does anyone
>know of a fix for Gauntlet 2 on the STe? Or maybe my copy is screwed?

>--
>Marshall Lake
>...!uunet!media!ka3ovk!irscscm!mlake
>mlake@irscscm.UUCP

I've run it on my 1040ste fine, make sure you've got nothing plugged into
the ports on the left hand side, or the joystick ports while you're trying
it!
- Matthew Watson - | MHSnet: mattw@cssc-syd.tansu.oz.au
Telecom Australia | Snail : 9th Floor, 320 Pitt Street
Network Services | Sydney, 2000.
Customised Software Solutions | or 115 Mitchell Rd Alexandria 2015.
Centre - Sydney | Phone : (02) 395 3469 Fax: (02)395 3225

2033. Re: g++ installation

Newsgroup: comp.sys.atari.st
Date: 1992-02-27 23:27:41 UTC
From: mattw@picasso.cssc-syd.tansu.oz.au
Message-ID: <1992Feb27.232741.1804@picasso.cssc-syd.tansu.oz.au>
Source record: 225223

bferrer@Bonnie.ICS.UCI.EDU writes:

>I want to obtain g++ for the ST, but in atari.archive.umich.edu there
>are two folders for g++ they are (from my memory):

> /atari/gnustuff/tos/g++/jbammig++
> /atari/gnustuff/tos/g++/ababbon_g++
> (I think that's right.)

> From Readme Files The g++ in ababbon needs gcc to run. The g++ in
> jbammig++ does not have any readme files. So, my questions are:
> What does jbammig++ need to run? Does it need gcc? Which of the two
> g++ compilers is better and easier to install??

> thanks in advance,

> Bill

> p.s. Is there a FAQ on installation of g++???

please post the replies!
- Matthew Watson - | MHSnet: mattw@cssc-syd.tansu.oz.au
Telecom Australia | Snail : 9th Floor, 320 Pitt Street
Network Services | Sydney, 2000.
Customised Software Solutions | or 115 Mitchell Rd Alexandria 2015.
Centre - Sydney | Phone : (02) 395 3469 Fax: (02)395 3225

2034. Graphics Book for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 01:00:04 UTC
From: malek@screamer.csee.usf.edu
Message-ID: <3023@screamer.csee.usf.edu>
Source record: 225228

I have the following book for sale. It is in perfect condition. Price does not include shipping.

Please send all offers and questions to: malek@screamer.csee.usf.edu

Thank You.

Compute! Books:

Learning C Programming Graphics on the Amiga and Atari ST ($15)

--
Alireza Malek malek@screamer.csee.usf.edu
ARPA: malek%usf.edu@relay.cs.net.ARPA CSNET: malek@usf.edu
Sysadminning UNIX boxes is like babysitting fifty weasels in a candy store. -Felix Sebastian Ortony

2035. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 01:41:17 UTC
From: atario@cats.ucsc.edu
Message-ID: <29627@darkstar.ucsc.edu>
Source record: 225225

In article <1992Feb27.135724.14740@lth.se> d91jn@efd.lth.se (Jerker Nilsson) writes:
> BTW have you ever searched the ROM for the word "love"? Try it out, there
>is some info you won't get about Dave Staugas else... (try case insensitive).

Ehhh?? Wha' do it say??? I hain't got no ST (YET!!) and so I can't look fer
my own self. Post, please???

__
(_
__)teve

2036. ST's Flawed MMU (was Re: Atari and TOS...)

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 01:48:30 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <29590@sdcc12.ucsd.edu>
Source record: 225226

In article <1992Feb27.185214.4266@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:
>Well, the thing about it is, a 24 bit address bus (which is what the MC68000 <why can't the ST address 16Mb??? >

Since all the original ST hardware designers are either dead or serving life sentences deep in Siberia :-) :-) I'll take a stab at it... My understanding is that the Shifter (video) chip wasn't designed to address more than 4Mb [back in 1985, 4Mb was a REALLY HUGE amount of memory - sorta like IBM making the max limit of the PC 640K, since nobody could *ever* user that much memory!]. this might also be the case with the other custom chips.
Several of the 12-mb hacks that I've heard about (and I've used one of them) do away with this, but put a severe restriction upon what you can do to the extra RAM - no DMA, no video, just code and data. Not too bad if you're running GCC, but I'm sure that a lot of the demos being tossed about would croak :-)
I'm not sure of the specifics, but what I've just described sounds awfully like TT-Ram. It's just that on the TT, they figured that since the custom chips couldn't get at the extra memory anyway, they could go ahead and make CPU accesses to it much faster.

>Hypothetical situation ... what if I had an STe (that uses SIMMs for
>its RAM). If I had the bucks, why couldn't I use 4MB SIMMS rather than
>256KB or 1MB SIMMS?? If I stuck in 4 4MB SIMMS, that would be 16MB of
>RAM, within the designed capabilities of the 68000 CPU!

Because it wouldn't work. But seriously, you would need a new MMU chip, which might be a wee bit tough, since at least my STe has his soldered to the motherboard :-(
>
>So the $68000 question is ... why can't the ST use it? Is it power?
>Physical size? Some design flaw? I WANT TO KNOW!!!
>

Check out the SST accellerator. For under $1000, you can have a 50Mhz '030 system (assuming you can stand the 6-month wait for the SST boards :-(You can fit up to 12 MB on the SST.

-- adam

>Rick Tatem __-__ _
>snoret@unx.sas.com =========@ ============ *#__===___

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====

== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

2037. ***** Atari 1040STf System for Sale *****

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 01:50:23 UTC
From: tdoom@bgsu.edu
Message-ID: <9468@bgsuvax.bgsu.edu>
Source record: 225227
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Greetings,

Simply put, I am selling a complete 68000 based computer system. I
have used it throughout my career as a budding computer scientist and have
found it to be more than adequate for simple computing and programming needs.

History: this system is extremely well cared for. I have performed
all system modifications myself.

Equipment:

Motorola 68000 based Atari 1040STf computer/keyboard
4 Megabytes 80ns DRAM (Expanded with a ZRAM 3D from Zubair)
720K 83 track 3 1/2" floppy drive (built in)
Built In MIDI In/Out
Atari STM1 Mouse (2)
Atari SM124 Hi-Res Monochrome Monitor
Atari SC1224 Lo-Med Res Color Monitor
Seagate ST296N 85 Megabyte Hard Drive
D&P Under-Monitor Hard Drive Enclosure
Extra Drive Port
ICD Host Adapter Plus (with clock)
Practical Solutions Monitor Master

2400 baud Modem (generic)
Epson LQ-570 360dpi 24pin Printer (Yup, the new one.)
Casio HT-700 Midi Analog Synthesizer

This stuff is worth quite a bit to me. The hard drive is jammed
with all kinds of software (TeX, Gnu Products, Sozobon C, Word Writer 2,
Uniterm, Opus, Midi Software, Noise Tracker (15megs of modules)), etc.
I have spent countless hours compiling a reasonable collection of software.
All of it goes with the system on request. The system currently looks and
acts very much like a **IX box, running MiNT 0.92 (wonderful, wonderful OS,
the author deserves MANY kudos) and a full set of **IX utilities.

NOTE: I am NOT selling the software. . . It just comes with the system
to save the buyer MANY hours of hard work.

The printer, modem, hard drive, and synthesizer are options (I can
possibly use them with other systems.), but the rest must be sold as a
system.

WHAT IT'S WORTH:

Thanks for wading through my babblings. I'm not foolish enough to think that I can get anywhere near the system's worth, but I think that the following price chart is reasonable. COMPONENTS MARKED WITH AN * ARE SALABLE SEPARATELY.

CPU/MEMORY/KEYBOARD/FLOPPY/MOUSE $600
* EXTRA MOUSE $ 15
SM124 $100
SC1224 $150
MONITOR MASTER $ 15
* ST296N/D&P ENCLOSURE/ICD HOST $550
* 2400 Modem $ 60
* EPSON $360 (1 month old)
* HT-700 (Synth) $150

TOTAL $2000

Well, that's it. . . It's pretty negotiable, but I'm fond of round numbers (like 2000). . . I'm real patient and not in a hurry to sell this system: it's my baby :) !

If this looks steep, tell me. I'm not aware of the current market. These prices reflect what it's worth to me. Thanks for your time.

tdoom@andy.bgsu.edu

2038. Atari ST system for sale (mono, 1 meg, 65 meg hd)

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 02:49:36 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Feb28.024936.5982@murdoch.acc.Virginia.EDU>
Source record: 225244

Atari 520ST + HD for sale: $700 + shipping

520ST (+ memory upgrade to 1 megabyte) (TOS 1.0 ROMS)
mono monitor
BSD 65 megabyte harddrive (Seagate 277R)
1 SS floppy (*)
Abacus book on GEM programming
Classic 1985 Atari Development Docs
Empire: Wargame of the Century
... and random stuff.

I bought this machine in 1986 and it's spent 2/3 of its life in my closet; too many Suns at work to enjoy playing around with my toy. The memory upgrade can go to 2.5 megs by just plugging in chips (but it's one of the older cards, so these are simms, these are honest-to-god chips); you can go to 4mb with a small motherboard modification.

(*) The only problem with the system is that my floppy power connector is kaput. The drive itself seems to work fine.

First come first serve; send email or leave a message for me at home (804) 971-5887 or work 924-4914.

--
Signature virii are lame.

2039. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 04:19:10 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.yWjqiMTGjgA@jonh.wimsey.bc.ca>
Source record: 225237

In <699102793.22079@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>
>For example, what about "any self-respecting Atari or Amiga programmer is a
>member of a demo group"? (the quote is etched large in my memory). The
>implication here is that if we don't program demos, we somehow have no self
>respect. Is was this, IMHO, that played a large part in motivation for the
>original complaint about your posting.
>
>>Daniel Eriksson Internet : m91der@tdb.uu.se
>>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>>SWEDEN Voice : +46 (0)26 72901
^^^^^^^
>
>Mat

Mat, one thing that may not have crossed you mind, though it's
carefully pointed out in the " How to get along on Usenet" file
in news.announce,newusers, is that several people involved in this
discussion are not using English as their native language, and that
the translation could be imparting a different impression than is
actually intended.
Now, similarly, I could make the completely unwarrented assumtion
that you hadn't read any of the new user postings because you felt you
obviously didn't need any advice on how to be a new user. But that
would be putting a cultural bias on the scant evidence I have, wouldn't
it?

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

2040. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 04:30:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.7MZJ&tLQahk@jonh.wimsey.bc.ca>
Source record: 225238

In <1992Feb27.175125.14322@tdb.uu.se>, Daniel Eriksson writes:
>
>Well, as far as I know there is a demo-crew in Sweden (Sync)
>working on a FULL ANSI terminal program that is supposed to
>be better than Flash 2 and programs like that. However I don't
>know if it will give you true 16 colours (I doubt it, probably
>rastered gfx instead). If I get any info on it I'll let you
>all know!

I wondder if you could do a good true 16 colour ansi emulator,
using scan line palette changing and some really fast sorting
routing to juggle the colouras around. And scrolling would be
tricky to make fast, especially to keep up at 19,200 baud.
If a demo crew did get one working, that'd definately put
their name on the map with a lot more people.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

2041. Re: 'Demo Crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 04:44:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.BLPkWDxt&AU@jonh.wimsey.bc.ca>
Source record: 225236

In <1992Feb27.063308.4763@atari.uucp>, John Townsend writes:
>
>Now... let me ask you the ultimate question: Do these games you have
>mentioned work on the STE, MegaSTE, or the TT? I wouldn't be surprised
>if they didn't. See, this is the part of the demo crew thing that I
>object to: These people write these cool demos, then real companies hire
>them to develop games, the demo writers write games that cut corners,
>I buy their games, they don't work on my TT, and I am out $40-50, etc.
>I don't mind the demos, but it has been proven time and time again that
>the cutting of corners taken by demo writers has made its way into the
>games that I pay MONEY for. That is extremely bad. Worse yet, the users
>blame Atari for the stupidity of these "programmers."
>
Just one counter to this. I agree with John that it's a pain to lay
out money on a game that doesn't work on some machines (Knightmare and
Railway Tycoon, to name the latest disasters), but from what I heard
of the Railway Tycoon incedent, the company didn't have a four meg
machine to test it on. Now who do you blame. With game companies pushing
the programmers to make the games as smooth and fast as possible, don't
they have a responsibility to make sure they have an example of every
machine the game will be run on?
Look at WordUp 3. The story on the net a few months ago when E Arthor
Brown was clearing them out was that it worked wonderfully if your machine
was like the one it was programmed on. Otherwise it has the reputation
as a disaster. Is this rule breaking or inadequate testing?
I also think blaming Atari is incredebly stupid. I notice that the
lists of games originally published in the English game mags as not
working on an STe have been found to work fine on a 1 meg ST. As long
as Atari tech support gave the game companies lots of notice that the
rom was growing, and free ram would decrease, there's no excuse. From
what we've heard from English developers on the net, this is unlikely.
However, the games mags should have at least tried the games on 1 meg,
it certainly would have at least let people know there was a solution.
And it probably would have spurred simm sales too. ;-)

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

2042. Re: Signum Zeichensaetze <-> Tintenstrahldrucker

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 04:51:34 UTC
From: mika@rosvo.uucp
Message-ID: <920228605@rosvo.uucp>
Source record: 225193

mika@rosvo.uucp (Mika U. Kirschke VIP, Bremen) writes:
>
> Hallo Leute (insbesondere SIGNUM User),
> weiss zufaellig jemand, ob man fuer Signum2 besondere Zeichensaetze
> braucht, wenn man den Ausdruck mit eienem Tintenstrahldrucker
> von Hewart Packart (HP) machen moechte? Ich habe naemlich
> nur die 24Nadeldrucker Zeichensaetze. Wenn ja, wo
> bekommt man diese Zeichensaetze , sind sie frei erhaeltlich?
> Bitte sendet mir eine PM , wenn Ihr mir weiter helfen koennt.
> Meine Mailadresse lautet mika%rosvo@skuld.north.de .
> Ich bedanke mich schon im voraus fuer alle Zuschriften...
> MfG.
> Mika U. Kirschke
Dank an alle die mir geschrieben haben, es hat sich erledigt.
MfG.
Mika

--
* Mika Ulrich Kirschke, Justus-Liebig-Str.68, 2800 Bremen, Deutschland *
* EMAIL: mika%rosvo@skuld.north.de *
* Per aspera ad astra... carpe diem! *
--

2043. Need Chaos Strikes Back Spoiler file

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 05:52:08 UTC
From: ts@chainsaw.ecn.purdue.edu
Message-ID: <1992Feb28.055208.27219@noose.ecn.purdue.edu>
Source record: 225235

Can someone please send me a spoiler file for
Chaos Strikes Back?

Tom
ts@ecn.purdue.edu

2044. Mavis Beacon typing for sale??

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 08:34:16 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <27FEB92233416@acad3.alaska.edu>
Source record: 225241

Anyone want to sell me the Mavis Beacon typing program??? Reply via email.

2045. Re: Atari emulator on the IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 08:56:44 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Feb28.085644.17490@cs.hw.ac.uk>
Source record: 225002

In article <2151@aupair.cs.athabascau.ca> eugene@cs.athabascau.ca
(Eugene Rubin) writes:
>Does anyone have an update on the proposed Atari (TOS) emulator being
>developed for the IBM.

Well this probably won't happen. Last I heard Darek had something called
the Gemulator running and also an Atari 8 bit emulator that was much faster
than the original machine. The problem lies with the fact that Atari don't
mind their machines being emulated on other Atari hardware platforms but are
quite rightly not going to sanction emulating on other platform (eg PC's).
They can do this because the operating system for the emulators is stored on
disk and it would be illegal to distribute it. However if Darek were to
make his emulator only work with genuine Atari ROMs then he'd be doing things
the same way as Dave Small with his Spectre and avoid a lot of trouble.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2046. One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 09:10:02 UTC
From: bestu@h11.saar.sub.org
Message-ID: <H._IK1&9EaX8M@h11.saar.sub.org>
Source record: 225108

Hi there everybody,

I really didn't want to believe what happened this night:

*** MY TT STOLE ME ONE DAY ! ***

It changed the date from 02-28-92 to 03-01-92 ...

Any notes???

greetings Bernhard

P.S. Bill Aycock's CaLENDER program at least _knew_ that
there's one more day to live this year...

--
****
* * *
* Dipl.Ing. Bernhard Stumpf * email: bestu@sbusol.rz.uni-sb.de *
* D-6600 Saarbruecken, Germany * bestu@h11.saar.sub.org *
* * *
****

2047. Re: ST-Floppy-SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 09:13:38 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Feb28.091338.17593@cs.hw.ac.uk>
Source record: 225001

In article <7678@fuhainf.fernuni-hagen.de> seelbach@lorien.fernuni-hagen.de (Wolfgang Seelbach) writes:
>I'm using an Atari 260-ST

Sure? I didn't think these (or the 130ST) ever got sold commercially.
I'm a bit of an ST spotter and one day I hope to see a PS3000.

<disk prob's deleted for brevity>

I reckon you might have some loose chips. Try opening up the unit and pressing the GLUE and DMA chips securely into their sockets. Most of the chips in the early machines were socketed so they might have worked a bit loose.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2048. OS-adress on STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 09:15:59 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <9529@chalmers.se>
Source record: 225175

Is there an easy way of finding out the base adress of the TOS
(With a dumb program that doesn't know what TOS ver. one has)
If this isn't posssible could someone please tell me what adress it
is on a STe with TOS ver 1.62 (Swedish)
(How comes it isn't the same adress in all ST's ??)

/Patrick

--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

2049. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 09:22:16 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Feb28.092216.21557@tdb.uu.se>
Source record: 225174

carter@cae.wisc.edu (Carter Gregory) writes:
: In article <1992Feb26.224608.20134@umbc3.umbc.edu> ac999108@umbc5.umbc.edu
: (ac9\
: 99108) writes:
: >
: >Hm.. standing back and just looking and counting the messags from people about
: >demo coding, it seems that most people like them.. and most people who don't
: >are making assumptions that the people who do make demos don't know how
: >to code since they make them. Hm..
: >
: >--
: >
: >---------------\ Paul Danckaert | ac999108@umbc5.umbc.edu
: /-----------\
: -
:
: The basic thread has drifted quite a bit. But it is still interesting
: to think about the many questions, ethical and technical about software
: construction of hardware dependant applications.
:
: I would say, since the demo's are for free, there are no ethical
: questions involved.
:
: In fact, Daniel Eriksson, through his rather "direct" attitude about
: demo application design, is trying to win support from a largely academic
: community.

Well, I don't know if I'm trying to "win support". What I'm
sure about is that I want everyone to know that demo-programming
CAN be good for you. The guys that says demo-programming ONLY
is dirty tricks knows nothing about demos. They are of course
right when they say that the dirty tricks is dangerous, but
only if the programmer don't know what a dirty trick looks like.

: I would say, stop trying to convince them. Portability is an extreme issue
: in the academic community. Your not going to gain support, period.

What I'm trying to get into their heads (and yours?) is that
demos are NOT supposed to be portable. A demo should push
a specific computer to its edge, and it's IMPOSSIBLE to write
such code so it's portable, period.

: However, we do like the art, demo crews employ in the programs themselves.
: So keep up the good work all you demo coders...
:

: Furthermore, I would like to say Dan, if you want to make a living at something
: like this, your going to have to eventually come around to addressing
: the academic issue's we all have been bluntly pointing out.

Well, if I ever make a living on programming it won't be with
68000 assembly language (at least I think so). And don't think
I know nothing about portability just because I have been on
the demo-programmers side in this debate.

Here's a little hint: Look at what my organisation is. Do you
really think we write machine-dependant code there?

: Now, with that in mind. Here is a piece of advice from someone who insisted
: I learn C many moons ago instead of going with the BASIC/Asm combination
: I used and held so dear...to that "structured garbage" junk....
:
: "Gregory, if you have to resort to Assembly language, you don't understand
: the problem and by the time you do, you could have already finished the job."
:
: Seems to have worked out OK for me. :).

Probably quite true. But then again, you can't write everything
in C. Really time-critical and/or space-critical code can only
be produced by using the language the computer understands --
assembly language (ok, I know it doesn't understand the assembly
syntax, but you know what I'm getting at ;-).

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

2050. Oh no, More Lemmings - codes ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 09:52:23 UTC
From: garyo@apricot.co.uk
Message-ID: <1992Feb28.095223.12803@apricot.co.uk>
Source record: 225177

Hi, has anyone got the codes for ONNML please,

Cheers,

Gary Osborne

2051. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 10:10:04 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Feb28.101004.1850@unix.brighton.ac.uk>
Source record: 225176

I think Kathy peels (excellent) book says that TOS stands for
'Traditional Operating System', but I have my doubts.

Domenico De Vitto
ddv@uk.ac.bton.unix

2052. MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 10:49:49 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Feb28.104949.24898@email.tuwien.ac.at>
Source record: 225242

I recently read in a german magazine that Atari's multi-TOS will be
based on MiNT!!!
Can this be true?

I hope so! :)

M.Yannikos
kdv_521@eiaida.tuwien.ac.at

2053. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 10:53:21 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Feb28.045321.26540@hemlock.cray.com>
Source record: 225243

What's this about the Mega STe not having the 4Mb limit? Does it have a new version of the MMU? If so, is it possible to fit this new MMU to any other (older) STs?

[M][a][r][c] ===== Cray Research (UK) Ltd. =====
INTERNET: marc@hemlock.cray.com
"If all the girls in Essex were laid JANET: M.Bouron@uk.co.cray
end-to-end, no-one would be in the UUCP: ...!uknet!crayuk!M.Bouron
slightest bit surprised..." VOICE: +44 344 485971 x2208

2054. Re: How to reach author of POOLFIX3

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 11:06:35 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699275195.1038@minster.york.ac.uk>
Source record: 225170

In article <1992Feb26.145641.32603@infoserver.th-darmstadt.de>
alexlehm@iti.informatik.th-darmstadt.de (Alexander Lehmann) writes:
>
>I got the program POOLFIX3 with the distribution 1.21 of GEMINI shell.
>Trying to use it on my ST, the program failed to run, due to the presence
>of CBHD, the harddisk-driver by Claus Brod (Scheibenkleister), which
>hooks into the TRAP 1 vector. I fixed this problem by reassembling the code
>and have inserted some stuff to go through the XBRA chain, to find the original
>ROM entry of TRAP 1. This now works perfectly and I want to make the fix
>available to other users with the same problem.
>
>Since I don't know, if I am allowed to distribute this program in modificated
>form, I think it might be best that the original author includes this fix in
>the normal distribution of POOLFIX.

What you describe has already been done by Claus Brod (the same one that
wrote your HD driver). His Poolfix is called POOLFIX4 and should be avaible
from the usual FTP sites and PD libraries.

I remember that at the time, the naming caused a bit of a stir (Allan Pratt
didn't like it), but the name stuck.

>I don't have the name, since it wasn't in the README file, but if anybody
>knows who is the author, if s/he has email, or may even reads this group,
>I am thankful for any suggestions or leads.

Allan Pratt at Atari, Sunnyvale is the author. apratt@atari.uucp (from
memory -- someone correct me if I'm wrong).

>Alexander Lehmann | "Wopp" - lots of white, deadly robots
>alexlehm@iti.informatik.th-darmstadt.de| from Krikkit (THHGTTG Pt.3)

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

2055. Epson Action Laser and ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 11:18:32 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1992Feb28.061832.6335@uoft02.utoledo.edu>
Source record: 225181

I may have an opportunity to purchase a used Epson Action Laser II, this is
suppose to have HP IIP emulation and an Epson(FX/LX???) emulation built in.
Will this work fine and dandy for printing plain text files and will
I have any problems in using this with WordPerfect, Timeworks Publisher,
or Calamus???

Thanx in advance

//
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
/ * * * /
/ * * * /
/ * * * Motorola >> Intel /
//

2056. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 12:29:23 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb28.122923.2525@actrix.gen.nz>
Source record: 225245

In article <BymRgB3w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> Has anyone ever heard of a Full colour ANSI comms program for the ST?
> (with the ANSI character set)
>
> I've only seen, at the best, 4 colour ones.
>
> Why? Probably because you need 80 columns with 16 colours, the ST only
> gives you 4 colours in 80 column mode :-(
>
> So is there one available? If so, i'd love a copy.
>
> If there isn't, how about some of you Demo crews writing one for me! :-)
>
> Craig.
>
> +----------+---+------------+
> | Atari | Craig Shore | ChCh, |
> | ||| S | | New Zealand|
> | ||| T | Email: Internet - shore@equinox.gen.nz | o() |
> | / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
> +----------+-------------------------+----------------------+------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
> +-----------------------------------+-----------------------------------+

Please tell me how its posible to get 16 colours out of a machine that
can only do 4, its not posible..

The only Terminal program that the younger ones like here is FZT, they
say it has good ANSI emulation, but I am not into colours, just speed..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2057. Re: HELP wanted format DEGAS or ART files

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 12:53:18 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Feb28.125318.10487@Informatik.TU-Muenchen.DE>
Source record: 225246

In article <1992Feb18.134916.27498@fwi.uva.nl>, storm@fwi.uva.nl (Richard G.C. Storm (I89)) writes:
|>
|>
|> I'm looking for the formats of DEGAS PAINT or ART DIRECTOR
|> files to use them in GFA-BASIC.
|>
|>
|> Thanks in advance, Richard

The D.E.G.A.S .PIx files look like this:

1 Word 0: lowRes (.pi1)
1: medRes (.pi2)
2: hiRes (.pi2)

16 W ST-BIOS color palette

32000 W ST-screen memory

[the following is only for D.E.G.A.S elite PICs ... len=32066]

4 W left limit of one of the 4 animation-channels [0..15]

4 W right limit of one of the 4 animation-channels [0..15 but >= the one from above]

4 W delay of the animation-channel [0 .. 128 0 == 60 changes per second 120 == 1 change in 2 seconds]

Hope it helps

Ewald

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

2058. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 14:51:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.pw7JMrkzcPA@jonh.wimsey.bc.ca>
Source record: 225155

In <1992Feb28.122923.2525@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>Please tell me how its posible to get 16 colours out of a machine that
>can only do 4, its not posible..

The same way you get 512 out of 16 colours, I'd guess. Except,
if my calculations are right, you'd only have to toggle palettes 3
time a scan line, nowhere near as processor demanding as the 16
switches Spectrum does. Whether this leaves enough time to optimise
the palette choices and service tha serial port at 19200, is beyond
my skills to guess without actuually trying to code the thing. However,
like you, I'm not interested in ansi graphics. If they're like most
of the vt52 stuff I've seen, most do silly things like leave the
cursor the eame colour as the background. So I'm unlikely to get
exited about coding one.

However, I'm thinking of coding a Hermes compatable reader that
threads, and supports kill file and a few other rn/trn features,
Would anyone else find this intereting? I need a project to teach
myself 'c', and this is a natural.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

2059. Re: Atari and T.O.S and S.T. : Tramiel perversion or some

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 14:55:54 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.NKrGM5jZi6o@jonh.wimsey.bc.ca>
Source record: 225156

In <1992Feb28.045321.26540@hemlock.cray.com>, Marc Bouron writes:
>
>What's this about the Mega STe not having the 4Mb limit? Does it have a new
>version of the MMU? If so, is it possible to fit this new MMU to any other
>(older) STs?
>
I passed this rumour on to a local dealer. He tried 4 meg simms and
it didb't work, no matter what he tried. Personally, I can't imagine it
slipping out without one press relase, or statement online from Atari.
It would have definately pussed my decicision to upgrade my mega to a
Mega STe. I deciced there wasn't enough significant improvements to
warrent the loss I'd have taken on my mega, but if I knew I could stuff
12 meg in there, I'd buy one tomorrow.

--
John Henders jhenders@jonh.wimsey.bc.ca
Vancouver,BC or ubc.cs!van-bc!jonh!jhenders

2060. Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 14:57:59 UTC
From: meulenbr@ce.philips.nl
Message-ID: <1992Feb28.145759.15882@philce.ce.philips.nl>
Source record: 225165

Hi,

I have the following questions on Pure C:
1) is it possible with Pure C to link with identifiers longer than 8
characters?
2) does the compiler add an underscore before external names, so you
can mix the objects with dri compiled objects?
3) What is the gain compared to Turbo C 1.1
(in performance, functionality...)
4) Is Pure C also available on other platforms
(we're defititely interested in a unix version to use as cross compiler)
5) does someone have the address of the manufacturer of Pure C, so I
can inquire about the above items (especially 4), and the pricing
involved.

Thanks,
--
Frans Meulenbroeks (meulenbr@prl.philips.nl)
Philips Research Laboratories

2061. Memory Addressing (was Re: Atari and T.O.S and S.T)

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 14:57:59 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Feb28.145759.9836@rdg.dec.com>
Source record: 225247

In article <1992Feb27.185214.4266@unx.sas.com>, snoret@egon.unx.sas.com
(Rick Tatem) writes:

>So the $68000 question is ... why can't the ST use it? Is it power?
>Physical size? Some design flaw? I WANT TO KNOW!!!
>
Rick, I believe that the 4Mb limit is imposed by the memory-management unit
(MMU) that's used in the ST. I _think_ that there have been h/w hacks to
bypass/replace this but I don't know any details.

Gwyn
--
+===== E-mail: evansg@uproar.enet.dec.com ====== Uxbridge, Middlesex, UK =====+
|Company: DESISCo - Digital Equipment Service Industries Solutions Company Ltd|
|>> Above opinions are personal and do not necessarily reflect those of DEC <<|
+===+

2062. How safe is Gulam/Okami under MiNT??

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 15:10:06 UTC
From: woocm@essex.ac.uk
Message-ID: <2261@sersun1.essex.ac.uk>
Source record: 225159

Just a quickie, I was wondering how safe Gulam or
Okami shells are under MiNT. Has anybody experienced any
series side-effects or are they pretty tight. Thanks.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

2063. PC emulators

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 15:14:21 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Feb28151421@lister-04.cs.strath.ac.uk>
Source record: 225171

Has anyone used any 386 emulators? I caught an ad at the back of a magazine,
and it stated that it could handle VGA graphics (mono only).
Is this true, and does it work as fast as a real PC?

BTW At an atari road show a couple of years ago I was talking to an engineer
who stated that an ST board that would accept VGA cards was in the pipeline.

Anyone any comments?

Paul
--

"Bark?" | Internet: ssammy@cs.strath.ac.uk
-Moving Pictures | JANET : ssammy@uk.ac.strath.cs

2064. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 15:27:35 UTC
From: shore@equinox.gen.nz
Message-ID: <o52ugB1w164w@equinox.gen.nz>
Source record: 225134

kdv_521@eimoni.tuwien.ac.at writes:

> allows resolutions up to 752x512 (a guess...) or so was based on the "useless
> no-border routines...
>
> Marinos.

Exactly what is "no-border"?
(An answer for someone that has little tech knowledge would be nice :-)

Craig.


```
+----------+-----------------------------------------------+------------+
| Atari | Craig Shore | ChCh, |
| ||| S | | New Zealand|
| ||| T | Email: Internet - shore@equinox.gen.nz | o() |
| / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2065. less, gnuemacs

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 15:52:30 UTC
From: hofmann@cbnewse.cb.att.com
Message-ID: <1992Feb28.155230.29126@cbnewse.cb.att.com>
Source record: 225248

Is a version of less available for the ST that doesn't depend on the
end-of-line /r character being in the file? My version of less is
broken for files written by gnuemacs. If such a version doesn't exist,
is source code available that I can modify?

Thanks in advance.

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL (USA)

2066. Re: Flaming - Amgia vs Atari

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 15:55:03 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <18585@castle.ed.ac.uk>
Source record: 225167

kebab@cix.compulink.co.uk (Kevin Donovan) writes:

>> I'd like to see some joint software development or some GEM<->Intuition
>> libraries for porting stuff rather than flame wars. Everyone would
>> benefit in the end. (Send e-mail if you have comments on this idea!)

>That's a great idea. How about making the programmers interface to any such
>routines simulate X windows stuff. It would provide a great starting point
>for porting some of the more basic X stuff to the ST. I'm currently planning
>to do an ST port of xdvi - if such a library existed then virtually the same
>source code could be used on the Amiga.

>I'd be prepared to put some time into the ST side of such a thing, though I
>wouldn't be able to do anything for about a month or so.

I don't know about X in particular, from what I've seen of it it's
worse than GEM (it reraws the whole window every time a program makes a
tiny change to the contents for gods sake), but the idea of easier
porting between GUIs would benefit everybody. Perhaps some big shot
out there could work on a standard set of C calls for GUI APIs

Simon Kinahan aka simonk@castle.ed.ac.uk
"So Much to do, So Little Time"

2067. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 15:58:53 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <18587@castle.ed.ac.uk>
Source record: 225168

I don't really see why anybody wants to turn their ST into a green screen terminal running a defective UNIX shell but I supose its up to you.

Simon Kinahan akak simonk@castle.ed.ac.uk

2068. TeX?

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 16:39:12 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb28.163912.26921@umbc3.umbc.edu>
Source record: 225249

Is there a text file out there to explain TeX, what you need, and how to set it up? It sounds interesting and like something that I could use.. but am not sure how to go about it.. thanks..

--

---------------\ Paul Danckaert | ac999108@umbc5.umbc.edu /------------

2069. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 17:21:46 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Feb28172146@nsx.kagaku.se.fujitsu.co.jp>
Source record: 225183

>>What's your problem man? Are you jelous because someone can
>>write faster code than you? You are completely out of line
>>here. Writing demos is OF COURSE a good practice for future
>>games or applications.
>
>I have to support Kevin here. That sort of hacking _is_ nearly useless.
>If you do it for fun and as a challenge, that's fine, but don't fool
>yourself into thinking that you are learning useful programming techniques.
>Hacks are just that, hacks. They will be obsolete whenever the hardware or
>system software changes. If you want to make a career from programming,
>learn solid techniques and algorithms. (And learn to code well, as judged
>by a rational and integrated measure, not just for maximum execution
>speed or bombast.)

Sorry, this is another sad example of someone who just doesn't see the light. Don't fool yourself into thinking that the amazing demo you've just looked at was written by an amateur programmer. While most demo coders are quite young, they could code 99% of professional programmers under the table. This is beacause in general they've got an extreemly high IQ, and have been hacking night and day for the last 10 years. As PStefan said just look at the ST music programs, and compare demo coders to professional programmers.

Contrary to your belief, the best demos contain quite a few solid techniques and algorithms. The difference is that having little experience, the demo coder will reinvent the algorithms himself, a testement to real human creativity, which is sadly lacking in most software.

From my experience of hacking on the BBC micro, then moving to hacking on the ST. Hacking is what gives you the edge over other programmers, and for computers like the ST, it has the effect that the demo-coders programs seem to be running on at least a 5 times more powerful machine.

One final point. You say "whenever the hardware or system software changes". I had a good laugh at this. Demo coders are completely oblivious to system software. The only system software that's needed is to switch of the 'system. From then on, (at least for purist demo coders like me), it's raw hardware - much more fun.
--
---
paul@kagaku.se.fujitsu.co.jp | T MINUS 10 MONTHS AND COUNTING...
Room 328, Fujitsu Unoki Dormitory, |
Unoki 2-17-18, Ota-ku, Tokyo 146. |

2070. Re: 'Demo Crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 17:31:58 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb28.173158.6240@wam.umd.edu>
Source record: 225250

In article <1992Feb27.230311.17248@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>As far as I know they work very well on the STE and MSTE. I doubt
>that they work on the TT, but then again, how many do? Even lots
>of utilities by professional programmers don't work on the TT.

Lots of applications programmers write crap code too, though.

>Does it say on the package that the game should work on a TT???

No, but it does say it will work on all ST's, which it (by it, I assume
you were refering to the Care Bears' game) doesn't.

>To make arcade-games that run at 50 or 25 hz refresh rate you
>NEED to cut corners if you want more than one sprite at a time
>on the screen.

This seems like such a cop-out. On the one hand demo crews brag
endlessly about what great coders they are, and on the other hand they
whine about how paltry the ST's hardware capabilities are. There are
plenty of decently written games that have more than one sprite on the
screen in a 50hz frame. You CAN scroll a region in under a frame in
software, although the code is not simple. For another thing, why
MUST you all change the scan rate to 50Hz in the US? Arrgh! That
blows my ST away. (See below.)

Again, look at Bitmap Brothers' games, or the Bullfrog stuff like
Populous or Powermonger. These folks' games work on all ST's and
they're very fast. No cop-outs, no excuses. Just darn good code.

> IF the dirty tricks invented by
>demo-programmers hadn't made it into todays games you would
>probably be able to run most games on your TT. BUT the games
>would have been much slower (on the ST and STE) and they would
>be even longer away from the arcade-games that you insert coins
>into.

This is a vast, unsubstantiated overstatement.

>You are wrong (in my opinion at least)! You might only have seen
>top of the class demos, but I can assure you that the guys
>behind these demos once upon a time knew nothing about 68000.

While it's certainly true that knowing how to program in assembly
language(s) is a definite assest, it's the dirty tricks that demos
promote that we object to. And it's well known and well-documented
programs in higher level languages like C are easier to debug, maintain
and port, so some people question the wisdom of sticking with pure

assembly. Hence the comments you're geting like "this won't help you get a job" etc. Most companies these days won't hire you if you aren't well-versed in some high-level language. There are always exceptions, like embedded systems, where assembly language is all you need to know, but why limit yourself to those kinds of jobs when you could put your talent towards any type of programming you wanted to?

Look at the recent Atari Games job announcement in misc.jobs.offered. Here's an excerpt:

```
*---------------------------------------------------------------------------*
Required Qualifications:
* Bachelor Degree or better in Computer Science or related field.
* C Language programming experience.
* Individual must be a highly motivated self-starter; able to
make significant contributions in a small team setting.

Desired Additional Qualifications:
* Game design experience.
* Motorola 68K microprocessor family experience.
* REAL-TIME systems programming experience/education.
* Computer Graphics experience/education.
* Artistic abilities (visual arts, music, etc.).
*---------------------------------------------------------------------------*
```

The second requirement is C, and this is video game HQ. Your 68000 experience would help you, as mentioned in the second list, but first and foremost you need to know C. This is for writing games like Assault, Race Drivin', etc. So even historically assembly-only companies are using C now because it so much more economical.

Some of the folks who are attacking demo crews (and, since you're their major proponent here, you) may just be trying to give you advice they've found helped themselves. So take or leave the advice, but don't take the whole issue as a personal affront to you or your demo-coding way of life. I really don't think it's intended that way.

I don't think anyone would want to force you to stop writing demos. Perhaps there are some that think you could put your talent to better use. But hey, do whatever makes you happy -- life is short.

>It doesn't give them an
>excuse to use dirty tricks in applications or games that won't
>work on all computers though.

That's my point exactly. Perhaps we're all in violent agreement here, folks. I think the MAJOR problem with all this is that the demo coders honestly DON'T KNOW that their stuff won't run on all ST's. If they did, they'd probably accomodate the early machines with old shifters and old keyboard chips. They'd figure out some ingenious hack that would make those ST's hardware scroll or lose the borders.

It just so happens that I bought an early ST, crica 1986. A friend of mine has an even earlier one. Our machines don't run most demos, and they don't run a lot of games either. This certainly made us more aware of the subtle incompatiblities that subvert the tricks demo coders use, because we'd see a hideous flickering mess on the screen every other time we'd try a new game or demo.

Whenever I mention this I'm told that I'm either blind, insane, have a "broken ST," have a faulty monitor, or don't know how to adjust the vertical hold properly. It's amazing that people cling to the belief that all Atari ST's are hardware compatible, like their 8-bit counterparts, on the basis of seeing not personally seeing any counterexamples. Like solar eclipses don't exist because you've never seen one!

In any case, I doubt demo coders would write stuff that failed on our machines if they had machines like ours to test them on. But the point is that if Atari (or perhaps the Atari community) doesn't say "OK, that techqnique works," then you'd better not use it in anything you sell to people, because you'll end up with angry customers that return your software and never buy anything with your name on it again. Shifter-bug scrolling and overscan are examples of this.

So while in some sense those of us who complain about the dirty tricks may sound snooty or overly-academic, we're just trying to ensure that everyone in the ST world has a fair chance at all the software. And that a group of talented young programmers doesn't fall by the wayside as technology leaves their tricks and hard-core hacking behind.

>With the hardware it's a bit
>different. Who knew 5 years ago that Atari would release
>a 68030-based computer that should be 'compatible' with
>the ST(E)?

This is the whole point. This is why Atari has always encouraged programmers to play by the rules. If you play by the rules, your stuff will run on all Atari computers. Messing with hardware directly is right out unless Atari documents the particular practices you're using.

It's fine to say, "Hell with that!" and code a demo using whatever weird quirks you can exploit. But you can't do this in things you sell. That includes games.

>But there
>could also be a problem for guys that write games or
>applications: the lack of good easy-to-get information.

Yes. Looking back with 20/20 hindsight we might find that Atari's downfall was caused by their lack of programmer support. Programmers docs should be free and easily obtainable. Atari should have done everything they could have to encourage developers. Now that a lot of the best ST programmers have given up hope and gone to the Mac and PC worlds, Atari can only cry in their beers. Was it worth the $350 per developers kit in the long run? I don't think so.

Dave Baggett
dmb@wam.umd.edu

2071. games for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 17:32:19 UTC
From: bj@unislc.uucp
Message-ID: <1992Feb28.173219.13165@unislc.uucp>
Source record: 225157

I want to sell 3 old ST games I have. All come with original disks, boxes, manuals... The Infocom games even come with Invisi clues and a map, though the clues have faded some.

Zork I Infocom classic
Planetfall Infocom classic
Sundog By FTL. You travel through space exploring planets and making money by buying and selling commodities.

I would like $15.00 each if I can, I'll pay shipping in the US.
Bruce

--
Unisys bj@unislc.slc.unisys.com
Salt Lake City, Utah {hpda, sun, uplherc}!unislc!bj
(801)-594-7046

2072. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 17:45:19 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Feb28.124520.9799@miavx1.acs.muohio.edu>
Source record: 225151

All you mature anti-demo-writing computer geniuses that have been slamming on Daniel...hear this...

I didn't know Assembler at all before I met Daniel...but, with the help of his demo routines, I've been able to teach myself alot...not just about demos, but assembler in general.

I can't believe Daniel wastes his time writing demos...they're of no use to anyone.....

Yeah right...get a clue, lamers!

--Dennis
Go hug a tree!!!
also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

2073. Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 17:59:33 UTC
From: haines@CS.ColoState.EDU
Message-ID: <1992Feb28.175933.26256@yuma.acns.colostate.edu>
Source record: 225152
Cross-posted to: co.general,comp.sys.atari.st

Computer For Sale:

o Atari Mega ST4
- Motorolla 68000 cpu
- 4 MB RAM (no 640K DOS limits)
- 30 MB External Hard Drive with ICD FAST DMA/SCSI Card
- 3.5" Floppy Disk Drive
- Monochrome monitor
- Blitter Graphics Chip
- MIDI Interface (In and Out)
- Serial, Parallel, SCSI, and Joystick ports
- Graphical Operating System (TOS)
- Gnu software (gcc, make, ...)
- Assorted Software (games, shells, ...)
- Original Software and Manuals

o $2700 3 years ago, asking $900/obo.

Reply to haines@cs.colostate.edu
--
-*
Matt Haines | <haines@cs.colostate.edu>
Computer Science Department |
Colorado State University | "Why waste time learning when ignorance is

2074. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 18:13:39 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Feb28.131339.9800@miavx1.acs.muohio.edu>
Source record: 225153

>> new Tos versions, but then alot of programs stop working when the next
>> Tos comes out.
>
> do? Incidentally, there's no such thing as 'strange new Tos versions' - all
> the Tos revisions that have been released improve upon, and fix bugs from,
> their predecessors (OK, some of them introduce new ones, but WTF 8-)
>
I've seen strange new (well, now they're old) versions of TOS...software
versions that people get their slimy paws on and burn it into some ROMS and
plug it into their 'puter and such...

...you must not do a lot of BBSing...or you're not part of a Atari club...
cuz there used to be alot of that going around...not much anymore though.

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

2075. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 18:52:20 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2197@keele.keele.ac.uk>
Source record: 225172

In article <18587@castle.ed.ac.uk>, simonk@castle.ed.ac.uk (Simon Kinahan) writes:
>
> I don't really see why anybody wants to turn their ST into a green
> screen terminal running a defective UNIX shell but I supose its up to
> you.
>
That's a little narrow-minded isn't it? Although the desktop might be good for those who have just started out in the computing world, it's certainly not good enough for more advanced work. This is perhaps Atari's fault in part, since there are very few utilities that the standard desktop boasts, especially when you consider other replacements, such as Neodesk and Gemini. I'll admit desktops can be useful, but you don't really have the contol that a good shell (such as Gulam) can offer. Personally, I use Gemini when I can because it does both things for me - a good desktop and a fairly decent shell. It's just a pity it takes so long to load from floppy...

Adam

--
vvvvvvvvvvvvvvvvvvvvvvvvvvv @ @ vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
> Adam Turnbull oo Democracy : It's your vote that counts <
> csw93@uk.ac.kl.seq1 ='= Feudalism : It's your count that votes <
^^

2076. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 19:03:07 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Feb28.190307.19855@cs.mcgill.ca>
Source record: 225160

Well, I'm currently working on such a program. (I'm trying to have them up to 800K capacity. I can do it for the ST. Getting it IBM compatible is harder.)
So check out atari.archives during the next month, I might post it up there if enough people want it.

2077. Re: Ethernet for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 20:28:05 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Feb28.202805.28637@ccu.umanitoba.ca>
Source record: 225158

In article <3664@mercury.brunel.ac.uk> eesrajm@brunel.ac.uk (Andrew J Michael) writes:
>
>I'm interested in the availability for Ethernet add-ons for Atari STs. In
>particular I want to know about Ethernet adaptors, TCP/IP and X-terminal
>software.
>
>People keep telling me that this sort of stuff exists, but I've yet to see it.
>

I just received a fax from PAM Software (FAX 06131 47 64 02) with an impressive list of ethernet products for all manner of ST, both hardware and software. Unfortunately they are priced out of consideration for me; after all, I bought Atari to begin with because of economy. I don't understand why their DMA-ethernet boards (hardware) are 1500 DM, when SCSI-ethernet boards are available for MACs at around $350 US. I wonder why someone at Atari or someone else capable, doesn't develop software so the MAC devices could be used on STs (with SCSI boards). Does anyone know if the PAM software could be used in this capacity?

Werner Ens (ens@ccu.umanitoba.ca)

2078. Re: GNUPLOT for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 20:33:18 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.7btWm2Zw5Yg@pingu.saar.sub.org>
Source record: 225109

In <1992Feb26.163150.30345@infoserver.th-darmstadt.de>, Alexander Lehmann writes:
>Hi everybody,
> if you are interested in displaying functions, you may want to check out
>the Atari port of GNUPLOT 3.0, which I just made FTP able on 3 sites.

Another port of it is on cs.uni-sb.de in /pub/atari/tools/gnuplot3.lzh .
I have compiled in only the drivers for:

unknown Unknown terminal type - not a plotting device
dumb printer or glass dumb terminal
eepic EEPIC -- extended LaTeX picture environment
emtex LATEX picture environment with emTeX specials
epson_lx800 Epson LX-800, Star NL-10, NX-1000, PROPRINTER ...
hpgl HP7475 and (hopefully) lots of others (6 pens)
hpljii HP Laserjet series II, [75 100 150 300]
hpdj HP DeskJet 500, [75 100 150 300]
pcl5_port HP laserjet iii (using HPGL plot vectors), portrait mode
pcl5_land HP laserjet iii (using HPGL plot vectors), landscape mode
latex LaTeX picture environment
nec_cp6m NEC printer CP6, Epson LQ-800 Monochrome
nec_cp6c NEC printer CP6 Color
nec_cp6d NEC printer CP6, Epson LQ-800 Draft monochrome
gem GEM window system

The program is compiled with the GNU-readline library (a sample file for
~/.inptrc to customize this is included) and knows about UNIXMODE.

- Edgar
--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

2079. Atari 1040STf System

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 20:52:27 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Feb28.205227.3311@oz.plymouth.edu>
Source record: 225161

For SALE:

Atari 1040STf, 1 meg, Dallas Semi RT-clock socket
Atari MegeFile 30
Atari SC1224 Corlor Monitor
Atari SM124 Monochrome Monitor
Talon Supercharger IBM (run all IBM software on ST)
Chic 240DPI mouse

Loads of software already on drive, Neodesk 3.02, Timeworks DTP,
Partner ST, Degas, etc.

Selling as a unit, asking $1000.00 or b/o
Please E-mail: pyr579@oz.plymouth.edu
or call (603)968-3614 and ask for Stephan

--
\/\/\/

2080. Graphics programming book for sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 21:00:06 UTC
From: malek@screamer.csee.usf.edu
Message-ID: <3033@screamer.csee.usf.edu>
Source record: 225178
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.graphics

I have the following book for sale. It is in perfect condition. Price does not include shipping.

Please send all offers and questions to: malek@screamer.csee.usf.edu

Thank You.

Compute! Books:

Learning C Programming Graphics on the Amiga and Atari ST ($15)

--
Alireza Malek malek@screamer.csee.usf.edu
ARPA: malek%usf.edu@relay.cs.net.ARPA CSNET: malek@usf.edu
Sysadminning UNIX boxes is like babysitting fifty weasels in a candy store. -Felix Sebastian Ortony

2081. Printer sale!

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 21:34:06 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Feb28.213406.19505@jhunix.hcf.jhu.edu>
Source record: 225162
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,misc.wanted

I have the following printers for sale:

NEC P2200 24-Pin Dot Matrix Printer.....$215

Panasonic KXP-1124 24-Pin Dot Matrix Printer.....$240

Hewlett-Packard DeskJet PLUS 300dpi Inkjet Printer.....$330

ALL Prices include shipping and ARE negotiable. No reasonable offer
refused. Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu

2082. Techno Garage Sale

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 21:38:08 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Feb28.213808.19837@jhunix.hcf.jhu.edu>
Source record: 225163
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.synth,misc.forsale,misc.forsale.computers,misc.wanted

Here is a list of items collecting dust in my closet. Everything
works perfectly, but I have no use for them.

Atari SC1224 Color Monitor.....$225
Avatex 1200 Baud Modem.....$ 45
Acoustic Research Powered Partners (amplified stereo speakers).$225 pr.
Casio CZ-101 Digital Synthesizer (includes s/w & cables).....$175
Sony D-15 Portable CD Player (great for digitizing).....$135
NEC 720K DS/DD 3.5" Bare Drives (2).....$ 55 ea.
150 Watt Switching Power Supply (XT Type) (2).....$ 55 ea.

ALL Prices include shipping and ARE negotiable. No reasonable offer
refused. Package deals can be worked out. Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu

2083. Old-style Atari Lynx w/acc's for sale.

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 21:42:54 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Feb28.214254.20215@jhunix.hcf.jhu.edu>
Source record: 225164
Cross-posted to: comp.sys.atari.st,rec.video,rec.games.misc,misc.forsale,misc.forsale.computers,misc.wanted

I have an old-style Lynx w/accessories for sale:

Atari Lynx Portable Color Entertainment System w/AC Adapter, Comlynx
Cable, large kit case, sun visor, and California Games card.

Price: $125 shipping included.

Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu

2084. Any monochrome demos?

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 22:16:24 UTC
From: wolf@sol.cs.uni-sb.de
Message-ID: <WOLF.92Feb28231624@sol.cs.uni-sb.de>
Source record: 225169

```
As everyone's talking about demos...
Are there any demos for monochrome monitors, including colour demos
which still look good using a colour emulator?
The only one I ever tried was the Snowman demo, but the pictures
didn't look very nice using a colour emulator.

Just curious,
Wolfgang
--

+------------------+----------------------------+--------------------+
| Wolfgang Huwig | CS Dept./AI Lab | Intelligent remark |
| wolf@cs.uni-sb.de | Universitaet des Saarlandes | goes here ... |
+------------------+----------------------------+--------------------+
```

2085. Source

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 22:29:20 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb28.222920.13927@umbc3.umbc.edu>
Source record: 225166

```
Uh.. I lost the mail address to the person who asked me for assembler
source to play .MOD files over normal STs... get it touch if you want it.

--

-----------\ Paul Danckaert | ac999108@umbc5.umbc.edu /----------
```

2086. Re: Gulam: For users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 23:10:58 UTC
From: shore@equinox.gen.nz
Message-ID: <ZkNVgB3w164w@equinox.gen.nz>
Source record: 225135

rbrown1@cc.swarthmore.edu (Randolph Gregory Brown) writes:

> Yes, indeed it has these features, which I certainly appreciate (especially
> the filename completion) but for those people like the person who originally
> started this thread and are more used to MS-Dos type shells, I'm not sure
> that these advantages are worth the learning curve. PCommand is ok, if a
> little unstable, but if you have a hard drive (I don't) buy NeoDesk and its
> CLI. Definitely.

The COMMAND.TOS that comes with MERCURY seems quite good. It handels
an AUTOEXEC.BAT file as well if you have it auto running on bootup.

Craig.


```
+----------+-----------------------------------------------+------------+
| Atari | Craig Shore | ChCh, |
| ||| S | | New Zealand|
| ||| T | Email: Internet - shore@equinox.gen.nz | o() |
| / | \ e | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2087. demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-02-28 23:44:17 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9202290644.AA06960@geech.gnu.ai.mit.edu>
Source record: 225189

Dave Baggett (dmb@wam.umd.edu) writes:

>>Don't fool yourself into thinking that the amazing demo you've
>>just looked at was written by an amateur programmer. While most demo
>>coders are quite young, they could code 99% of professional
>>programmers under the table.
>
>Care to back anything you say up with facts, or are you just going to
>continue spouting this silly rhetorical flame-bait? This sounds like
>"I can drink more beer than you, NYAAH!" Sheesh.

hehehe! Maybe it is true, however! You can pick up just about ANY PC
applications-oriented magazine in the US and you will see some clown
selling simple dBase applications for $500! I often see the term
dBase-Guru! The US is filled with people who make a wealthy living
by selling 'applications' software such as this and who most likely
have extremely little programming talent...

>>This is beacause in general they've got
>>an extreemly high IQ, and have been hacking night and day for the last
>>10 years.

>Yeeeah. And no professional programmers (which in this thread seems to
>mean "people who don't write demos") fit into this category. I really
>*don't* understand why you think you and your friends are the only
>people who are smart, motivated, creative, etc. And anyway, nobody
>said you weren't smart, creative, or motivated, so there's no need to
>get defensive about it. I think we all know you're smart. We'll all
>admit you're creative. And you're obviously motivated AND sprited,
>judging from all the noise you're making here defending yourselves.
>But all this is irrelevant; you're simply trying to make this
>a personal argument when it's not one at all.

He didn't say anything about demo coders being the only smart, motivated,
and creative programmers in the world.. Just maybe the most obvious of
being so. d:^)

>The crux of the argument is: do you write "good" code, and by whose
>standards? You guys claim you're the best programmers in the world.
>Constantly. Better than 99% of professional programmers, was it?
>By your standards this may be perfectly true, but when you try
>to convince professional programmers, who have actually written useful
>applications that run on many machines that you're right, you're
>fighting a pointless uphill battle. If you're so confident you're the
>best, why bother arguing it? Just put something nasty about all the
>non-believers in your title pages and be done with it...

I don't think anyone can claim to be the best programmers in the world...
Delta Force is certainly one of the most impressive groups on the ST
although I haven't seen much yet of their work. However, Delta Forces
'update' on NeoChrome was an outstanding piece of work. If I were Atari,
I would have hired them to update ALL my software!

I think 'Crikey' is the freshest demo on the ST in a long time and I
would imagine that this will be the direction that ST demos will take.
No fullscreens without reason.. No obnoxious, out-of-place music.
It all fits together well enough that it would be the first demo I
would show to someone who has never seen a demo before.
More impressive than 95% of the Amiga demos in my now 170 disk
collection.
>>As PStefan said just look at the ST music programs, and
>>compare demo coders to professional programmers.

>OK, continuing with Paul's line of reasoning, let's just take a look at
>music software for the ST: Hybrid Arts, Dr. T, C-Lab, etc. all produce
>excellent music software for the ST. Their stuff runs on all ST's (and
>probably TT's), and is used by *professional musicians* every day. The
>things you mention, including Music Studio, are TOYS. And GEE, you can
>run the "professional programmer's" programs from your hard drive --
>what a concept! If I download another tracker that only runs from
>drive A and has a brain-damaged file selector I'm gonna get violent!

IRRELEVANT! Why are you mentioning MIDI software?! I was talking
about software that runs without the use of expensive MIDI equipment.
So what? Even an Atari and Commodore 64 had reasonably good
Hybrid Arts/Dr.T software! Ok, if you want to talk about MIDI
applications, why not include Virtuoso or Cubase? I think Virtuoso
is quite a low-level 'hack' [or from what I've heard] yet is said to
have a very snappy user interface. Cubase is the nicest I've been
able to play with.. As far as I'm concerned, Dr. T's software could
have been written completely in GFA Basic!

>>Contrary to your belief, the best demos contain quite a few solid
>>techniques and algorithms.

>Care to elaborate on this? What, in particular, are the solid
>techniques and algorithms that you find to be good examples?

Demo coders have become more knowledgeable about slight machine
differences... or so it seems.. Particularly with the STe gaining
popularity. Just look at the Lost Boys latest demo, Crikey! I still
don't believe you haven't been able to get that demo to run.. but that's
my belief... [fyi, I have recently tried the PYM and Crikey demos on an
STe.. They work!]

>>The difference is that having little
>>experience, the demo coder will reinvent the algorithms himself, a
>>testement to real human creativity, which is sadly lacking in most
>>software.

>You're playing the "I can't bring myself up so I'll bring everyone else
>down" game. It's getting tiring. Besides that, you ADMIT that demo
>coders have little experience, yet you still claim that they're the
>best programmers. Sorry, but there are very few people who can claim
>to be the best without years of experience. And as you hinted at in
>your "years of hacking" comments, experience wins out over raw
>brainpower.

They may have had less years of experience but those years are much more
concentrated than your average programmer! how many programmers do you
know are under constant pressure from competition to improve their coding
technique day and night and day and night!??! We don't have any of that
here in California.. Us guys in TPPI are damn lonely!

>And since you didn't actually describe any of the algorithms in
>question it's hard to know whether or not we should be impressed that
>the naive demo coders re-invented them. Yeah, I reinvented "insertion
>sort" and "draw raster on screen" when I was 12 too. That's a far cry
>from designing a complex algorithm or data structure, much less proving
>that it works; e.g., balanced binary trees, Dijkstra's shortest path
>algorithm, efficient matrix multiplication, etc.

Demo's aren't that simple. Particularly the latest ones I've seen.
You can't say that the real-time 3D fractal landscape in Crikey is
a simple algorithm! Nor are fast 3D vector transform routines...
The latest Amiga demos I have seen have become quite sophisticated.
Some take the vector idea further by introducing curved edges, psuedo-
phong shading, etc.. There are now a couple of demos which rotate
cubes [or other objects] with real-time textures.. The daddy of them
all, Cube-O-Matic, would have a cube rotating with a real-time fractal
being generated on one side, a scroller on another side, and static
images on other sides...

Demo coding has absolutely nothing to do with feeding information into
a computer, letting it sit for a couple of hours, and then spitting it
back out! It's a different area entirely but don't think that the
demo world is still scrollers and raster interrupts... It's grown
far beyond that! And I know [contrary to what was said before] that
there is still alot that can be done on the ST... I just think that
most ST demo coders pretty much haven't broken away from the same
megademo formula.. Already, the Amiga demos have opted for visual
impact more than technical achievement.. Look at Hardwire, Voyage,
and especially Odyssey. The latter being a 5 disk, 40 minute long
3D movie that has recently updated to version 1.1c and now
---HARD DRIVE INSTALLABLE---

>>From my experience of hacking on the BBC micro, then moving to hacking
>>on the ST. Hacking is what gives you the edge over other programmers,
>>and for computers like the ST, it has the effect that the demo-coders
>>programs seem to be running on at least a 5 times more powerful
>>machine.

>Five times more powerful? So if I run your code on my 8Mhz ST I should
>expect it to perform like a "professional programmer's" code does on
>Dave Small's SST board running at 40Mhz? Let's get out the benchmarks.

NOT! More like a a 68020 at 16MHz... Or even just an ST with a fast
blitter chip.

>I bet you most programmers started out "hacking." You think you're
>alone in that, but I'm sure you can find hundreds of people in this
>newsgroup with "48-hour hack-a-thon" or similar kinds of stories. They
>may have been working with punched cards or with all-text displays, but
>hacking is hacking. That's why some of the dreaded professional
>programmers will see your fixation with obscure tricks as nothing more
>than a phase they've been through themselves.

Sure! There are lots of great stories of legendary hackers.. Read up
in Steve Levy's book, 'Hackers' and you will find great stories of the
original MIT hackers.. Such things as writing software to play music
by vibrating a low-level driven printer head... More closer to the subject
is about a guy named John Harris who coded games on the Atari 8-bit in
the Early 80's. He eventually got with Atari over coding a perfect
version of Pac Man and gave it away free.. I wonder where he is these days..
I wonder if it is the same John Harris that wrote unlzh172.. hmm...

>Dave Baggett
>dmb@wam.umd.edu

Paul Steffen
STratoHACKster
amiga/ST coders
TPPI

2088. Re: games for sale (if email doesn't work)

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 00:38:59 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <MdfhMX_00VI=IvCX4=@andrew.cmu.edu>
Source record: 225179

You offer to sell:

>Sundog...
>I would like $15.00 each if I can, I'll pay shipping in the US.

I'll trade you DEGAS, Maniac Mansion, Star Wars, or Articfox for this.
All these are in their original packages, with all original
documentation.

Email me here if you're interested.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"Don't let's start/ 'Cause I've got a weak heart..."
---They Might Be Giants, "Don't Let's Start"

2089. Ms dos boot on ST disk

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 00:58:01 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2955@equinox.unr.edu>
Source record: 225180

I have a quick question about using DC Format 3.0. It allows an MSDOS executable boot sector so that an MSDOS machine may read (and write it?).

Anyway, the dcfmt30.arc from atari.archive DID NOT come with the help program, so I don't know some things about this option.

Does it matter how I format it (the disk)? 9 or 10 sectors? 80 or 82 tracks? normal or twisted? single or double sided?

How would the MSDOS HD drive read it? Or does it matter? That it only needs that MSDOS executable boot sector... (since the format of ST and IBM are the same)...

Thanks in advance!

_____ _____
/ _____() Kaho Chan(man) / /
/ / L_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

2090. Re: STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 01:55:58 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <50425@hydra.gatech.EDU>
Source record: 225182

In article <1992Feb27.080319.26839@ux1.cso.uiuc.edu> cmk57122@uxa.cso.uiuc.edu (Christopher M. Kmiec) writes:
>1. I have read in Z*NET that you can put TOS 2.06 in the STe.
> Does anyone know where can I get it and how much is it??
>

Does Atari plan to ship STe's in the future with TOS 2.06 or continue shipping with TOS 1.62. When TOS 1.04 was released as an upgrade, it was shipped in the new machines. Seems logical that this would be the case for TOS 2.06.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2091. Adds posted earlier

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 02:24:23 UTC
From: prkeen@nuchat.sccsi.com
Message-ID: <1992Feb29.022423.14406@nuchat.sccsi.com>
Source record: 225188
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale,misc.forsale.computers,tx.wanted,tx.general,tx.forsale,houston.wanted,houston.general,houston.forsale

This last week, I have posted for sale adds for my Atari 8-bit equipment with
my work phone number over several networks and on SEVERAL non-networking
BBSes. The equipment is still for sale, but PLEASE DO NOT call the number
in the add. I wasn't even thinking correctly when I did it until I got
suspended for a day for doing personal business at the work place. 2/28/92 is
the day I got suspended due to that reasoning. If you call me at work, you
will not get in touch with me because my calls are going to be screened if they don't
terminate me first. You can
leave me e-mail on the HACE BBS at 713-458-9923 to user #38 if you have
any questions about my 8-bit equipment. I am so sorry for the inconveniences.
It was just a matter of several little mistakes of 1) Not paying attention to
the work rules, 2) Not thinking first before posting my work phone number,
and 3) doing things I'm not suppose to do. Well, hope you understand.
Phillip Keen
PS: For those who didn't see the add, here it is again but without the work phone number:
FOR SALE:
========

Atari 130XE Computer $ 65
30 mb. hd. system with MIO $240
NEC Color Monitor $ 40
Atari XMM801 Printer $ 60
Atari 1050 Disk Drive $ 65

All cables are included. The MIO
has 256K and the SCSI/SASI hard
drive port has been repaired. The
XMM801 printer was freight damaged
All that was damaged was the cover.
The paper knob was damaged by me
turning the paper backwords. Both
of these can both be replaced. The
30 megabyte hard drive system is
two seagate hard drives. A 10 meg.
and a 20 meg. The system boots off
the 20 megabyte one. Due to the
repaired SCSI/SASI port, I would
prefer not to have to split up the
MIO and the hard drive, but will
consider it as a last resort.
The hard drive system includes
a working Carina II v2.5 BBS
system and quite a few other misc.

files. Out-of-town orders the buyer
must pay shipping.
Phillip Keen

--
##################
prkeen@nuchat
##################

2092. Re: test ignore

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 02:38:15 UTC
From: jonc@status.gen.nz
Message-ID: <giuwgB6w164w@status.gen.nz>
Source record: 225154

rzsbf@sbusol.rz.uni-sb.de (Bernd Faerber) writes:

> sorry to test in this group - i have problems posting to this group

I made it to New Zealand and to the Z*NET Site mate..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

2093. Free TeX for Amiga & Atari, Volunteer Needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 03:42:14 UTC
From: jon@radel.com
Message-ID: <1992Feb29.034214.15009@sed.stel.com>
Source record: 225102
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.st,comp.text.tex

I have for some time now been involved with distribution
of TeX on floppies for PC clones and Macintoshs. This
is now being handled by the TeX Users Group as a service
to TeX users who do not have good access to the online
archives of such material.

The only reason that the software is currently limited
to those two computer types is that those are the only
ones that I have particular experience with, or access
to. This is, of course, rather silly, as there are
nice, free versions of TeX for other microcomputers
too.

I would be interested in hearing from anyone with
knowledge of TeX on other platforms who could
steer me in the right direction, or who would
even consider volunteering to supply master floppies
with the software on them. All I could give in
return would be your name in rather small lights
(though I could cover the postage, floppies, and
such things).

Thank you.

--
--Jon Radel jon@radel.com
P.O. Box 2276 uupsi!radel!jon
Reston, VA 22090-0276
U.S.A. TeX Users Group board & PD software

2094. Atari Profibook ST-STE-MST(E)-TT, English edition

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 04:16:59 UTC
From: ACPS7048@RyeVm.Ryerson.Ca
Message-ID: <92059.231659ACPS7048@RyeVm.Ryerson.Ca>
Source record: 224999

I wouls like to take this opportunity and pass on a few facts regarding
the "ATARI ST BIBLE" which with the help of all ST users around the world
might become possible.
I recently received a message from Mr. Jankowski regarding my enquiry about
an english edition of this excellent book. This book is a MUST for every
serious programmer on the ATARI ST and contains a wealth of information
on the ST,STE,MST(E),and the TT. At 1491 it contains everything you ever
wanted to know about the ATARI computers. Unfortunately this book was
translated into a few languages and english is not one of them.
The authors were not able to convience their publisher to release an
english edition thus I am posting this message and people who are
interested can write directly to the publisher and hopefully the english
edition will become a reality. The more letters will arrive at SYBEX the
more increases the chance for it to be released.
Here is the address to write to:

SYBEX, Inc.
2021 Challenger Dr. #100
Alameda, California
USA

The german edition is published by SYBEX-VERLAG Gmbh (Germany).
Thanks.
P.S.: Many thanks to Mr. Jankowski, Rabich, Reschke for taking the time
and being very helpful.

Mark K.
Ryerson Polytechnical Institute
Toronto, Ontario
Canada

2095. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 04:24:18 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3654@cod.NOSC.MIL>
Source record: 225185

In article <18587@castle.ed.ac.uk> simonk@castle.ed.ac.uk (Simon Kinahan) writes:
>
> I don't really see why anybody wants to turn their ST into a green
>screen terminal running a defective UNIX shell but I supose its up to
>you.
>
> Simon Kinahan akak simonk@castle.ed.ac.uk

I like to turn my ST into a green screen terminal running a defective
UNIX shell so I can invoke the magic incantation "make" :-)

Mike Healy

healy@cod.nosc.mil

2096. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 04:34:40 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb29.043440.25994@wam.umd.edu>
Source record: 225184

In article <PAUL.92Feb28172146@nsx.kagaku.se.fujitsu.co.jp> paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>
>Sorry, this is another sad example of someone who just doesn't see the
>light.

The feeling is mutual, though I wouldn't have put it quite that way.

>Don't fool yourself into thinking that the amazing demo you've
>just looked at was written by an amateur programmer. While most demo
>coders are quite young, they could code 99% of professional
>programmers under the table.

Care to back anything you say up with facts, or are you just going to continue spouting this silly rhetorical flame-bait? This sounds like "I can drink more beer than you, NYAAH!" Sheesh.

>This is beacause in general they've got
>an extreemly high IQ, and have been hacking night and day for the last
>10 years.

Yeeeah. And no professional programmers (which in this thread seems to mean "people who don't write demos") fit into this category. I really *don't* understand why you think you and your friends are the only people who are smart, motivated, creative, etc. And anyway, nobody said you weren't smart, creative, or motivated, so there's no need to get defensive about it. I think we all know you're smart. We'll all admit you're creative. And you're obviously motivated AND sprited, judging from all the noise you're making here defending yourselves. But all this is irrelevant; you're simply trying to make this a personal argument when it's not one at all.

The crux of the argument is: do you write "good" code, and by whose standards? You guys claim you're the best programmers in the world. Constantly. Better than 99% of professional programmers, was it? By your standards this may be perfectly true, but when you try to convince professional programmers, who have actually written useful applications that run on many machines that you're right, you're fighting a pointless uphill battle. If you're so confident you're the best, why bother arguing it? Just put something nasty about all the non-believers in your title pages and be done with it...

>As PStefan said just look at the ST music programs, and
>compare demo coders to professional programmers.

OK, continuing with Paul's line of reasoning, let's just take a look at music software for the ST: Hybrid Arts, Dr. T, C-Lab, etc. all produce

excellent music software for the ST. Their stuff runs on all ST's (and probably TT's), and is used by *professional musicians* every day. The things you mention, including Music Studio, are TOYS. And GEE, you can run the "professional programmer's" programs from your hard drive -- what a concept! If I download another tracker that only runs from drive A and has a brain-damaged file selector I'm gonna get violent!

>Contrary to your belief, the best demos contain quite a few solid
>techniques and algorithms.

Care to elaborate on this? What, in particular, are the solid techniques and algorithms that you find to be good examples?

>The difference is that having little
>experience, the demo coder will reinvent the algorithms himself, a
>testement to real human creativity, which is sadly lacking in most
>software.

You're playing the "I can't bring myself up so I'll bring everyone else down" game. It's getting tiring. Besides that, you ADMIT that demo coders have little experience, yet you still claim that they're the best programmers. Sorry, but there are very few people who can claim to be the best without years of experience. And as you hinted at in your "years of hacking" comments, experience wins out over raw brainpower.

And since you didn't actually describe any of the algorithms in question it's hard to know whether or not we should be impressed that the naive demo coders re-invented them. Yeah, I reinvented "insertion sort" and "draw raster on screen" when I was 12 too. That's a far cry from designing a complex algorithm or data structure, much less proving that it works; e.g., balanced binary trees, Dijkstra's shortest path algorithm, efficient matrix multiplication, etc.

>From my experience of hacking on the BBC micro, then moving to hacking
>on the ST. Hacking is what gives you the edge over other programmers,
>and for computers like the ST, it has the effect that the demo-coders
>programs seem to be running on at least a 5 times more powerful
>machine.

Five times more powerful? So if I run your code on my 8Mhz ST I should expect it to perform like a "professional programmer's" code does on Dave Small's SST board running at 40Mhz? Let's get out the benchmarks.

I bet you most programmers started out "hacking." You think you're alone in that, but I'm sure you can find hundreds of people in this newsgroup with "48-hour hack-a-thon" or similar kinds of stories. They may have been working with punched cards or with all-text displays, but hacking is hacking. That's why some of the dreaded professional programmers will see your fixation with obscure tricks as nothing more than a phase they've been through themselves.

Dave Baggett
dmb@wam.umd.edu

2097. Berkley MicroSystems

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 04:35:08 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb29.043508.11632@umbc3.umbc.edu>
Source record: 225187

Hey all.. I need to contact Berkley MicroSystems as I hear they have some sort of tape backup software out. Any info?

--

----------\ Paul Danckaert | ac999108@umbc5.umbc.edu /----------

2098. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 04:38:17 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Feb29.043817.17996@usenet.ins.cwru.edu>
Source record: 225186

In a previous article, jhenders@jonh.wimsey.bc.ca (John Henders) says:

>In <1992Feb27.175125.14322@tdb.uu.se>, Daniel Eriksson writes:
>>
>>Well, as far as I know there is a demo-crew in Sweden (Sync)
>>working on a FULL ANSI terminal program that is supposed to
>>be better than Flash 2 and programs like that. However I don't
>>know if it will give you true 16 colours (I doubt it, probably
>>rastered gfx instead). If I get any info on it I'll let you
>>all know!
>
> I wondder if you could do a good true 16 colour ansi emulator,
>using scan line palette changing and some really fast sorting
>routing to juggle the colouras around. And scrolling would be
>tricky to make fast, especially to keep up at 19,200 baud.
> If a demo crew did get one working, that'd definately put
>their name on the map with a lot more people.
>
Does anyone have a copy of it?! Can you please post it to a FTP
site?
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

2099. ATARI Profibook ST-STE-TT, english edition.

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 04:46:33 UTC
From: ACPS7048@RyeVm.Ryerson.Ca
Message-ID: <92059.234633ACPS7048@RyeVm.Ryerson.Ca>
Source record: 224812

Sorry for the mistakes in the previous message. A few corrections:
worl = world, ab = about, 1491 = 1491 pages. Sorry for any
inconveniences caused by this matter.

Mark K.
Ryerson Polytechnical Institute
Toronto, Ontario
Canada

2100. RE: Atari and T.O.S. and S.T.:....

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 05:20:03 UTC
From: chan@pyramid.cs.unr.edu
Message-ID: <2957@equinox.unr.edu>
Source record: 225115

Welll....

S.T. was rumored to be Sam Tramiel but it's supposed to be
Sixteen/Thirty Two.
(architecture...)

T.T., I'm guessing as True Thirty Two.

T.O.S. could be Tramiel Operating System but the T. means something I can't
remember right now...

To tell you the truth, Mr. Amiga user, I don't think it really matters.
You're just trying to find something to flame about... Get real...

Kaho Chan.

2101. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 06:52:26 UTC
From: rosenkra@convex.com
Message-ID: <1992Feb29.065226.2892@convex.com>
Source record: 225190

In article <18587@castle.ed.ac.uk> simonk@castle.ed.ac.uk (Simon Kinahan) writes:
> I don't really see why anybody wants to turn their ST into a green
>screen terminal running a defective UNIX shell but I supose its up to
>you.

look: programmers generally prefer some sort of shell to work under since
it is generally faster to type that point an click. try it sometime on
something more substantiall than a "hello, world" code. gulam was one
of the first decent CLIs that just happens to emulate the unix csh. it is
still pretty good, especially for people with small memory/disk systems.
the alternatives (bash, tcsh, etc) tend to be huge, meaning you have to
be pretty serious about programming and hence have a substantial system.

can we stop this "you are stupid for using anything but {desktop,shell}..."
line? there are valid reasons for using both. just because you are
repulsed by the one you don't use doesn't mean someone else is not
equally repulsed by the other. for the record, i am on the "gulam" side
of the fence (and find anyone using the desktop to be... :-).

let's move on...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2102. 1040 ste -> 2.5 meg help

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 07:04:05 UTC
From: ckchan@engws7.ic.sunysb.edu
Message-ID: <1992Feb29.070405.12995@sbcs.sunysb.edu>
Source record: 225192

I have a quick question for the group. I'm going to upgrade my girlfriends
1040 ste to 2.5 meg, and I need to know which two simms to replace.
Is it the 1st and 3rd or the 2nd and 4th one? w/ you faceing the keyboard.

The manuals did not say anything since the computer came with a manual for the
1040STfm and a 2 page addemdum (sp?), and I am unable to locate an old issue
of a mag with the instructions.

Please send email, as I do not want to waste any more net BW.

Thanks,
Chi K. Chan
ckchan@eeserv1.ic.sunysb.edu
.

2103. WANTED: An Inexpensive Record Player....

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 07:14:53 UTC
From: virreira@athena.cs.uga.edu
Message-ID: <1992Feb29.071453.28822@athena.cs.uga.edu>
Source record: 225191
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale,misc.forsale.computers,tx.wanted,tx.general,tx.forsale,houston.wanted,houston.general,houston.forsale

Wanted: An inexpensive record player.....

Victor Virreira
virreira@athena.cs.uga.edu

2104. Executing commands in ARC prgs. re: subdirs.

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 08:01:24 UTC
From: rkallen@msb.com
Message-ID: <1992Feb29.080124.13104@msb.com>
Source record: 225199

Anyone know whether "verbose" listings from ARC'd files (or LZH'd files, using Questor LHArc) can go beyond the 1st level of archives?

-- i.e., if there are nested archives within the top level archive?

(What about "extracting indiv. files" within such archives, or "type"-ing text files to the screen, etc.?)

If this can be done, please say how. Thanks.

2105. 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 08:04:21 UTC
From: rkallen@msb.com
Message-ID: <1992Feb29.080421.13177@msb.com>
Source record: 225200

Does the `40-folder bug' relate only to whether o enot 40 *different* folders are opened in a session, or just 40 *total* folders? IOW, if you only have 20 active folders, but open each twice, can you still run into this bug?

Also, does a (warm) `reset' clear the folder count, or only a cold boot?

(My TOS is v. 1.02, "MEGA" TOS)

2106. MINT

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 08:08:43 UTC
From: rkallen@msb.com
Message-ID: <1992Feb29.080843.13323@msb.com>
Source record: 225101

Re: MINT

Can someone give me a brief description of this program? Is it
basically a replacement operating system for the ST that multitasks?

- How would you rate it as to 'efficiency', 'bugs', etc.

- What are its typical memory & disk activity requirements?

- Which TOS versions is it compatible with?

- Is it compatible with GULAM?

Thanks.
* * *

What about other specific features/functions it has that are
worth knowing about?

-- Can you compare it to MICRORTX/PTYWIN for multitasking, if
familiar with those Beckemeyer prgs.) --

Replies appreciated.

2107. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 10:41:50 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Feb29.104150.26802@terminator.cc.umich.edu>
Source record: 224947

```
drwxrwxr-x daemon 1024 Feb 22 10:33 .
drwxrwxr-x jon 2560 Feb 22 10:31 ./gnustuff/tos
-rw-r--r-- weiner 14087 Feb 22 10:31 ./gnustuff/tos/ls-lR.tos
-rw-rw-r-- weiner 127590 Feb 22 10:33 ./Index
drwxrwxr-x weiner 1024 Feb 22 10:31 ./mint
-rw-rw-r-- weiner 2101 Feb 22 10:32 ./mint/Index
-rw-rw-r-- weiner 59255 Feb 22 10:33 ./CompInd.Z
drwxrwxr-x daemon 1024 Feb 23 04:28 .
-rw-rw-rw- jrd 16167 Feb 24 16:46 ./8bit/Index
```

2108. Re: Multisynch Advice

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 12:47:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb29.124756.21011@actrix.gen.nz>
Source record: 225195

In article <1992Feb27.093056.8207@rice.edu> vjrao@owlnet.rice.edu (Vinay Julapalli Rao) writes:
> I am interested in getting a multisync monitor to replace the T.V./monochrome
> monitor setup that I have now and would like some advice on the monitors
> suitable for the ST.
>
> There are also several manufacturers that sell switch boxes for these monitors.
> Would anyone recommend one over the other?
>
> I am very picky about sharpness in monochrome but if there is a monitor out
> there that looks very good in medium, I could live with that.
>
> Please email any responses. Thank you.
> --
> **
> Vinay Julapalli Rao vjrao@owlnet.rice.edu
> **

The NEC 3D if you can get one , or the Newer 3DS, all people say they
are the best at mono, plus they have stored auto settings...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2109. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 13:04:49 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb29.130449.29479@actrix.gen.nz>
Source record: 225194

In article <1992Feb27.185214.4266@unx.sas.com> snoret@egon.unx.sas.com (Rick Tatem) writes:
> In article <1992Feb27.121108.22595@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edd Deegan) writes:
> >In article <8442@v785.stanley.co.jp> janin@v785.stanley.co.jp (Pascal "P-chan" Janin) writes:
> >>Just a question : does "TOS" really mean "Tramiel Op. Sys." or not ?
> >>Many users, from all ages and tendencies, still wonder about it...
> >>
> >
> > Hypothetical situation ... what if I had an STe (that uses SIMMs for
> > its RAM). If I had the bucks, why couldn't I use 4MB SIMMS rather than
> > 256KB or 1MB SIMMS?? If I stuck in 4 4MB SIMMS, that would be 16MB of
> > RAM, within the designed capabilities of the 68000 CPU!
> >
> > So the $68000 question is ... why can't the ST use it? Is it power?
> > Physical size? Some design flaw? I WANT TO KNOW!!!
> >
> > Rick
> > ----
> > Rick Tatem __-__ _
> > snoret@unx.sas.com =========@ ============ *#__===___
> > UNIX Support _______ / /_ `'~~~~~~~~*#*--(0)---\
> > SAS Institute, Inc. _____________{ @* @

Lack of address lines to and from the MMU, but I did here of a German hack that claims 12megs or some thing like that, the MMU is still used to refresh the Rams, and with some other logic to switch the banks..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2110. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 13:09:28 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Feb29.130928.1033@actrix.gen.nz>
Source record: 225196

In article <1992Feb27.161344.2396@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>
> NOT 4 megs but 16MEGS...Why Atari chode to do restrict the total addressing
> range of the 68000 is beyond me. It certainly wouldn't have saved them
> any money prodcution wise.
>
> Thank God my Mega STE doesn't have this annyoing problem.
>
> >>
> >>Thanks.

Ill think you will find that your Mega STE has the same 4 meg limit,
unless you are refering to the VME slot..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2111. Re: Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 13:46:14 UTC
From: sigrorn@icemark.uucp
Message-ID: <17ZzJ/xLB4Y@icemark.uucp>
Source record: 225130

In <1992Feb28.145759.15882@philce.ce.philips.nl>, Frans Meulenbroeks writes:
>Hi,
>
>I have the following questions on Pure C:
>4) Is Pure C also available on other platforms
> (we're defititely interested in a unix version to use as cross compiler)
Pure C once was Turbo C 2.0, but since Borland gave up the ST-Support the
developers of Turbo C ST (Pure Software) got back their rights on their com-
piler to further develop and sell it (as far as I heard they therefore mustn't
use the name Turbo C and mustn't sell it outside Germany).
The only other platforms are the ones where the old Turbo-C exists... :-(

>5) does someone have the address of the manufacturer of Pure C, so I
> can inquire about the above items (especially 4), and the pricing
> involved.
Application Systems Heidelberg
Postfach 10 26 46
W-6900 Heidelberg
GERMANY

Application Systems does the distributing of the Compiler. Don't contact Pure
Software for your inquieries unless you're told to do so by Application
Systems.

Hope this helps,

Benedikt
--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

Get hold of portable property. -- Charles Dickens, "Great Expectations"

2112. Re: More Documentation Needed

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 14:09:35 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb29.140935.1228@demon.co.uk>
Source record: 225104

robin@uunet.uu.net (R C Smith)
>On another subject all this talk about demo writing , why all the flames
>about bad coding? Have the people that have been flaming written and
>released any software at all? If they have then they may have a point,
>but if they haven't perhaps they should try and write some code and see
>whether it collapses under different versions of TOS. All this talk
>about bad coding and no new software is being released...

Yes thank you, I have, and it works very nicely on STs and TTs, not to
mention the port to Unix... 8-)

Kev

2113. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 14:09:40 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb29.140940.1298@demon.co.uk>
Source record: 225103

Roger.Sheppard@arizona.edu
>Please tell me how its posible to get 16 colours out of a machine that
>can only do 4, its not posible..

Basically, you change the colour info for the four existing palettes at the
right time (via interrupts), and voila, more than 4 colours.

Kev.
send
q
MAIL TO comp.sys.atari.st@demon
Re: 'Demo Crews'

dmb@ames.arpa (David M. Baggett) writes:
>promote that we object to. And it's well known and well-documented
>programs in higher level languages like C are easier to debug, maintain
>and port, so some people question the wisdom of sticking with pure

This is very true. It depends on the game of course, but there are normally
a lot of non critical parts that don't need such careful coding. For example,
I'm coding an ST version of star fleet battles (have been for a while
actually, at a fairly low priority), and the vast majority of the game can be
coded in C. So far the only stuff I've gone to assembler for has been the
graphics (incidentally, the only assumptions I make are that any screen I
output to will have an arbitrary number (1 or more) interleaved bit planes).
Trying to write the vast amount of admin stuff in this game would have been
a serious nightmare in machine code

>Some of the folks who are attacking demo crews (and, since you're their
Incidentally, I don't think anyone's attacked them - I felt they were being a
bit over-sensitive.

Kev.
send
q
MAIL TO comp.sys.atari.st@demon
Re: 'Demo crews'

cpbuehrer@arizona.edu writes:
>I didn't know Assembler at all before I met Daniel...but, with the help of hi-
s
>demo routines, I've been able to teach myself alot...not just about demos, bu-
t
>assembler in general.

And did Daniel make it clear to you which parts of the code were sound
programing, and which bits you should be wary of using?

Kev.
send
q
MAIL TO comp.sys.atari.st@demon
Re: 'Demo crews'

cpbuehrer@arizona.edu writes:
>I've seen strange new (well, now they're old) versions of TOS...software
>versions that people get their slimy paws on and burn it into some ROMS and
>plug it into their 'puter and such...
That's hardly the point though, is it? If code isn't portable between official-

OS releases, how can we expect it to work on unofficial ones? Indeed, why
should we?

>...you must not do a lot of BBSing...or you're not part of a Atari club...
>cuz there used to be alot of that going around...not much anymore though.

Hey, there's a lot of pirated games and applications floating around too,
but I don't use them either.

Kev.
send
q
MAIL TO comp.sys.atari.st@demon
Re: less, gnuemacs

hofmann@arizona.edu (james.r.hofmann) writes:
>Is a version of less available for the ST that doesn't depend on the
>end-of-line /r character being in the file? My version of less is
>broken for files written by gnuemacs. If such a version doesn't exist,
>is source code available that I can modify?

If you have access to a Unix machine you can take the source from there. Its
a very easy port, but make sure you set your compiler to default to 32 bit int-
s
(a wise move for any Unix ports). Most of the work I needed to do was to fix
things like integers being used where pointers were intended, etc.

Kev

2114. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 14:09:47 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb29.140947.1363@demon.co.uk>
Source record: 225105

simonk@arizona.edu (Simon Kinahan) writes:
> I don't really see why anybody wants to turn their ST into a green
>screen terminal running a defective UNIX shell but I supose its up to
>you.

Arggh, burn the heretic!!! 8-)

Seriously though, once your inside a program a GUI user interface can be very helpful. OTOH, the desktop is far too limiting for programming (which is obviously not to say that you can't, but working from a shell gives you conveinent access to a host of tools that will make your life a lot easier). Neodesk, Gemini, etc, whilst improvements, are really aimed at the user rather than the programmer. Of course, all of this is merely a personal opinion.

Kev

2115. Re: PC emulators

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 15:54:46 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb29155446@solb1.essex.ac.uk>
Source record: 225197

In article <SSAMMY.92Feb28151421@lister-04.cs.strath.ac.uk> ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE) writes:

Has anyone used any 386 emulators? I caught an ad at the back of a magazine,
and it stated that it could handle VGA graphics (mono only).
Is this true, and does it work as fast as a real PC?

How fast is a PC? How long is a piece of string? :-)

I read somewhere that the 386SX emulators manage Norton indexes of 8-ish,
or 15-ish if you give them 70ns RAM to use.

--
email: okes@essex.ac.uk
#
##
##
#
"God i hate floppies" - Karl Brandt.

2116. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 16:02:57 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Feb29160257@solb1.essex.ac.uk>
Source record: 225198

In article <1090@ehviea.ine.philips.nl> leo@ehviea.ine.philips.nl (Leo de Wit) writes:
In article <OKES.92Feb26125327@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
|Why not just format the floppies on the PC? The ST can use 720K DOS
|floppies as if they were formatted by TOS, no matter what version you have.

Mine cannot, and I have 2 standard single-sided(!), double-density floppy
drives (SF354). It just bit me the other day, that everyone thinks you
have a double-sided drive. Mine only handles 360K.

Sorry, I replaced my old single-sided drive last year. I was fed up with
not being able to run the new games which came on DS disks. I really think you
should upgrade if you can possibly afford it.

--
email: okes@essex.ac.uk
#
##
##
#
"God i hate floppies" - Karl Brandt.

2117. Current State of Atari Archive (and the others for that matter)

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 16:29:17 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Feb29.162917.721@terminator.cc.umich.edu>
Source record: 224976

Well folks,

It would appear that the archives will continue on, at least in a reduced service form. By this I mean that Fred Swartz, our archive administrator, was RIF'd (fired). The archives themselves will continue on, by volunteer power (as a.a always has been).

Where they will wind up is the current question. There has been talk of locating them on machines in various departments throughout the U, but I'd go so far as to say that a.a will stay put, at least for a while longer. The others will undoubtly move soon.

Many of you have asked (and even hypothesized) about exactly what it going on here; why were the archives in danger in the first place. From my point of view, which is very limited, it appeared to be at first a budget cut. However, as more discussion took place, and more lies and half-truths were told, it appears that there's some higher agenda ofr ITD management. What is it? Beats me.

I'd like to thank those of you that sent mail in to the archive.support address. There was some particularly compelling testimonials there, and I think your outcry, combined with the continued "what the hell?" from the archivists here, made the difference. It's a bummer we lost Fred, but ....

Any further comments, concerns, or clarifications to the address above (or below)

weiner
--
Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

2118. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 16:30:59 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <cqZwgB1w164w@ersys.edmonton.ab.ca>
Source record: 225107

rosenkra@convex.com (William Rosenkranz) writes:
>
> look: programmers generally prefer some sort of shell to work under since
> it is generally faster to type that point an click. try it sometime on
> something more substantiall than a "hello, world" code. gulam was one
> of the first decent CLIs that just happens to emulate the unix csh. it is
> still pretty good, especially for people with small memory/disk systems.
> the alternatives (bash, tcsh, etc) tend to be huge, meaning you have to
> be pretty serious about programming and hence have a substantial system.
>
> can we stop this "you are stupid for using anything but {desktop,shell}..."
> line? there are valid reasons for using both. just because you are
> repulsed by the one you don't use doesn't mean someone else is not
> equally repulsed by the other. for the record, i am on the "gulam" side
> of the fence (and find anyone using the desktop to be... :-).
>
> let's move on...
> Convex Computer Corp. |ARPA: rosenkra@convex.com

I'd like to ask a serious question; *WHY* is Gulam the CLI that everyone
likes so much. I can see the use of a CLI when working with programming
environments, but there are better shells than Gulam. How about Okami,
or the shell that comes with Gemini, or Bash? Bash is really large,
though, so that might be a disadvantage unless you have a real need of
something Bash offers. Okami is compact, and reliable. My experience
with Gulam was horrible, to say the least. The built-in Emacs crashed
(two bombs) two out of every three times I tried to use it. Aside from
that, the shell itself seemed to work moderately well. Nowhere near as
smoothly as Okami, though. The main problem with Okami is that it
doesn't offer the alias option, but uses functions instead. Mupfel does
offer aliasing, though, and just about all the other features you really
need. A CLI is great for programming, but not really useful for
every-day use.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

2119. Re: 'Demo Crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 18:49:29 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb29.184929.4805@demon.co.uk>
Source record: 225122

dmb@ames.arpa (David M. Baggett) writes:
>promote that we object to. And it's well known and well-documented
>programs in higher level languages like C are easier to debug, maintain
>and port, so some people question the wisdom of sticking with pure

This is very true. It depends on the game of course, but there are normally a lot of non critical parts that don't need such careful coding. For example, I'm coding an ST version of star fleet battles (have been for a while actually, at a fairly low priority), and the vast majority of the game can be coded in C. So far the only stuff I've gone to assembler for has been the graphics (incidentally, the only assumptions I make are that any screen I output to will have an arbitrary number (1 or more) interleaved bit planes). Trying to write the vast amount of admin stuff in this game would have been a serious nightmare in machine code

>Some of the folks who are attacking demo crews (and, since you're their
Incidentally, I don't think anyone's attacked them - I felt they were being a bit over-sensitive.

Kev

2120. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 18:49:32 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb29.184932.4857@demon.co.uk>
Source record: 225120

cpbuehrer@arizona.edu writes:
>I didn't know Assembler at all before I met Daniel...but, with the help of hi-
s
>demo routines, I've been able to teach myself alot...not just about demos, bu-
t
>assembler in general.

And did Daniel make it clear to you which parts of the code were sound
programing, and which bits you should be wary of using?

Kev

2121. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 18:49:38 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb29.184938.4933@demon.co.uk>
Source record: 225121

cpbuehrer@arizona.edu writes:
>I've seen strange new (well, now they're old) versions of TOS...software
>versions that people get their slimy paws on and burn it into some ROMS and
>plug it into their 'puter and such...
That's hardly the point though, is it? If code isn't portable between official-

OS releases, how can we expect it to work on unofficial ones? Indeed, why
should we?

>...you must not do a lot of BBSing...or you're not part of a Atari club...
>cuz there used to be alot of that going around...not much anymore though.

Hey, there's a lot of pirated games and applications floating around too,
but I don't use them either.

Kev

2122. Re: less, gnuemacs

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 18:49:46 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Feb29.184946.5005@demon.co.uk>
Source record: 225123

hofmann@arizona.edu (james.r.hofmann) writes:
>Is a version of less available for the ST that doesn't depend on the
>end-of-line /r character being in the file? My version of less is
>broken for files written by gnuemacs. If such a version doesn't exist,
>is source code available that I can modify?

If you have access to a Unix machine you can take the source from there. Its
a very easy port, but make sure you set your compiler to default to 32 bit int-
s
(a wise move for any Unix ports). Most of the work I needed to do was to fix
things like integers being used where pointers were intended, etc.

Kev

2123. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 19:26:06 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <H.yJwbg3BHsR_@cutie.ka.sub.org>
Source record: 225033

In <1992Feb26.235908.25023@CS.ORST.EDU>, John Thaanum writes:

> My dealer says that the STBook will be on his shelf shortly (week or two).
> The machines are being packed and prepared for shipping right now.

Well ... first hand information:

We (german Atari-Dealer) got 1 (one) ST-Book last week.

It came with only 1M of Memory and there's no manual included, but it works.

Other stuff enclosed is:
- Power supply
- NiCd battery
- Pack to hold 7 alkaline batteries
- Data transfer cable (Centronics <-> Centronics)
- Harddisk adaptor cable (Book <-> ACSI)
- Midi adaptor cable (Book <-> regular sized connectors)
- some sheets of paper telling how to install software

Hopefully there are more to follow :-)

Cheers, Paddy

P.S. I haven't heard of a TT040/Falcon yet, but then ... there's the CeBit
fair on 11.-18. March :-)
--
||| Patrick Michael Hausen | E-Mail : pmh@cutie.ka.sub.org (UUCP)
||| Gerwigstr. 11 | Patrick Hausen @ KA (Maus)
/ | \ D-W-7500 Karlsruhe 1 | UK9U@DKAUNI2 (Bitnet)
Phone: +49-721-699234 | IRC-Nick: cutie
"The show must go on - Inside my heart is breaking,
my make-up may be flaking, but my smile still stays on." (QUEEN)

2124. Atari STe/TT Profibuch (was Re: Technical Books)

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 19:43:36 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Feb29.194336.18849@news.Hawaii.Edu>
Source record: 225106

Anyone wanting THE book for the STe/TT computers should order the
"Atari Profibuch" masterpiece by Julian Reschke! I didn't receive
my copy yet, but here's a description from the Sybex catalog:

"Ein MuB fur jeden Atari-ST Anwender," meinte die
ST-Computer zur Erstausgabe. Die uberarbeite und
erweiterte Neuausgabe bringt viele neue Infos auch
zum STe und TT: von der Hardware uber Erweiterungen
und die Programmierumgebung bis zu den Betriebssys-
temen (TOS 1.4, 1.6 STe, 3.0 TT), den neuen Grafikmodi
u.v.m.

1504 Seiten, Best.-Nr. 3888
ISBN 3-88745-888-5
DM 79,-/oS 616,-

With over 1500 pages, it probably covers every technical aspect of the
STe/TT series (and maybe includes an entire encyclopedia too :-)).
I hope that someone will review it for some of the ST magazines and
let other people know about it. Diane King at Sybex U.S. said that
they are open to suggestions, so if everyone gives her a call/fax,
they'll be persuaded to publish a version in English. People in
other countries can contact their nearest Sybex distributor and tell
them to fax their requests to Sybex U.S.

.
Danke schon,
Jack

Sybex Verlag GmbH (Germany)
Vogelsanger Weg 111
W-4000 Dusseldorf 30
Phn: (49) 211 618020
Fax: (49) 211 6180227
Tlx: 8588163

Sybex U.S.
Phone: 800 227-2346, (415) 523-8233 (ext. 356, Diane King)
Fax : (415) 523-2373
Telex: 336311

Sybex S.A.R.L. (France)
Phn: (33) 1 42099595
Fax: (33) 1 42090145
Tlx: 211801

Sybex Uitgerverij B.V. (Netherlands)
Phn: (31) 2155 27625
Fax: (31) 2155 26556

Australia and New Zealand
The Law Book Company, North Ryde, NSW
Phn: (61) 2 8870177
Fax: (61) 2 8889706
Tlx: 27995

Canada
Firefly Books, Ontario
Phn: (416) 499-8412
Fax: (416) 499-8313

Caribbean Basin, Latin America
Computer & Tech Books, Miami, Florida
Phn: (305) 593-9199
Fax: (305) 593-1300

Greece
Klidarithmos, Athens
Phn: (30) 1 3632044
Fax: (30) 1 3617950

Hong Kong
Leed & Wood Co.
Phn: 852 602 1066
Fax: 852 602 4725

India, Pakistan, Bangladesh
BPB Publications, New Delhi
Phn: 3267741, 3272329
Fax: (91) 11 519825
Tlx: (31) 66971 - Gyan In

Israel
Bug Computers, Bnei Brak
Phn: (972) 3 5794711
Fax: (972) 3 5708174
Tlx: 361595/Danet Il Attn: Bug

Japan
Toppan Company, Tokyo
Phn: (81) 3 3 3295-3461
Fax: (81) 3 3293-5963

Middle East
Micro-tech Publications, Dubai
Phn: 532382
Fax: (971) 4 528549

Portugal and Spain
Lidel Edicoes Tecnicas, Lisbon

Phn: (351) 1 534437
Fax: (351) 1 577827
Tlx: 15432

Southeast Asia (except Taiwan, Korea)
Tech Publications, Singapore
Phn: (65) 2914595, 7449113
Fax: (65) 7449835
Tlx: 56791

United Kingdom
Pitman Publishing, London Southport Book Distributors (Trade orders)
Phn: (44) 71 379 7383 Phn: (44) 704 26881/24331
Fax: (44) 71 240 5771 Fax: (44) 704 231970
Tlx: 261367 Pitman G Tlx: 67457 Bxnter G

Venezuela
Tecni-ciencia Libros, Caracas
Phn: (58) 2 782 8697
Fax: (58) 2 782 3431
Tlx: 27801

2125. Re: MINT

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 20:20:21 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <mcaXgB1w164w@ersys.edmonton.ab.ca>
Source record: 225113

rkallen@msb.com (Russell Kallen) writes:

> Re: MINT
>
> Can someone give me a brief description of this program? Is it
> basically a replacement operating system for the ST that multitasks?
>
> - How would you rate it as to 'efficiency', 'bugs', etc.
>
> - What are its typical memory & disk activity requirements?
>
> - Which TOS versions is it compatible with?
>
> - Is it compatible with GULAM?
>
> Thanks.
> * * *
>
> What about other specific features/functions it has that are
> worth knowing about?
>
> -- Can you compare it to MICRORTX/PTYWIN for multitasking, if
> familiar with those Beckemeyer prgs.) --
>
> Replies appreciated.

MiNT is a really good replacement for TOS. It allows any .TOS file to run in the background (.TTP as well, of course) and offers nice things like pipes, job control, alternate file systems, and other extensions to the system. It is quite compatible, but has trouble with some GEM programs that cheat on window scrolling. I'm not sure why. MiNT is not very hard on memory (150K I think) and it works fine with just about any shell. Better from a shell, in fact. There are some utilities that you can put in your BIN folder that allow you to start tasks in the background and control what is going on. I can't tell you much more about it except that it is really a great program. The author of MiNT is Eric R. Smith. (Someone who knows more about MiNT will probably add on to what I've said, if this is not enough or not correct.)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>

<< -- >>

2126. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 21:07:43 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Feb29.210743.15647@wam.umd.edu>
Source record: 225110

In article <cqZwgB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>rosenkra@convex.com (William Rosenkranz) wisely writes:
>> can we stop this "you are stupid for using anything but {desktop,shell}..."
>> line? there are valid reasons for using both.
>
>I'd like to ask a serious question; *WHY* is Gulam the CLI that everyone
>likes so much. I can see the use of a CLI when working with programming
>environments, but there are better shells than Gulam. How about Okami,
>or the shell that comes with Gemini, or Bash?

File name completion. Built-in tools like grep. File name completion. Aliases. Did I mention file name completion?

I've got a simple gulam alias so I can type "k" to make. You can't get any simpler than "vi, fix bug, k, run program, vi, fix bug, k, ..." without using an interpreted language. I'm not interested in touching my mouse when I program since it's slower than typing "k." 1/2 :)

> A CLI is great for programming, but not really useful for
>every-day use.

Programming IS my every-day use. Gulam has many problems but I have yet to see a more comfortable alternative. (Though the new shell that was recently mentioned here sounds very good. I've been meaning to try it out.)

Dave Baggett
dmb@wam.umd.edu

2127. Current Notes magazine info

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 21:28:03 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Feb29.162803.16785@mailer.cc.fsu.edu>
Source record: 225020

Here is an old response I wrote to a query about Current Notes magazine. I recently mentioned it again, and have been flooded with email requests for the information. Thus, I repost this . . .

----------begin included text---------

In article <1550005@hpcc01.corp.hp.com>, freds@hpcc01.corp.hp.com (Fred Saavedra) writes:
>What is the Current Notes and where is it available?
>
>Thx

Heehee, funny you should ask. Current Notes is a magazine for Atari computers. I would estimate that 80% of the coverage is for the ST/TT line, with a little bit of 8-bit stuff thrown in. It started out as a users group newsletter, and has grown into a fairly hefty mag. The magazines end up being mostly software reviews (real reviews, not based on advertising dollars), with some articles (Dave Small writes for this mag, by the way) thrown in for good measure. I really like J. Andrejz Wrotniak's articles (he is VERY critical in his reviews and recommendations, and has saved me big $$$$ in the past). They also have the best PD library for the ST that I have had experience with. They take the time to make sure everything works on the disks (and that they have no viruses), and they will update versions of stuff if you mail the disk back. Another thing I really like about the mag is that they print an index of articles every year, so you can look stuff up easily. I liked the mag (and the availability of the index) so much I bought all the back issues. I refer to my "CN library" quite often to dig up answers to questions posted to this group. Every issue has a bunch of ads from mail order outfits (something harder to find nowadays).

There are two things that have made my ownership of an ST something other than an expensive mistake. One is comp.sys.atari.st, the other is Current Notes. Without these two resources, I would have gotten rid of my ST years ago. I have given away subscriptions to several ST owners over the years, and they have all renewed their subscriptions after my gift ran out. It really is a great magazine. There is at least one Atari computer store up in DC that gives away a subscription with each ST they sell, and I understand the renewal rate is very high with these subscriptions also.

(Addendum: Add a third thing to my list: atari.archive.umich.edu, which is in danger of being budget cut out of existance!!! Be sure to email support of this ftp site if you have not already done so.)

I am not connected with CN in any way, other than as a satisfied customer. Their number is (703)450-4761. Subscriptions run at $27.00.

---------end included text-----------

Hope this helps y'all out.

--

---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

2128. Re: Gauntlet 2 on an STe

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 21:49:32 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Feb29.164932.17194@mailer.cc.fsu.edu>
Source record: 225047

```
In article <JZPZUT@lime.in-berlin.de>, techno@lime.in-berlin.de (Techno) writes:
>mlake@irscscm.UUCP (Marshall Lake) writes:
>
>>Has anyone tried to play Gauntlet 2 on an STe? I just acquired it
>>recently and my copy boots fine but it automagically creates a player
>>4 before it begins game play. The player 4 shoots constantly and
>>can't be controlled (at least as far as I've tried). This makes the
>>game unplayable even though you can create other players. Does anyone
>>know of a fix for Gauntlet 2 on the STe? Or maybe my copy is screwed?
>
>This is not a STe problem, it happens on all machines ! Solution:
>disconnect your printer before playing. Reason: the game thinks you are
>trying to use the four-player-adapter that was available for the game.
>
> Hope this helps,
>
> Techno
>

The 4-player adaptor (easy to make, by the way) plugs into the printer
port on ST's, so if you have a printer plugged there (as opposed to an
atari Laser, which uses the dma port) you need to either disconnect the
printer (as above), or you can merely turn the printer on and take it
offline. This should be true for any of the games which use this adaptor
(Projectyle is GREAT with three players!!!).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

2129. Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 22:08:22 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Feb29.220822.29103@umbc3.umbc.edu>
Source record: 225111

```
For Sale: Seagate ST-296N 85 Megabyte Hard Drive

-Brand New/Never Been Opened!
-SCSI Interface
-5.25 Inch/Half Height

Only $275

--

-----------\ Paul Danckaert | ac999108@umbc5.umbc.edu /----------
```

2130. Re: Berkeley Microsystems?

Newsgroup: comp.sys.atari.st
Date: 1992-02-29 22:35:11 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44042@ucbvax.BERKELEY.EDU>
Source record: 225112

In article <ODDJOB.92Feb19221935@oz.oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>In article <1963@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
> device on the cable is terminated (resistor packs on the circuit
> board of the drive typically near where the cable plugs in). Also
> be sure the drive is jumpered to a different address.
>
>Finding the resistor packs is easy but HOW do you know HOW to jumper a
>SCSI drive for a different SCSI address ? I've got a 30meg Seagate
>drive I'd like to tack onto the end with my 80 meg Seagate. The extra
>space would be great for use with Minix.
>
>-Andy-
>--
>|"The Snark WAS a Boojum, you see!" | |
>|"Reality !?! Isn't that something | andys@psc.plymouth.edu |
>| you sprinkle on ice ??" | oddjob@oz.plymouth.edu |

RTFM! But if you don't have the FM then use logic!

Rules:
There are 8 SCSI addresses, so there will be 3 jumpers for SCSI address.
There will probably be a jumper for parity.
There will probably be a pin pair which lights an LED to indicate:in use.

Assumptions:
There will probably be 5 jumpers, corresponding to the above.

Actions:
Place a jumper on the center (3rd) jumper pair. This pair must be
an address pair if the address pins are adjacent to each other.
Use your software to scan for SCSI devices and see what address the
drive is at.
Now you know which bit of the address that pin controls.
etc...

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2131. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 01:56:40 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Mar1.015640.20971@news.Hawaii.Edu>
Source record: 225114

Znet issue #9207 had the probing interview with the ST Book's principal designer, Tracy Hall, who managed to cram virtually the entire STe hardware into an area the size of _half_ the 520/1040 STe keyboard. The interview is supposed to be a reprint from Atari Explorer (1/92).

ASCII magazine (12/91) covered Comdex in a special section and had the ST Book as the second topic after some discussion of the Apple-IBM joint venture. There is a nice picture of it lying next to a stack of Explorer mags and on a speckled marble table. The ASCII reporter plays up the fact that it allows music composition/playing with its built-in MIDI port, its full-day (10 hour) operating time and light (4.2 lb) weight. By contrast, the Apple PowerBooks lack MIDI (and supposedly, unreliably with it) and turns into a five pound PumpkinBook after only 2-3 hours of operation!

Computer Shopper (1/92) also had an ad by JB Micro Sales (a company that sells portables from IBM, Apple, ATT, etc.) which lists the ST Book, so it looks like Atari will make them widely available.

Atari's ST Book specs:

```
Processor......: CMOS 68000
Clock Frequency: 8Mhz
RAM Memory.....: 4 MB
Screen.........: 640 x 400 (high-contrast LCD)
Hard Disk......: 20/40/80/120 MB
Interface/Ports: 2 x MIDI (mini-DIN)
RS-232
Parallel
ASCI-Floppy
General Peripheral I/O port
128 Pin Bus Connector
Easy access 256 KBx16 ROM

Keyboard.......: 84 (+10 key embedded alt. numpad) STe/TT compatible keys
Built-in Vector Pad

Options........: Internal 2400/9600 baud Fax Modem
External Keyboard
Mouse
1.44MB Floppy Drive (external battery-powered)

Operating Time: .....................up to 10 Hours (2 hour full recharge)
Weight (including ni-cad batteries)....2.1 kg
```

2132. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 05:27:04 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Feb29.232705.20426@doug.cae.wisc.edu>
Source record: 225116

In article <PAUL.92Feb28172146@nsx.kagaku.se.fujitsu.co.jp> paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>>>What's your problem man? Are you jelous because someone can
>>>write faster code than you? You are completely out of line
>>>here. Writing demos is OF COURSE a good practice for future
>>>games or applications.
>>
>>I have to support Kevin here. That sort of hacking _is_ nearly useless.
>>If you do it for fun and as a challenge, that's fine, but don't fool
>>yourself into thinking that you are learning useful programming techniques.
>>Hacks are just that, hacks. They will be obsolete whenever the hardware or
>>system software changes. If you want to make a career from programming,
>>learn solid techniques and algorithms. (And learn to code well, as judged
>>by a rational and integrated measure, not just for maximum execution
>>speed or bombast.)
>
>Sorry, this is another sad example of someone who just doesn't see the
>light. Don't fool yourself into thinking that the amazing demo you've
>just looked at was written by an amateur programmer. While most demo
>coders are quite young, they could code 99% of professional
>programmers under the table. This is beacause in general they've got
>an extreemly high IQ, and have been hacking night and day for the last

Oh boy you touched on a nasty subject with me..IQ tests.

How incredibly innane IQ scores are. They don't reflect initelligence,
because man doesn't even know the nature of intelligence in the
slightest detail.

This part of your defense is innane. I would bet that if you could
only get a comp sci degree by taking an IQ exam, we would have awefully
smart IQ exam people writing extremely DULL application software.

Intelligence isn't measured by idiotic demo coding. Niether can you
measure hate, or anything else which drives the human brain.

>10 years. As PStefan said just look at the ST music programs, and
>compare demo coders to professional programmers.
>
>Contrary to your belief, the best demos contain quite a few solid
>techniques and algorithms. The difference is that having little
>experience, the demo coder will reinvent the algorithms himself, a
>testement to real human creativity, which is sadly lacking in most
>software.

What ignorance, what truly boundless arrogance.

You have insulted every human being alive, whether they know it or not.

Any testament to human creativity is something you would hardly recognize.

Since you are so far above evryone else, you can't possibly be as human
as eveyone else.

>
>From my experience of hacking on the BBC micro, then moving to hacking
>on the ST. Hacking is what gives you the edge over other programmers,
>and for computers like the ST, it has the effect that the demo-coders
>programs seem to be running on at least a 5 times more powerful
>machine.
>
>One final point. You say "whenever the hardware or system software
>changes". I had a good laugh at this. Demo coders are completely
>oblivious to system software. The only system software that's needed
>is to switch of the 'system. From then on, (at least for purist demo
>coders like me), it's raw hardware - much more fun.
>--

I feel sorry for anybody who hires you, your going to be a constant
set back to any human activity involving the design and construction
of software.

>--
>paul@kagaku.se.fujitsu.co.jp | T MINUS 10 MONTHS AND COUNTING...
>Room 328, Fujitsu Unoki Dormitory, |
>Unoki 2-17-18, Ota-ku, Tokyo 146. |
>--

I think you should be doing something else, how about basket weaving?

-Greg

2133. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 05:59:53 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar1.005953.692@mailer.cc.fsu.edu>
Source record: 225060

In article <BymRgB3w164w@equinox.gen.nz>, shore@equinox.gen.nz (Craig Shore) writes:
>Has anyone ever heard of a Full colour ANSI comms program for the ST?
> (with the ANSI character set)
>
>I've only seen, at the best, 4 colour ones.
>
>Why? Probably because you need 80 columns with 16 colours, the ST only
>gives you 4 colours in 80 column mode :-(
>
>So is there one available? If so, i'd love a copy.

Check out the Freeze Dried Terminal, on atari.archive. It is the best
terminal program for BBS'ing on the ST (IMHO). I prefer Flash or Uniterm
for Unix modeming.

>
>If there isn't, how about some of you Demo crews writing one for me! :-)
>

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2134. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 06:48:18 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Mar1.064818.21886@cheshire.oxy.edu>
Source record: 225117

Sounds cool... what is the suggested retail price?

Why only 8 mhz though? Certainly 16 mhz 68000's are cheap enough not to make a real difference...

Thom

2135. Re: The art of Demo programming (was:Re: 'Demo crews')

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 07:22:44 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar1.022244.1956@mailer.cc.fsu.edu>
Source record: 225057

In article <1992Feb25.120140.18971@lth.se>, d91jn@efd.lth.se (Jerker Nilsson) writes:
>
> The art of computing is soon dead in the Unix-world, when programmers
>are told that there is no need for this or there is no need for that.
>Programmers should be allowed to find out any tricks they can, especilly
>in assembler (because the progs need to be rewritten when one change the
>working platform anyhow).

[Advance warning: This post does not flame anyone (intentionally, at least)]

Oh, performance oriented programming for Unix is far from dead. Some of these "structured programming" zealots should take a peek at the SunOS source, which has some of the most gawd-awful hacks I have ever seen (but that kernel has to run FAST). Unix is a "monolithic" system, which basically means that parts of the memory manager and file system are included in the kernel so lots of speed hacking and low level dirty tricks can take place. Modular OS's which completely modularize these functions look great on paper but suffer in performance (and are much easier to maintain, and one hell of a lot easier to understand in undergrad OpSys class :-)). A good example here is Minix, which was designed to be purely educational. There is some serious limit-pushing and speed-hacking in all commercial grade compilers as well. Of course, more attention to hardware portablility is paid to OS and compilation software than in your average ST demo, but the scope of importance (and the $$$$'s involved) is vastly different between such applications.

I find it humorous that some folks seem to feel that the Unix realm is defined by structured programming. Super optimized C code is some of the hackiest in creation. Also, there is a lot of similarity to the "Demo guys vs. the structured programmers" debate here and the "K&R gets things done quick" vs. ANSI's better compile-time error checking capabilities" debate going on in the Unix C programmers realm. The conclusion there seems to be "Hey, it depends on what you are doing and what you are used to". Words of wisdom.

Now, I am not knocking structured programming. By all means, structured programming techniques produce clean modular solutions to problems. Such programs are much easier to maintain and modify than hacky (speedy) code. The best programmers I know write their stuff in a very structured way. It is much easier to get it to work in this form. Then, if the application is very speed critical, they go back and start hacking like crazy (or, they call on the skills of a guru for that particular system/OS). A cycle here, a cycle there, some inline assembly scattered around, and whammo: a fast program. Is it still "structured"? Probably not. Do all applications need this second step? Absolutely not! If execution time is not that big of a deal, it is much better to keep the structured one around (for those inevitable bug fixes and functional extensions)! On the other hand, something which must

run fast simply has to be "hacked" on. Even the best optimizing compilers cannot compete with a bit of human trickery and some low level code in the right places (as a matter of fact, there need be no competition, there should be cooperation here). I would say that more stuff stays in a structured form than not. However, it is almost certain that those structured applications will be running on an OS that is speed optimized, and it is almost certain that they will be compiled with low level optimized (and optimizing) compilers. Apples and oranges . . . . .

As an example, I recently worked on a project that, for easier debugging and more comprehensible compiler messages was first written in ANSI C. After we got the results coming out right, we ran ansi2knr on it (which converts the nice "safe" ANSI code to K&R C), and hacked the hell out of it. Several major functions were replaced with assembly modules. On our last compile, we generated the assembly instead of an executable, and performed some more optimizing by hand. We managed to cut execution time in half. This is some real world programming: some of both worlds being argued about here. On the other hand, it would be foolish to hack up the source to something like a passwd binary, as the execution speed is not really important (within reason), whereas easy modification and absolutely no weird side-effects are extremely important (to keep those Internet crackers at bay). Most of the stuff we ask computers to do ends up waiting for us (or other I/O) most of the time anyway. But for those things that must run as fast as possible, low level optimizing specialists will always get paid big bucks to speed them up (and I would think that demo writing would be great practice for such work).

My point here is, most of you are right. The method for finding a software solution to a problem depends completely on the problem. If the problem is to write a word processor that will work on all IBM PC's in existance, structured (or "mostly structured") code is the way to go. If you need balls-to-the-walls speed, low level hacking is the way to go. If you need reliability AND speed, some of both is required.

If you want to write demos that do things thought impossible on that particular machine, it seems to me that the second route is the only way to fly. The harder the limits are pushed, the less portable (across various ST's and TOS's) you get. I think some of the results are well worth this (I am a major demo fan myself, hats off to you folks), and they could always write several versions to accomodate more ST types (STE, TT's, various versions of TOS, etc). On another note, I would be very pissed if my Tempus II did not work on any ST I might choose to work on (it is actually old enough that this might be true :-( ). In such an application I would demand that it perform no tricks that could not be reliably replicated on any ST. Having a text editor that runs 5 times as fast, but bombs if I go to a friends house to do some programming is of no use to me. Again, it depends on the problem to be solved . . . .

The above is right off the seat of my ass at 2am, and probably has a hole or two in it. It is also IMHO. I am not attempting to flame anyone. On the contrary, my ideas described above tie the two sides of the ongoing debate together (in my mind).

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2136. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 07:36:41 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar1.023641.2135@mailer.cc.fsu.edu>
Source record: 225064

In article <1992Feb27.175125.14322@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
>
>Well, as far as I know there is a demo-crew in Sweden (Sync)
>working on a FULL ANSI terminal program that is supposed to
>be better than Flash 2 and programs like that.

Could you give a short description of Flash 2? Is it an ancestor of Antic's
Flash 1.6 (still my favorite for Unix modeming)? I heard rumors of this
program being upgraded, but I have seen no conformation. Thanks in advance.

>
>---
>Daniel Eriksson Internet : m91der@tdb.uu.se
>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72901

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Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2137. Re: Is it possible to output a .PS file from Desktop Publisher?

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 07:38:44 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar1.023844.2192@mailer.cc.fsu.edu>
Source record: 225059

In article <1992Feb27.211019.1078@acsu.buffalo.edu>, v115lue3@ubvmsb.cc.buffalo.edu (Philip Smolin) writes:

>The subject line says it all. I believe that Timeworks DTP can PRINT on a
>PostScript printer, but can it output a postscript file, to be printed at
>another site? The reason why I ask is because I'd like to use the University's
>lasers - instead of buying my own :) I figure..if I can get the .PS file from
>my machine, I can kermit it up to the VAX.
>
>Sound do'able? Thanks..
>

I don't know if it is possible with Timeworks DTP, but I do this with Pagestream all the time (this is why I chose this program). This has allowed me to stave off buying a Laser so far (more money for other goodies).

Just my $0.02.

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Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2138. Initial comments - TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 08:00:04 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <29754@sdcc12.ucsd.edu>
Source record: 225118

I just finished installing TOS 2.06 in my 520STe, and after
playing with it for a few hours I have a few comments:
It "seems" much faster - not that it's actually faster,
but Atari seems to have hidden its slowness
through (careful?) design... Pretty nice!
MiNT works with it. (yeah!)
STalker doesn't detect alt-keypad ## keypresses, probably
because of the new "feature" to access all 256
chars. Did this really *need* to be in _ROM_?
Is there a fix for it?
The Desktop uses the Atari fileselector even though I've
loaded up an alternate. All other programs use
the alternate, but the Desktop chugs along with
same old thing. Are we seeing Atari make direct
calls to the Fileselect() routine instead of
doing it like everyone else? Hmm....
Turbo ST doesn't work. No surprise here, I guess I'll just
have to switch to Quick ST. Oh well :-)

Anybody else have any comments?

-- adam

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

2139. Re: Ms dos boot on ST disk

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 08:06:34 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar1.030634.2477@mailer.cc.fsu.edu>
Source record: 225063

In article <2955@equinox.unr.edu>, chan@pyramid.cs.unr.edu () writes:
>I have a quick question about using DC Format 3.0. It allows an MSDOS
>executable boot sector so that an MSDOS machine may read (and write it?).
>
>Anyway, the dcfmt30.arc from atari.archive DID NOT come with the help
>program, so I don't know some things about this option.

I personally prefer the program ps2form, also at atari.archive. It does
some things that some weird PC's (Japanese model NEC's and PS/2's, hence
the name) require to read/write floppies properly. It is not as fancy, but
it always works when a DOS/ST compatible disk is needed. Also, if you
get Universal Item Selector III (you should) it will put the correct boot
sector on the disks. It also selects a random serial number for the disk
(not all ST formatters do this, even the ones that are supposedly PC
compatible). This is very important, since this is what is used to
detect media change in most PCs.

>
>Does it matter how I format it (the disk)? 9 or 10 sectors? 80 or 82 tracks?
>normal or twisted? single or double sided?

You should format it 80 track, 9 sec/track, non-twisted. This will replicate
the standard DOS DSDD format. Then write the DOS bootsector.

>
>How would the MSDOS HD drive read it? Or does it matter? That it only needs
>that MSDOS executable boot sector... (since the format of ST and IBM are the
>same)...

As long as it was not a HD disk (DOS assumes anything with a HD hole in it
is formatted HD, arrrgh!) it will read and write fine. If you want to format
a DSDD disk (720k ST style) on a HD drive, type "format b: /t:80 /n:9" and
it will produce an ST readable disk (given that you have a DS ST drive).

On several occasions, I have "fixed" DOS disks that were unreadable on a
HD drive by merely taping over the HD detection hole on the disk. The reason
this worked is that the floppy owners had DSDD drives in their PCs, and for
some reason bought HD disks to use in them. They work fine on their machines
since the drives do not look for the HD hole (since they are only DSDD), but
if they get stuck in a HD drive they will not work!!

Someone please rewrite the MSDOS filesystem!!!

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend

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Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2140. Re: 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 08:15:19 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar1.031519.2601@mailer.cc.fsu.edu>
Source record: 225061

In article <1992Feb29.080421.13177@msb.com>, rkallen@msb.com (Russell Kallen) writes:
>
> Does the `40-folder bug' relate only to whether o enot 40
>*different* folders are opened in a session, or just 40 *total*
>folders? IOW, if you only have 20 active folders, but open each
>twice, can you still run into this bug?

I think you have to visit 40 different folders for the bug to show itself.

Of course, foldrxxx (or the ICD host adaptor software) cure this problem
once and for all.
--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2141. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 08:21:54 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar1.032154.2649@mailer.cc.fsu.edu>
Source record: 225062

In article <cqZwgB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
>I'd like to ask a serious question; *WHY* is Gulam the CLI that everyone
>likes so much. I can see the use of a CLI when working with programming
>environments, but there are better shells than Gulam. How about Okami,
>or the shell that comes with Gemini, or Bash? Bash is really large,
>though, so that might be a disadvantage unless you have a real need of
>something Bash offers. Okami is compact, and reliable. My experience
>with Gulam was horrible, to say the least. The built-in Emacs crashed
>(two bombs) two out of every three times I tried to use it. Aside from
>that, the shell itself seemed to work moderately well. Nowhere near as
>smoothly as Okami, though. The main problem with Okami is that it
>doesn't offer the alias option, but uses functions instead. Mupfel does
>offer aliasing, though, and just about all the other features you really
>need. A CLI is great for programming, but not really useful for
>every-day use.
>

Gulam is the only csh (or "almost csh") clone for the ST with english docs that I have found. Okami is great, but it is a Bourne shell clone, not csh. I have never had a problem with ue, so it might be some auto folder program or desk accessory that is giving you problems.

As for CLI's being good only for programming, I would disagree. I find that complex file operations are much easier in Gulam. For general "boot up and run stuff" type use, I like Neodesk. By placing Gulam on the Neodesk desktop (I even drew a little sea-shell icon for it), I have the best of both worlds.

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2142. Re: questions about Microsoft Write

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 08:27:35 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar1.032735.2736@mailer.cc.fsu.edu>
Source record: 225058

In article <4609@tekig7.PEN.TEK.COM>, georgew@tekig1.pen.tek.com writes:
>Are the files from Microsoft Write compatible with those of Microsoft Word
>on a PC? Can you run Microsoft Write from a DS floppy drive, or do you need
>a hard drive? And I assume MS Write is no longer available, so I have to find
>a used copy.

MS Write for the ST is supposed to be file compatible with it's PC companion,
but unfortunetely it is so buggy it is unusable. I would not spend $0.02
for it (I got it free with my ST, you get what you pay for). I did manage
to run it from floppy, but the random crashes kind of take the steam out of
it . . .

>My wife uses Microsoft Word at work, and would like to be able to run it
>at home. So do I need to buy a PC?

You probably should. Then you can free up your ST for games and demos.

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2143. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 09:02:46 UTC
From: rosenkra@convex.com
Message-ID: <1992Mar01.090246.27658@convex.com>
Source record: 225119

In article <cqZwgB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>I'd like to ask a serious question; *WHY* is Gulam the CLI that everyone
>likes so much. I can see the use of a CLI when working with programming
>environments, but there are better shells than Gulam. How about Okami,
>or the shell that comes with Gemini, or Bash? Bash is really large,
>though, so that might be a disadvantage unless you have a real need of
>something Bash offers. Okami is compact, and reliable. My experience
>with Gulam was horrible, to say the least. The built-in Emacs crashed
>(two bombs) two out of every three times I tried to use it. Aside from
>that, the shell itself seemed to work moderately well. Nowhere near as
>smoothly as Okami, though. The main problem with Okami is that it
>doesn't offer the alias option, but uses functions instead. Mupfel does
>offer aliasing, though, and just about all the other features you really
>need. A CLI is great for programming, but not really useful for
>every-day use.

gulam was among the first and free, probably. it has numerous problems, but on the whole is very solid. i never use the builtin emacs or the term stuff. i prefer MicroEMACS (3.9i or so, not the 3.10 stuff) and uniterm for those things.

it also emulates unix (itself a religion :-) making it better than the early MSDOS-ish CLIs. by early i am talking circa 1985-6. i keep wanting to try okami, but have not had the time. is okami a unix workalike? does it have common things like ls, rm, pwd, etc builtin? if not, i don't think i'd be interested anyway. if so, i am. without alias, okami is of no value to me.

i suspect i will eventually settle on tcsh/MiNT/MGR, once i have the time to insure that it will operate as solidly as TOS/gulam. i also need a small bourne shell (not bash) for make and other scripting. that way i can have windows and shells, the best of all worlds, i suppose. since i have used gulam since those heady days, and it has served me extremely well (gulam, i believe, is a hindu word meaning "servant"), i have not seen a major need to switch, in spite of its problems. i don't recall every having lost data to a problem related to gulam itself. that is the ultimate robustness test, i think. the old CWRU crew (bammi, et al) deserve a lot of credit for their early and continuing work on making the ST a truly nice little development system, if UNIX is your "thing". that also can be a factor in gulam's continued use (stick with the things that made life easy early on). i know this is the case for me, at least in part. i respect those people and their early insight.

the biggest problem with gulam for me is no pipes. the TENEX stuff is of marginal value anyway (IMHO). the use of the "|" would have been better served for pipes vs its current use (which i confess i don't even remember what it is now - never used it). the other problem is no source. i have been told the source is a nightmare ("you really don't want to look at it"). this is no longer a big problem with readily available source for bash, ash, zsh, tcsh, etc. and a decent compiler/RTL (gcc).

a great CLI is extremely useful for "every-day use". it all depends on your orientation. mine is supercomputing which means UNIX which means CLI. BTW: i still use a VT100 clone in the office, even though i had a nice X terminal (which i gave to one of my people). colleagues think i'm crazy until they show up at a customer site who only has a VT100 for you to work on :-). their productivity goes to hell and mine stays the same (which is about the same if i had windows). i find "~^Z" and "fg" more than adequate windowing system for UNIX :-). and my fingers never move more than an inch. fortunately, i am a pretty good typist so this is not a problem. those without such a skill usually find point/click more productive. i have no problem with that. to each his/her own. it is good that there is a choice. i have never seen a Mac with a shell. this would be awful for me personally, though i could get used to anything (until it was not available). the lowest common denominator of all the systems i have worked on for the past 7 or 8 years has been VT100 and unix shells and i expect that to be the case for a long time. i see no reason to change (yet)...

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

2144. Re: One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 10:31:14 UTC
From: bestu@h11.saar.sub.org
Message-ID: <H.8pL62CKIH8_@h11.saar.sub.org>
Source record: 225140

```
In <H._lK1&9EaX8M@h11.saar.sub.org>, Bernhard Stumpf, private site writes:
>Hi there everybody,
>
>I really didn't want to believe what happened this night:
>
>*** MY TT STOLE ME ONE DAY ! ***
>
>
>It changed the date from 02-28-92 to 03-01-92 ...
>
>
>Any notes???
>
>
>greetings Bernhard
>
>
>P.S. Bill Aycock's CaLENDER program at least _knew_ that
> there's one more day to live this year...
>

The best followed today:

being set back yestaerday to the 02-29-92, the TT's date of today is:

THE 02-30-92...

(You can't see it in the header, I corrected it at once...)

Bernhard

--
*******************************************************************************
* * *
* Dipl.Ing. Bernhard Stumpf * email: bestu@sbusol.rz.uni-sb.de *
* D-6600 Saarbruecken, Germany * bestu@h11.saar.sub.org *
* * *
*******************************************************************************
```

2145. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 12:48:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.JmgUXyA6mVs@jonh.wimsey.bc.ca>
Source record: 225125

In <1992Feb29.043440.25994@wam.umd.edu>, David M. Baggett writes:
>In article <PAUL.92Feb28172146@nsx.kagaku.se.fujitsu.co.jp> paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>>
>>Sorry, this is another sad example of someone who just doesn't see the
>>light.
>
>The feeling is mutual, though I wouldn't have put it quite that way.
>
Dave, get a grip. This whole thread is getting awfully emotionally charged for no reason.

>Yeeeah. And no professional programmers (which in this thread seems to
>mean "people who don't write demos") fit into this category.

Why are you ignoring the posts we've seen for several professional programmers, including the fellow who does satelitte control systems, and points out that there are still situations where "bumming instructions" is a highly desirable.

It seems the main objections to demo coding practices are coming from people who are upset about the fact that many demos won't run from their [hard drives][upgraded ST's][Mega Ste's] Well, I have a solution. Let's make the demos shareware. Then all the demo coders can go out and buy all these things so they can test their code on every possible machine. After all, we all know how hard it was to get info out of Atari on new machines. (Thank you, guys like JT, KB and AP, as I'm sure you guys had some influence on the making of that decision.)

You also point to programs like Cubase and SMTE Track as serious music programs written by professional programmers. Well I've got a big surprise for you. Cubase breaks every rule in the book. It goes directly for the hardware, and makes it very difficult for any Desk Accessory or other program trying to co-exist with it. You couldn't have picked a worse example. SMTE track won't work on ant accelerated machine because they tied the SMTE timing to the 68000.

Midi programs are some of the worst rule breakers out there, and the biggest problem is that it's not even their fault. You've been around long enough to not have missed the on and off thread here and on the tech group about midi capture being screwed up by the keyboard interupt. Unless you had it in your kill file, you can't have helped but miss the general concensus that it was impossible to deal with without some clever rewriting of the keyboard/mouse driver. Now in an ideal world, Ken or Allan would have popped up and said " Yeah, that got a bit screwed up

in the rush to get the ST out, but here's a chunk of Atari-sanctioned code to use. We've given this to all the midi developers so at least everyone will deal with it in a consistant way " But this is not the case, and every midi programmer has been forced to fix it their own way.

This note is getting a little too long, so I won't go into the quirks in Highly respected DTP, Word Processing, and Editing Programs unless asked to continue.

>
>I bet you most programmers started out "hacking." You think you're
>alone in that, but I'm sure you can find hundreds of people in this
>newsgroup with "48-hour hack-a-thon" or similar kinds of stories. They
>may have been working with punched cards or with all-text displays, but
>hacking is hacking. That's why some of the dreaded professional
>programmers will see your fixation with obscure tricks as nothing more
>than a phase they've been through themselves.

One last thing. If this above is true, why do these people mentioned above seem to be so resentful of people expressing the joy they themselves probably felt when going throught this "phase"

(Aside: When you hear yourself telling someone they're going through a phase, don't you get a slight shudder, as you realise you're starting to sound like your parents?)

--
John Henders jhenders@jonh.wimsey.bc.ca

2146. comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 15:05:32 UTC
From: sigrorn@icemark.uucp
Message-ID: <YiNhvLGMGhY@icemark.uucp>
Source record: 225139
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anybody yet been thinking on the formation of a new newsgroup,
comp.sys.atari.st.mint in which the growing number of MiNT questions and
answers could be posted?
(I do not think upon this for disliking these articles, but for I want to
have them separated from the rest, since I'm (nearly) most interested in
the MiNT-articles...)

yours,

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

...when fits of creativity run strong, more than one programmer or writer has
been known to abandon the desktop for the more spacious floor.
- Fred Brooks, Jr.

2147. MiNT and Mgr

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 15:23:13 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar1.152313.7925@umbc3.umbc.edu>
Source record: 225124

Sigh... I've been playing with Mint and Mgr to get it working this time, and made it farther than I did last time I tried this. I have gotten Mgr loaded and it has the slow mouse, and I can open windows, and they even have the test> command prompt.

Now, how do I actually load anything or run anything? I feel I'm missing something obvious here, but thats what lack of sleep does to ya.. thanks.

--

----------\ Paul Danckaert | ac999108@umbc5.umbc.edu /----------

2148. Getting to use MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 16:46:55 UTC
From: pinelr@aix.rpi.edu
Message-ID: <hx3sz1+@rpi.edu>
Source record: 225131

Hello fellow comp.sys.atari.st'ers! I have heard a lot about MiNT and
am interested in using it now that I have a hard drive! I would love to get
into some (limited) multitasking and it seems MiNT is the way to go from what
I've read here. Also, there's an Amigoid living next door to me and I'm
sick of hearing about his multitasking (but god that flicker....) Anyhow,
if someone could be so kind as to tell me _which_ files I need to ftp from
a.a I would be grateful. In other words, which files do I need to get it up
and running and which files are fluff that I won't need until later. I am
very naive about MiNT though I would love to get into it more! Email
responses to pinelr@rpi.edu. Thanks a lot in advance,
Rob

2149. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 16:55:03 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <giVygB1w164w@ersys.edmonton.ab.ca>
Source record: 225127

rosenkra@convex.com (William Rosenkranz) writes:

> gulam was among the first and free, probably. it has numerous problems,

I'll grant that much; it was among the first and it was free. Still, I think it could have been better. The version I had didn't look pleasing at all, and with the bugs, I just decided to move onto something I liked.

> to try okami, but have not had the time. is okami a unix workalike?
> does it have common things like ls, rm, pwd, etc builtin? if not, i
> don't think i'd be interested anyway. if so, i am. without alias,
> okami is of no value to me.

Okami has far more built-in commands than Gulam, but the implementation of aliasing is a little strange. Instead of using "alias xxx xxx" you develop functions (like C) that do what you want. This is supposed to be a better method, offering more flexability, but I'm not too sure. I prefer being able to use alias commands. If Okami could support aliasing, it would be the best shell around (in my opinion).

> a great CLI is extremely useful for "every-day use". it all depends on
> your orientation. mine is supercomputing which means UNIX which means CLI.

I have to admit that what you are saying here is true. I don't work in a Computing field, so I don't work with CLI based systems often. My past experience has all been with GUI interfaces, which is why I prefer them for everyday use. I also like the simple fact that everything is BIGGER with a GUI. I have bad eyesight, so I can lean back and still identify the on-screen images. I also don't have to worry about typing a great deal, although that isn't a consideration with a shell that can support aliasing. If I had to use CLI systems all day at work, then I suppose I would prefer to use a CLI at home. Like you said, what you are used to is what you will use. I'm getting off the topic though; the original question was why *Gulam* and not why CLI. I think the best combination of programs for a system would be this:

1. MiNt
2. Gemini (with Mupfel)
3. MiNT utilities that come with the package.

With Gemini, you have a GUI, and Mupfel gives you a great CLI. The MiNT utilities (BG, LIMIT, KILL, etc.) could allow you to control processes easily enough. I've never seen MGR, and the oly thing I know about it is that it is supposed to use a great deal of memory. Even with the setup I have now (no MiNT installed) I only have about 787K free on a 2 Megabyte machine. I'm thinking about installing MiNT again, but I'm not sure how well it will work with my Terminal program. I've noticed it doesn't work

with Tempus, or the Personal Pascal editor, or really any window-oriented
program that tries to cheat to speed things up. Even Interlink refuses
to work properly (it won't take keypresses when in on-line mode. The
keys you press show up in the buffer as if you had typed them there
instead of online.)

> -bill
> rosenkra@convex.com
> --
> Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
> Convex Computer Corp. |ARPA: rosenkra@convex.com

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

2150. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 18:07:48 UTC
From: ziggy@grafted.UUCP
Message-ID: <P4VygB2w161w@grafted.UUCP>
Source record: 225126

kdv_521@eimoni.tuwien.ac.at writes:

> I recently read in a german magazine that Atari's multi-TOS will be
> based on MiNT!!!
> Can this be true?
>
> I hope so! :)
>
> M.Yannikos
> kdv_521@eiaida.tuwien.ac.at

Would this even be legal? The selling of stuff based on PD code?
But I also hope the can, it would mean all of us with out TT's could run
it!
Tony.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

2151. Okami, was: Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 18:13:16 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.699473596@nova>
Source record: 225128

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

[...]

>something Bash offers. Okami is compact, and reliable. My experience
>with Gulam was horrible, to say the least. The built-in Emacs crashed
>(two bombs) two out of every three times I tried to use it. Aside from
>that, the shell itself seemed to work moderately well. Nowhere near as
>smoothly as Okami, though. The main problem with Okami is that it
>doesn't offer the alias option, but uses functions instead. Mupfel does

[...]

A word of warning from somebody who got just the opposite impression
about Okami:

Regarding its features, Okami looks great. And yes, the current
version (1.4+) has an alias, even thoug I agree with the author that
the shell functions are more flexible than an alias.

However, after trying to work with Okami for about a week, I gave up,
totally frustrated. I found Okami to be extremely unstable and
sensitive against any error on my part. I had to reboot about every
ten minutes or so! Forgetting the second ` in a command substitution,
for example, caused the Atari to hang, making a reboot necessary. In
some cases, it even needed a cold start, destroying my reset-proof ram
disk. In other cases, it seemed that Okami didn't close files used in
pipes properly, causing the open file limit to be exceeded.

If you are used to Unix, don't expect " or ' or $i to work in the same
way in Okami, even though it sounds like this from the documentation.
In fact, I haven't managed to work out just exactly how these work.
Also, I couldn't get gawk to work properly in a pipe under Okami,
which is a big problem because I use gawk a lot. (And yes, I have read
the documentation that came with Okami more than once, but still found
myself pretty much lost.)

You could always blame the problems on me for making mistakes during
interactive input or in shell scripts, but a shell which needs a
reboot almost every time I make a mistake is unacceptable for me.
Hoewever, if you are the type who finds such problems a challenge
rather than a nuisance, Okami might be for you. It DOES have a lot of
features...

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),

Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

2152. Re: TeX?

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 21:21:37 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10006@tamsun.tamu.edu>
Source record: 225132

In article <1992Feb28.163912.26921@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac999108) writes:
>Is there a text file out there to explain TeX, what you need, and how to set
>it up? It sounds interesting and like something that I could use.. but am not
>sure how to go about it.. thanks..

I am revising my document entitled "So, It's Your First Time to Configure TeX for the Atari ST!". I don't have an estimated on when it will be finished, but I was hoping to have it finished today. I will be distibuting it on this newsreader. I might cross post it to the "comp.text.tex" group also.

By the way, I suggest that you look into CS-TeX. It really doesn't need an documentation because it is a self-installing integrated TeX package. It, like the TeX 3.1 that my document describes, does not cost anything to the user.

2153. Re: Is it possible to output a .PS

Newsgroup: comp.sys.atari.st
Date: 1992-03-01 22:38:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A36510@MS.maus.de>
Source record: 225028

v115lue3@ubvmsb.cc.buffalo.edu wrote:

>The subject line says it all. I believe that Timeworks DTP can PRINT on a
>PostScript printer, but can it output a postscript file, to be printed at
>another site? The reason why I ask is because I'd like to use the
>University's lasers - instead of buying my own :) I figure..if I can get
>the .PS file from my machine, I can kermit it up to the VAX.

Timeworks DTP does it very well!

Greetings,
Patrick

2154. Aegis Animator PD?

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 00:29:19 UTC
From: sourada@iastate.edu
Message-ID: <sourada.699496159@vincent1.iastate.edu>
Source record: 225133

An entry from BRE's public domain software catalog:

ANI ST V2.1 - Previously Aegis Animator...

Does this mean there is a PD version of Aegis Animator? Or is it a demo?
In any case, where can I get a copy? (besides BRE, that is)

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu

2155. Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 02:42:22 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992Mar2.024222.950@irscscm.UUCP>
Source record: 225027

I have a Supra 20 meg HD about 5 years old. I had the power supply replaced in November of 1991. Recently I began having some I/O problems which appear to be typical of a drive needing reformatting. I sat down to reformat the drive and it wouldn't boot. I don't know how much this drive is worth to anyone so I'll take the highest bidder.

I also have an Avatex 2400 baud modem that's about 5 years old. The power supply may be going bad. I don't know how much this modem is worth to anyone so I'll take the highest bidder.

ST Software for sale (all items come with original disks and docs):

Daily Double Horseracing 5
Vampire's Empire 5
C.O.L.R. Object Editor 3

Please add $1 per software order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044
Tel 703-533-2132 (evenings)
202-927-2859 (daytime)
Fax 703-538-4598
uucp: ...!uunet!media!ka3ovk!irscscm!mlake
Internet: mlake@irscscm.UUCP
CIS 73717,3174
GEnie MLAKE

--
Marshall Lake
...!uunet!media!ka3ovk!irscscm!mlake
mlake@irscscm.UUCP

2156. Core Wars

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 03:25:18 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar2.032518.12559@umbc3.umbc.edu>
Source record: 225136

Hey all... I'm looking for the ST version of Core Wars. It was the first virus type thing, and used a simple programming language. Its not a virus, but it has programs attacking eachother.

If you have any info.. drop me a line... thanks.

--

----------\ Paul Danckaert | ac999108@umbc5.umbc.edu /----------

2157. Question about Spectrum.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 03:26:33 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Mar02.032633.15713@yuma.acns.colostate.edu>
Source record: 225137

Over the weekend found a new file in the a.a.u.e /atari/emulators called spectrum.lzh with file size of 531KB, so probably is emulator for the Sinclair's (spell might be wrong, sorry) spectrum. Got it FTPed our Unix machine without problem, but the Lharc said the file is ~100 some KB compressed and 200 some K{ decompressed, and no error found. Is this file use some special compresser or there something behind the regular lharced file not visible?
The file Spectrum.txt is in German so can't tell exactly what the correct contents of the package should be.
Any hint?
Thanks
Tang
sytang@lamar.colostate.edu

2158. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 04:55:29 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar2.045529.8269@wam.umd.edu>
Source record: 225138

In article <H.JmgUXyA6mVs@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1992Feb29.043440.25994@wam.umd.edu>, David M. Baggett writes:
> Dave, get a grip. This whole thread is getting awfully emotionally
>charged for no reason.

I think you're reading more emotion into what I wrote than I intended.
I'M NOT UPSET, ALL RIGHT?!?! :-) :-) :-)

>>Yeeeah. And no professional programmers (which in this thread seems to
>>mean "people who don't write demos") fit into this category.
>
> Why are you ignoring the posts we've seen for several professional
>programmers, including the fellow who does satelitte control systems,
>and points out that there are still situations where "bumming
>instructions" is a highly desirable.

I wasn't ignoring those at all -- I mentioned embedded systems later
on in my post -- very tight assembly coding is still essential for
some applications. You're absolutely right in saying that there
are still situations in which these *kinds* of techniques are
important. No argument there.

> It seems the main objections to demo coding practices are coming
>from people who are upset about the fact that many demos won't run
>from their [hard drives][upgraded ST's][Mega Ste's]

Well that's probably mostly me you've described there. I think
most people who object violently to the demo coder's work have a
problem with either 1) nonportable coding in general or 2) the
attitudes of demo coders. I was trying to get away from the nasty side
of this (personality complaints) and focus more on the "good/bad"
software argument, which I still think is an interesting and valid
thing to discuss.

We can see direct parallels between those who get violent about "lamers
who don't know what they're doing" and "people who write nonportable
and/or non-structured code." So people on BOTH sides of the argument
have similar motivations (philosophical ones, that is), at least in
some of the more vocal cases. You're making the anti-demo people out
to be some kind of thought-police, which they simply are not. (Well,
at least not more than the pro-demo people!)

Another (minor) point: My ST (the one I mentioned) is NOT upgraded in
any way, except that it has a RAM upgrade. The same programs that
don't run on it properly now didn't before I upgraded. We're not
talking FrankenSTein here.

>Well, I have a
>solution. Let's make the demos shareware. Then all the demo coders
>can go out and buy all these things so they can test their code on
>every possible machine.

I don't think you've ever released anything as shareware on the ST if you think what you've described is really going to happen. Despite reports of Jeff Minter making x-thousand pounds off Llamatron I doubt most shareware products for the ST make more than a couple hundred bucks. But that's another argument. (And yes, there are exceptions like Quick ST.)

> Midi programs are some of the worst rule breakers out there, and the
>biggest problem is that it's not even their fault. You've been around
>long enough to not have missed the on and off thread here and on the
>tech group about midi capture being screwed up by the keyboard interupt.

Yeah, I'd say I've been around long enough, since I ran the vote for the creation of the group. (...tech, that is. I remember it even if no one else does; what a nightmare!) In any case, you're equating replacing the keyboard interrupt with relying on undocumented shifter behavior. They're not really in the same league of "badness" in my opinion. But you've made a good case here and I'll concede the point.

> This note is getting a little too long, so I won't go into the
>quirks in Highly respected DTP, Word Processing, and Editing Programs
>unless asked to continue.

I dunno. It sounds like you're trying to convince me that all Atari ST software is just terribly written, which I find hard to believe. As I've mentioned before there are certainly a lot of crap programs written by professional programmers, but that doesn't excuse them from being crap. There are (let's hope) plenty of applications out there that are properly written (in that they follow the rules) and hence work on all ST's and derivative machines. And I'm not siding against demo coders, I'm siding against anybody's software that breaks the rules. (Yes, HacMan II does run on a TT, since I know you're probably about to ask that. So does Snowball Fight. ;-)

> One last thing. If this above is true, why do these people mentioned
>above seem to be so resentful of people expressing the joy they themselves
>probably felt when going throught this "phase"

I don't know; why don't you ask them? I hope you don't think I'm resentful just because I'm being critical. I was the one who said they should do what makes them happy.

> (Aside: When you hear yourself telling someone they're going through
>a phase, don't you get a slight shudder, as you realise you're starting to
>sound like your parents?)

Not really, if that's what I think. In this case I was suggesting a line of thought that might lead one to write off the demo coder's general attitude. I didn't say it was my personal opinion.

Dave Baggett
dmb@wam.umd.edu

2159. Re: Aegis Animator PD?

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 06:33:28 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar2.063328.15954@a.cs.okstate.edu>
Source record: 225141

If I recall correctly, ANI-ST is indeed the latest version of
Aegis, and it is PD. Seems the author got the rights to it back and then
released it. This was a couple years ago I think... (this info came from a
read.me file or a blurb in a dialogue box within the software...)

jc

2160. Re: AT-Speed C16 problems (Help!)

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 09:04:26 UTC
From: holger@zelator.in-berlin.de
Message-ID: <6BYZ04C@zelator.in-berlin.de>
Source record: 225143

In <1992Feb26.150356.1@misvax.mis.arizona.edu> dtarico@misvax.mis.arizona.edu writes:

>When I run Norton SI on my AT-Speed, random sopts of color show up on the
>screen. (It is the AT SPeed c-16). I tried it on 3 different machines and
>got the same result. Has anybody else seen this problem, or is it normal?
Yes, everybody using AT Speed (and also PC Speed) has this problem, but
it doesn't matter...

>Also, on my Mega ST, it seems to be crash prone. I was not able to put a
>socket directly on the cpu inside the mega because I have an internal hard
>drive mounting. So I solder about 3 inches of flat cable to each side of
I think 3 inches is much too long, because the AT Speed is not connected
to a bus but directly to the CPU...

--

##
Holger Lesch email (privat) :
Sybelstrasse 23 holger@zelator.in-berlin.de
W-1000 Berlin email (non-privat):
Tel. (030) 3243615 holger@kom.sietec.de
##

2161. Re: Atari STe/TT Profibuch (was Re

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 09:17:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A36552@MS.maus.de>
Source record: 225073

>Anyone wanting THE book for the STe/TT computers should order the
>"Atari Profibuch" masterpiece by Julian Reschke!

I agree! Don't forget the other two authors of the PROFIBUCH: Hans-Dieter Jankowski and Dietmar Rabich.

Greetings,
Patrick

2162. FAQ - environment varaibles for G++

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 10:35:58 UTC
From: Andrew.Stratton@cm.cf.ac.uk
Message-ID: <9203021035.AA09902@v1.cm.cf.ac.uk>
Source record: 225142

To get G++ to work, you need to set the environment variables - it
took me a while to get them right, so I include my gulam.g file at the end of
this file for reference.

If this is good enough - could someone add it to the FAQ.

The file assumes that :

1. all the C and C++ binaries are in d:\gnu\bin.
2. all the C and C++ include files are in d:\gnu\include.
3. all the C and C++ library files are in d:\gnu\lib.
4. The C++ source may be anywhere (i.e. current directory).

Bye for now,
Andy.Stratton.

```
==========HERE GOES
alias more c:\bin\more.ttp
alias lo exit
alias l 'ls -F'
set prompt '$cwd>'
set histfile c:\history.g
set history 50
set gulam_help_file c:\gulam.hlp
set verbosity 2
alias mem 'echo "NOT AVAILABLE"'
#set show_mem 1
setenv HOME c:\
setenv PATH .,c:\bin,c:\tools,c:\tools\packers
set PATH .,c:\bin,c:\tools,c:\tools\packers
#
# set up commands for gcc and gas
#
# General
#
# NOTE: beginning with gcc V1.37, GNUINC and GNULIB can be
# ',' or ';' seperated list of dirs.
# gcc-cpp looks for GNUINC first, if not found then GNULIB
#
setenv SHELL c:\gulam\gulam.prg
#
#
alias lo exit
#
# set up commands for gcc and gas
#
```

```
alias cpp d:\gnu\bin\gcc-cpp
setenv cpp d:\gnu\bin\gcc-cpp.ttp
alias cc1 d:\gnu\bin\gcc-cc1
setenv cc1 d:\gnu\bin\gcc-cc1.ttp
alias gas d:\gnu\bin\gcc-as
setenv gas d:\gnu\bin\gcc-as.ttp
alias as d:\gnu\bin\gcc-as
setenv as d:\gnu\bin\gcc-as.ttp
alias link d:\gnu\bin\link
setenv link d:\gnu\bin\link.ttp
alias ar d:\gnu\bin\gcc-ar
setenv ar d:\gnu\bin\gcc-ar.ttp
alias ld d:\gnu\bin\gcc-ld
setenv ld d:\gnu\bin\gcc-ld.ttp
alias gcc d:\gnu\bin\gcc
setenv gcc d:\gnu\bin\gcc.ttp
alias g++ d:\gnu\bin\g++
setenv g++ d:\gnu\bin\g++.ttp
alias gdb d:\gnu\bin\gdb
setenv gdb d:\gnu\bin\gdb.ttp
#
alias cc d:\gnu\bin\gcc
setenv cc d:\gnu\bin\gcc.ttp
alias xcc d:\gnu\bin\gcc -Bc:\gnu\bin\x
setenv xcc d:\gnu\bin\gcc.ttp -Bc:\gnu\bin\x
#
#
# General
#
# NOTE: beginning with gcc V1.37, GNUINC and GNULIB can be
# ',' or ';' seperated list of dirs.
# gcc-cpp looks for GNUINC first, if not found then GNULIB
#
setenv GNUINC 'd:\gnu\include'
setenv GNULIB 'd:\gnu\lib'
setenv GCCEXEC d:\gnu\bin\gcc-
setenv TEMP m:
#setenv TEMP e:
cd c:\gnu\
rehash
--
Parallel Processing Support Officer
University of Wales College of Cardiff

email:stratton@uk.ac.cf.cm
```

2163. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 10:38:47 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1091@ehviea.ine.philips.nl>
Source record: 225145

In article <OKES.92Feb29160257@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
|In article <1090@ehviea.ine.philips.nl> leo@ehviea.ine.philips.nl (Leo de Wit) writes:
| Mine cannot, and I have 2 standard single-sided(!), double-density floppy
| drives (SF354). It just bit me the other day, that everyone thinks you
| have a double-sided drive. Mine only handles 360K.
|
|Sorry, I replaced my old single-sided drive last year. I was fed up with
|not being able to run the new games which came on DS disks. I really think you
|should upgrade if you can possibly afford it.

Well, I can afford it. That's why I will buy myself a NeXT a.s.a.p.
(2.88M floppy drive, 16M intern, M68040 CPU at 25Mhz, 400M hard disk, UNIX...)!

Cheers,
Leo.

2164. Command Driven Shells

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 13:08:35 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar2.130835.10233@sun.pcl.ac.uk>
Source record: 225144

I have just caught up on a load of the previous articles about command line driven shells for the Atari. In a previous post I mentioned a UNIX shell I was writing called 'SYNTH'. I recieved a LOT of mail asking about it, so I thought I would stem the tide by putting some details about it here for all to read.

Basically, since I have been using UNIX (4 years now), I have been taken by the power and flexibility of a command shell, and so set out to write my own. Now, I have only relatively recently got into C programming, and so only in the last few months have I been able to really get down to some serious shell programming. Anyway, I have set out some details of what I have done, and what I intend to do on this shell below.

.....

The shell is called 'SYNTH', and the following features will be provided by the first release, which I anticipate to be around the end of the Easter break.

1) Aliases. Aliases are, IMHO, indispensable. Who wants to go around typing
gcc window.c -o window.prg -lcurses -ltermcap -lotsofotherjunk
all the time? Nuff said.

2) Shell variables. Not to be confused with environmental variables. SYNTH allows definition of as manny variables as you want. Substitution can be suppressed by the single quotes, as in CSH and TCSH. Certain shell variables are used in addition to environmantal variables, and so shell variables can be used to extend $PATH for example. They are expanded by preceding with a dollar sign ($) as would be expected.

3) Filename completion. Pressing the TAB key will cause the current partial filename to be completed as far as possible.

4) Spelling correction. The shell will check for misspelt path sections. For example '\bxn' would be interpreted as '\bin' assuming 'bxn' didnt exist. The shell wont assume anything. It'll ask first!

5) Environmental variables - PATH for example.

6) Builtin support for regular expressions, GREP, ls, pwd, ... and about 60 of the commonest UNIX commands. HOWEVER, all builtin commands can be INDIVIDUALLY overridden, so that a better 'grep' or similar can be substituted.

No 'make' though. Sorry, but Sozobon C comes with a perfectly good make utility.

7) Built-in editor. At present this is a stripped down 'VI' editor. It provides full shell escapes - you can (memory permitting) compile your source from within the editor, and execute the result. At Pterm() you are returned to

the editor. UNIX users will appreciate the sheer indispensibility of shell escapes.

8) On-Disk UNIX-style manual for every command, plus lots of shell information. The manual index will be held in RAM - no mucking about with disks. Therefore 'man -k' can be used to suggest solutions.

9) Shell script. Basic commands, and simple control structures - while() if() for()....

10) Full redirection to disk / RS232 / Printer.

11) Full piping. Probably two modes of pipes.

i) If all the commands in a pipe are builtin, then no disk accessing will be necessary other than explicitly by the commands. A RAM cache will be used to pass data down the pipe.

ii) If a pip has a disk command in it, then some form of disk access will be required. I havnt ruled out the possibility of createing an 'on-the fly' RAMdisk expressly for piping purposes = fast piping.

12) SUB-COmmand quotes. A command can be executed and the result used in another command.. eg echo `pwd`

13) Source code will be distributed to registered users, and further suggestions are encouraged - mail me and TELL ME WHAT YOU WANT TO SEE IN A SHELL!

14) Full history list. Commandline editing with cursors, and the ability to flip through previous commands with up/down cursors.
Also !lastcommand and !!.

15) An older shell of mine, has custom GEM menus. These are fully controllable from the commandline using commands such as

```
% mkmenu Editors
% mkopt Editors Tempus \bin\tempus.prg
```

Which creates a new menu called 'Editors', places the option 'Tempus' in it, and executes the command '\bin\tempus.prg' when the option is selected. The menus are set up in such a way that the screen scrolling up will NOT corrupt the menu-bar.

SYNTH would, I think, benefit from these menus.

There are a lot of other ideas I have - these are the backbone. Please let me know what you would like to see implemented. The first release will be around the end of the Easter break. Further releases will follow.

Edd Deegan
vatec@uk.ac.pcl.sun

2165. Re: Atari emulator on the IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 13:28:45 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Mar2.132845.17793@cs.nott.ac.uk>
Source record: 225147

In article <2151@aupair.cs.athabascau.ca> eugene@cs.athabascau.ca (Eugene Rubin) writes:
>Does anyone have an update on the proposed Atari (TOS) emulator being
>developed for the IBM. I am getting a 386 for my office, and I am
>still using my Atari at home. Since I am up to speed using the Atari
>interface, I would just as soon continue to use it on my office
>machine. Also, not incidently, I would like to use my favorite Atari
>software that I am familiar with.

This is the first I've heard of it. It would be very useful to me too, as I've
just bought a 386 PC ("sinner!" you cry :-). I guess I must be outa touch with
the ST world (and my PC only arrvied THIS MORNING!).

>I would appreciate it if anyone has information as to the emulator's
>development, and REALISTIC timelines as to its availability.

Ditto.
--
`Grave' Dave Gymer | "I'm shufflin' through the Texas sands, but my head's
42 St Mary's Park, | in Mississippi, I'm shufflin' through the Texas sands,
Louth, Lincs, | but my head's in Mississippi. The blues has gotta
LN11 0EF, ENGLAND | hold of me, I think I'm gettin' dizzy." - ZZ Top

2166. Portability across 680x0 family

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 14:01:03 UTC
From: md91jbj@brunel.ac.uk
Message-ID: <3681@mercury.brunel.ac.uk>
Source record: 225146

OK, time to move the Demo's thread in a more positive direction. I
remember ages ago looking at some Amiga manuals (Hardware Reference?)
which had short routines for certain supervisor instructions (eg. MOVE #$,SR)
which would work on all processors in the 680x0 family. I remember being
amazed to see Stunt Car Racer (I think) working perfectly on an Amiga
with a 68020 processor card - someone explained that the use of these
processor independant patches was widespread in the Amiga programming
community. If someone could post them here then it would help all us
coders who are going to buy TT's and/or want to write TT compatible code.

Maybe one of the Amiga owners who read this conference could help?

TTFN, Jason

Jason Julyan | Brunel University
Microelectronics Postgraduate | Uxbridge, London. UK

2167. Re: One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 14:36:34 UTC
From: sigrorn@icemark.uucp
Message-ID: <UtmzZ9csQ4Y@icemark.uucp>
Source record: 225053

In <H._lK1&9EaX8M@h11.saar.sub.org>, Bernhard Stumpf, private site writes:
>I really didn't want to believe what happened this night:
>
>*** MY TT STOLE ME ONE DAY ! ***
>It changed the date from 02-28-92 to 03-01-92 ...
>
>Any notes???

Hmm, f***ing TT hardware clock? My Mega ST 4 did fine without any problems...
Perhabs you should buy HEISE's DCF-77 Kit.

yours,
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

Welcome thy neighbor into thy fallout shelter. He'll come in handy if
you run out of food.
-- Dean McLaughlin.

2168. FOR SALE : Atari STf and equipment.

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 15:17:19 UTC
From: robertc@garfield.cs.mun.ca
Message-ID: <1992Mar2.151719.13293@garfield.cs.mun.ca>
Source record: 225022

If anyone is interested in buying the following items make an offer and
I will get back to you. Items may be sold seperately of as whole. Tell
me if your price includes S/H also.

* Atari STf broken drive unit. 3 & 8 keys on keyboard come off.

* Color Monitor.

* Haynes Compatible 3/12 baud.

* Epson 9-pin printer (can remember numbers today)

* Software
- Capt. Blood
- Hero's of the Lance (no rules)
- Dungeon Master
- Chaos Strikes Back
- L.S. Larry II (no rules)
- StarGlider II (no rules)
- Gunship

Not working but may with some Disk Doctor program (no guarntees)

- Leatherneck
- Hardball
- Airball

I have no idea what the above items should go for but make an offer as
I am not using any of the unit and am in need of cash.

--------------------------robertc@garfield.cs.mun.ca---------------------------
| _______ |
Robert Christian	D D D	Calling from
"Great spirits have	~~~~~~~	MEMORIAL UNIVERSITY of NEWFOUNDLAND
always met violent	+	Computer Science Department
opposition from \~~~~~/ ==============================
mediocre minds." ___/ Disclaimer : Anything I say is likely
-- Albert Einstein not the opinion of my brain. :-)

2169. UPDATE ***** Atari 1040STf System for Sale *****

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 15:53:15 UTC
From: tdoom@bgsu.edu
Message-ID: <9486@bgsuvax.bgsu.edu>
Source record: 225032
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Greetings. Thanks to everyone who responded to my previous message.

On the advice of many of my peers in the ST community, I have reevaluated my pricing on the 1040ST system that I posted a couple days ago. So here are the new prices.

1040STf 4meg RAM (Zubair Z-RAM 3-D)
3 1/2" Floppy
Mouse $400
Extra Mouse $ 15
SM124 Monochrome Monitor $ 85
SC1224 Color Monitor $110
Monitor Master $ 15
85 Meg HD (ST296N)
ICD Host Adapter Plus
D&P Under Monitor Case $550
Casio HT-700 MIDI Synth $150

TOTAL $1325

But, because of my fondness for round numbers, $1300 will do it. So, if you're looking for a good Motorola based computer system decked out for programming, MIDI work, and general fun, this is it.

tdoom@andy.bgsu.edu

2170. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 16:04:02 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar2170402@orion.laas.fr>
Source record: 225004

```
>>>>> In article <1992Feb29.210743.15647@wam.umd.edu>, dmb@wam.umd.edu
>>>>> (David M. Baggett) writes:
dmb> File name completion. Built-in tools like grep. File name completion.
dmb> Aliases. Did I mention file name completion?

Yes you did, and I LOVE IT!!!

dmb> I've got a simple gulam alias so I can type "k" to make. You can't get
dmb> any simpler than "vi, fix bug, k, run program, vi, fix bug, k, ..."
dmb> without using an interpreted language. I'm not interested in touching
dmb> my mouse when I program since it's slower than typing "k." 1/2 :)

This does not show gulam's other utilities. I use the much more
simpler sequence: "fg, fix bug, !m, run program, ...." Here "fg"
brings me back to gulam's editor "ue" in the current buffer that I am
debugging at the current postion that I am interested. "!m" use
gulam's history to rexecute the last "make" with all its arguments.
Most often, I use "!" again to rerun the program test.

dmb> (Though the new shell that was recently mentioned here sounds
dmb> very good. I've been meaning to try it out.)

Yes, I also mean to try it out some day, rsn.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#
```

2171. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 17:03:39 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar2180339@orion.laas.fr>
Source record: 225003

```
>>>>> In article <1992Mar1.015640.20971@news.Hawaii.Edu>,
>>>>> jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) writes:

jww> Znet issue #9207 had the probing interview with the ST Book's principal
jww> designer, Tracy Hall, who managed to cram virtually the entire STe hardware
jww> into an area the size of _half_ the 520/1040 STe keyboard. The interview
jww> is supposed to be a reprint from Atari Explorer (1/92).

I liked that article! Thing would be interesting if the ST Book could
be connected to a Unix(tm) machine, such as Sun SPARC, for file
transfers, e-mail, news, and agenda compatible with Unix(tm). The
article seemed to imply that an ST is required for file transfers.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#
```

2172. Re: One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 17:04:20 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Mar2.170420.21243@bert.eecs.uic.edu>
Source record: 225148

bestu@h11.saar.sub.org (Bernhard Stumpf, private site) writes:

>In <H._lK1&9EaX8M@h11.saar.sub.org>, Bernhard Stumpf, private site writes:
> >Hi there everybody,
> >
> >I really didn't want to believe what happened this night:
> >
> >*** MY TT STOLE ME ONE DAY ! ***
> >
> >
> >It changed the date from 02-28-92 to 03-01-92 ...
> >
> >
> >Any notes???
> >
> >

I read a note on Genie claiming that the date on the TT is calculated
relative to 1950 and so leap years are not computed properly. I guess
your TT will add and extra day in 1994. My TT has TOS 3.6 and I did not
have this missing day problem. Perhaps only older TOS's have it?

John

--
+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

2173. EMACS 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 17:10:28 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Mar2.171028.21405@bert.eecs.uic.edu>
Source record: 225149

I tried installing EMACS 18.57 on my TT using MWC msh. When I ran dumpemacs everything worked fine till it tried loading paragraph.elc after which it complained that it couldn't load "paragraph". I think its running into problems with paragraph.elc being truncated to paragrap.elc by TOS. I also tried MUPFEL, same results. Any suggestions?

John

--

+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

2174. Re: Atari emulator on the IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 17:14:27 UTC
From: madsen@admin.usask.ca
Message-ID: <1992Mar2.171427.8333@access.usask.ca>
Source record: 225150

In article <1992Mar2.132845.17793@cs.nott.ac.uk>, dpg@cs.nott.ac.uk (Dave 'GCC 2.0' Gymer) writes:
|>In article <2151@aupair.cs.athabascau.ca> eugene@cs.athabascau.ca (Eugene Rubin) writes:
|>>Does anyone have an update on the proposed Atari (TOS) emulator being
|>>developed for the IBM. I am getting a 386 for my office, and I am
|>>still using my Atari at home. Since I am up to speed using the Atari
|>>interface, I would just as soon continue to use it on my office
|>>machine. Also, not incidently, I would like to use my favorite Atari
|>>software that I am familiar with.
|>
|>This is the first I've heard of it. It would be very useful to me too, as I've
|>just bought a 386 PC ("sinner!" you cry :-). I guess I must be outa touch with
|>the ST world (and my PC only arrvied THIS MORNING!).
|>
|>>I would appreciate it if anyone has information as to the emulator's
|>>development, and REALISTIC timelines as to its availability.
|>
|>Ditto.

There is an advertisement in the Feb 92 ST Informer mag(a U.S. mag)
for this beasty. It is (will be) called, GEMULATOR, and is produced by Branch
Always Software of ST Xformer fame. The ad says price will be under $200(US).

System requirements:

DOS compatible PC with 386 or 486 processor.
4 Meg memory
VGA card and monitor
3.5 floppy and hard disk.

For further info

BRANCH ALWAYS SOFTWARE
14150 N.E. 20th Street,
Suite 302,
Bellevue, WA
98007

Ph: (206)885-5893
GEnie: BRASOFT
Compuserve: 73657,2714

~~~~~~~~~~~~~~~~~~~~~~~~
Jorgen Madsen
madsen@sask.usask.ca
~~~~~~~~~~~~~~~~~~~~~~~~

2175. Ignorance (Was: Demo Crews

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 17:39:28 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar2.173928.16132@watmath.waterloo.edu>
Source record: 225005

In article <9202221724.AA01242@geech.gnu.ai.mit.edu>
psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:

>[DAMN I hate ignorance!!!!!]

Too bad it isn't painful. But would life be any nicer if it were?

2176. ATARI DESKTOP PUBLISHING software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 18:33:01 UTC
From: patf@silvlis.com
Message-ID: <1992Mar2.183301.13979@silvlis.com>
Source record: 225006
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have the following items for sale for the Atari ST :

CALAMUS - desktop publishing program $110

CALAMUS Outline Art - allows you to draw pictures $100
for CALAMUS

CALAMUS font editor - Allows you to create and edit $50
fonts.

These items CAN be re-registered to the new owner.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

2177. SALE: 1040ST, Software, Bare Drive

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 18:38:17 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.699561497@feldspar22>
Source record: 225013

I still have the following items for sale:

ST Computer

Atari 1040STf Computer
- 1MB Ram
- Internal double-sided floppy
- Original ST mouse (left button a bit insensitive, but works fine)
- Excellent condition
- $280 or make an offer

ST Programs

Except where noted, all the programs come with original disks,
manuals, and boxes and are in excellent condition (some rarely used).
Prices include shipping.

Games:
$ 6 Black Lamp
$ 6 Warlock
$ 6 Cosmic Relief
$ 6 Airball
$ 8 Rick Dangerous I
$ 5 Garfield (No Box)
$10 Space Quest III
$15 Kings Quest IV
$ 7 Bubble Ghost
$12 Mindscape Adventure Tri-Pack (No Box)
- Shadowgate $5 if separated
- Uninvited $5 if separated
- Deja Vu $5 if separated

Other:
$15 Publishing Partner
$ 5 Flexcessory (No Box)
- Use programs as accessories

Bare Hard Drive and RLL Controller - $180 + Shipping (Firm)

NEC D3142 42MB MFM/65MB RLL Hard Drive
- Small 3.5" size
- includes brackets to make it fit full size openings
RLL Controller
- Controls 2 Hard Drives, 2 Floppies

```
************************************************************
* ******************************************************** *
* * _________________ __ * *
* * \_________________|)____.---'--`---.____ * *
* * || \----._________.----/ * *
* * __/\__ __||____/ /_ `--' * *
* * \RUSH/ |___ \ Mario D'Alessio * *
* * |/\| `--------' dalessio@rtsg.mot.com * *
* * * *
* * Work: (708) 632-2323 9am to 6pm Central Time * *
* ******************************************************** *
************************************************************
```

2178. mgr and the TT

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 19:06:19 UTC
From: rollie@cobber.cord.edu
Message-ID: <1992Mar2.190619.925@cobber.cord.edu>
Source record: 225069

Does anyone have mgr runing on the TT. I just got a TT and I have to say that
Mint and the TT go great together. But, When I try to start mgr I get a
Buss Error. Is this a problem with mgr or am I missing something obvious?

Thanks for your help,

Craig

--

Rollie@cobber.cord.edu
Concordia College Moorhead, MN

2179. Re: Core Wars

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 19:25:45 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Mar2192545@solb1.essex.ac.uk>
Source record: 225009

>Hey all... I'm looking for the ST version of Core Wars. It was the first
>virus type thing, and used a simple programming language. Its not a
>virus, but it has programs attacking eachother.
>
>If you have any info.. drop me a line... thanks.

Try atari.archive, in /atari/games....
There's a file there called corewars.arc.

--
email: okes@essex.ac.uk
#
##
##
#
"God i hate floppies" - Karl Brandt.

2180. RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 20:02:10 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Mar2.200210.5960@unix.brighton.ac.uk>
Source record: 225010

RE-ORG the disk defragmenter, has trashed my (errored) E: partition TWICE now and it's not funny. I have lost no data, only time.

DON'T USE RE-ORG ON A DRIVE WITH ERRORS AND ALWAYS BACKUP THE DRIVE FIRST !

IN FACT WHY NOT COPY THE WHOLE DAMN PARTITION TO ANOTHER, DELETE ALL THE FILES ON THAT PARTITION AND THEN COPY THEM BACK ACROSS - WITH A GOOD CACHE (COLD CACHE v3.5 IS BRILL !) IT'S JUST AS QUICK AND COMPLETELY FOOL-PROOF.

I'm thinking of writing my own -= safe =- file unfragmenter, (and one to find the blimmin' errors on E:) but as usual time is the problem but if anyone has any comments/ideas about these (future) developments please mail me.

Don't forget: 'It tastes all wiggly'.

(cryptic comment or wot?)

Domenico De Vitto, ddv@uk.ac.bton.unix or ddv@uk.ac.brighton.vms

PS all the above are my comments alone, so don't flame me.

2181. *FOR SALE: Atari ST Games*

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 20:23:33 UTC
From: erik@askinc.ask.COM
Message-ID: <1534@askincask.COM>
Source record: 225024
Cross-posted to: ba.market.misc,ba.market.computers,comp.sys.atari.st,misc.forsale.computers

FOR SALE: Atari ST Games

All have original packaging, documentation and diskettes.
Asking $28 each, I'll pay shipping.

* Ghostbusters II
(Still has button, balloon, poster)

* Armada
(re-fight the battle of the spanish armada)

* Future Wars
(graphic adventure-great graphics!)

* Infestation
(investigate loss of caontact with the colony. Real-time adventure)

* Hound of Shadow
(aventure in the style of H.P. Lovecraft)

E-mail me if interested.

--

Erik Johnson - erik@ask.COM - Mountain View, CA

"This calls for a special blend of psychology and extreme
violence." -Vivian from The Young Ones

2182. Re: Atari emulator on the IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 20:23:50 UTC
From: darekm@microsoft.com
Message-ID: <1992Mar02.202350.14600@microsoft.com>
Source record: 225008

In article <2151@aupair.cs.athabascau.ca> eugene@cs.athabascau.ca (Eugene Rubin) writes:
>
>Does anyone have an update on the proposed Atari (TOS) emulator being
>developed for the IBM.
>
>I would appreciate it if anyone has information as to the emulator's
>development, and REALISTIC timelines as to its availability.

Eugene, the emulator itself is already finished and runs most ST software at full speed on any 486 based machine. With the help of Quick ST or Turbo ST, you can get full speed on 386 machines. Even on a lowly 386SX most software runs at a bearable speed. Software like Prism Paint, Word Writer, GDOS/GPLUS, Degas Elite, etc has all been tested and runs just fine. I've even tested development tools and compiled ST software on the PC just fine. 360K/720K/800K and the PC's 1.44 meg floppy disk drive formats are supported, and even TOS 1.0 formatted disks (which normally can't be read on a PC) work fine. The PC's mouse functions like ST mouse, and aside from some minor keyboard changes, the PC's keyboard functions just like the ST's keyboard. Sound and MIDI are not supported for the time being, but may be later on with the help of a Sound Blaster card (which by the way is the company that former Atari exec Gregg Pratt now works for).

The emulator will be shown for the first time next month at the ACE Atarifest in Toronto. If you can make it, drop by and bring some software to run on it. The Toronto show is a test. If a lot of people like it and tell me they'd like to buy it, you could see it available within months in the $200-$300 range.

I am asking that anyone interested send a letter with their name and address to the address below and you'll be put on the newsletter mailing list.

Please do NOT send email. I don't have time to reply to all the email.

- Darek

--

Darek Mihocka. Creator of Quick ST & Gemulator. Views expressed are my own.
Branch Always Software, 14150 NE 20th Street, Unit 302, Bellevue, WA 98007

2183. Re: Atari emulator on the IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 20:27:06 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar2.202706.18938@syscon.rn.com>
Source record: 225019

The guy who did QUICKST is the one who developed the GEMULATOR. He is supposed to show it at some show in Toronto in April to see if there is enough interest to market it. Claims it runs at full speed on 486 or 386 with QUICKST. He will invite people to try there favorite ST software on it.

2184. Book Review - Profibuch ST/STE/TT

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 20:59:18 UTC
From: ACPS7048@RyeVm.Ryerson.Ca
Message-ID: <92062.155918ACPS7048@RyeVm.Ryerson.Ca>
Source record: 224969

I would like to take Mr. J. Wine's message a little further and review the german edition. For further information on the english edition please read my other message posted in the comp.sys.atari .st conference. With the help of all ST Users the book might be published in the near future.

This is the original message that I received from Mr. Jankowski who is one of the authors. The second part is the translation to the german message (it was translated to "fit" the english language):

Mr. Jankowski writes:

Hi Mark!

Ich freue mich, dass Ihnen das Profibuch gefaellt.

Leider ist es uns Authoren bisher noch nicht gelungen, SYBEX davon zu ueberzeugen, eine englische Uebersetzung anzubieten. Ich werde Ihre Mail aber gerne zum Anlass nehmen, um eine neue Anfrage bei SYBEX-Deutschland zu starten. Vieleicht koennen Sie ja mal bei SYBEX-USA (in Kanada gibt es glaube ich keine Niederlassung?) eine Anfrage starten. Es koennen ja dann sein, da SYBEX-USA mal bei SYBEX-Deutschland wegen einer Uebersetzung anfragt!

Beste Gruesse
HDJ

Hi Mark!

I am glad that you enjoy the book (Profibuch).

Unfortunately we [authors] have not been able to convince SYBEX, to offer a english translation. However, I would like to take your inquiry as an opportunity to reopen this case at SYBEX-Germany and perhaps you could initiate an inquisition at SYBEX-USA. Per chance, SYBEX-USA might then petition SYBEX-Germany for an english translation.

Sincerely,
Hans-Dieter Jankowski
==========

Review of the
ATARI Profibuch ST-STE-TT
by Mark Kovarski

Author(s): Hans-Dieter Jankowski
Dietmar Rabich
Julian F. Reschke
Edition : 10th Edition 1991 (September)
ISBN : 3-88745-888-5
Pages : 1492 pages
Publisher: SYBEX-VERLAG GmbH
Vogelsanger Weg 111
D-4000 Duesseldorf 30
Tel.:(0211)61 80 2-0
Telex: 8 588 163
Fax: 0211/6180227

Summary: The "ATARI Profibuch ST-STE-TT" (original title) is also refered as the "Atari Bible" which provides in-depth information on all series of Atari computers and is a must for every programmer and enthusiast.

REVIEW:
Over the last few months I have seen discussions going on several different conferences and different networks. The contents ranged from "What are the TT resolutions?" to "How many HD's can the SCSI-adaptor on the MSTE run?". Question like this can be easily answered if you have access to the ATARI Profibuch ST-STE-TT. The book consists of 1492 pages which are devided 5 parts. They are:

PART 1 - TOS - The Atari Operating System
PART 2 - The Hardware
PART 3 - The Hardware of the TT
PART 4 - Appendix
PART 5 - Index

Each individual part is than subdivided into different chapters. The are as following:

PART 1 - TOS -The Atari Operating System

Chapter 1: BIOS and XBIOS
Chapter 2: GEMDOS
Chapter 3: VDI-Operating System Routines
Chapter 4: AES-Operating System Routines
Chapter 5: XCONTROL
Chapter 6: Guidelines to Programming and Users Usage

PART 2 - The Hardware

Chapter 1: The Central Processing Unit
Chapter 2: The Graphics System
Chapter 3: The Sound Generator
Chapter 4: The MFP 68901
Chapter 5: The Serial Port
Chapter 6: The Parallel Port

Chapter 7: The ACIA in the ST
Chapter 8: The Floppy-Disk-Interface
Chapter 9: The Atari Computer System Interface (ACSI)

PART 3 - The Hardware of the TT

Chapter 1: Faster, higher, further - The MC68030 Processor
Chapter 2: Even Faster - The MC68882 Coprocessor
Chapter 3: ROM and RAM in the TT
Chapter 4: The TT Videocontroller
Chapter 5: And because it was so beautiful - Additional MFP in the TT
Chapter 6: A step in the right direction - The TT-SCSI-Port
Chapter 7: Serial but faster! - The SCC makes it possible
Chapter 8: The VME-Bus in the TT/MEGA STE
Chapter 9: The SCU in the TT/MEGA STE
Chapter 10: The clock in the TT
Chapter 11: Further on the TT

PART 4 - APPENDIX

Has everything from BIOS, XBIOS and GEMDOS Error messages to the pin layout of the chips. It goes even further and has much more.

PART 5 - INDEX

It is the entire index of the book with 46 pages in length.

This book is the number 1 selling ST book in germany and other european countries and it is understandably why. It has just everything you ever wanted to know about not only the ST but the STE/MSTE/STE/TT and even the Stacy computer. It is used virtually by all programmers in europe like Mr. Markus Fritze (author of Turbo Assembler), and Mr. Karsten Isakovic (author of SysMon) and many more.
The book is very structuarly organized and very easy to understand. The index is very well designed and anything can be found within seconds. The authors have also not only taken already available information and put it in the book but also double checked the existing sources and included not available information as well.
The TOS versions that are covered range from TOS 0.00 to 3.05. The are also many programming tricks and guidelines included that will enrich every programmers knowledge.
The second part which deals with the harware of the Atari series of computers has a very detailed description of the parts that are inside the Atari. Many schematics are included thus making it every hackers dream to built his own paddle controller or connect a PC keyboard to the ST.
Part 3 is the new addition to this book - The TT. It goes into the TT's 68030 and all the old/new parts of this computer. As

the chapter before, schematic are also included.
The STE/MSTE don't fall short and are also detailed described in it.
As a conclusion I have to say that this book is a masterpiece of literature. Prior to this I have used the "Atari ST Internals" by Abacus Software, the " Technical Reference Guide - Atari ST, Volume 3" by COMPUTE!Books, and the "Atari ST GEM Programmer's Reference" by Abacus Software. Even though you'll be able to find the information in all three books, you won't be lucky in obtaining any information on the STE,STE or the TT. They are just to outdated and cover only the ST computer. I have used the "Atari Profibuch ST-STE-TT" for a while now and I am truly amazed at the quality of it. It is surprising to see a book of this magnitude for the Atari since I am usually used to seeing similar literature only for the PC. The authors have done an outstanding job and hopefully a english edition will be published soon so the english readers can enjoy it as much as I did.
If you have comments/question please feel free to mail them to me.
Sincerely,
Mark Kovarski

Bitnet: ACPS7048@RYERSON
Ryerson Polytechnical Institute
Toronto, Ontario
Canada

2185. Disk Labeler

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 21:20:06 UTC
From: bossoj@nuge103.its.rpi.edu
Message-ID: <l54s7xq@rpi.edu>
Source record: 225007

I`m looking for a disk labeler for my 3 1/2" disks. I deleted the only copy
of the one I was using previously (should've made a backup!).
I believe the name of it was LABELJRB.PRG or something similar.

I'm looking for a program that is simple to use (i.e. stick the disk in the drive,
hit a key, and out comes the label.) The program I mentioned above does this,
it is in the public domain (i'm pretty sure), and I would appreciate it if anyone
could upload it for me, or something else that will do the same.

Oh yeah, it also must be able to read from drive B:.

Thanks.

Joseph C. Bossolini
bossoj@rpi.edu

2186. Re: One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 21:28:58 UTC
From: mats@netcom.com
Message-ID: <-hsh4jamats@netcom.com>
Source record: 225012

dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:

>bestu@h11.saar.sub.org (Bernhard Stumpf, private site) writes:

>>In <H._lK1&9EaX8M@h11.saar.sub.org>, Bernhard Stumpf, private site writes:
>> >I really didn't want to believe what happened this night:
>> >
>> >*** MY TT STOLE ME ONE DAY ! ***
>> >
>> >It changed the date from 02-28-92 to 03-01-92 ...
>> >

> I read a note on Genie claiming that the date on the TT is calculated
>relative to 1950 and so leap years are not computed properly. I guess
>your TT will add and extra day in 1994. My TT has TOS 3.6 and I did not
>have this missing day problem. Perhaps only older TOS's have it?

The base year in the clock chip was inappropriate with respect to the
leap-year computation routines. The problem was resolved with the
latest TOS revision level.
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

2187. Re: Looking for 1stWord+ to Mac (WORD,RTF,MACWRITE) converter

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 21:36:22 UTC
From: dave@macdavid.han.de
Message-ID: <D2150069.3qxtgh@macdavid.han.de>
Source record: 225025
Cross-posted to: comp.sys.mac.wanted,comp.sys.atari.st

In article <RIPLEY.91Sep19211117@athene.cs.tu-berlin.de>, ripley@cs.tu-berlin.de (Hans-Ch. Eckert) writes:

> BTW: Where can one get a definition of RTF ?

From Microsoft for example.

PS
You can save "ASCII" in first word+ which is nearly identical to
PC ASCII. The latter is easy to convert to Mac.

David C Long * Gustav-Adolf-Str. 11, 3000 Hannover 1, W.Germany
voice: +49 (511) 717054 fax: +49 (511) 7000590 attn. D.Long

This mail is from a Mac ** mail info@macdavid for tips on Mac-Unix connections
** mail fileserver@macdavid.han.de Subject: help for a list of other topics

2188. Re: Atari emulator on the IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 22:11:28 UTC
From: glens@natinst.com
Message-ID: <32862@natinst.natinst.com>
Source record: 225011

darekm@microsoft.com (Darek MIHOCKA) writes:

> The emulator will be shown for the first time next month at the ACE Atarifest
> in Toronto. If you can make it, drop by and bring some software to run on it.
> The Toronto show is a test. If a lot of people like it and tell me they'd like
> to buy it, you could see it available within months in the $200-$300 range.
^^^^^^^^^
Why would anybody pay this much for this product? For $100 more you
can get a full-feature(sound, MIDI, everything else), fully-compatible,
correct-speed(not all programs are supposed to run as fast as possible, some
are written to run at 8MHz 68000) STe. Note this is also an 'E', not just
an ST.

Also how is this product legally possible?
a) Branch Always re-wrote GEM/TOS in a clean room
environment. (not likely)
b) The Atari ROMs are included with this product.
(doubtful)

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. glens@natinst.com

2189. Hard disk interfaces for Atari ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 22:14:02 UTC
From: dclemans@mentorg.com
Message-ID: <1992Mar2.221402.6173@PDX.MENTORG.COM>
Source record: 225084
Cross-posted to: pdx.forsale,comp.sys.atari.st

```
**************************************

Hard Disk interface card for Atari ST

Berkeley Micro Systems BMS-200
All that you need for SCSI hard disks
Has clock, DMA pass through
Includes software, documentation

$50 or best offer

**************************************

Hard Disk interface card for Atari ST

from Supra
All that you need for SCSI hard disks
Has clock, DMA pass through
Includes software, documentation

$50 or best offer

**************************************

Dave Clemans
dclemans@pdx.mentorg.com
...!uunet!mntgfx!dclemans

Home: 646-1138
Work: 685-1292
```

2190. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 22:20:03 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar2.222003.26045@watmath.waterloo.edu>
Source record: 225014

In article <1992Feb28.190307.19855@cs.mcgill.ca> someone writes:

>Well, I'm currently working on such a program.

The original problem can be solved by formatting a floppy on the
compatible and using it on both systems. Just don't use two such
floppies on the ST, one after the other, cause they might have the
same serial number. If you must use two PC floppies, slip an ST
floppy into your ST inbetween. (sort of like double clutching :-).

Someone mentioned DCFORMAT, to run on your ST. Fine, that will do, too.
Two other programs that will work are
PS2FORM
IBMFMT
Both of these are on Atari.Archives.UMich.edu.
My hope is, if someone goes to the effort of writing yet another
floppy formatter, that it should provide some needed new feature.

At the moment, I can't think what that might be.

2191. Re: ST-Floppy-SCSI Problems

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 22:34:10 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar2.223410.27301@watmath.waterloo.edu>
Source record: 225015

In article <7678@fuhainf.fernuni-hagen.de> seelbach@lorien.fernuni-hagen.de (Wolfgang Seelbach) writes:
> ... . Recently I got a SCSI-Hostadapter from ICD and a 210 MB
>SCSI-Disk from Quantum. The installation and partitioning of the drive brought
>up no problems, but after about 1 hour of using the system, the
>drive-select-LEDs of the floppy-drives occasionally start to flicker during
>transferring data from floppy to harddisk resulting in a TOS error message
>(something like "drive not responding ...").
... [more on intermittent problems. LJD]

Shortly after I got my ICD drive, I had problems of an intermittent nature. I opened the box and fiddled with the connectors. The problem went away and I have been a happy user for a couple of years now. I believe that the connectors that were the worst offendors were from the power supply to the hard drive.

I hope your problems are so simple.

2192. Re: Initial comments - TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 22:34:46 UTC
From: ue@nathan.do.open.de
Message-ID: <giUyxkX51Xg@nathan.do.open.de>
Source record: 225036

In <29754@sdcc12.ucsd.edu>, Adam Tilghman writes:

> I just finished installing TOS 2.06 in my 520STe, and after
>playing with it for a few hours I have a few comments:
Using TOS 2.06 on a TEC since mid-december 1991, I've got to add some
more..

> STalker doesn't detect alt-keypad ##
> Did this really *need* to be in _ROM_? Is there a fix for it?
Does this have to be in Stalker, if it's already in ROM? Why waste user
memory for a functionality already build in?

> The Desktop uses the Atari fileselector even though I've
> loaded up an alternate. All other programs use
> the alternate, but the Desktop chugs along with
> same old thing. Are we seeing Atari make direct
> calls to the Fileselect() routine instead of
> doing it like everyone else? Hmm....
The Desktop always uses direct jumps into all functions...

> Turbo ST doesn't work. No surprise here, I guess I'll just
> have to switch to Quick ST. Oh well :-)
Forget about those (censored) Line-A-Speeders like Turbo ST, Quick ST. Get
NVDI from Bela instead. It offers as much speed as Quick ST or Turbo ST,
but is more compatible like these two (ever tried to run .TOS or .TTP
programs in Gemini's Mupfel window while QuickST/TurboST were active?) and
has a GDOS build in.

> Anybody else have any comments?
I think you've forgotten an important thing for users of a modem (or the
serial port in general). At first, RTS/CTS works without ANY patch program.
No more messing around with HSFIX, TURBOCTS, TOS14FIX or whatsoever. It just
works, even at high speed. No problems here with my HST...

Secondary, TOS 2.06 is prepared to use alternate RAM. It's going to be much
easier to have more than 4 Megs on a normal ST.

Third, TOS 2.06 is much safer when regarding accs and resolution changes.
Did you ever try Atari's new modular control panel on a ST with TOS < 2.00?
It offers a point "Switch Off" (may sound a little bit different, I only have
the German version) because resolution changes with .ACC installed on these
old TOS-Versions may cause everything (The ACCs get no information about it,
they think they have their memory, but they do not have it). On TOS => 2.00,
there are no such problems.

/s/ Udo
--

Udo Erdelhoff ue@nathan.do.open.de Fido: Udo Erdelhoff on 2:245/52.1

2193. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 22:59:16 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <cdgfB4e00WBN86GIU4@andrew.cmu.edu>
Source record: 225016

Yes, MTOS is based on MiNT, and no, there are no problems with using PD code. If it is Public domain, you could even sell the code sans modification, there is nothing preventing you. That is why some authors use freeware instead of PD. They allow free distribution, but retain the rights.

mark

2194. ST software for sale (mostly games)

Newsgroup: comp.sys.atari.st
Date: 1992-03-02 23:51:58 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <4dgfyS600awG82ZWYB@andrew.cmu.edu>
Source record: 225017

I have the following Atari ST software for sale. I've only run this stuff on a TOS 1.0 1040ST, so STE or >TOS version compatibility is up to the buyer to determine.

Prices include shipping via USPS 3rd class, unless someone wants to pay more for something faster.

The list:

Arcticfox $12 The classic tank game from Electronic Arts.

Prime Time $15 First Row's simulation of managing a TV network.

Star Wars $10 The Broderbund arcade-derived classic.

Maniac Mansion $15 Lucasfilm's hysterical graphic adventure.

D.E.G.A.S. Elite $20 The classic paint program.
==========

Everything here is on the original disks, with *ALL* documentation and packaging. No pirating here.

If you're interested in any or all of this, email me at the address in my .sig.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"Don't let's start/ 'Cause I've got a weak heart..."
---They Might Be Giants, "Don't Let's Start"

2195. Repost: IBM Emulation

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 00:14:52 UTC
From: rickhall@boulder.Colorado.EDU
Message-ID: <1992Mar3.001452.10389@colorado.edu>
Source record: 225018
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know of an IBM emulator that will work
on the TT that supports either EGA or VGA graphics?
I want to do Windows programming, but do not want
CGA or HGA.

Richard Hall

Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

2196. Re: addresses...?

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 02:05:36 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92062.210536EENG6801@RyeVm.Ryerson.Ca>
Source record: 224908

```
I can't get inside atari.archive.umich.edu (141.211.164.8)
so I use the wuarchive.wustl.edu (128.252.135.4) inside
mirrors/archive.umich.edu/atari. It has an exact copy of
the files on atari.archive.umich.edu
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

2197. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 02:52:03 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6219@lee.SEAS.UCLA.EDU>
Source record: 225021

In article <1992Mar2.200210.5960@unix.brighton.ac.uk> ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:
>RE-ORG the disk defragmenter, has trashed my (errored) E: partition TWICE
>now and it's not funny. I have lost no data, only time.
>
>DON'T USE RE-ORG ON A DRIVE WITH ERRORS AND ALWAYS BACKUP THE DRIVE FIRST !
>

Did you obtain reorg.prg with its companion program dlii and documentation? The documentation clearly states that you must use dlii first to fix a corrupted partition before running reorg. If reorg is being distributed without dlii and docs, you should notify the distributor that he/she is causing unnecessary grief and possibly data loss to unwary users.

-- Scott Willingham // willing@icsl.ucla.edu

2198. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 02:58:17 UTC
From: ziggy@grafted.UUCP
Message-ID: <uBF2gB1w161w@grafted.UUCP>
Source record: 225380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
> If a group such as this were created, could new versions of MiNT be
> posted to the group? If they could, then such a group would be useful.
> If not, then I don't think a new group would be needed. After all, the
> number of questions about MiNT may be growing, but are there enough to
> support a newsgroup? How would a group such as this get created?
>
>
I dont know about the mechanics, but I think a pole is in order
to see if there ** IS ** enough support to make the attempt worth it..
(plase add my name on the 'yes' list.....)
Tony.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

2199. Re: Crack Art Questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 03:40:15 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7009@uqcspe.cs.uq.oz.au>
Source record: 225023

rdf@pinet.aip.org (Robert Feinman) writes:

>I have been trying Crackart and have gotten most things to work
>except the CUT and RELAX functions. The cut does nothing and the
>Relax just beeps.

>Does anyone know how to load a .gam into the program and run it?

Have a file with ".GAM" extension in a directory "GAMES" in current dir.

The "CUT" function, I assume you mean the crop function (which is
probably called "CUT") - it cuts off all the blank area of the current
block.

And now a really obscure one:

When you rotate or resize a block, you can press HELP to have it anti-aliased.
(actually, it looks like a pixel-subdivision technique) - very good, should
be the default!

Also, press BS in rotate, and it does EXACT tiling with rotation.

(You press these buttons AFTER you've done a rotate)

The best way to find these things out is to "CHANGE" the docs then "GER2ENG"
them, then look through the docs looking for "Alt" and "Shift" and stuff -
lots of features are hidden.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

2200. Word Up 3.0 update now available

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 06:42:12 UTC
From: millerm@CS.ColoState.EDU
Message-ID: <1992Mar03.064212.37970@yuma.acns.colostate.edu>
Source record: 225029

Recently I uploaded WUPDATE.ARC to atari.archive. This is an update for ver. 3.0 of Word Up from Neocept. It is dated July of 1990. I have heard of a patch for ver. 3.0, to upgrade it to a higher version. I have not yet gotten ahold of it, since it seems only a few people actually have this thing. It may turn out that WUPDATE.ARC IS the patch that I and a few others have heard about. I don't know yet. This update fixes some bugs that were in the original ver. 3.0. It comes with the files that you need to replace in order to install the update. What you do is copy the files contained in the ARC file to the appropriate backup disks, then re-install it using INSTALL.PRG.

I have tried this on my own ver. 3.0, and it does fix some bugs. It is more stable now, but it still has some bugs, at least from my point of view. I am running it on a Mega STe, so some incompatibilities may be lingering just because of the hardware. I can't say for sure, but it may cure other's problems completely.

It is in atari/applications/wordproc on atari.archive.

```
|Mark Miller, computer science |"I was just thinking of the immortal words |
|major at C.S.U. | of Socrates...'I drank what?'" |
|millerm@mozart.cs.colostate.edu |"What a waste it is to lose one's mind..." |
|mmiller@isis.cs.du.edu | Do you _really_ think I care that your |
| / Atari friend! ||| | computer is "better" than mine??? Think |
| \/ --- The Mark )|( | about it. I'm not THAT ignorant. |
| World Peace / | \ There's nothing else quite like it. |
```

2201. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 07:20:35 UTC
From: wmagro@uiuc.edu
Message-ID: <1992Mar3.072035.27025@ux1.cso.uiuc.edu>
Source record: 225030

In article <cdgfB4e00WBN86GIU4@andrew.cmu.edu>, Mark Choi <mc4c+@andrew.cmu.edu> writes:
|> Yes, MTOS is based on MiNT, and no, there are no problems with using PD
|> code. If it is Public domain, you could even sell the code sans
|> modification, there is nothing preventing you. That is why some authors
|> use freeware instead of PD. They allow free distribution, but retain the
|> rights.

Does someone at Atari want to verify this. Somehow I don't think anyone
would, especially if it were true.

If, indeed, Atari is basing their multitasking operating system on MiNT,
will they be decent enough to compensate Eric Smith some way for all the
work he has saved them, or will they do the greedy thing?

--Bill

2202. Re: Additional STe ports on left

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 08:47:30 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar3.084730.14896@cs.hw.ac.uk>
Source record: 225048

In article <1992Feb27.200212.12128@atari.uucp> trh@atari.uucp
(T R Hall) writes:
>neil@cs.hw.ac.uk (Neil Forsyth (That's Me)) writes:
>>>..... They're 15 pin female ports. What are they for?
>>Nothing. They don't work. Nobody knows how to make 'em work either.
>>But I'm all ears if someone does.
>
> Oh? Perhaps you don't like to order and/or read developer
>documentation (of course you are in the UK, and I am aware of the problems
>they have getting doc's out...)

<Dev docs deleted>

I have exactly the developer documentation you supplied here. I am a registered
developer. I contacted Alistair Bodin twice by snail and electronic mail and
he could not help.

> APPLICATION NOTES:
> [these are my addition, to help you use the above information]

By the addition of the above you yourself obviously thought the supplied
documentation was rather terse.

I have tried a 1Mohm pot and it does indeed work. Thanks you for coming on
the net and explaining how to use these ports. I'm sorry about my 'irritable'
net post which was the result of my frustration after gaining no help from
Atari UK.

```
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+-------------------------------------------------------------------------+
```

2203. Re: Atari + Computer Chronicles = Ho Hum

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 09:35:13 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Mar3.093513.5956@news.Hawaii.Edu>
Source record: 225031

CC could've have given more time to the Atari/NAMM segment, but I think that maybe too many developers (they said 17?) showed up! They had a quick peek at the Notator sequencer which claimed to handle up to 1600 tracks, of which 64 could be simultaneous and with 16 MIDI channels/track. I'm not sure how those features stack up against the software available for the Mac, Amiga or IBM PC. Demos of the Hotz Box and a direct-to-disc system were given quick takes too.

Still, I think that the interviews with all those professional musicians you mentioned (plus someone from Genesis/Phil Collins) are strong endorsements for using the Atari when your reputation's on the line.

Jack

P.S. There was another show called Silicon Valley Report right after that mentioned Atari over and over, during a news piece about the Nintendo lawsuit. It's good to see Atari advertising "the old-fashioned way": sue! :D

2204. Cuddly Demo on STe, something wrong??

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 09:49:49 UTC
From: woocm@essex.ac.uk
Message-ID: <2312@sersun1.essex.ac.uk>
Source record: 225034

Just a quick question. I have just got the cuddly demo off
of a.a and demsa'ed it to my 1040STe, it appears to work fine
except for the old changing resoution problem. The menu screen starts
in low-rez and then flicks to medium res giving an ugly shadow effect.
My orginal cuddly demo disk didn't load on the STe, but this
one does. I wondered if my cuddly msa file got corrupted on the way
over or if this has appeared on all STe's?

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

2205. poolfix_cb (Was Re: How to reach author of POOLFIX3)

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 10:33:17 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1992Mar3.103317.23438@newcastle.ac.uk>
Source record: 225035

In article <699275195.1038@minster.york.ac.uk>, mjl-b@minster.york.ac.uk
writes:
|> In article <1992Feb26.145641.32603@infoserver.th-darmstadt.de>
alexlehm@iti.informatik.th-darmstadt.de (Alexander Lehmann) writes:

[Text deleted]

|> What you describe has already been done by Claus Brod (the same one that
|> wrote your HD driver). His Poolfix is called POOLFIX4 and should be avaible
|> from the usual FTP sites and PD libraries.
|>
|> I remember that at the time, the naming caused a bit of a stir (Allan Pratt
|> didn't like it), but the name stuck.

I'm not sure about elsewhere, but on Atari Archive, the fix was renamed
'poolfix_cb'. You can find it as :

atari/utilities/tosfixes/poolfix_cb.arc

Julian

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8232 | #include <std_disclaimer.h>

2206. ROM messages (Was: Atari and T.O.S and S.T.)

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 10:47:16 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699619636.9872@minster.york.ac.uk>
Source record: 225067

In article <29627@darkstar.ucsc.edu> atario@cats.ucsc.edu (Stephen Wayne Miller) writes:
>
>In article <1992Feb27.135724.14740@lth.se> d91jn@efd.lth.se (Jerker Nilsson) writes:
>> BTW have you ever searched the ROM for the word "love"? Try it out, there
>>is some info you won't get about Dave Staugas else... (try case insensitive).
>
>Ehhh?? Wha' do it say??? I hain't got no ST (YET!!) and so I can't look fer
>my own self. Post, please???

It says "Dave StAuGas loves Bea Hablig"

I'm not sure that I've got the case of "Staugas" right -- it's a few years
since I found the message. The reason the case is mixed is because the
bytes that make up the string read like proper 68000 op-codes. If you looked
at them with a disassmbler you'd think they were legit. code. Perhaps that's
how Mr Staugas got the message into the ROM in the first place!

> (_
> __)teve

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

2207. Re: Atari STe/TT Profibuch (was Re: Technical Books)

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 11:18:51 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92063.111851ONM07@DMSWWU1A.BITNET>
Source record: 225072

In article <1992Feb29.194336.18849@news.Hawaii.Edu>, jww@uhunix.uhcc.Hawaii.Edu
(Jack W. Wine) says:
>
>Anyone wanting THE book for the STe/TT computers should order the
>"Atari Profibuch" masterpiece by Julian Reschke! I didn't receive
>my copy yet, but here's a description from the Sybex catalog:

Thanx, but don't forget Dietmar Rabich and Hans-Dieter Jankowski. We are
a good team :-)
_____________________________ cut here _____________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
____________________ correct me if I'm wrong _____________________

2208. Re: Is it possible to output a .PS file from Desktop Publisher?

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 12:35:10 UTC
From: A.J.Leaper@bradford.ac.uk
Message-ID: <1992Mar3.123510.2511@bradford.ac.uk>
Source record: 225037

In article <1992Feb27.211019.1078@acsu.buffalo.edu> v115lue3@ubvmsb.cc.buffalo.edu (Philip Smolin) writes:
>The subject line says it all. I believe that Timeworks DTP can PRINT on a
>PostScript printer, but can it output a postscript file, to be printed at
>another site? The reason why I ask is because I'd like to use the University's
>lasers - instead of buying my own :) I figure..if I can get the .PS file from
>my machine, I can kermit it up to the VAX.
>
>Sound do'able? Thanks..
>

Yes, Timeworks can print PS into a file....the problem is the only way that I have found to do it is by running Timeworks from a RAM disk. Let me explain that...

I have a single floppy, MEGA ST2 system, no Harddrive....I wanted PS output to a file so I followed the installation instructions (using INSTALL.PRG) to set up my system for using a Postscript printer...this went ok.

When I booted up the system the printer dialog had no 'print to file' option.

By accident I discovered that if the system is mounted on a RAM disk, thats all the executables and fonts etc, the printer dialog DOES contain a 'print to file' option! All I wanted to do was make it run faster without the 'disk swapping'. I assume this might also work for a system installed on a Hard disk. Seems to me that GST assumed that ONLY people with a Hard drive had a need to print PS to disk file.

I've used the PS files from Timeworks on a SUN system and they print fine. (although the PS previewer on the SUN, pageview, wasn't too keen on them) I should imagine you'll have no problems on the VAX, although it might depend on the setup of the PS printer....but I'm afraid I've no expertise in that field!...you'll just have to try and see what happens.

Andy.

--
Andy.
88648967@uk.ac.bradford.
Department of Electrical Engineering.
University of Bradford.

2209. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 13:58:57 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar3135857@lister-02.cs.strath.ac.uk>
Source record: 225049

Does anyone fancy giving a quick summary on the various shells available?
I've only used Gulam. It seems pretty good to me, although I hate the
way it is so mouse senstitive- I usually toss the mouse off the desktop altogether.

Incidently, one of the best things I like about Gulam is probably an installation
mistake. The gulam I ftped off the net was configured for US keyboards.
This means that (on a UK keyboard) the "#" below the ENTER/RETURN key
is translated as a "~". This is v. useful if you use a PC keyboard all day.

I just avoid looking at the keyboard and type.

Paul

--

"Bark?" | Internet: ssammy@cs.strath.ac.uk
-Moving Pictures | JANET : ssammy@uk.ac.strath.cs

2210. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 14:09:07 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar3140907@lister-02.cs.strath.ac.uk>
Source record: 225050

> In article <1090@ehviea.ine.philips.nl> leo@ehviea.ine.philips.nl (Leo de Wit) writes:
> In article <OKES.92Feb26125327@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
> |Why not just format the floppies on the PC? The ST can use 720K DOS
> |floppies as if they were formatted by TOS, no matter what version you have.

> Mine cannot, and I have 2 standard single-sided(!), double-density floppy
> drives (SF354). It just bit me the other day, that everyone thinks you
> have a double-sided drive. Mine only handles 360K.

> Sorry, I replaced my old single-sided drive last year. I was fed up with
> not being able to run the new games which came on DS disks. I really think you
> should upgrade if you can possibly afford it.

I would advise people to go for a SECOND disk drive instead of replacing the
internal one. It speeds things up tremendously- I use galum from my (single-sided)
internal drive and use drive B for everything else.

Some (spit) games don't like booting from drive B though.
NB There are plenty of PD "boot B" programs. Even better is the Multiface
cartridge which allows me just to power up and press 'A' or 'B' for my boot
drive :-)

Paul S
--

"Bark?" | Internet: ssammy@cs.strath.ac.uk
-Moving Pictures | JANET : ssammy@uk.ac.strath.cs

2211. Re: One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 14:41:46 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar3154146@orion.laas.fr>
Source record: 225038

I just noticed that my Mega4 ST was *also* off a day, so maybe the
problem is more general than just TT's. I run TOS 1.02.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2212. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 15:02:45 UTC
From: univwa@rz.uni-sb.de
Message-ID: <16795@sbsvax.cs.uni-sb.de>
Source record: 225039

From article <H.yJwbg3BHsR_@cutie.ka.sub.org>, by pmh@cutie.ka.sub.org (Patrick M. Hausen):
> P.S. I haven't heard of a TT040/Falcon yet, but then ... there's the CeBit
> fair on 11.-18. March :-)

Sorry, but there are bad news:
This morning I read in the German Mag TOS (yes, the Mag which includes a floppy filled up with unnecessary programs and demos of commercial sw...) in the leading article:

The Falcon does _not_ come on CeBIT in Hannover because 2 of the needed custom chips exist only as concept until now. (Thats Atari life as we all know them...).
The author of this article doubts that Atari even will be able to have a demo model of the TT040 for the Atari fair at the end of August '92.
What perhaps will be ready: The 'castrated' TT030 with 20MHz...

I cannot quote exactly from this heading article; I don't buy this mag by principle...

So, I think Atari is once more to lose market and customers...

sigh...

Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.sub.org*
* /____/ ___/ /_. ++49-681-302-2596 | *
****

2213. Re: OS-adress on STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 15:04:26 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Mar3.150426.18862@rhrk.uni-kl.de>
Source record: 225042

d9fors@dtek.chalmers.se (Patrick Forsberg) writes:

>Is there an easy way of finding out the base adress of the TOS
>(With a dumb program that doesn't know what TOS ver. one has)
>If this isn't posssible could someone please tell me what adress it
>is on a STe with TOS ver 1.62 (Swedish)
>(How comes it isn't the same adress in all ST's ??)

Simply use the os var _sysbase. It points to the start of the os header.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

2214. Re: Question about Spectrum.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 15:21:38 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar3162138@orion.laas.fr>
Source record: 225040

I looked at spectrum.lzh with emacs, and it seems to have 432289
useless NULL characters after SPECTRUM.TXT. After that there are
7114 binary characters which don't seem to serve any purpose.

So my question is if the uploader had any problems creating
spectrum.lzh? Here is the file recovered from a.a:

```
-rw-r--r-- 1 ralph 543222 Mar 2 16:29 spectrum.lzh
```

```
xlharc v spectrum.lzh
PACKED SIZE RATIO CRC STAMP NAME
------- ------- ------ ---- ----------------- -------------
39484 86212 45.7% 5a09 Apr 22 01:04 1987 SPECCI.DAT
37191 83806 44.3% c9b9 Apr 22 01:04 1987 SPECCITT.DAT
9006 19953 45.1% 7907 Apr 22 01:04 1987 SPECTRUM.ENG
4 4 100.0% 0000 Apr 22 01:05 1987 INHALT.INF
9008 19707 45.7% 7d9c Apr 22 01:05 1987 SPECCI.PRG
8915 20097 44.3% 0ee1 Apr 22 01:05 1987 SPECTRUM.TXT
------- ------- ------ ---- ----------------- -------------
103608 229779 45.0% Mar 2 16:29 1992 6 files
```

The reduced version with the unnecessary NULLs removed (ONE is
necessary!) is as follows:

```
-rw-r--r-- 1 ralph 110933 Mar 3 16:06 spec.lzh
```

and xlharc produces the *exact* *same* list as above.

[:-) :-) :-) Maybe this is a ploy to put atari.archive out of
business by using up extaneous disk space? :-) :-) :-)]

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2215. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 15:35:51 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <g7g3gB1w164w@ersys.edmonton.ab.ca>
Source record: 225046

willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:

> In article <1992Mar2.200210.5960@unix.brighton.ac.uk> ddv@unix.brighton.ac.uk
> (Domenico De Vitto) writes:
> >RE-ORG the disk defragmenter, has trashed my (errored) E: partition TWICE
> >now and it's not funny. I have lost no data, only time.
> >
> >DON'T USE RE-ORG ON A DRIVE WITH ERRORS AND ALWAYS BACKUP THE DRIVE FIRST !
> >
>
> Did you obtain reorg.prg with its companion program dlii and documentation?
> The documentation clearly states that you must use dlii first to fix a
> corrupted partition before running reorg. If reorg is being distributed
> without dlii and docs, you should notify the distributor that he/she is
> causing unnecessary grief and possibly data loss to unwary users.
>
> -- Scott Willingham // willing@icsl.ucla.edu

Even with the companion program, this is a chance you shouldn't take. I
did everything according to the documentation and it still wiped the
partition. A *MUCH* better program is Check Disk III by Atari. It will
do the same thing (but it is far more reliable) and it also has some
other really nice features.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

2216. Re: One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 15:49:31 UTC
From: jbunch@world.std.com
Message-ID: <BKJnyK.IGs@world.std.com>
Source record: 225041

My 1040 (4meg) ste has the right date... ;-)

Gets it from my ICD host adapter...

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * INTERNET: jbunch@world.std.com
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!root (Home)

2217. Blitz Software

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 16:36:18 UTC
From: malay@sae.com
Message-ID: <1992Mar3.163618.16318@sae.com>
Source record: 225043

I was wondering if there is a newer version of TurboBlitz 2.5. The version I have sometimes can't handle the "auto" feature and only reads/writes the first track.

Does anybody have any experience using the Blitz cable & software. I tried backing up a few things but most of the copies don't work; although, I have had some luck backing up a few "protected" items.

I'm interested in hearing about your experiences using this hardware/software gizmo??

Bob Malay

2218. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 16:54:26 UTC
From: shore@equinox.gen.nz
Message-ID: <FTk3gB1w164w@equinox.gen.nz>
Source record: 225087

Roger.Sheppard@bbs.actrix.gen.nz writes:

> Please tell me how its posible to get 16 colours out of a machine that
> can only do 4, its not posible..

Aparently it is possible.

> The only Terminal program that the younger ones like here is FZT, they
> say it has good ANSI emulation, but I am not into colours, just speed..

FzDST is excelent... apart from it's ANSI emulation... it's useless.
It scrolls incorrectly when a window is set up (backwards scrolling
works ok though), it doesn't redraw the current line you're editing when
there's text after the cursor. That makes it hard to use cause you
have to request your whole page to be redrawn by the BBS you're on after
changing anything.

Craig.


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2219. Re: 1040 ste -> 2.5 meg help

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 17:19:54 UTC
From: shore@equinox.gen.nz
Message-ID: <VZL3gB3w164w@equinox.gen.nz>
Source record: 225088

ckchan@engws7.ic.sunysb.edu (Chi K Chan) writes:

> I have a quick question for the group. I'm going to upgrade my girlfriends
> 1040 ste to 2.5 meg, and I need to know which two simms to replace.
> Is it the 1st and 3rd or the 2nd and 4th one? w/ you faceing the keyboard.
>
>
> The manuals did not say anything since the computer came with a manual for th
> 1040STfm and a 2 page addemdum (sp?), and I am unable to locate an old issue
> of a mag with the instructions.
>
> Please send email, as I do not want to waste any more net BW.

Well I thought i'd reply here as well in mail because you CANNOT USE
2.5 MEG ON AN STe. Well not on mine anyway :-(

I tried this one, I had 4x256K (1meg) simms in there, then I got 2x1meg
simms to up my memory a bit. I pulled out simm #1 & 3, replaced them
with the 1meg ones and powered up... the result is that the computer
appears to have checked the presence of the simms, then checked the size
of the first one * assumed the rest are the same... i.e. it thought I
had 4 megs!, and for some strange reason, you can't use memory that you
don't have!!

So, all your SIMMS must be the same, and must be in pairs of 2 (slots
1&3, 2&4), If you only have 2 simms, the have to be in slots 1&3.

All this info I just posted is true for my computer, I figured it out by
trial & error using a free memory accessory.

It's a pitty really, i've got 4 simms sitting here doing nothing that
2 of could be put to use in the spare SIMM slots i've got :-(

Craig.


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-------------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2220. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 17:24:36 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar3.172436.26488@email.tuwien.ac.at>
Source record: 225044

In article <16795@sbsvax.cs.uni-sb.de>, univwa@rz.uni-sb.de (sbusol.rz.uni-sb.de) writes:
>From article <H.yJwbg3BHsR_@cutie.ka.sub.org>, by pmh@cutie.ka.sub.org (Patrick M. Hausen):
>> P.S. I haven't heard of a TT040/Falcon yet, but then ... there's the CeBit
>> fair on 11.-18. March :-)
>
>Sorry, but there are bad news:
>This morning I read in the German Mag TOS (yes, the Mag which includes a
>floppy filled up with unnecessary programs and demos of commercial sw...)
>in the leading article:
>
...and it contains an ancient version of lharc too...

>The Falcon does _not_ come on CeBIT in Hannover because 2 of the needed
>custom chips exist only as concept until now. (Thats Atari life as we all
>know them...).
>The author of this article doubts that Atari even will be able to have a
>demo model of the TT040 for the Atari fair at the end of August '92.
>What perhaps will be ready: The 'castrated' TT030 with 20MHz...
>
Yeah... and it's gonna be another 12-18 months!!!
>
>I cannot quote exactly from this heading article; I don't buy this mag
>by principle...
>
>
>So, I think Atari is once more to lose market and customers...
>
>
>sigh...

*** SIGH ***

2221. Wordflair][problem

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 17:42:28 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Mar3.174228.1955@usenet.ins.cwru.edu>
Source record: 225045

I have been recently playing with Wordflair][at
a local library, and I found that if I use the justify command,
it will justify the text on the screen, but will not print
the text justified. Why is that? Also, is there a way to
use wordflair as a spreadsheet? How does it do relational
databases?

2222. Re: Portability across 680x0 family

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 17:57:51 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <4qxfb2rf@csv.warwick.ac.uk>
Source record: 225051

In article <3681@mercury.brunel.ac.uk> md91jbj@brunel.ac.uk.brunel.ac.uk (Jason B Julyan) writes:
>OK, time to move the Demo's thread in a more positive direction. I
>remember ages ago looking at some Amiga manuals (Hardware Reference?)
>which had short routines for certain supervisor instructions (eg. MOVE #$,SR)
>which would work on all processors in the 680x0 family. I remember being
>amazed to see Stunt Car Racer (I think) working perfectly on an Amiga
>with a 68020 processor card - someone explained that the use of these
>processor independant patches was widespread in the Amiga programming
>community. If someone could post them here then it would help all us

Since I know for a fact that the Amiga version of Stunt Car Racer is a direct port of the ST version (It doesn't even use the blitter to clear the screen between frames, let alone for filling in the track and it is noticably slower than the ST version), I would say this is more a matter of luck than the portable programming practices, which as you say, are widespread in the Amiga world. There is no reason why games should not work on the 68010 and upwards: the only incompatabilities are the MOVE from SR which I can't imagine being used in a game (And if it was it wouldn't cause problems because most games run in supervisor mode anyway), and the stuff put on the stack after an exeception, which will only affect OSs and patches to them.

>coders who are going to buy TT's and/or want to write TT compatible code.
>Maybe one of the Amiga owners who read this conference could help?

Yes, I would like to know how to get hold of the arguments to a TRAP call which was called from supervisor mode to work with the 68000 and 68010+. They start at SP+6 on the 68000 and SP+more on a 68010+ (A TRAP from user mode is OK because they always start at the USP.

2223. Re: One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 18:04:03 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <0qxfbd1f@csv.warwick.ac.uk>
Source record: 225052

In article <1992Mar2.170420.21243@bert.eecs.uic.edu> dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:
>bestu@h11.saar.sub.org (Bernhard Stumpf, private site) writes:
>
>>In <H._lK1&9EaX8M@h11.saar.sub.org>, Bernhard Stumpf, private site writes:
>> >Hi there everybody,
>> >
>> >I really didn't want to believe what happened this night:
>> >
>> >*** MY TT STOLE ME ONE DAY ! ***
>> >
>> >
>> >It changed the date from 02-28-92 to 03-01-92 ...
>> >
>> >
>> >Any notes???
>> >
>> >
>
> I read a note on Genie claiming that the date on the TT is calculated
>relative to 1950 and so leap years are not computed properly. I guess
>your TT will add and extra day in 1994. My TT has TOS 3.6 and I did not
>have this missing day problem. Perhaps only older TOS's have it?

I have TOS V1.02 and the other day I thought my clock had gone a day
behind, and had got half way through writing a patch for it before
realising it as my watch that was wrong, and my ST was right.
- Your problem doesn't exist in TOS V1.02.

2224. Re: Blitz Software

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 19:17:24 UTC
From: sk2n@faraday.clas.Virginia.EDU
Message-ID: <1992Mar3.191724.5213@murdoch.acc.Virginia.EDU>
Source record: 225055

In article <1992Mar3.163618.16318@sae.com> malay@sae.com (Bob Malay) writes:
>I was wondering if there is a newer version of TurboBlitz 2.5. The version
>I have sometimes can't handle the "auto" feature and only reads/writes the
>first track.
>
>Does anybody have any experience using the Blitz cable & software. I tried
>backing up a few things but most of the copies don't work; although, I have
>had some luck backing up a few "protected" items.
>
>I'm interested in hearing about your experiences using this hardware/software
>gizmo??
>
>Bob Malay
>
>
What is the Blitz cable & software? I would like get some sort of copying
program to make backups of protected games (so I don't have to feel so
paranoid).

Shuichi Koga
skoga@virginia.edu

2225. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 19:40:45 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar3.134046.1043@doug.cae.wisc.edu>
Source record: 225054

In article <16795@sbsvax.cs.uni-sb.de> univwa@rz.uni-sb.de (sbusol.rz.uni-sb.de) writes:
>From article <H.yJwbg3BHsR_@cutie.ka.sub.org>, by pmh@cutie.ka.sub.org (Patrick M. Hausen):
>> P.S. I haven't heard of a TT040/Falcon yet, but then ... there's the CeBit
>> fair on 11.-18. March :-)
>
>Sorry, but there are bad news:
>This morning I read in the German Mag TOS (yes, the Mag which includes a
>floppy filled up with unnecessary programs and demos of commercial sw...)
>in the leading article:
>
>The Falcon does _not_ come on CeBIT in Hannover because 2 of the needed
>custom chips exist only as concept until now. (Thats Atari life as we all
>know them...).
>The author of this article doubts that Atari even will be able to have a
>demo model of the TT040 for the Atari fair at the end of August '92.
>What perhaps will be ready: The 'castrated' TT030 with 20MHz...

Casterated?! Ouch!.

What?! 20Mhz?

Kinda reminds me of the movie "Your going the wrong wayyyyyyyyyyy!!!!!"
i.e. Wrong Way Tramiel.

Sure that wasn't something like 50Mhz or something?

20Mhz?! WHO, in thier right mind would buy such a thing???!!!

Especially now that Mr. Small's SST boards are rolling of the lines...
For about 4 megs and 40Mhz, you would spend about 1100 bucks.

I highly doubt Atari could beat that with a measily 20Mhz TT...

They never cease to AMAZE us do they? :)
>
>
>I cannot quote exactly from this heading article; I don't buy this mag
>by principle...
>
>
>So, I think Atari is once more to lose market and customers...
>
>
>sigh...
>
>

>Bernhard
>
>
>
> **
> * Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
> * / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
> * /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.sub.org*
> * /____/ ___/ /_. ++49-681-302-2596 | *
> **

-Greg

2226. Re: Atari and T.O.S and S.T. : Tramiel perversion or something else ?...

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 19:41:09 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Mar3.194109.14308@unix.brighton.ac.uk>
Source record: 225066

Yes it seems that the writers of the TOSes were let loose, and every programmer just can't bear not to see his emotions in hundreds of thousands of ROMs !!!!!

Dom De Vitto

2227. Re: Atari and T.O.S and S.T. : Tramiel perversion or some

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 20:13:38 UTC
From: rincewind@discworld.uucp
Message-ID: <H.T&YHCXa7PUk@discworld.uucp>
Source record: 225081

In <1992Feb27.121108.22595@sun.pcl.ac.uk>, Edd Deegan writes:
[...]

>ST Stands for 'Sixteen Thirty-two'
>This is because the 68000 is a 16-bit processor, but uses 32 bit
>internal registers. The address bus is actually 32 bits wide, BUT the 68000
>only uses 24 of them, hence the 4mbyte limit :-(

You must be joking ! The 68000 uses 23 address lines plus Upper/Lower data
strobe and is therefore able to address 2^23 = 8 Mwords of memory - that is
16 MBytes. The 4MB limit is caused by the build-in MMU (and it can be circum-
vented - a friend of mine made an expansuion which allows 15.5 MB RAM in a
normal 1040/Mega ST).

cu

--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: tornado!discworld!rincewind@urmel.informatik.rwth-aachen.de
Maus: Michael Schwingen@AC3 IRC: Rincewind

2228. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 20:18:01 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Mar03.201801.24048@infoserver.th-darmstadt.de>
Source record: 225056

In article <9202290644.AA06960@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:
>Dave Baggett (dmb@wam.umd.edu) writes:
> [[[lots of stuff deleted]]]

Well this argument, "I am the better programmer, much better than thou" is getting for the rest of us non-hacking/spagetti-coding BASIC lamers like myself (har har) rather boring, so I propose:

The "only-100%-portable-structured-b-trees-are-highly-sophisticated-algorithms-while-self-created-compresssion-codes-are-kidsplay-guys" get together and write a nice demo in a month. Proving that this is as easy as they suspect.

Whereas the "I-am-the-assembly-god-every-one-else-is-a-lamer-people" write a nice 100% ST-portable game ala "Hac Man" (which I suspect is portable since Dave wrote it) in the same amount of time, which must run under MiNT in all three resolutions and on all machines (how painful!!).

The net will be the judge!

HAR HAR

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

2229. KWEST Atari User Group Meeting - Wed Mar 11/92

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 21:59:20 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Mar3.215920.21093@watmath.waterloo.edu>
Source record: 225068
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In March, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
New User Help. We will also discuss the upcoming ACE '92 in Toronto
on Apr 4th and 5th and sell advance tickets.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the March issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, Mar 11, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for more information.

Hope to see you there,
Dani Roloson

2230. Re: Core Wars

Newsgroup: comp.sys.atari.st
Date: 1992-03-03 22:48:14 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <v75sm3l@rpi.edu>
Source record: 225065

okes@solb1.essex.ac.uk (Oke S) writes:

> >Hey all... I'm looking for the ST version of Core Wars. It was the first
> >virus type thing, and used a simple programming language. Its not a
> >virus, but it has programs attacking eachother.
> >
> >If you have any info.. drop me a line... thanks.

>Try atari.archive, in /atari/games....
>There's a file there called corewars.arc.

Mono only, though.
- M i k e
dinsmm@rpi.edu

2231. Re: Atari emulator on the IBM PC

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 00:16:57 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Mar3.191657.13121@umiami.ir.miami.edu>
Source record: 225074

In article <32862@natinst.natinst.com>, glens@natinst.com (Glen Sescila) writes:
> darekm@microsoft.com (Darek MIHOCKA) writes:
>
>> The emulator will be shown for the first time next month at the ACE Atarifest
>> in Toronto. If you can make it, drop by and bring some software to run on it.
>> The Toronto show is a test. If a lot of people like it and tell me they'd like
>> to buy it, you could see it available within months in the $200-$300 range.
> ^^^^^^^^^
> Why would anybody pay this much for this product? For $100 more you
> can get a full-feature(sound, MIDI, everything else), fully-compatible,
> correct-speed(not all programs are supposed to run as fast as possible, some
> are written to run at 8MHz 68000) STe. Note this is also an 'E', not just
> an ST.
>
> Also how is this product legally possible?
> a) Branch Always re-wrote GEM/TOS in a clean room
> environment. (not likely)
> b) The Atari ROMs are included with this product.
> (doubtful)
>
> --
> "Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
> My opinions do not necessarily reflect those of my employer and probably are
> exact opposites. glens@natinst.com
> --

Personally, I found Darek's article in Current Notes last year about the ST user to be an insult to us all. He basically said that all ST, correction, ATARI users were stupid idiots. We should just jump on the Clone bandwagon, like he did, and forget our lowly STs.
Not only did I find this insulting but also disapointing. He was a major publication of the Atari world, which I respect greatly, publishing this obviously biased article of the ST world. If Darek hated us so much and we were that stupid, why should we invest the $200-300 to purchase his board? Why not just keep our happy little computers and let us go on our way through our world. After all, he is a CLONE user. In fact, Current Notes refered to him as an avid defender of the clone. WHy defend it, just about every pencil pusher in the US has one!
For this reason, I refused to support his QUICK ST. Now owned by the Codeheads, I have every intension of purchasing the product and suggesting it to all my stupid friends. After all, if we are so stupid, what are we doing listening to him and purchasing his products?

Mark Santora
I am proud of my own thoughts, beliefs, and what I post here.

2232. Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 01:40:53 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Mar4.014053.12688@cco.caltech.edu>
Source record: 225070

Did somebody say there was a new version of Uniterm out? If so, where can I get it?
Remy Hathaway

2233. HacMan II Internals (was Re: demo groups)

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 02:59:13 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar4.025913.22274@wam.umd.edu>
Source record: 225071

In article <1992Mar03.201801.24048@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>The "only-100%-portable-structured-b-trees-are-highly-sophisticated-algorithms-
>while-self-created-compresssion-codes-are-kidsplay-guys" get together and
>write a nice demo in a month. Proving that this is as easy as they suspect.

Nobody really said writing a demo was easy, at least not that I
remember. Heck, writing almost anything useful on a computer is still
pretty difficult, if you ask me. All nontrivial programs require a
serious time commitment at the very least. The argument (from my point
of view) was about whether or not being able to write a demo qualified
one as a programming god, incredibly smart, best programmer in the
universe, etc.

And B-Trees? Ick. You must be kidding. :-)

>Whereas the "I-am-the-assembly-god-every-one-else-is-a-lamer-people"
>write a nice 100% ST-portable game ala "Hac Man" (which I suspect is
>portable since Dave wrote it) in the same amount of time, which must
>run under MiNT in all three resolutions and on all machines (how painful!!).

In reference to your and Mickey Boyd's comments (which were very useful
IMHO), I suppose a few words about relevant aspects of HacMan II's
internals might be interesting to some readers. (Save this message if
you care, 'cause I probably won't ever post this info again for fear of
being thought of as a fathead for talking about my own program!) Here
goes:

HacMan II contains about 16,000 lines of C code. The C stuff controls
all aspects of the game play, like how the ghosts search for HacMan,
what happens when you eat a pill, how many points you get and when,
etc. It's what Mickey would probably call "structured code," although
it could certainly be prettier in places.

A few things are really a bit slow, but I left them that way for
readability's (or playability's) sake. An example of this is the ghost
chase algorithm(s), which got quite complicated by the time the
game was done. You'll notice that the game slows down (on an 8Mhz ST)
when several "eyes" are heading back to pen. This is because eyes are
faster and hence get to "think" more times each game turn. I left it
the way it was rather than make the ghosts stupider.

The boards are hard-coded, in that each board's setup code is
essentially one case in a big switch statement. There are about 30
function pointers (I called them "exception vectors" in the code but
they're not to be confused with the 68000's exception vectors which are

in low memory) that get called from various places when they're non-NULL. For example there's a "HacMan dies" exception (so you can make HacMan invincible), a joystick movement exception (so you can fiddle with the controls), a "pill eaten" vector, several "every game turn" vectors called at various points in the game loop, and a bunch more. You probably get the picture.

This is the real reason the game is so large; each board has code to put the monsters in their starting locations (if different from the default), load any special animations (e.g., all the aquatic shapes on boards 68 and 69), tune game paramters like ghost speed and pill duration, and install any exception vectors. Though it's about as flexible as you can get, it's not very space efficient, and it made designing boards take a lot longer than if I'd had some kind of interactive board editor and a board creation mini language interpreted at run-time.

That's the C stuff. There's a substantial amount of heavily optimized low-level code written in assembly to blit the shapes, decompress the Tiny pictures quickly, play samples, install timers, etc. This code is heavily optmized (thanks, Neil!) so the C code doesn't really have to be.

One other point: HacMan II always syncs itself to a certain number of vsyncs so that it'll run at the right speed even on faster machines. If it tried to catch every vblank by just doing a Vsync every game turn it would be unplayable on a TT or on a Dave Small 50Mhz SST. As it is I think it syncs to every fourth vblank (and probably spends lots of time sitting idle because of it). Fixing the vsync rate is absolutely crucial to writing games that run on fast machines, and it's really easy to do. (BTW, Four vsyncs is just within the limits of acceptability for games. Most commercial games probably run 3 or 4, with an occasional non-scroller coming it at 2. Catching every vsync is difficult in a program with even ruidmentary AI, especially at the NTSC (United States) 60Hz scan rate. A game like HacMan II starts out at 2 and then creeps up higher and higher as you add more and more "features" to the gameplay.)

Another bonus of vsyncing to every n vblanks is that the game runs at a constant speed regardless of what's going on. You may have noticed some games that get really fast when only 1 bad guy is on-screen but then slow down when the rest of the armada shows up. This is caused by poor selection of the vsyncing interval.

So I certainly don't advocate trying to write ST games in straight C code -- you can't. Selective optimization of some routines can produce decent results without compromising portability, readability, or maintainability too much.

Dave Baggett
dmb@wam.umd.edu

2234. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 09:07:08 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar4.090708.21194@cs.hw.ac.uk>
Source record: 225082

In article <cqZwgB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca
(Michel Forget) writes:
>I'd like to ask a serious question; *WHY* is Gulam the CLI that everyone
>likes so much.

(In not more than 100 words :-)

I use Gulam all the time and could not live without it because:-

It has loads of built in commands that I use all the time
like cp,rm,mv,ls

It has a good (not perfect) shell script language

It has built in microEmacs. My favourite editor.

Filename completion. I wish it had command completion as well.

History.

EMacs command line editing

It's small. Some of my friends manage to use Sozobon C on a 520ST
with it.

A lot of shells provide some ofthe above features but only Gulam seems to be
providing so many. It is a matter of constant sadness to me that Prabhaker
Mateti stopped working on it.

If I were to stop using Gulam in favour of some other shell it would be nice
to have the following additional features:-

Selectable builtin commands so that we can save RAM by leaving out
the ones we don't want. A special executable format would allow
the modules to be run as normal programs or shell resident parts.

Built in disposable RAM disk. A command would make the shell allocate
some RAM for it and install a driver. Another command would destroy
the RAM disk. This would allow temporary files during compilation
to go to a RAM disk for speed but also allow the final application
to get maximum amount of RAM without having to reboot.
(I have 4Mb so this is not a problem for me but others would benefit)

A history save command that could be used before running dangerous
programs that are under development.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !

! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+--+

2235. Re: One more day lost for Atari...

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 09:20:41 UTC
From: hmallat@niksula.hut.fi
Message-ID: <HMALLAT.92Mar4102041@wolverine.hut.fi>
Source record: 225075

But my TOS 1.02 Mega2 had the correct date !

Oh, I'm sooo happy ! :)
--
| |\/| Hannu Mallat ||| "F**K, another bus error !!!
|__| | J{mer{ntaival 5 C 333 ||| Now where's my debugger ...
| | | 02150 Espoo / | \ Damn, there's nothing wrong
| | | hmallat@niksula.hut.fi S T with this..."

2236. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 11:26:02 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Mar4112602@solb1.essex.ac.uk>
Source record: 225076

>Some (spit) games don't like booting from drive B though.
>NB There are plenty of PD "boot B" programs. Even better is the Multiface
>cartridge which allows me just to power up and press 'A' or 'B' for my boot
>drive :-)

The PD B-boot programs are useless. The fact is that although games will BOOT from
drive B, some will always try to load their data files from drive A.
The solution I used to get round this problem was the nasty one of hooking up a
DPDT switch to pins 19 and 20 (I think) of the YM2149.

--
email: okes@essex.ac.uk
#
##
##
#
"God i hate floppies" - Karl Brandt.

2237. Re: 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 12:40:03 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Mar4.124003.27929@rdg.dec.com>
Source record: 225080

In article <1992Mar1.031519.2601@mailer.cc.fsu.edu>, boyd@pi.cs.fsu.edu
(Mickey Boyd) writes:
>Of course, foldrxxx (or the ICD host adaptor software) cure this problem
>once and for all.
Not 'once and for all'. Just puts it off by the number of folders that
xxx
represents. Ok, set it to 999 and you probably won't hit the limit but do
you
then have any memory left to run with...

Why couldn't the foldrxxx patch have done something like print a message when
you got to the (new) limit, or even have someway of finding out just how many
folder slots have been used in a session?

Gwyn
--
+===== E-mail: evansg@uproar.enet.dec.com ====== Uxbridge, Middlesex, UK =====+
|Company: DESISCo - Digital Equipment Service Industries Solutions Company Ltd|
|>> Above opinions are personal and do not necessarily reflect those of DEC <<|
+===+

2238. Re: Initial comments - TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 12:41:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar4.124113.7822@actrix.gen.nz>
Source record: 225077

In article <giUyxkX51Xg@nathan.do.open.de> ue@nathan.do.open.de writes:
> In <29754@sdcc12.ucsd.edu>, Adam Tilghman writes:
>
> > I just finished installing TOS 2.06 in my 520STe, and after
> >playing with it for a few hours I have a few comments:
> Using TOS 2.06 on a TEC since mid-december 1991, I've got to add some
> more..
>
> > Anybody else have any comments?
> I think you've forgotten an important thing for users of a modem (or the
> serial port in general). At first, RTS/CTS works without ANY patch program.
> No more messing around with HSFIX, TURBOCTS, TOS14FIX or whatsoever. It just
> works, even at high speed. No problems here with my HST...

****

I have bean reading some information on a BBS and the person stated it was not
posible to fix the CTS fault unless you did hardware changes, the MPF 68901
interrupt priority levels were to low to handle the CTS interrupt..

****

> /s/ Udo
> --
> Udo Erdelhoff ue@nathan.do.open.de Fido: Udo Erdelhoff on 2:245/52.

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2239. Re: Blitz Software

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 12:48:19 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar4.124819.9173@actrix.gen.nz>
Source record: 225078

In article <1992Mar3.163618.16318@sae.com> malay@sae.com (Bob Malay) writes:
> I was wondering if there is a newer version of TurboBlitz 2.5. The version
> I have sometimes can't handle the "auto" feature and only reads/writes the
> first track.
>
> Does anybody have any experience using the Blitz cable & software. I tried
> backing up a few things but most of the copies don't work; although, I have
> had some luck backing up a few "protected" items.
>
> I'm interested in hearing about your experiences using this hardware/software
> gizmo??
>
> Bob Malay

For one thing its a load of rubish, most or if not all copies can't be
read on some other machines, and it Reads and Writes with out any kind of
error checking, forget it, I find that its not worth the problems that
it causes..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2240. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 12:51:12 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar4.125112.10144@actrix.gen.nz>
Source record: 225079

In article <1992Mar3.172436.26488@email.tuwien.ac.at> kdv_521@eimoni.tuwien.ac.at writes:
> In article <16795@sbsvax.cs.uni-sb.de>, univwa@rz.uni-sb.de (sbusol.rz.uni-sb.de)
writes:
> >From article <H.yJwbg3BHsR_@cutie.ka.sub.org>, by pmh@cutie.ka.sub.org (Patrick M.
Hausen):
> >> P.S. I haven't heard of a TT040/Falcon yet, but then ... there's the CeBit
> >> fair on 11.-18. March :-)
> >
> >Sorry, but there are bad news:
> >This morning I read in the German Mag TOS (yes, the Mag which includes a
> >floppy filled up with unnecessary programs and demos of commercial sw...)
> >in the leading article:
> >
> ...and it contains an ancient version of lharc too...
>

But what about the New Machine that Atari is going to reveal
at a Computer show..? in the USA, on the 22nd of April..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2241. Re: Blitz Software

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 13:00:03 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Mar4.130003.7997@aisb.ed.ac.uk>
Source record: 225083

Somebody asked about the Blitz Turbo Disk Copier (sorry, I lost the original file).

I have the latest version for the PC720B drive from Power, with the blitz hardware built in (no seperate cable). This claims to have the latest version of the software, but really just seems to have a new front end, and certainly doesn't copy anything earlier Blitz'z could. It's also terribly designed, so stick with the old Blitz s/w.

3 tips for better copying:
1) Use a 'fresh' disk, rather than re-formatting one.
2) Some protected stuff may work better on HIGH density disks
3) The 'auto' option defaults to 'FAST' copying. If you have something that gives info on sectors/tracks of the source disk, set Blitz parameters manually, and to normal speed.

for those who want to know what blitz is:

A disk to disk copier which bypasses the disk controller chip, rather like a tape-to-tape. Requires 2 drives and either a special cable or the custom drive I have (more convenient, good value, and boots from 'B', by the way). Both available from POWER COMPUTING(UK). For the DIY types, the ST CLUB(UK) have a disk with a wiring diagram for the cable and the necessary s/w.

If anyone wants addresses for these, feel free to mail me.

Sam.

2242. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 13:52:44 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92064.085244EENG6801@RyeVm.Ryerson.Ca>
Source record: 224915

Using the same method that Spectrum uses, its possible to get more then
4 colors in medium resolution. I tried loading a Spectrum picture in
medium and it works, the picture doesn't look good but it shows more then
4 colors.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

2243. YAC4S; Yet ANOTHER CASIO 4 SALE!!! (mt-240) $100+

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 17:34:11 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <37815@cuphub.cup.edu>
Source record: 224751

I have a CASIO MT-240 keyboard for sale. Rarely (thrice) used...
I'll take best offer $100 up.

Please E-mail to:

```
+-------------------------------------------------------------------------+
! uucp: kar7481@cuphub.cup.edu !
! Dan Karbowsky, 102 Lee Drive , Belle Vernon, PA 15012-2016 !
!"...One by one by the star-dogged moon, too quick for groan nor sigh, !
! Each turned his face with a ghastly stare and cursed me with his eye !
! .....``Do we REALLY NEED linear algebra? '' " !
+-------------------------------------------------------------------------+
```

2244. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 21:31:38 UTC
From: wmagro@uiuc.edu
Message-ID: <1992Mar4.213138.12836@ux1.cso.uiuc.edu>
Source record: 225085

```
In article <1992Mar4.090708.21194@cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth) writes:
|> In article <cqZwgB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca
|> (Michel Forget) writes:
|> >I'd like to ask a serious question; *WHY* is Gulam the CLI that everyone
|> >likes so much.
|>
|> (In not more than 100 words :-)
|>
|> I use Gulam all the time and could not live without it because:-
|>
|> It has loads of built in commands that I use all the time
|> like cp,rm,mv,ls
|>
|> It has a good (not perfect) shell script language
|>
|> It has built in microEmacs. My favourite editor.
|>
......About two hundred words deleted..........
|> +-------------------------------------------------------------------------+
|> ! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
|> ! !
|> ! Neil Forsyth JANET: neil@uk.ac.hw.cs !
|> ! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
|> ! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
|> ! Edinburgh, Scotland, UK "That was never 5 minutes!" !
|> +-------------------------------------------------------------------------+

On my machine:

roma_40% wc
(above stuff inserted)
40 264 1478
roma_41%

So much for inequalities *:^)

--Bill
```

2245. Re: Core Wars

Newsgroup: comp.sys.atari.st
Date: 1992-03-04 23:44:37 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92Mar4184437@wookumz.gnu.ai.mit.edu>
Source record: 225086

In article <v75sm3l@rpi.edu> dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) writes:
okes@solb1.essex.ac.uk (Oke S) writes:
> >Hey all... I'm looking for the ST version of Core Wars. It was the first
> >virus type thing, and used a simple programming language. Its not a
> >virus, but it has programs attacking eachother.

>Try atari.archive, in /atari/games....
>There's a file there called corewars.arc.

Mono only, though.

I believe there's a Corewars that works on color monitors. If I
remember correctly it is called MARS. If you cannot find it on the
archive let me know and I'll try to dig it up.

Cheers,
entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

2246. Re: Cuddly Demo on STe, something wrong??

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 01:34:19 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Mar05.013419.4921@demon.co.uk>
Source record: 225095

AFAIK, the Cuddly demo doesn't run on an STe. It ran OK on my 1.4 machine
but fails on my 1.62 STe (not that it goes near the OS...)

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

2247. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 02:06:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar5.020613.7115@actrix.gen.nz>
Source record: 225089

In article <1992Mar1.023641.2135@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> In article <1992Feb27.175125.14322@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson)
writes:
> >
> >Well, as far as I know there is a demo-crew in Sweden (Sync)
> >working on a FULL ANSI terminal program that is supposed to
> >be better than Flash 2 and programs like that.
>
> Could you give a short description of Flash 2? Is it an ancestor of Antic's
> Flash 1.6 (still my favorite for Unix modeming)? I heard rumors of this
> program being upgraded, but I have seen no conformation. Thanks in advance.
> >Daniel Eriksson Internet : m91der@tdb.uu.se
> >Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
> >814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
> >SWEDEN Voice : +46 (0)26 72901

> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ---------------------------------+-------------------------------------

I don't know how people can comment on Flash II, its still being written,
its nothing to do with Antics Flash at all..

Flash II is being written in OZ...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2248. Re: Uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 02:29:07 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar5.022907.7613@actrix.gen.nz>
Source record: 225090

In article <1992Mar4.014053.12688@cco.caltech.edu> remyh@cco.caltech.edu (Remy Adam Hathaway) writes:
> Did somebody say there was a new version of Uniterm out? If so, where can I
> get it?
> Remy Hathaway

Simon Poole posted a message a week or so back, its at chsun.chuug.ch

There is a restriction on were it can be posted, he ask you to read the README first..

Here is a copy of his message...

Subject: Slightly updated version of UniTerm available
From: poole@chsun.chuug.ch (Simon Poole)
Date: 27 Feb 92 17:02:37 GMT

A slightly updated version of UniTerm is available from

chsun.chuug.ch

Directory

/archive/software/atari/UniTerm

there's a tar'ed and compressed version of the distribution and a unpacked version. (Please read the README in the directory -first-.)
--
CHUUG/EUnet Switzerland Simon Poole
Zweierstrasse 35 Tel: +41 1 291 45 80
CH-8004 Zuerich Fax: +41 1 291 46 42 poole@chuug.ch

I did have some problems untaring with the tar.Z file, using STTAR or ST_TAR, some funny charaters on the last folder/file, I them go hold of GNUtar from A.A. but that took some time to get it to work, one Big problem with GNUtar was it only does Line Feeds with all its Text, should it not be compatible with the Text standard used on the Atari..??

I found that the GNU Compress was OK, no problems with the Help text at all..

So can any help with the correct switches for GNUtar, I also found that arcgshell 41 did not work to well, does not have a option for k switch, comes up with no tar.out file...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***

*** New Zealand.. * not like a dying light globe ***

2249. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 02:51:02 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10278@tamsun.tamu.edu>
Source record: 225092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Regarding the creating of the comp.sys.atari.mint group, Tony says:

I dont know about the mechanics, but I think a pole is in order
to see if there ** IS ** enough support to make the attempt worth it..
(plase add my name on the 'yes' list.....)
Tony.

Please add my vote also.

Mark Lehmann
n160ao@tamuts.tamu.edu

2250. Re: Command Driven Shells

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 02:54:57 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Mar5.025457.14202@jsp.umontreal.ca>
Source record: 225091

In article <1992Mar2.130835.10233@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edd Deegan) writes:
[text deleted]

>The shell is called 'SYNTH', and the following features will be provided by the
>first release, which I anticipate to be around the end of the Easter break.
>
>1) Aliases. Aliases are, IMHO, indispensable. Who wants to go around typing
> gcc window.c -o window.prg -lcurses -ltermcap -lotsofotherjunk
> all the time? Nuff said.

I have some suggestions of things I would like to see in a shell,
so I'll list them after each section that they are relevant to. (Perhaps you
or someone else cares) :^)

For Aliases, it would be nice if, after defining an alias,
it will be remembered next time one uses the shell. Instead of having
to go add a line in a .cshrc or .login file, it would be nice to just
be able to type "sa" which would save all your aliases onto a .aliases file
or something.

[2) deleted]

>3) Filename completion. Pressing the TAB key will cause the current partial
> filename to be completed as far as possible.

I always wondered if the following concept would be practical; Instead
of having to press a key such as TAB to have the filename completion
take place, and then check to see if it really worked and type more if not,
how about this: As you are typing a command to your shell, the shell displays
somewhere what it currently thinks you are going to do. To begin with, you
can say the shell guesses the filename(s) you will type. It could display
its current guess either 1) in another (light) color right "underneath" what
you are typing, in the sense that if you would continue to type, the cursor
would move over the (light) colored text of the guess (which could change)
and show (as normal shells do) what you typed. (in black). Or, 2) you could
think of having it shown at the end of the current line. The first way would
even work reasonably well at 2400 baud through modem using VT-102's "lightened
text" for the current guess. (If VT-102 or other decent terminal emulation is
not available, disable this feature, what? :-)

So, if you are typing "cat /etc/passwd", when you reach "cat /etc/pa"
in a normal shell, you would not be too sure whether it will complete or not.
With the way I am suggesting, you would know. You would see (this happens in
real-time) that right after your cursor is printed in light characters
"sswd" (with the first 's' underneath the cursor). You would then press
TAB in all confidence that it will complete that sequence. (with normal text)

Also, a system like this would give you the advantage of being able
to complete filenames that have ambiguities with other filenames: With the
normal 'press TAB and complete the filename' method, the shell will never
complete a filename that may be ambiguous. (2 or more possibilities..)
But with the method I suggest, you could always display the best choice
(which could give highest priority to the last line typed in) and if the
user of the shell notices that what is being displayed is what they want,
they can press TAB to complete that bit, otherwise type a bit more.
You could not do that otherwise. (Because pressing TAB would possibly bring
up the wrong filename, thus having to backspace over the error)

>4) Spelling correction. The shell will check for misspelt path sections. For
> example '\bxn' would be interpreted as '\bin' assuming 'bxn' didnt exist.
> The shell wont assume anything. It'll ask first!

Thats a great Idea! You could apply some of the above suggestion to
this feature too; Showing (in real-time, again) any possible spelling mistakes
the person has made in "red" (or bold) and have the line automatically re-typed
by the simple pressing of a key. [perhaps 'control-return', which is LF].

This would save an extra question such as "Change /awari to /atari?"

[5) to 9) deleted]

>10) Full redirection to disk / RS232 / Printer.
>11) Full piping. Probably two modes of pipes.
>
> i) If all the commands in a pipe are builtin, then no disk accessing will
> be necessary other than explicitly by the commands. A RAM cache will be
> used to pass data down the pipe.
>
> ii) If a pip has a disk command in it, then some form of disk access will
> be required. I havnt ruled out the possibility of createing an 'on-the
> fly' RAMdisk expressly for piping purposes = fast piping.

Amazing stuff! Sounds like your shell will be great! :-9

[munched #12]
> are encouraged - mail me and TELL ME WHAT YOU WANT TO SEE IN A SHELL!
^^

When I originally read your post I missed this; Im glad I told you!
But it won't hurt now that I posted this onto c.s.a.a., will it? :-)

[munch]
>There are a lot of other ideas I have - these are the backbone. Please let me
>know what you would like to see implemented. The first release will be around
>the end of the Easter break. Further releases will follow.
--
"...This version of BASIC also takes advantage of the speed and graphics
capabilities of the ST(tm) Computer System."

-- Original Atari ST Basic Sourcebook and Tutorial

2251. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 03:48:19 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar5.034819.24813@umbc3.umbc.edu>
Source record: 225093

Comp.sys.atari.st.mint ?? Yes!

--

/------------/ Paul Danckaert /--------------------------------------\
|----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------|
\----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2252. Non-deletable folder.

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 03:51:28 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7044@uqcspe.cs.uq.oz.au>
Source record: 225094

There is a folder on my hard disk (in my Mega4Ste) from which I have deleted allthe files. The folder itself will not delete. It says it has 0 files when I show information.

Has anyone else experienced this phenomenon? How can I get rid of it, without munging my hard disk?

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2253. Re: Command Driven Shells

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 09:29:20 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar5.092920.27570@cs.hw.ac.uk>
Source record: 224959

In article <1992Mar2.130835.10233@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk
(Edd Deegan) writes:
>The shell is called 'SYNTH', and the following features will be provided by
>the first release, which I anticipate to be around the end of the Easter
>break.

Sounds good. Is it written in such a way that machine dependancies can be
changed easily so that you could port it to other platforms? (e.g. Amiga, Mac
or PC)

>3) Filename completion. Pressing the TAB key will cause the current partial
> filename to be completed as far as possible.

Could you make the completion key configurable? I use Escape on Gulam all the
time and it's conveniently on the corner of the keyboard.

>4) Spelling correction. The shell will check for misspelt path sections. For
> example '\bxn' would be interpreted as '\bin' assuming 'bxn' didnt exist.
> The shell wont assume anything. It'll ask first!

Wild!

>6) Builtin support for regular expressions, GREP, ls, pwd, ... and about
> 60 of the commonest UNIX commands. HOWEVER, all builtin commands can be
> INDIVIDUALLY overridden, so that a better 'grep' or similar can be
> substituted.

Would you give some serious thought to the RAM loadable module approach I
mentioned in my earlier post?

> Built-in editor. At present this is a stripped down 'VI' editor.

Well I'm an Emacs man myself so if you were using modules the VI editor could
be replaced.

>9) Shell script. Basic commands, and simple control structures - while() if()
> for()....

Case statements would be nice too.

>11) Full piping. Probably two modes of pipes.
>
> i) If all the commands in a pipe are builtin, then no disk accessing will
> be necessary other than explicitly by the commands. A RAM cache will be
> used to pass data down the pipe.
>
> ii) If a pip has a disk command in it, then some form of disk access will
> be required. I havnt ruled out the possibility of createing an 'on-the

> fly' RAMdisk expressly for piping purposes = fast piping.

Disposable RAM disks would be great! Not just for piping.

>) Source code will be distributed to registered users, and further suggestions
> are encouraged - mail me and TELL ME WHAT YOU WANT TO SEE IN A SHELL!

Distributing the source would good although it tends to create many versions
of the program with various improvements and seldom in the same place.
A modular extension system would avoid probelms in that respect.

>14) Full history list. Commandline editing with cursors, and the ability to
> flip through previous commands with up/down cursors.
> Also !lastcommand and !!.

Don't forget a save history command.

>15) An older shell of mine, has custom GEM menus. These are fully controllable
> from the commandline using commands such as
>
> % mkmenu Editors
> % mkopt Editors Tempus \bin\tempus.prg
>
> Which creates a new menu called 'Editors', places the option 'Tempus' in it,

Again. Completely wild!

Well with a few concessions to us hard line Gulam users you could be on a
real winner here. I can't wait to try it.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2254. Ghostscript and NEC Printer

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 09:36:00 UTC
From: Werner_Schneider@ac.maus.de
Message-ID: <A34474@AC.maus.de>
Source record: 224984

Hi folks,

who is working with ghostscript and an NEC Printer (or an epson LQ 800/1000) i
get this combination not to a proper work

Werner please make a personal mail

2255. Re: Portability across 680x0 family

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 09:45:08 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar5.094508.27760@cs.hw.ac.uk>
Source record: 224960

In article <3681@mercury.brunel.ac.uk> md91jbj@brunel.ac.uk.brunel.ac.uk
(Jason B Julyan) writes:
> I remember ages ago looking at some Amiga manuals (Hardware Reference?)
>which had short routines for certain supervisor instructions (eg. MOVE #$,SR)
>which would work on all processors in the 680x0 family.

On a related nore, I think 680x0 compatibility was connected with some
strangeness I encountered on a friends Amiga. (BTW: Excuse me discussing
Amigas here but this is a general 680x0 interest topic)

My friend was using an Amiga DOS equivalent(ish) command to GEMDOS Fsfirst
to get details on a file, a NeoChrome picture I had given him.

The function works by passing a pointer to the filename and a pointer to
a structure that will be filled in with the details on the file.

Anyway the problem seemed to be that sometimes the file length field was OK
(0x00007D80) and other times it was screwed up (0x7D800000). I suggested we
follow the system call through from his debugger. What the system call did
was to clear the bottom two bits of the structure pointer to allign it on
a longword boundary.

I can see how thing might speed up structure access on a 68020/30/40
processor but is useless since the calling function will still use the
unalligned pointer. His documentation neglected to mention that the pointer
needed to be longword alligned.

Have I missed something important here or was that just a waste of space?

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2256. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 11:00:46 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar5120046@orion.laas.fr>
Source record: 225096

>>>>> In article <SSAMMY.92Mar3135857@lister-02.cs.strath.ac.uk>,
>>>>> ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE) writes:

Paul> Does anyone fancy giving a quick summary on the various shells available?
Paul> I've only used Gulam. It seems pretty good to me, although I hate the
Paul> way it is so mouse senstitive- I usually toss the mouse off the
Paul> desktop altogether.

This one is easy! Place 'set msoff' in your gulam.g file

Paul> The gulam I ftped off the net was configured for US keyboards.
Paul> This means that (on a UK keyboard) the "#" below the ENTER/RETURN key
Paul> is translated as a "~". This is v. useful if you use a PC
Paul> keyboard all day.

I'm not sure whether you appreciate this or not. Anyhow, there exists
a companion program, KEYFIX.TOS or KEYEDIT.PRG I believe, that
reconfigures GULAM to your local keyboard. As such I have *no*
problems with my weird French keyboard.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2257. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 11:20:56 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar5122056@orion.laas.fr>
Source record: 225097

>>>>> In article <g7g3gB1w164w@ersys.edmonton.ab.ca>,
>>>>> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

Michel> Even with the companion program, this is a chance you shouldn't take.

DLII and REORG *do* have their problems! But then DLII is *only*
version 0.22 (give or take .01). To me it seems still the *best* GEM
graphical interface to a disk checker! If only Simon Poole would have
continued on this further.... Sigh! Or if he would pass it along....

Michel> I did everything according to the documentation and it still
Michel> wiped the partition. A *MUCH* better program is Check Disk
Michel> III by Atari. It will do the same thing (but it is far more
Michel> reliable) and it also has some other really nice features.

Isn't it a shame that this *MUCH* [your emphasis] better program is
*only available to developers? Why? Is it only in beta test? If it
is better Atari should release it. Developers are not the only people
with hard drives.

I would like a disk checker that when it finds a cross-linked cluster,
it would tell me in which objects it is contained (file or directory).
I currently have a cross-linked cluster in a directory, and amazingly
neither GEM nor gulam see any problems. DLII goes into a 'memory
exhausted' loop. ;-(

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2258. Re: MINT

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 11:38:00 UTC
From: Axel_Katerbau@k2.maus.de
Message-ID: <A35503@K2.maus.de>
Source record: 224943

r>Re: MINT
r>
r> Can someone give me a brief description of this program? Is it
r>basically a replacement operating system for the ST that multitasks?

MiNT is a multitasking replacement for the GEMDOS. It gives the ability to
run more than one TOS(!)-application at the same time.

r> - What are its typical memory & disk activity requirements?

I'm using MiNT with a 2.5 MB Atari ST and a 40 MB hard-disk. It works fine.

r> - Which TOS versions is it compatible with?

MiNT "loves" TOS versions >= 1.04 because it uses routines of the original
GEMDOS, which are in older TOS-versions very buggy.

r> - Is it compatible with GULAM?

Yes.

so long

```
|\_/|
|, ,|
==-==
\_/ Mikesch
```

2259. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 11:38:00 UTC
From: Axel_Katerbau@k2.maus.de
Message-ID: <A35504@K2.maus.de>
Source record: 224944

```
l>Why only 8 mhz though? Certainly 16 mhz 68000's are cheap enough not to
l>make a real difference...

Because 16 MHz chips have a greater power requirement.

so long

|\_/|
|, ,|
==-==
\_/ Mikesch
```

2260. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 12:16:20 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar5.121620.11109@email.tuwien.ac.at>
Source record: 225098

In article <10278@tamsun.tamu.edu>, n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>Regarding the creating of the comp.sys.atari.mint group, Tony says:
>
> I dont know about the mechanics, but I think a pole is in order
> to see if there ** IS ** enough support to make the attempt worth it..
> (plase add my name on the 'yes' list.....)
> Tony.
>
>Please add my vote also.
>
>Mark Lehmann
>n160ao@tamuts.tamu.edu

Since Atari's Multi-TOS will be based on MiNT anyway (according to rumors...)
I think the group should better be called comp.sys.atari.st.multitasking or
something like that, where everything about multi-user OS' on the st should
go - for the time being, MiNT...

Marinos.

PS.: I don't know how nn-polls work yet, but please add my name on the
'yes' list anyway! :)

2261. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 12:32:09 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699798729.16206@minster.york.ac.uk>
Source record: 224962

In article <9202290644.AA06960@geech.gnu.ai.mit.edu> psteffn@GNU.AI.MIT.EDU (Paul Steffen) writes:
>
>I don't think anyone can claim to be the best programmers in the world...
>Delta Force is certainly one of the most impressive groups on the ST
>although I haven't seen much yet of their work. However, Delta Forces
>'update' on NeoChrome was an outstanding piece of work. If I were Atari,
>I would have hired them to update ALL my software!

I didn't realise that the Delta Force did the Neochrome thing. The only problem is that Neochrome is copyrighted Atari code, and Neochrome Master is clearly a derivative work. This makes it illegal.

Atari UK recently wrote to all the PD libraries asking them to withdraw Neochrome from their collections. Presumably (I have no evidence) they would have issued writs if the libraries didn't comply.

Oh, and Neochrome Master crashes on my machine. It can't co-exist with a screen blanker that would also like to intercept the IKBD interrupt vector.

>Paul Steffen
>STratoHACKster
>amiga/ST coders
>TPPI

2262. That nice man, Mr Eriksson

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 12:41:35 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699799295.16342@minster.york.ac.uk>
Source record: 224963

There's been quite a lot of accusations and counter accusations about attitude in the "Demo coders" thread. A few days ago I received this piece of e-mail from Daniel Eriksson:

>Message-Id: <9202242302.AA05144@bellatrix.tdb.uu.se>
>To: mjl-b@uk.ac.york.minster (mjl-b@minster.york.ac.uk)
>Subject: Re: 'Demo crews'
>Newsgroups: comp.sys.atari.st
>Organization: Dept. of Scientific Computing, Uppsala Univ.
>
>In article <698945426.26584@minster.york.ac.uk> you write:
>[one of my articles deleted]
>
>Please keep your shitty atyitude off the net! If you want to complain
>then do it in Email. Read my answer in comp.sys.atari.st if you
>want a more 'civilized' answer.
>
>---
>Daniel Eriksson Internet : m91der@tdb.uu.se
>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72901

Unless I am mistaken, USENET is an open forum where everyone is able to express their opinions freely. You (Daniel) may not like my opinions, but neither you nor anyone else has the right to suppress them.

In the same way that you're free to voice your opinions, I will voice my "shitty atyitude" whenever I wish.

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

2263. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 12:50:14 UTC
From: sigrorn@icemark.uucp
Message-ID: <Hivb31OtMCo@icemark.uucp>
Source record: 224967

In <1992Mar3.134046.1043@doug.cae.wisc.edu>, Carter Gregory writes:
>In article <16795@sbsvax.cs.uni-sb.de> univwa@rz.uni-sb.de (sbusol.rz.uni-sb.de) writes:
>>From article <H.yJwbg3BHsR_@cutie.ka.sub.org>, by pmh@cutie.ka.sub.org (Patrick M. Hausen):
>>> P.S. I haven't heard of a TT040/Falcon yet, but then ... there's the CeBit
>>> fair on 11.-18. March :-)

Sorry, but a few days ago I read in the "PD Journal" (a German ST-PD mag), that Atari 99% sure will *NOT* show any 68040 machine. The only thing which should be new which the Atari Guy stated should be a low-cost TT... (Does low-cost mean even lower power? The TT is nor one of the fastest neither one cheapest machines around already...) :-(

A friend of mine which has some good connections to a lot of Atari dealers has told me that one should go to the CeBit on the *2ND* day, since Atari would show the "big" news on the 2nd day. (But don't ask me, why the 2nd).

yours,
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

Tomorrow will be canceled due to lack of interest.

2264. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 12:54:48 UTC
From: sigrorn@icemark.uucp
Message-ID: <B0Pxdxuua12@icemark.uucp>
Source record: 224925

In <1992Mar3.072035.27025@ux1.cso.uiuc.edu>, William Magro writes:
>In article <cdgfB4e00WBN86GIU4@andrew.cmu.edu>, Mark Choi <mc4c+@andrew.cmu.edu> writes:
>|> Yes, MTOS is based on MiNT, and no, there are no problems with using PD
>|> code. If it is Public domain, you could even sell the code sans
>|> modification, there is nothing preventing you. That is why some authors
>|> use freeware instead of PD. They allow free distribution, but retain the
>|> rights.
[stuff deleted]
>If, indeed, Atari is basing their multitasking operating system on MiNT,
>will they be decent enough to compensate Eric Smith some way for all the
>work he has saved them, or will they do the greedy thing?

As far as I read Multitasking-TOS should be *SIMILAR* to MiNT not based on MiNT
since MiNT uses a in great parts "standardized" way of how to program using a
multitasking environment. Even I heard that the MTOS should at least require an
68030, why should it do this if it would be based on MiNT? OK, OK, 8MHz 68000
isn't the fastest machine one could be dreaming of, but at least MiNT works on
such a machine well...
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

Tomorrow will be canceled due to lack of interest.

2265. Re: Atari and T.O.S and S.T. : Tramiel perversion or some

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 13:06:13 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar5.130613.6588@syscon.rn.com>
Source record: 225099

rincewind@discworld.uucp (Michael Schwingen) writes:

>In <1992Feb27.121108.22595@sun.pcl.ac.uk>, Edd Deegan writes:
>[...]

>16 MBytes. The 4MB limit is caused by the build-in MMU (and it can be circum-
>vented - a friend of mine made an expansuion which allows 15.5 MB RAM in a
>normal 1040/Mega ST).

Is he making the information availible or selling a kit?

2266. Couple of questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 13:07:19 UTC
From: ALLENMJ@GDLVM7.VNET.IBM.COM
Message-ID: <9203051306.AA18492@ucbvax.Berkeley.EDU>
Source record: 224837

Using Opus 2.2, how do I calculate a standard mortgage loan? The numbers I get with the PMT function are garbage. Could someone give me an actual example?

Could someone describe the format of a .MSA file? I'd like to write a portable program to split large MSA files into smaller pieces.

Thanks,
MikeAllen allenmj@gdlvm7.vnet.ibm.com

2267. Re: Command Driven Shells

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 14:18:40 UTC
From: bobhays@spss.com
Message-ID: <1992Mar05.141840.4812@spss.com>
Source record: 224954

In article <1992Mar5.025457.14202@jsp.umontreal.ca>, u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
> In article <1992Mar2.130835.10233@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edd Deegan) writes:
[much removed from both messages :-) ....]
> >3) Filename completion. Pressing the TAB key will cause the current partial
> > filename to be completed as far as possible.
>
> I always wondered if the following concept would be practical; Instead
> of having to press a key such as TAB to have the filename completion
> take place, and then check to see if it really worked and type more if not,
> how about this: As you are typing a command to your shell, the shell displays
> somewhere what it currently thinks you are going to do. To begin with, you
> can say the shell guesses the filename(s) you will type. It could display
> its current guess either 1) in another (light) color right "underneath" what
> you are typing, in the sense that if you would continue to type, the cursor
> would move over the (light) colored text of the guess (which could change)
> and show (as normal shells do) what you typed. (in black). Or, 2) you could
> think of having it shown at the end of the current line. The first way would
> even work reasonably well at 2400 baud through modem using VT-102's "lightened
> text" for the current guess. (If VT-102 or other decent terminal emulation is
> not available, disable this feature, what? :-)
>
> So, if you are typing "cat /etc/passwd", when you reach "cat /etc/pa"
> in a normal shell, you would not be too sure whether it will complete or not.
> With the way I am suggesting, you would know. You would see (this happens in
> real-time) that right after your cursor is printed in light characters
> "sswd" (with the first 's' underneath the cursor). You would then press
> TAB in all confidence that it will complete that sequence. (with normal text)
>
> Also, a system like this would give you the advantage of being able
> to complete filenames that have ambiguities with other filenames: With the
> normal 'press TAB and complete the filename' method, the shell will never
> complete a filename that may be ambiguous. (2 or more possibilities..)
> But with the method I suggest, you could always display the best choice
> (which could give highest priority to the last line typed in) and if the
> user of the shell notices that what is being displayed is what they want,
> they can press TAB to complete that bit, otherwise type a bit more.
> You could not do that otherwise. (Because pressing TAB would possibly bring
> up the wrong filename, thus having to backspace over the error)

Let's do some history....

Tops-10, an operating system from Digital Equipment Corporation from years past (running on DEC-10 and 20 machines with 36, yes 36, bit architectures) provided

a console CLI that had command completion. It was quite good, actually, in that it would check and once you had a unique command it would just do it for you.

The only problem with this is that you might be running a program someplace that the CLI would only know by looking there.... File name completion runs the risk of taking too long on floppy diskette based systems.

> >10) Full redirection to disk / RS232 / Printer.
> >11) Full piping. Probably two modes of pipes.

This would be wonderful, but you will have it hook in at the (BIOS, XBIOS, GEMBIOS) level(s)?

All in all, a new, slim, fast shell would be very nice right about now.

What command language are you styling it after: csh, sh, bsh, ksh, VMS(TM), NOS(TM), SCOPE(TM), etc.?

Have fun! - Bob
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "There is no dark side of the
Bob Hays Fax: (312) 329-3657 | moon really ...." - Pink Floyd

2268. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 14:21:59 UTC
From: dirk@cs.tu-berlin.de
Message-ID: <DIRK.92Mar5152122@aedv.cs.tu-berlin.de>
Source record: 224952

In article <1992Feb28.104949.24898@email.tuwien.ac.at> kdv_521@eimoni.tuwien.ac.at writes:

Newsgroups: comp.sys.atari.st
From: kdv_521@eimoni.tuwien.ac.at
Nntp-Posting-Host: eimoni.tuwien.ac.at
Reply-To: kdv_521@eimoni.tuwien.ac.at
Organization: Computer Science, Vienna, Austria
Date: Fri, 28 Feb 1992 10:49:49 GMT

I recently read in a german magazine that Atari's multi-TOS will be
based on MiNT!!!
Can this be true?
I hope so! :)
M.Yannikos
kdv_521@eiaida.tuwien.ac.at

This is not true, since your original Question seems to be a result
of fast reading.
It ist a pity :-(that you did not cite correctly, so I can only
hope that you meant an article in the STmagazin V3/92.
This article did not state, that multi-TOS would be BASED on MiNT,
but that it wouldn't be significant different concerning the approach to
make TOS multi, but not concerning the exact lines of code.

Furthermore it was only the opinion of the author, showing, that he
could not imagine how to do it in an other way as he already knew (from MiNT).

Please be more cautious when spreading such rumors.
--
Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-314-{24752,73494}
Informatik Fachgruppe AEDV Sekr 5-5 Franklinstr 28/29 1000 Berlin 10
--
Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-314-{24752,73494}
Informatik Fachgruppe AEDV Sekr 5-5 Franklinstr 28/29 1000 Berlin 10

2269. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 14:38:55 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Mar5.143855.23587@magnus.acs.ohio-state.edu>
Source record: 225100

>Sounds cool... what is the suggested retail price?
>
>Why only 8 mhz though? Certainly 16 mhz 68000's are cheap enough not to
>make a real difference...

Yes, they are, here we have another ATARI screw up. The ST BOOK honestly sounds great, everything about it seems well thought out and the thoght of (5 to 10) hours of battery life is wonderful. Unfortunately 8mhz is too slow for most of us "serious" users, far too slow... I would guess they will come out with a 16 (or faster now?) mhz 68000 based ST book soon because of few sales. I would love to have one, but not a 8mhz :-(

By the way, you really should read my cool .sig file ;-)

- David Butler - dhbutler@magnus.acs.ohio-state.edu

-Kaleidoscope woman
in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -
--

- "Innagaddadaviddababy"

- "What ever happened to free love anyway?"

2270. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 14:39:33 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar5.083933.20967@doug.cae.wisc.edu>
Source record: 224951

In article <10278@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>Regarding the creating of the comp.sys.atari.mint group, Tony says:
>
> I dont know about the mechanics, but I think a pole is in order
> to see if there ** IS ** enough support to make the attempt worth it..
> (plase add my name on the 'yes' list.....)
> Tony.
>
>Please add my vote also.
>
>Mark Lehmann
>n160ao@tamuts.tamu.edu

I for one don't support another newsgroup. Although I have been modifying
all my PD software to work with MiNT, I also have been redesigning my
BBS software around Multi-GEM, too. (One lonely event_multi() call in a
C of TOS code....what a PAIN...)

The point being, MTOS is right around the corner. Well, maybe a couple
corners....but closer than most people think I would believe. (ie August 92).
So I would reserve the space and the money for a resident OS distributed
by Atari.

Second, without an MMU, its pretty DAM useless to support any kinda of
serious OS development.

Third, the traffic for various task switching enviroenments...MiNT, Multi-GEm,
hasn't been that great.

-Greg

2271. MultiTos

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 15:05:42 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar5.150542.5276@umbc3.umbc.edu>
Source record: 224953

What the word on the MultiTasking Tos? I have heard soo many times that is comming, not comming... etc.. that I don't know what to expect. And, the $1x10^24 question is... is it going to be any good?

--

/------------/ Paul Danckaert /--------------------------------------\
|----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------|
\----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2272. Re: Core Wars

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 15:12:20 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Mar5151220@solb1.essex.ac.uk>
Source record: 224957

In article <ENTROPY.92Mar4184437@wookumz.gnu.ai.mit.edu> entropy@gnu.ai.mit.edu (maximum entropy) writes:

>In article <v75sm3l@rpi.edu> dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) writes:
> okes@solb1.essex.ac.uk (Oke S) writes:
> > >Hey all... I'm looking for the ST version of Core Wars. It was the first
> > >virus type thing, and used a simple programming language. Its not a
> > >virus, but it has programs attacking eachother.
>
> >Try atari.archive, in /atari/games....
> >There's a file there called corewars.arc.
>
> Mono only, though.
>
>
>I believe there's a Corewars that works on color monitors. If I
>remember correctly it is called MARS. If you cannot find it on the
>archive let me know and I'll try to dig it up.

The index I got from atari.archive lists a mars.arc in the same directory as corewars.arc.

--
email: okes@essex.ac.uk
#
##
##
#
Reincarnation: life sucks, then you die. Then life sucks again.

2273. Re: 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 15:25:53 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar5.152553.7542@actrix.gen.nz>
Source record: 224955

In article <1992Mar4.124003.27929@rdg.dec.com> evansg@uproar.enet.dec.com (Gwyn Evans @ IME) writes:
>
> In article <1992Mar1.031519.2601@mailer.cc.fsu.edu>, boyd@pi.cs.fsu.edu
> (Mickey Boyd) writes:
> >Of course, foldrxxx (or the ICD host adaptor software) cure this problem
> >once and for all.
> Not 'once and for all'. Just puts it off by the number of folders that
> xxx
> represents. Ok, set it to 999 and you probably won't hit the limit but do
> you
> then have any memory left to run with...
>
> Why couldn't the foldrxxx patch have done something like print a message when
> you got to the (new) limit, or even have someway of finding out just how many
> folder slots have been used in a session?
>
> Gwyn
> --
> +===== E-mail: evansg@uproar.enet.dec.com ====== Uxbridge, Middlesex, UK =====+
> |Company: DESISCo - Digital Equipment Service Industries Solutions Company Ltd|
> |>> Above opinions are personal and do not necessarily reflect those of DEC <<|
> +===+

This is what TOS 1.4 does, it gives a warning when you nead more memory
for folders, far better than chewing up lots of memory with folderfix...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2274. Re: 1040 ste -> 2.5 meg help

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 15:43:41 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <wd1fby8b@csv.warwick.ac.uk>
Source record: 224956

In article <VZL3gB3w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
>ckchan@engws7.ic.sunysb.edu (Chi K Chan) writes:
>
>> I have a quick question for the group. I'm going to upgrade my girlfriends
>> 1040 ste to 2.5 meg, and I need to know which two simms to replace.
>> Is it the 1st and 3rd or the 2nd and 4th one? w/ you faceing the keyboard.
>>
>>
>> The manuals did not say anything since the computer came with a manual for th
>> 1040STfm and a 2 page addemdum (sp?), and I am unable to locate an old issue
>> of a mag with the instructions.
>>
>> Please send email, as I do not want to waste any more net BW.
>
>Well I thought i'd reply here as well in mail because you CANNOT USE
> 2.5 MEG ON AN STe. Well not on mine anyway :-(
>
>I tried this one, I had 4x256K (1meg) simms in there, then I got 2x1meg
> simms to up my memory a bit. I pulled out simm #1 & 3, replaced them
>with the 1meg ones and powered up... the result is that the computer
>appears to have checked the presence of the simms, then checked the size
> of the first one * assumed the rest are the same... i.e. it thought I
>had 4 megs!, and for some strange reason, you can't use memory that you
> don't have!!
>
>So, all your SIMMS must be the same, and must be in pairs of 2 (slots
>1&3, 2&4), If you only have 2 simms, the have to be in slots 1&3.
>
>All this info I just posted is true for my computer, I figured it out by
>trial & error using a free memory accessory.
>
>It's a pitty really, i've got 4 simms sitting here doing nothing that
>2 of could be put to use in the spare SIMM slots i've got :-(
>

This is not true. You CAN use 2.5Mb on ANY ST, but current versions of TOS
won't recoginise this configuration when setting the memory controler. An
AUTO folder program is available somewhere that reprograms the memory
controler when it is run, but at this stage GEMDOS has already set up its
memory descriptor list thingeys so it has to change these. I don't know
whether this is done using documented system variables (I think there is
one it could use), so I don't know how compatable this would be. I would have
to check whether it mattered which bank the .5Mb is in though.
However, the best thing to do would be to configure the memory controler

to 2Mb and use the extra .5Mb as a memory for a RAM disk. The RAM disk would reconfigure the memory controller back up to 2.5Mb just before accessing the memory and then restore it afterwards. This would give an uncorruptable RAM disk since any attempt to write to it would cause an address error.

2275. ACE '92 Update: Prizes and Banquet

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 16:20:28 UTC
From: daroloso@watmath.waterloo.edu
Message-ID: <1992Mar5.162028.5518@watmath.waterloo.edu>
Source record: 224958
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

The Atari Event of the Year:

On April 4th and 5th Atari (Canada) and the Toronto Atari Federation will host ACE, the ATARI Canadian EXPOSITION. This is likely the largest Atari event in North America for 1992.

To be held at the Skyline Hotel, the 1992 ACE show will feature the leading developers with the latest in leading edge software and program updates. Local Ontario dealers will exhibit the newest hardware and peripherals. User Groups from across Canada and the USA will be on hand to share Public Domain and Shareware applications.

April 4 - Saturday 10-6
April 5 - Sunday 11-6

Admission $6, $5 in advance from Atari clubs.
If clubs want advance tickets, contact TAF. Even if you can't come, buy a ticket, fill out the address portion and mail it in. It will be included in the drum for the Grand Prize Draw - think of it as a raffle ticket on a great Grand Prize!

PRIZES, PRIZES EVERYWHERE

ACE '92, the Atari Canadian Exposition to be held in Toronto on April 4th and 5th, will not only feature the latest in software and hardware, demonstrations and training sessions, but those who attend will walk away with thousands of dollars in prizes and awards.

All who purchase an admission ticket to either day of the Exposition and submit a filled out stub will be eligible for Door Prizes throughout the day they are attending. Although a complete list of door prizes is not available at this time, prizes will include software, hardware and a wide range of accessories. A sample of the kinds of prizes available includes four copies of the Essentials Set, a 5-disk collection of accessories and programs that all ST Users should have, from the TAF library. And once each day, a full year's membership in TAF will be awarded. A hard disk has been donated by ABCO Computer Consultants in Florida. Dorothy Brumleve has donated a copy of KidPublisher Professional, and Sudden Inc. is offering four copies of the student version of SuddenView. A Lynx II game and cartridge is the gift of Click Here, and Mission Software is

providing copies of Flash II, Printer Initializer, and lottODDS, a lottery selection program. Fair Dinkum's Crossword Creator II, Word Search Creator, and Cryptographer will be given away, as will EdHak 2.3 and Metapsychology Primer. The list goes on.

Besides making the entrant eligible for Door Prizes, each filled out stub will also be part of the Grand Prize Draw, the last event of ACE '92. The Grand Prize package is a complete computer set-up, including:

1) a Mega2 STe with a 50 meg hard drive and mono monitor, contributed by Atari Canada.

2) a Stow-A-Way computer table, a 30"x42" computer desk with a height adjustable base that fold for storage and an adjustable stool. Donated by Pi Precision Importing Inc.

3) The new Calamus SL, the outstanding Desk Top Publishing Program for the Atari. Donated by ISD

The ACE Talent Show is a featured event that will let Atari users display their creative skills in Graphics and the field of music and MIDI. From those demonstrating and performing on Saturday, April 4th, 3 finalists will be chosen in each division. They will be invited to attend the Gala Banquet on Saturday evening as guests of Atari Canada, and will again present their creations to the assembled banquet guests. A special panel of judges will then award the three prizes in each division:

1st Place - $700 Gift certificate and one year membership in the Toronto Atari Federation (TAF). 2nd Place - $200 Gift certificate and 10 disks from the TAF Library. 3rd Place - $100 Gift Certificate and 5 disks from TAF Library.

One of the Games Areas that promises to be busy throughout both days of ACE '92 is the LYNX CHALLENGE, where dedicated games players will compete against the computer, and where each day's high score will win a complete LYNX system, including AC Adapter and a selection of cartridges. All proceeds from the LYNX CHALLENGE as well as the GAMES TESTING AREA go to support Sick Children's Hospital, so in this area, truly everybody wins!

ACE '92 is co-hosted by the Toronto Atari Federation, a volunteer computer club. Over 100 volunteers will donate their time and energy to make this exposition and all its many activities take place, and Atari Canada has established a special prize for which only volunteers are eligible. All who work at least one shift for ACE '92 will be entered in a special draw for a A 1040 ST with a colour monitor that will be awarded just prior to the Grand Prize Draw on Sunday evening.

For an up to date list of those attending, exhibitor kits, display advertising rates, Talent Show entry forms or any other

ACE information, see contact information below.

GALA BANQUET WILL HIGHLIGHT ATARI EXPOSITION

One of the highlights of any convention is the chance to meet and talk with people who share interests. At a major international gathering like ACE '92, the leading creators of Atari software and hardware will be present and available. ACE '92, the Atari Canadian Exposition, to be held on April 4th and 5th, will bring together the outstanding dealers and developers in the Atari field for two days of seminars, sales and showing off.

Many times, however, the press of crowds and business makes it difficult to have the kind of in-depth talk one might wish. Developers are busy, crowds make conversation impossible, and the schedule of seminars and special events puts pressure on everyone. To help people spend more time together, a Gala Banquet will be held at the Skyline Hotel on Saturday night, April 4th.

A cash bar will open at 7PM, where participants can gather for drinks and conversation. Dinner will begin at 8PM, and will feature Filet of Beef Wellington with Madeira sauce, accompanied by Almond Beans, Carrots and Cauliflower. The Appetizer will be a Seafood Cocktail, followed by Tomato and Fennel Bisque. Dessert will be Fresh Berries Romanoff.

Following dinner, the finalists in the ACE Talent Contest will present or perform their entries. Selected from presentations made during the day, the top 3 in the areas of MIDI and Graphics will show off their creations on the Atari computer. Master of Ceremonies for the evening will be Geoff Earle, General Manager of Atari Canada, who promises that the evening will also contain surprises "not advertised in advance". However, he also promises that the program will not be long, so that people will have the chance to meet and talk and share their experiences. Following the formal proceedings, a special room has been set aside for ACE participants, so that conversation and celebration can continue as long as people wish.

Cost for the Banquet is $40 (Cdn) per person, which includes all taxes and gratuities. Tickets may be obtained from Atari Canada or from the Toronto Atari Federation.

DEADLINE FOR RESERVING BANQUET TICKETS IS APRIL 1ST. Because of the commitments to the caterer, tickets must be obtained in advance, and no banquet tickets will be available at ACE '92. It promises to be one of the highlights of the week-end, but it will require advance commitment.

ACE 92 will be held at the Skyline Hotel on Dixon Road, at Pearson International Airport. Further information, exhibitor's kits, advertising rates and advance ticket sales may be obtained by contacting:

ACE '92,
c/o Toronto Atari Federation (TAF),
5334 Yonge Street, Suite 1527,

Willowdale, Ontario
M2N 6M2.

Contact:

Paul Collard,
Exhibit and Volunteer Coordinator
(416) 477-2085

John R. Sheehan, SJ
TAF President
(416) 926-1518.
GEnie J.Sheehan14.

TAF BBS:
(416) 235-0318,

TAF InfoLine and Voice Message:
(416) 425-3537.

2276. STE Noisetracker

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 16:39:43 UTC
From: silvera@p4.cs.man.ac.uk
Message-ID: <silvera.699813583@p4.cs.man.ac.uk>
Source record: 224903

Can anyone point me to where I can find the STE version of Noisetracker?
I have tried a.a.u.e but the .lzh file seems to be corrupt.

Any replies to: silvera@p4.cs.man.ac.uk

Thankz

--
sgntur cmprsd to sv spc

2277. ATARI Desktop Publishing software

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 17:45:49 UTC
From: patf@silvlis.com
Message-ID: <1992Mar5.174549.4619@silvlis.com>
Source record: 224961
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have the following items for sale for the Atari ST :

CALAMUS - desktop publishing program $110

CALAMUS Outline Art - allows you to draw pictures $100
for CALAMUS

CALAMUS font editor - Allows you to create and edit $50
fonts.

These items CAN be re-registered to the new owner.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

2278. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 19:33:53 UTC
From: ekrimen@wet.UUCP
Message-ID: <3375@wet.UUCP>
Source record: 224912

In article <1992Feb19.214103.15980@u.washington.edu> iho@cac.washington.edu writes:
>I've got news for you. There are very few US Atari magazines left. You
>might try Current Notes. I think they had quite a few mail-order
>advertisers.

I'm sorry, but that's not news, that's misinformation. There are indeed
quite a few US Atari magazines.

ST Informer, AtariUser, Current Notes, Atari Explorer, Atari Advantage,
Atari Interface, PSAN, and the on-lines: ST Report and Z*NET.

Note however that Atari Advantage hasn't shipped their first issue yet,
but I'm sure it will be out soon.

Atari Advantage's number is 503-476-3578. I think there was a special
on subscriptions, $11, but I don't know if that's still in effect.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2279. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 20:34:00 UTC
From: undermind!cmc@overmind.mind.org
Message-ID: <1978354@overmind.citadel>
Source record: 224926

add me as a YES vote too!

-chris
cmc@under.mind.org

2280. Re: 1040 ste -> 2.5 meg help

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 20:48:18 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Mar5.204818.20179@noose.ecn.purdue.edu>
Source record: 224973

In article <wd1fby8b@csv.warwick.ac.uk>, cstdxas@warwick.ac.uk (Leo Hendry) writes:
> In article <VZL3gB3w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> >ckchan@engws7.ic.sunysb.edu (Chi K Chan) writes:
> >
> >> I have a quick question for the group. I'm going to upgrade my girlfriends
> >> 1040 ste to 2.5 meg, and I need to know which two simms to replace.
[stuff deleted]
> >
> >Well I thought i'd reply here as well in mail because you CANNOT USE
> > 2.5 MEG ON AN STe. Well not on mine anyway :-(
> >
[stuff delleted]
> This is not true. You CAN use 2.5Mb on ANY ST, but current versions of TOS
> won't recoginise this configuration when setting the memory controler. An
> AUTO folder program is available somewhere that reprograms the memory
[stuff deleted]

The program is SIMMFIX, and you can get it from atari.archive,
I think, in the ste directory.

Jim
--
```
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906
```

2281. IBM PC emulators

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 21:10:51 UTC
From: schram@ucsu.Colorado.EDU
Message-ID: <1992Mar5.211051.20501@ucsu.Colorado.EDU>
Source record: 224972

Does anyone know a lot about the different PC emulators around?
I knew at one point about some, but have long since forgotten. Which one
is the best, and what is best for the price? Are there any shareware/
freeware/etc. emulators? There was one (I can't remember the name) that
went out of business--is that one public domain now?
Thanks.

--
Steven Schram -- schram@ucsu.colorado.edu

2282. UNIX 'rn' readers

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 21:35:07 UTC
From: paulnc@castle.ed.ac.uk
Message-ID: <18777@castle.ed.ac.uk>
Source record: 224918

Hello people. Does anybody know where I could find a 'rn' type
reader for reading usenet offline. I hope this makes sense!
I have just *discovered* usenet and exploring over my account
on a UNIX machine. It would be nice to save unread messages to disc
and read/respond on my home Atari ST.

I'm afraid to say that I'm still a wee bit of a computer illiterate -
so please be kind to me and do not assume any received wisdom!

Paul. (P.S. I have only had my Atari for 36 hours, but learning fast...)

2283. Re: Hot Rumors

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 21:41:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.qU9ZJtsp_gw@jonh.wimsey.bc.ca>
Source record: 224927

In <1992Mar4.125112.10144@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
>>
>
>But what about the New Machine that Atari is going to reveal
>at a Computer show..? in the USA, on the 22nd of April..

Appearantly the unveiling at the Boston Computer Society show
has also been postponed/cancelled.

--
John Henders jhenders@jonh.wimsey.bc.ca

2284. For sale Supercharger with math coprocessor

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 22:42:27 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Mar05.224227.59672@yuma.acns.colostate.edu>
Source record: 224997

Have a Supercharger with math coprocessor installed and would like to sell them
together, all serious offer will considered.
Supercharger with software 1.4, manual, and external DC power supply.
8087-2 8MHz math coprocessor installed and working.
The system is in good condition and fully functional, it's an external box
connected to DMA port. It has 8MHz V30 for the IBM work and 1MB of its own
memory (which can also used as ST's RAM drive when it's not running DOS stuffs)
.
If interested, send offer or questions to
sytang@lamar.colostate.edu
Reason for selling: No longer need to run DOS programs.

Thanks
Tang
sytang@lamar.colostate.edu

2285. TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-05 23:46:43 UTC
From: bossoj@nuge105.its.rpi.edu
Message-ID: <887sg9=@rpi.edu>
Source record: 224907

I am interested in purchasing a set of TOS 1.4 ROM chips for my 520ST
from anyone that has an extra set lying around, or will be upgrading
to 2.06 in the very near future.

Please send e-mail to address below.

Thanks

Joe Bossolini
bossoj@rpi.edu

2286. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 00:12:07 UTC
From: ekrimen@wet.UUCP
Message-ID: <3378@wet.UUCP>
Source record: 224974

In article <1992Mar5.143855.23587@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>>Sounds cool... what is the suggested retail price?
>>
>>Why only 8 mhz though? Certainly 16 mhz 68000's are cheap enough not to
>>make a real difference...
>
>Yes, they are, here we have another ATARI screw up. The ST BOOK honestly sounds
>great, everything about it seems well thought out and the thoght of (5 to 10)
>hours of battery life is wonderful. Unfortunately 8mhz is too slow for most of
>us "serious" users, far too slow... I would guess they will come out with a 16
>(or faster now?) mhz 68000 based ST book soon because of few sales. I would
>love to have one, but not a 8mhz :-(

Would a 16Mhz w/cache draw more power than just an 8Mhz? Perhaps that's
why the Book doesn't have one.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2287. ST software for sale (update)

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 01:24:22 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <Udhgb6m00awXA8xUYr@andrew.cmu.edu>
Source record: 224990

Most of the stuff I offered for sale on 2 March has been spoken for, but
I've got the following left. As before, let me say:

I've only run this stuff on a TOS 1.0 1040ST, so STE or >TOS version
compatibility is up to the buyer to determine.

Prices include shipping via USPS 3rd class, unless someone wants to pay
more for something faster.

The REVISED list:

Arcticfox $12 The classic tank game from Electronic Arts.
Prime Time $15 First Row's simulation of managing a TV network.

Everything here is on the original disks, with *ALL* documentation and
packaging. No pirating here.

If you're interested, email me at the address in my .sig.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"Wayne & Garth in '92! No way? Way!"
---me

2288. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 02:45:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <1978725@overmind.citadel>
Source record: 224924

I also wouldn't mind a MiNT discussion. another yes from me.

:arthur dent:
[arthur dent@only_bbs.via.mind.org]

2289. Old Games for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 05:34:21 UTC
From: hong@cs.umd.edu
Message-ID: <50572@mimsy.umd.edu>
Source record: 224988

Well, I have three old games in my closet:

Borrowed Time,
The Pawn and
Gone Fishing

$5 each of $12 for the lot and I will pay shipping.

Thanks,
Sze Hong
hong@tove.umd.edu

2290. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 06:33:01 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <30021@sdcc12.ucsd.edu>
Source record: 224968

(sorry, but the attributions got whacked. Luckily, it's the content
that matters! :-)

In some message at <wet.UUCP>, Ed Krimen wrote:
>>>Why only 8 mhz though? Certainly 16 mhz 68000's are cheap enough not to
>>>make a real difference...
>>
>>Yes, they are, here we have another ATARI screw up. [...]
>Would a 16Mhz w/cache draw more power than just an 8Mhz? Perhaps that's
>why the Book doesn't have one.

Low-power 16Mhz 68000's are available, thanks to the failed
Mac Portable, but the cache is what draws the power... Also, most (if
not all?) professional MIDI software breaks on anything but a
plain-jane 8Mhz 68000 - for some rather arcane reasons, the MIDI
developers had to resort to the use of software timing loops in their
software [Atari decided to make keyboard/mouse interrupts a higher
priority than MIDI data, so if you don't use software loop,s you lose
MIDI data. Oops! :-]

From what I understand, the major MIDI developers are just
now modifying their software for the TT - maybe the new versions won't
be processor-speed dependent?

> ||| Ed Krimen
> ||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)
--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

2291. Re: HacMan II Internals (was Re: demo groups)

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 06:38:58 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar6.063858.660@wam.umd.edu>
Source record: 224950

In article <1992Mar05.201640.27970@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>What I did in a maze game, was to create a font which consisted of little
>pics depicting the various objects that were placed there at the beginning.

Yeah, this is the "right" way to do it (with tokens, that is), at least
in terms of board designer sanity. I've often thought about a HacMan III
along these lines with tokenized boards (so the actual board layout
could change from screen to screen) and a (graphical) maze editor but
I've never had the time to really get into it.

There's also the sense of "beating a dead horse" here. :-)

Dave Baggett
dmb@wam.umd.edu

2292. NEOchrome Master

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 06:43:55 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar6.064355.839@wam.umd.edu>
Source record: 224980

In article <699798729.16206@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>I didn't realise that the Delta Force did the Neochrome thing. The only
>problem is that Neochrome is copyrighted Atari code, and Neochrome Master is
>clearly a derivative work. This makes it illegal.

One has to admit, though, that it's an amazing piece of work,
especially when you consider that they didn't have source! Their
raster rotation algorithm (degree increments) is the fastest I've seen
on the ST; try comparing it to DEGAS Elite sometime. Perhaps Delta
Force should write their own painting program and incorporate the code
they've already written for NEOchrome Master into it.

Dave Baggett
dmb@wam.umd.edu

2293. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 08:56:57 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar6.085657.4097@cs.hw.ac.uk>
Source record: 224987

In article <cdgfB4e00WBN86GIU4@andrew.cmu.edu> mc4c+@andrew.cmu.edu
(Mark Choi) writes:
>Yes, MTOS is based on MiNT

Can Allan Pratt, Ken Badertscher or any other Atari employee confirm or deny
this? Are you allowed to?

Not that the answer could affect peoples estimation of Atari in an adverse way.
MiNT is a very well respected program in the Atari community.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2294. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 09:26:49 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <e4J8gB5w164w@ersys.edmonton.ab.ca>
Source record: 224931

ralph@laas.fr (Ralph P. Sobek) writes:

> Michel> I did everything according to the documentation and it still
> Michel> wiped the partition. A *MUCH* better program is Check Disk
> Michel> III by Atari. It will do the same thing (but it is far more
> Michel> reliable) and it also has some other really nice features.
>
> Isn't it a shame that this *MUCH* [your emphasis] better program is
> *only available to developers? Why? Is it only in beta test? If it
> is better Atari should release it. Developers are not the only people
> with hard drives.
>
> I would like a disk checker that when it finds a cross-linked cluster,
> it would tell me in which objects it is contained (file or directory).
> I currently have a cross-linked cluster in a directory, and amazingly
> neither GEM nor gulam see any problems. DLII goes into a 'memory
> exhausted' loop. ;-(
>
> --
> Ralph P. Sobek Disclaimer: The above ruminations are my own.

Are you sure this program is only available to developers? I am not a
developer, and I downloaded the file from a local BBS (which has since
gone down). The program didn't come with any documentation and it
doesn't say that it is a part of the developers kit. Is it? (Would
anyone from Atari like to comment on this one?)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

2295. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 09:39:30 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Mar6.093930.14388@cheshire.oxy.edu>
Source record: 224937

It sounds rather wonderfully brilliant to place keyboard/mouse interrupts
at a higher priority than MIDI info, on a machine marketed with MIDI in
mind... what a brilliant piece of foresight.

Thom
~.

2296. The TT and the ZX81 emulator..

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 09:49:37 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Mar06.094937.5710@link-1.ts.bcc.ac.uk>
Source record: 224995

I downloaded a copy of the ZX81 emulator yesterday and decided to try it out on my TT. Wall all I can say is WOW!

The first WOW was that it worked at all, many packages use dirty trick to get some speed (eg PC-Ditto).

The second WOW was the speed. With the cache off the virtual ZX81 ran at about twice the speed of a real ZX81. With the cache on.. well all I can say is that it ran like a bat out of hell! Anyone used a ZX81 with a 10-12 MHz Z80 in it?

Needless to say, most of the games which came with it were unplayable (the pacman game takes about 1 second for the ghosts to catch the pacman after zipping around the screen a few times!).

Now where's that Speccy emulator I've heard about ? :-)

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

2297. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 09:55:42 UTC
From: univwa@rz.uni-sb.de
Message-ID: <16831@sbsvax.cs.uni-sb.de>
Source record: 224940

From article <DIRK.92Mar5152122@aedv.cs.tu-berlin.de>, by dirk@cs.tu-berlin.de (Dirk Ahrens):
> In article <1992Feb28.104949.24898@email.tuwien.ac.at> kdv_521@eimoni.tuwien.ac.at writes:
>
> Newsgroups: comp.sys.atari.st
> From: kdv_521@eimoni.tuwien.ac.at
> Nntp-Posting-Host: eimoni.tuwien.ac.at
> Reply-To: kdv_521@eimoni.tuwien.ac.at
> Organization: Computer Science, Vienna, Austria
> Date: Fri, 28 Feb 1992 10:49:49 GMT
>
> I recently read in a german magazine that Atari's multi-TOS will be
> based on MiNT!!!
> Can this be true?
> I hope so! :)
> M.Yannikos
> kdv_521@eiaida.tuwien.ac.at
>
> This is not true, since your original Question seems to be a result
> of fast reading.
> It ist a pity :-(that you did not cite correctly, so I can only
> hope that you meant an article in the STmagazin V3/92.
> This article did not state, that multi-TOS would be BASED on MiNT,
> but that it wouldn't be significant different concerning the approach to
> make TOS multi, but not concerning the exact lines of code.
>
> Furthermore it was only the opinion of the author, showing, that he
> could not imagine how to do it in an other way as he already knew (from MiNT).
>
> Please be more cautious when spreading such rumors.
> --

Dirk,

don't flame M.Yannikos in such a way!!!
It's you to be misinformed!

The german magazine ST Journal writes exactly what M.Yannikos said. So
please do a better research before asking others to be more cautious...

Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *

* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.sub.org*
* /____/ ___/ /_. ++49-681-302-3618 | *
****

2298. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 11:17:35 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar6111735@hunter-02.cs.strath.ac.uk>
Source record: 224966

> Nntp-Posting-Host: orion

>>>>>> In article <SSAMMY.92Mar3135857@lister-02.cs.strath.ac.uk>,
>>>>>> ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE) writes:

>Paul> Does anyone fancy giving a quick summary on the various shells available?
>Paul> I've only used Gulam. It seems pretty good to me, although I hate the
>Paul> way it is so mouse senstitive- I usually toss the mouse off the
>Paul> desktop altogether.

> This one is easy! Place 'set msoff' in your gulam.g file

Hmm, I'm sure I tried that before.
Anyway, I'll do it again.

Thanks for the KEYFIX.TOS info.
I'll keep it in mind!

Paul

--

"Bark?" | Internet: ssammy@cs.strath.ac.uk
-Moving Pictures | JANET : ssammy@uk.ac.strath.cs
Copy this line into your .signature to protect it against viruses! [version -9]

2299. Re: ST --> IBM (clone) file conversion

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 11:19:51 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar6111951@hunter-02.cs.strath.ac.uk>
Source record: 224938

> >Some (spit) games don't like booting from drive B though.
> >NB There are plenty of PD "boot B" programs. Even better is the Multiface
> >cartridge which allows me just to power up and press 'A' or 'B' for my boot
> >drive :-)

> The PD B-boot programs are useless. The fact is that although games will BOOT from
> drive B, some will always try to load their data files from drive A.
> The solution I used to get round this problem was the nasty one of hooking up a
> DPDT switch to pins 19 and 20 (I think) of the YM2149.

Yeah, I've seen this explained in mags.
From my point of view, if I'm going to perform open heart surgery I might
as well shell out 35 pounds and stick in a new drive.

Anyway- who plays *games*?

> --
> ##### #### ## ## ##### ## # email: okes@essex.ac.uk
> # # # # # # # # ## #
> ##### # # # # # # # ##
> # # # # # # # ##
> ##### #### # # ##### # #
> "God i hate floppies" - Karl Brandt.

Paul
--

"Bark?" | Internet: ssammy@cs.strath.ac.uk
-Moving Pictures | JANET : ssammy@uk.ac.strath.cs
Copy this line into your .signature to protect it against viruses! [version -9]

2300. Re: Initial comments - TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 11:43:55 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar6124355@orion.laas.fr>
Source record: 224914

>>>>> In article <1992Mar4.124113.7822@actrix.gen.nz>,
>>>>> Roger.Sheppard@bbs.actrix.gen.nz writes:

RS> I have bean reading some information on a BBS and the person
RS> stated it was not posible to fix the CTS fault unless you did
RS> hardware changes, the MPF 68901 interrupt priority levels were to
RS> low to handle the CTS interrupt..

Normally now, RTS/CTS works right in machines with TOS 1.02 (like mine
:-), right? So, if *I* got an upgrade to TOS 2.06 I would suppose
that RTS/CTS should still work?

Comments anyone?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2301. Re: 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 11:45:16 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699882316.28426@minster.york.ac.uk>
Source record: 224808

In article <1992Mar4.124003.27929@rdg.dec.com> evansg@uproar.enet.dec.com (Gwyn Evans @ IME) writes:
>In article <1992Mar1.031519.2601@mailer.cc.fsu.edu>, boyd@pi.cs.fsu.edu
>(Mickey Boyd) writes:
>>Of course, foldrxxx (or the ICD host adaptor software) cure this problem
>>once and for all.
> Not 'once and for all'. Just puts it off by the number of folders that
>xxx represents. Ok, set it to 999 and you probably won't hit the limit but
>do you then have any memory left to run with...
>
> Why couldn't the foldrxxx patch have done something like print a message when
>you got to the (new) limit, or even have someway of finding out just how many
>folder slots have been used in a session?

Because it isn't an "active" program. It simply adds memory to the OS pool area, and then terminates, so that you run out memory later rather than sooner.

The "fix" for this problem is to buy TOS 1.4 or better. Not only does it manage the pool memory properly, but it also tells you when you've run out (this is far harder to do under TOS 1.4)

>Gwyn
>+===== E-mail: evansg@uproar.enet.dec.com ====== Uxbridge, Middlesex, UK =====+

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

2302. Re: 1040 ste -> 2.5 meg help

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 11:52:48 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699882766.28545@minster.york.ac.uk>
Source record: 224805

In article <wd1fby8b@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>In article <VZL3gB3w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
>>ckchan@engws7.ic.sunysb.edu (Chi K Chan) writes:
>>
>>> I have a quick question for the group. I'm going to upgrade my girlfriends
>>> 1040 ste to 2.5 meg, and I need to know which two simms to replace.
>>> Is it the 1st and 3rd or the 2nd and 4th one? w/ you faceing the keyboard.
>>>
>>>
>>> The manuals did not say anything since the computer came with a manual for th
>>> 1040STfm and a 2 page addemdum (sp?), and I am unable to locate an old issue
>>> of a mag with the instructions.
>>>
>>> Please send email, as I do not want to waste any more net BW.
>>
>>Well I thought i'd reply here as well in mail because you CANNOT USE
>> 2.5 MEG ON AN STe. Well not on mine anyway :-(
>>
>>I tried this one, I had 4x256K (1meg) simms in there, then I got 2x1meg
>> simms to up my memory a bit. I pulled out simm #1 & 3, replaced them
>>with the 1meg ones and powered up... the result is that the computer
>>appears to have checked the presence of the simms, then checked the size
>> of the first one * assumed the rest are the same... i.e. it thought I
>>had 4 megs!, and for some strange reason, you can't use memory that you
>> don't have!!
>>
>>So, all your SIMMS must be the same, and must be in pairs of 2 (slots
>>1&3, 2&4), If you only have 2 simms, the have to be in slots 1&3.
>>
>>All this info I just posted is true for my computer, I figured it out by
>>trial & error using a free memory accessory.
>>
>>It's a pitty really, i've got 4 simms sitting here doing nothing that
>>2 of could be put to use in the spare SIMM slots i've got :-(
>>
>
>This is not true. You CAN use 2.5Mb on ANY ST, but current versions of TOS
>won't recoginise this configuration when setting the memory controler. An
>AUTO folder program is available somewhere that reprograms the memory
>controler when it is run, but at this stage GEMDOS has already set up its
>memory descriptor list thingeys so it has to change these. I don't know
>whether this is done using documented system variables (I think there is
>one it could use), so I don't know how compatable this would be. I would have
>to check whether it mattered which bank the .5Mb is in though.

This isn't quite right either. The MMU in _most_ STEs presumes that there is the same amount of memory in both banks. SIMMFIX works by reprogramming the MMU for 2MB in one bank and 0.5MB in the other. It then resets the machine, so that GEMDOS takes account of the changes. TOS only attempts to reprogram the MMU after a "cold" reset.

SIMMFIX is therefore portable across all OS versions.

There is a snag, however, that some MMUs won't accept different amounts of memory in each bank _at all_. I am unlucky enough to have one of these MMUs -- a 1040STFM manufactured in 1989 (and both shifter and MMU chips are surface mounted -- goodbye RAM expansion).

> However, the best thing to do would be to configure the memory controler
>to 2Mb and use the extra .5Mb as a memory for a RAM disk. The RAM disk would
>reconfigure the memory controller back up to 2.5Mb just before accessing the
>memory and then restore it afterwards. This would give an uncorruptable
>RAM disk since any attempt to write to it would cause an address error.

This is a neat idea, but since the MMU handles RAM refreshing, I don't think it would work -- the "hidden" 0.5MB wouldn't get refreshed (I think!).

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

2303. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 11:59:25 UTC
From: Bjarne Pohlers <ZWQ017@DMSWWU1C.BITNET>
Message-ID: <060392.125925ZWQ017@DMSWWU1C.BITNET>
Source record: 224971

In article <cdgfB4e00WBN86GIU4@andrew.cmu.edu> Mark Choi <mc4c+@andrew.cmu.edu> writes:
>Yes, MTOS is based on MiNT, and no, there are no problems with using PD
>code. If it is Public domain, you could even sell the code sans
>modification, there is nothing preventing you. That is why some authors
>use freeware instead of PD. They allow free distribution, but retain the
>rights.

But MiNT does have a copyright! So I guess it is freeware...?

--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
B BITNET: ZWQ017@DMSWWU1C (only valid until April) B
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

2304. Re: Atari Profibook ST-STE-MST(E)-TT, English edition

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 12:15:29 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92066.121529ONM07@DMSWWU1A.BITNET>
Source record: 224809

In article <92059.231659ACPS7048@RyeVm.Ryerson.Ca>, ACPS7048@RyeVm.Ryerson.Ca says:
>stuff deleted>
>an english edition of this excellent book. This book is a MUST for every
>serious programmer on the ATARI ST and contains a wealth of information
>on the ST,STE,MST(E),and the TT. At 1491 it contains everything you ever
>wanted to know about the ATARI computers. Unfortunately this book was
>translated into a few languages and english is not one of them.

Well, the only translation I know of is 2..3 years old (dutch). As far as I know, there are no translations of the new edition. I certainly would like to know if I am wrong (last time, Sybex Germany and the authors were very surprised to see this dutch translation, nobody knew that...)

>The authors were not able to convience their publisher to release an
>english edition thus I am posting this message and people who are
>interested can write directly to the publisher and hopefully the english
>edition will become a reality. The more letters will arrive at SYBEX the
>more increases the chance for it to be released.

It's very simple. Translating, layouting and producing books is expensive. Sybex US will do a translation if and only if they believe that there are enough customers.

_____ cut here _____
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____ correct me if I'm wrong _____

2305. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 12:23:22 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92066.122322ONM07@DMSWWU1A.BITNET>
Source record: 224928

In article <DIRK.92Mar5152122@aedv.cs.tu-berlin.de>, dirk@cs.tu-berlin.de (Dirk Ahrens) says:
>
>In article <1992Feb28.104949.24898@email.tuwien.ac.at>
>kdv_521@eimoni.tuwien.ac.at writes:
>
> Newsgroups: comp.sys.atari.st
> From: kdv_521@eimoni.tuwien.ac.at
> Nntp-Posting-Host: eimoni.tuwien.ac.at
> Reply-To: kdv_521@eimoni.tuwien.ac.at
> Organization: Computer Science, Vienna, Austria
> Date: Fri, 28 Feb 1992 10:49:49 GMT
>
> I recently read in a german magazine that Atari's multi-TOS will be
> based on MiNT!!!
> Can this be true?
> I hope so! :)
> M.Yannikos
> kdv_521@eiaida.tuwien.ac.at
>
>This is not true, since your original Question seems to be a result
>of fast reading.
>It ist a pity :-(that you did not cite correctly, so I can only
>hope that you meant an article in the STmagazin V3/92.

No, he didn't. The original mail reffered to rumours found in 'Atari Journal'.
_My_ article (in 'ST Magazin') had no connection to these rumours, except
that I wrote that parts of MiNT and the other software (MW) are written
by Allan Pratt. I certainly would like to see Atari using Eric Smiths
technology, but at this point, this is a rumour.

>This article did not state, that multi-TOS would be BASED on MiNT,
>but that it wouldn't be significant different concerning the approach to
>make TOS multi, but not concerning the exact lines of code.

What I said is, that programs that don't work with MiNT are good candidates
not to run on the new TOS, because they are obviously (1) depending on
undocumented things and (b) not multitasking-friendly.

>
>Furthermore it was only the opinion of the author, showing, that he
>could not imagine how to do it in an other way as he already knew (from MiNT).
>
>Please be more cautious when spreading such rumors.

Same applies to you :-)

>--
>Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-314-{24752,73494}
>Informatik Fachgruppe AEDV Sekr 5-5 Franklinstr 28/29 1000 Berlin 10
>--
>Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-314-{24752,73494}
>Informatik Fachgruppe AEDV Sekr 5-5 Franklinstr 28/29 1000 Berlin 10
_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

2306. WANTED: editor for Yamaha SY22 or TG33 !!!

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 12:39:30 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1992Mar06.123930.10220@donau.et.tudelft.nl>
Source record: 224911

Hi there,

I'm desperately looking for an editor for my Yamaha SY22 synthesizer. This
synth is the same as its rack counterpart TG33 I believe so an editor
for this one would be just as good.
I have heard a rumour that there is one in GERMANY, so anyone who has one
(PD off course) please mail it to me. Either that or post it to the archive
a.a.u.e. and tell the world.

Thank you

Peter

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

2307. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 12:47:45 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <cn2fbtpk@csv.warwick.ac.uk>
Source record: 224975

In article <1992Mar5.143855.23587@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>>Sounds cool... what is the suggested retail price?
>>
>>Why only 8 mhz though? Certainly 16 mhz 68000's are cheap enough not to
>>make a real difference...
>
>Yes, they are, here we have another ATARI screw up. The ST BOOK honestly sounds
>great, everything about it seems well thought out and the thoght of (5 to 10)
>hours of battery life is wonderful. Unfortunately 8mhz is too slow for most of
>us "serious" users, far too slow... I would guess they will come out with a 16
>(or faster now?) mhz 68000 based ST book soon because of few sales. I would
>love to have one, but not a 8mhz :-(

A 16Mhz 68000 would obviously use more power than an 8Mhz one, but I don't
know how much more. However, Atari could easily make it switchable and still
claim "up to 10 hours battery life".
Even better, why not use a 68010 - they don't cost much more and patches
could be included into TOS.

2308. Re: Command Driven Shells

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 13:08:31 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Mar6.130831.18619@cs.nott.ac.uk>
Source record: 224941

In article <1992Mar5.025457.14202@jsp.umontreal.ca> u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>[...]
> I always wondered if the following concept would be practical; Instead
>of having to press a key such as TAB to have the filename completion
>take place, and then check to see if it really worked and type more if not,
>how about this: As you are typing a command to your shell, the shell displays
>somewhere what it currently thinks you are going to do. To begin with, you
>can say the shell guesses the filename(s) you will type. It could display
>its current guess either 1) in another (light) color right "underneath" what
>you are typing, in the sense that if you would continue to type, the cursor
>would move over the (light) colored text of the guess (which could change)
>and show (as normal shells do) what you typed. (in black). Or, 2) you could
>think of having it shown at the end of the current line. The first way would
>even work reasonably well at 2400 baud through modem using VT-102's "lightened
>text" for the current guess. (If VT-102 or other decent terminal emulation is
>not available, disable this feature, what? :-)
>[...]

But this wouldn't show you all the possible completitions; I like the way the GNU readline library (as in Bash) does it; when you hit Tab, if there's an amibguity, it rings the bell, and if you then hit Tab again, it lists out all the possible completions (asking you if you really want to see them all if there are more than about 100 of them). I find this indispensible when I get half way through a command and would like to check then location of a file; I can use the completion to do asort of mini directory list, instead of having to go to the start of the line, kill it, do the ls/dir/whatever, and then yank the line back.

>>4) Spelling correction. The shell will check for misspelt path sections. For
>> example '\bxn' would be interpreted as '\bin' assuming 'bxn' didnt exist.
>> The shell wont assume anything. It'll ask first!
>[...]

Sounds great! *BUT* this might be less useful than you think, in view of the filename completion. eg. You wouldn't type \bxn, you'd much more likely have typed \bx<Tab>, found that it didn't complete, then hit <BkSp>i<Tab> and carried on. And sometimes I find myself hitting Tab in Bash on a full pathname just to check that it's correct...

>>11) Full piping. Probably two modes of pipes.
>>
>> i) If all the commands in a pipe are builtin, then no disk accessing will
>> be necessary other than explicitly by the commands. A RAM cache will be
>> used to pass data down the pipe.

>>
>> ii) If a pip has a disk command in it, then some form of disk access will
>> be required. I havnt ruled out the possibility of createing an 'on-the
>> fly' RAMdisk expressly for piping purposes = fast piping.

Nice, but I suspect a lot of people would like it to use MiNT's pipes if MiNT
is active. Or maybe all those sort of people use Bash/Tcsh/ksh?
--
`Grave' Dave Gymer | |--\ --- |--\ /-- | / | | | /-- | What you lookin' at?
42 St Mary's Park, | | | |__ | | _ |/ | |\ | _ |
Louth, Lincs, | |--/ | | | \ |\ | | \| \ |
LN11 0EF, ENGLAND | | \ --- |--/ --/ | \ | | | --/ |

2309. mw2 under MiNT, tcsh alternative

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 13:50:59 UTC
From: vince@sci.kun.nl
Message-ID: <1992Mar6.135059.9936@sci.kun.nl>
Source record: 224933

Newsgroups: comp.binaries.atari.st
Subject: mw2 under MiNT, tcsh alternative
Summary: Anyting faster available?
Expires:
Sender: vince@pomeron.sci.kun.nl (Sander SToks)
Organization: University of Nijmegen, The Netherlands

Hello *.*

Does anybody know whether there is a faster window manager under
MiNT than MW2? I don't have the exact figures at hand but QIndex shows
only 80% or so on pure CPU operations, and text handling is even slower.
(downto about 30%, WITH QuickST!).
I have already begun writing an alternative window manager in
machine-code, but if somebody's already done that I might as well
quit. My window manager would also include some of the nice things
promised in het README.UW-file, but not incorporated in the final MW2,
like cut-and-paste; popups instead of menubar (OK, that is NOT
standard GEM and there's a big discussion about user interfaces, but
leaving out that bar saves screen space and could mean two more lines
in a maximum-height window.), maybe even control via shell commands
(real XWindow-like!) But this is all for the future.
Another thing: Is there a simple csh port for MiNT? I'd like to
have as much "real" Unix feeling as possible, for me that means vi and
csh. I could use tcsh but I find that ones memory use a bit overdone.
I don't like ksh or bash, though the online help from the latter is
wonderful.
Thanks for any info,

Sander RM SToks, _____
vince@pomeron.sci.kun.nl / | ___ | _ __
___ | / \ | / / \
\ | | | |/ __
| | | | |\ \
___/ | ___/ | _ __/

2310. Re: MINT

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 13:55:41 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Mar06.135541.121377@link-1.ts.bcc.ac.uk>
Source record: 224965

In article <1992Feb29.080843.13323@msb.com> rkallen@msb.com (Russell Kallen) writes:
>Re: MINT
>
> Can someone give me a brief description of this program? Is it
>basically a replacement operating system for the ST that multitasks?

Currently it is a partial replacement for TOS, it replaces and adds to the
BIOS and XBIOS calls and adds a true priorotised (spelling?) multi-tasking
kernel to the system. It also has the ablility to add filesystem device
drivers for other types of filesystems at boot time.

If you put it in your AUTO folder GEM will run under it fine!

>
> - How would you rate it as to 'efficiency', 'bugs', etc.

Programs probably loose about 10-20% of their speed, but on the whole it's
not noticable. Bugs.. well it's still below release 1.0, but it is stable
and there are no bugs which really cause problems. Some programs won't run
under it, but that's cos the programs do "naughty" things, such as read
their parent data space etc.

>
> - What are its typical memory & disk activity requirements?

Memory.. well it'll take up about 150K in memory if you have it running
underneath GEM, but, remember when you have more than one program in memory
at any one time, memory gets gobbled!

>
> - Which TOS versions is it compatible with?

Pretty well all bar 1.0 Disk-based. It certainly works on TOS 1.2/4 and 3.05.

>
> - Is it compatible with GULAM?

Yes, Gulam will run under it, but it is not ideal as Gulum does some naughty
thigs to the keyboard map.

>
>Thanks.
> * * *
>
> What about other specific features/functions it has that are
>worth knowing about?

It has named pipes, true signals and loads of other things.

>
>-- Can you compare it to MICRORTX/PTYWIN for multitasking, if
>familiar with those Beckemeyer prgs.) --

MicroRTX is a "real-time" multitasking OS (I believe) and is quite OK, but
if you are used to a Unix type multi-tasking OS, then MiNT is far closer.
The MiNT library for GCC is getting closer and closer to the BSD "Unix" one
every day :-).

I've not encountered PTYWIN, so I cannot comment.

>
>Replies appreciated.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

2311. Re: Non-deletable folder.

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 14:22:54 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar6.142254.11467@email.tuwien.ac.at>
Source record: 224983

In article <7044@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:
>There is a folder on my hard disk (in my Mega4Ste) from which I have deleted
>allthe files. The folder itself will not delete. It says it has 0 files when
>I show information.
>
>Has anyone else experienced this phenomenon? How can I get rid of it,
>without munging my hard disk?
>
>--
> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
> / B <--+ Department of Computer Science :fx:+61 7 365 1999
> _.-._/ | University of Queensland, St.Lucia
> v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

I have had some other, strange problems (with my Mega STE 4):
When I un-tar'ed the LPmud 2.4.5 archive (a multi-user game), a file was created with the name ".O" I think. At least, in the desktop window it appeared that way (no name, O as an extension - I mean the O was where normally extensions are placed, the rest was blank). When I tried to delete the whole folder, (that .O file was several levels deep) I got the message "can't delete folder xxxx" where xxxx was the name of the folder in which the .O file was. I could however delete the file by dragging it to the trashcan, and then the folder could be deleted. I don't think this has much to do with your problem, but it's pretty weird too...
Maybe the read-only bit is set on the folder's directory entry, but you can't change it from the desktop (and it won't show either since the folder character is shown instead). You should have a closer look at the directory entry with a disk-monitor!

Marinos
kdv_521@eimoni.tuwien.ac.at

2312. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 14:43:49 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar6.144349.12029@email.tuwien.ac.at>
Source record: 224921

In article <DIRK.92Mar5152122@aedv.cs.tu-berlin.de>, dirk@cs.tu-berlin.de (Dirk Ahrens) writes:
>In article <1992Feb28.104949.24898@email.tuwien.ac.at> kdv_521@eimoni.tuwien.ac.at writes:
>
> Newsgroups: comp.sys.atari.st
> From: kdv_521@eimoni.tuwien.ac.at
> Nntp-Posting-Host: eimoni.tuwien.ac.at
> Reply-To: kdv_521@eimoni.tuwien.ac.at
> Organization: Computer Science, Vienna, Austria
> Date: Fri, 28 Feb 1992 10:49:49 GMT
>
> I recently read in a german magazine that Atari's multi-TOS will be
> based on MiNT!!!
> Can this be true?
> I hope so! :)
> M.Yannikos
> kdv_521@eiaida.tuwien.ac.at
>
>This is not true, since your original Question seems to be a result
>of fast reading.
>It ist a pity :-(that you did not cite correctly, so I can only
>hope that you meant an article in the STmagazin V3/92.
>This article did not state, that multi-TOS would be BASED on MiNT,
>but that it wouldn't be significant different concerning the approach to
>make TOS multi, but not concerning the exact lines of code.
>
>Furthermore it was only the opinion of the author, showing, that he
>could not imagine how to do it in an other way as he already knew (from MiNT).
>
>Please be more cautious when spreading such rumors.
>--
>Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-314-{24752,73494}
>Informatik Fachgruppe AEDV Sekr 5-5 Franklinstr 28/29 1000 Berlin 10
>--
> [duplicate .sig deleted :)]

Well I didn't mean that in ST Magazin the article said that MTOS will be
something like an improved version of MiNT, I meant with BASED that it
will have compatible OS calls... (ie. the same approach, as you said)
I don't have that magazine here now, but I think that's what it said...
(more or less).
Anyway, all articles in magazines are their author's opinions, aren't they?
I know that's only a rumor, that's why the subject of my posting was

"MTOS Rumors" or something similar!

Marinos..

2313. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 14:48:24 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar6.144824.12186@email.tuwien.ac.at>
Source record: 224929

In article <DIRK.92Mar5152122@aedv.cs.tu-berlin.de>, dirk@cs.tu-berlin.de (Dirk Ahrens) writes:
>
>This is not true, since your original Question seems to be a result
>of fast reading.
>It ist a pity :-(that you did not cite correctly, so I can only
>hope that you meant an article in the STmagazin V3/92.
>This article did not state, that multi-TOS would be BASED on MiNT,
>but that it wouldn't be significant different concerning the approach to
>make TOS multi, but not concerning the exact lines of code.
>
>Furthermore it was only the opinion of the author, showing, that he
>could not imagine how to do it in an other way as he already knew (from MiNT).
>
>Please be more cautious when spreading such rumors.
>--
>Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-314-{24752,73494}
>Informatik Fachgruppe AEDV Sekr 5-5 Franklinstr 28/29 1000 Berlin 10

... also, it seems quite logical that MTOS won't use MiNT's code, since it won't work without PMMU's and MiNT does!

Marinos.

2314. Re: Initial comments - TOS 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 15:33:26 UTC
From: shore@equinox.gen.nz
Message-ID: <F318gB2w164w@equinox.gen.nz>
Source record: 224822

ue@nathan.do.open.de (Udo Erdelhoff) writes:

> In <29754@sdcc12.ucsd.edu>, Adam Tilghman writes:
>
> > I just finished installing TOS 2.06 in my 520STe, and after
> >playing with it for a few hours I have a few comments:
> Using TOS 2.06 on a TEC since mid-december 1991, I've got to add some
> more..

Just where do these new versions come from? Are they sold in retail
otlets? or are they distributed free?

Craig.


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-------------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2315. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 15:49:21 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Mar6.154921.10533@cs.mcgill.ca>
Source record: 224945

WEll, for one, Neochrome master is not Illegal. They went through all the procedures to get permission. After 1 year (I think), Atari had not replied, and so they became the legal owners of Neo.Master.

But where can I find it? I've tried ftp sites and couldn't. Could some kind soul please E-mail it to me. I'll send a free copy of a program of mine in exchange :

- Extended formatter/copier (800K on Single sided disks even)
- Tetris (With special "popcorn difficulty" (The pieces blow up)
- Pong (2 mice required)
- 2 little desk acc's : - Small character printer (160 x 100 per page)
- File hider (To avoid peeking eyes on
private stuff

Thanks for anyone who will do it.

2316. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 15:53:36 UTC
From: erkamp@arc.ab.ca
Message-ID: <1992Mar6.155336.13117@arc.ab.ca>
Source record: 224904

In article <RALPH.92Mar5122056@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>>>>>> In article <g7g3gB1w164w@ersys.edmonton.ab.ca>,
>>>>>> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
>Michel> Even with the companion program, this is a chance you shouldn't take.
>
>DLII and REORG *do* have their problems! But then DLII is *only*
>version 0.22 (give or take .01). To me it seems still the *best* GEM
>graphical interface to a disk checker! If only Simon Poole would have
>continued on this further.... Sigh! Or if he would pass it along....
>
>Michel> I did everything according to the documentation and it still
>Michel> wiped the partition. A *MUCH* better program is Check Disk
>Michel> III by Atari. It will do the same thing (but it is far more
>Michel> reliable) and it also has some other really nice features.
>
>Isn't it a shame that this *MUCH* [your emphasis] better program is
>*only available to developers? Why? Is it only in beta test? If it
>is better Atari should release it. Developers are not the only people
>with hard drives.
>
Not true...see below...you can get CHKDISK3 from Atari for $20 (along with
a bunch of other stuff). Not a bad deal all in all. And it's a great little
program.

Bob

Reply to 'erkamp@arc.ab.ca'

January 15, 1992

Atari Corporation Official Announcement

I am pleased to announce that Atari is making all of the released TOS
development information available to the general public. We are making
the kit available to fulfil the needs of programmers that already have
purchased a third-party development package, Atari owners that are
curious about the 'nuts and bolts' of The Operating System, and
anyone else that wants to have a detailed understanding of TOS
software development. If you wish, you may purchase the entire kit
for $150.00 (U.S.) and also get one year of technical support from
Atari via the private Atari Developer Roundtable on GEnie, 6 issues
of the bi-monthly Developer Newsletter, ATARI.RSC, and one year of
on-going developer kit upgrades. If you wish to renew after one year,
there is a fee of only $40.00.

If you wish information on only certain aspects of Atari TOS computers, we also sell sections of the kit separately. The items that are available range from every issue of the developer newsletter since 1985, to the release notes for the exciting new STBOOK. Every detail a software or hardware developer could want is outlined, including MegaSTE/TT VME Bus specifications, STE DMA sound, FSM GDOS programming information, and more. Please see the order form for details.

You must purchase the $150.00 full kit to be eligible for on-going support. I'm sorry, but at this time, you may not purchase a part of the kit, and later "upgrade" to the support level.

Developers that are currently not registered with Atari, and have a commercial product on the market, or have a product in development, or have any other special needs requiring direct unlimited telephone support should sign up under the Atari Commercial Developer Program. There is an additional fee for this program, but there is no renewal fee required as long as you continue product development and support. (Educators, universities, and businesses may fall into this category.) Please contact Gail Bacani on 408-745-2022 for more information on the Commercial Developer Program.

The complete order form follows, outlining all of the documentation that is available. Please note that several items include disks containing software relating to the documentation. We want to assure that you get the most out of your Atari Computer experience!

Sincerely,

Bill Rehbock,
Director of Technical Services, Atari Corp.

Atari TOS Developer's Kit -- Order Form -- January 4, 1992

_____ $150.00 Complete Developer's Kit, including all documents and disks. Includes 1 year of support via Atari-RSC Developer Roundtable on GEnie, on-going developer kit updates for 1 year, and 6 issues of ATARI.RSC, the bi-monthly developer newsletter.

_____ $40.00 One year renewal fee -- 1 year of support via Atari-RSC Developer Roundtable on GEnie, on-going developer kit updates for 1 year, and 6 issues of ATARI.RSC, the bi-monthly developer newsletter.

Document and Disk Packages

_____ $10.00 Atari.RSC Newsletters (Dec. '89, Jan. '90, Feb. '90, Mar. '90, Apr. '90, May '90, June '90, July '90, Aug. '90, Sept. '90, Oct. '90, Nov. -- Jan. '90-'91, Apr. -- May '91, June -- July '91) The Atari Forum (Mar. '88, May '88, July -- Aug. '88,

Sep. -- Dec. '88 Fuji Stripe Newsletter, pages 3
-- 7 (undated) Q & A Bulletins (Feb. '86, Mar.
'86, Apr. '86, May '86, June '86, Feb. '87)

_____ $20.00 Atari GEMDOS Reference Manual
Table of Contents (Apr. 4, 1986) Introduction
(5/22/86) Calling, filenames, fileops, processes,
vectors, errors (4/4/86) GEMDOS functions by
number (undated) Funcs (4/10/86) except pages (9),
(21), and (25) (1-23-89) and page (13) (3/7/90)
Prg (4/4/86) Pexec Cookbook (6 Sept. 1991)
Hitchhiker's Guide to the BIOS (Nov. 26, 1985) New
pages: 5, 7, 12, 16, 38, 56, 75 (1-23-89) New
pages: 15, 31, 32, 33, 34, 35, 36, 37, 37a
(3-5-90) AHDI 3.00 Release Notes (April 18, 1990)
Atari CHKDISK3 Documentation (April 22, 1990)

TOS Developer's Kit Disk #4: HDX / System
Utilities / STE Programming Examples / CHKDISK3

_____ $40.00 GEM Programming Guide
Volume 1 -- VDI (Third Edition: January 1989)
Volume 2 -- AES (Third Edition: January 1989)
GDOS/FSM GDOS Developer Guide (10/91)
GEM Resource Construction Set (undated)

TOS Developer's Kit Disk #2: MicroEMACS / Source
Code Examples / RCS

_____ $40.00 Gem DOS Programmer's Tools (undated, copyright 1989)
Command Shell
AS68
MADMAC Reference Manual (ver. 1.00) & update (ver. 1.07)
ALN Docs. (8/12/88) and update sheet (90/01/24)
AR68 (Archive Utility) (undated)
DUMP
SIZE68
DB Docs. (Release 2, 90/01/24)
Motorola S-Record Format

TOS Developer's Kit Disk #1: Alcyon C Compiler
/ ALN Linker
TOS Developer's Kit Disk #3: MADMAC / DB Debugger
/ Programming Utilities / CHKDISK3

_____ $15.00 Engineering Hardware Specifications (7 January 1986)
Intelligent Keyboard Protocol (26 February 1985)
Chip specifications:
6850 ACIA, MC6850 (undated)
68901 MFP (undated)
AY-3-8910 PSG (undated)
Programmable Sound Generator Manaual (February 1979)

GIACCESS (page 1, March 7, 1990; page 2, 1-23-90)
WD 1770/1772 Floppy Disk Controller (undated)
Atari Monitor Summary Specifications (May 14, 1986)
128K ROM cartridge schematics (1-2-85)
Blitter Chip (17 June 1987)

_____ $25.00 STE Hardware Developer Addendum
STE features list
Genlock and the STE
Video Modifications
How to Implement Fine Scrolling on the STE
STE Digitized Sound Developer Information
TT030 Hardware Reference Manual
VME Bus Specifications for TT030 and Mega STE Products
Rainbow TOS Release Notes
STE TOS Release Notes
TT030 TOS Release Notes
STBook Expansion Bus Electrical Specification

TOS Developer's Kit Disk #4: HDX / System
Utilities / STE Programming Examples / CHKDISK3
TOS Developer's Kit Disk #5: Demonstrator /
eXtensible Control Panel

$_____ Subtotal

$_____ Tax (CA 8.25%, IL 6.75%, TX 8.25%)

$_____ Total Check #:_____ Date:_____

Company Name:_____ Contact:_____

Ship to:_____

_____

_____

******* Make sure you return both pages of the order form. ********

Please allow 2 - 4 weeks for processing.
Make checks payable in U.S. funds to Atari Corporation.
Direct all orders to: Atari Corp.
1196 Borregas Avenue
Sunnyvale, Calif., U.S.A. 94086
Attn: Gail Bacani

2317. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 15:54:14 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <411@tekgen.bv.tek.com>
Source record: 224917

>
>Are you sure this program is only available to developers? I am not a
>developer, and I downloaded the file from a local BBS (which has since
>gone down). The program didn't come with any documentation and it
>doesn't say that it is a part of the developers kit. Is it? (Would
>anyone from Atari like to comment on this one?)
>

It is only legally available to registered developers as it is covered
by the confidentiality agreement.

2318. Re: *Full* colour ANSI (inc Graphics) Comms Program???

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 16:11:49 UTC
From: shore@equinox.gen.nz
Message-ID: <eu38gB1w164w@equinox.gen.nz>
Source record: 224823

boyd@pi.cs.fsu.edu (Mickey Boyd) writes:

> Check out the Freeze Dried Terminal, on atari.archive. It is the best
> terminal program for BBS'ing on the ST (IMHO). I prefer Flash or Uniterm
> for Unix modeming.

I've got FzDT, yes, it is good, although it DOES NOT do ANSI properley,
well as far as I can see it doesn't unless I missed out some setting
somewhere.
When using an online editor on a SL BBS, using Full ANSI, it creates a
window on your screen, and sends scrolling info to your computer.
FzDT handles reverse scrolling okay, but with normal scrolling it ignores
the window and scrolls the whole screen. That problem is not so bad, and
can be lived with, but the next one can't...
When you edit a line with text after the cursor, your term program is
suppost to update the rest of that line each time you press a key (the
BBS doesn't do it to save time), FzDT does not rewrite the rest of the
line therefore things get confusing when there is text in front of the
cursor that you cannot see (remember you're inserting text, while FzDT is
overwriting!!) You end up needing to request for a whole screen redraw
after every few keystrokes.

Anyone know of something i've done wrong, or is it FzDT???

It's Dialer is the BEST i've ever seen, 20 out of 10 points for it.
the ease of use is also great, apart from the emulation problems i've
just mentioned, i'd rate it as the best as well.

Craig.


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-------------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+----------------------------------+
```

2319. UUencode

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 17:33:42 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar6.173342.2115@umbc3.umbc.edu>
Source record: 224936

Well, UUencode. How would I (I-I) un UU (You-You) encode files like that on the ST? I can capture the message to my buffer, but then what is the easiest way to go?

--

/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2320. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 18:25:38 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Mar6.182538.27547@rdg.dec.com>
Source record: 224981

```
In article <1992Mar6.154921.10533@cs.mcgill.ca>, bpat@cs.mcgill.ca (Patrick
BETREMIEUX) writes:
>WEll, for one, Neochrome master is not Illegal. They went through all the
>procedures to get permission. After 1 year (I think), Atari had not
>replied,
>and so they became the legal owners of Neo.Master.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Could someone expand on this, as I think I'm missing something here?

--
+===== E-mail: evansg@uproar.enet.dec.com ====== Uxbridge, Middlesex, UK =====+
|Company: DESISCo - Digital Equipment Service Industries Solutions Company Ltd|
|>> Above opinions are personal and do not necessarily reflect those of DEC <<|
+=========================================================================+
```

2321. TOS 2.06 and TurboST

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 18:43:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <1992Mar6.184126.11615@acsu.buffalo.edu>
Source record: 224906

To whom it may concern, I installed a TEC-bus in my Mega2 a couple of weeks ago. AND contrary to all of the previous posts, TurboST is running without a problem. I turned it off briefly to test whether it was resident but not active, and there's no question about it. The windows were slow SLOW

SLOW!!

(sorry about that, they really were slow)

The only problem I HAVE had to date is that when switching to low-res from medium, I'm getting about a dozen or so bombs. It doesn't seem to be any of my desk acc., and the only things I have in an auto folder are a harddisk driver, and GDOS. hmmm..

2322. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 19:11:52 UTC
From: mats@netcom.com
Message-ID: <+cxh#7=mats@netcom.com>
Source record: 224814

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>In article <cdgfB4e00WBN86GIU4@andrew.cmu.edu> mc4c+@andrew.cmu.edu
>(Mark Choi) writes:
>>Yes, MTOS is based on MiNT

>Can Allan Pratt, Ken Badertscher or any other Atari employee confirm or deny
>this? Are you allowed to?

Whether they care to or are allowed to respond, Atari has been off the
net all week while they replace their old Vax with a TT running ASV.
It's unclear to me when they'll be back up to the point of seeing
news, athough mail is running now.
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

2323. Faxsoft for ZyXEL ?????

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 19:35:06 UTC
From: chris@alien.saar.sub.org
Message-ID: <H.mibFiLwWmpo@alien.saar.sub.org>
Source record: 224922

Hi there Netlanders,

i'm still in search for fax software for my ZyXEL, any ideas ???
I recently had an Phonic fax with the "incredible" ST-FAX software,
but this soft isn't able to work with the ZyXEL !
My Firmware is version 4.02 and i've tried all 3 fax compatibility-modes,
no effect :-(((

If there's any faxsoft for this modem it would be verry nice if anyone could
post where to get it !!
You still can e-mail me:

chris@alien.saar.sub.org

Thanx a lot

Christian

--

Christian Reisel, Goldammerweg 2, W-6601 Buebingen, Germany
Voice +49 6805 8116
Fax & Email +49 6805 22179 (please call Voice first!)

2324. Midi on fast machines (was: ST Book)

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 21:09:10 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Mar6140910@piano.adept.ih.att.com>
Source record: 224970

In article <30021@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:

> Also, most (if
not all?) professional MIDI software breaks on anything but a
plain-jane 8Mhz 68000
>.....

Up to this point, my MIDI software has run flawlessly on my 16MHz machine. This includes PD stuff, Omega, Xor, and Band-in-a-box.

2325. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 21:15:03 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar6.211503.23310@wam.umd.edu>
Source record: 224998

In article <1992Mar6.154921.10533@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>WEll, for one, Neochrome master is not Illegal. They went through all the
>procedures to get permission. After 1 year (I think), Atari had not replied,
>and so they became the legal owners of Neo.Master.

This seems very hard to believe -- are you absolutely certain? While NEOchrome Master may not be illegal Delta Force are most certainly NOT the owners of NEOchrome and probably not of any derivatives either. Copyright does not expire simply because the owner of the copyright does nothing with the product.

Dave Baggett
dmb@wam.umd.edu

2326. More Questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 21:35:49 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Mar06.213549.25139@cdsmn.mn.org>
Source record: 224902

Hi,

I've got a few questions I'm hoping someone can answer. I have an STe, 4Mb, TOS 1.6. I bought it used and the only Atari Manual I have is the normal ST User's Guide, no STe addendum. I'm thinking of trying to get hold of the STe addendum I've seen referred to here. Is there good info in it, or does it just brush the surface like the ST Guide?

I'm a little fogged on the DMA Stereo sound. Can someone point me to a good source of technical info on this topic? Is it capable of producing an actual stereo image? What are some applications that make good use of this feature, or demo it's capabilities? I have gotten soundoff, and it's really neat. Anything else?

I'm also curious about sound file formats. On the archive I see mention of Soundtracker MOD files, Noisetracker MOD files, etc. I have also seen (from memory, so may be wrong) .snd, .spl, .voc(Sound Blaster), .au(Sun) I there a source of info on these different formats? Are any of them stereo? I have found the excellent PICFMTS.DOC, but have yet to find a SOUNDFMTS.DOC, or something like that. Anybody? Anybody?

Question about buzzwords: GDOS = GEMDOS?

If you are kind enough to send info, please don't feel the need to simplify. I am NOT a computer novice, just an ST novice. Thanks!

--
(*)
Regards, (*) Racism Sucks
Doug Plate (*) plate@cdsmn.mn.org
(*)

2327. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 21:38:03 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <5XH9gB1w164w@ersys.edmonton.ab.ca>
Source record: 224993

boblu@tekgen.bv.tek.com (Robert Luneski) writes:

> >
> >Are you sure this program is only available to developers? I am not a
> >developer, and I downloaded the file from a local BBS (which has since
> >gone down). The program didn't come with any documentation and it
> >doesn't say that it is a part of the developers kit. Is it? (Would
> >anyone from Atari like to comment on this one?)
> >
>
> It is only legally available to registered developers as it is covered
> by the confidentiality agreement.

Then someone broke the agreement, I would guess. I'll stop using the
file until I become a registered developer, then. Now I have just one
more reason to become a registered developer...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

2328. Re: That nice man, Mr Eriksson

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 21:38:30 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699917910.18009@minster.york.ac.uk>
Source record: 224989

Several people have pointed out that posting e-mail messages to USENET is a bad thing (some were more polite than others).

I hereby apologise to Daniel for posting his message. I still stand by what I said about it, but I fully apologise for posting it in the first place.

I have attempted to cancel the article, but since cancellation is not something the news software here handles very well...

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

2329. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 21:50:53 UTC
From: fsctc@lercuts.lerc.nasa.gov
Message-ID: <1992Mar6.215053.10054@eagle.lerc.nasa.gov>
Source record: 224811

If you are referring to Simon Poole's RE-ORG, it is released as a part of his DLII package. It includes DLII.prg, DLII.rsc, RE-ORG.prg, RE-ORG.rsc, and DLII.DOC. If your copy doesn't have the DLII.DOC, it's not legit. Simon Poole required the package to stay together.

Clarence

2330. Blox -- Nifty New Game Available at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 21:51:16 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar6.215116.24659@wam.umd.edu>
Source record: 224807

Jeff Weiner just put my latest game up on atari archive in
atari/games/blox.arc. It's been in development on and off and has
had limited distribution since 1989; since then Blox has destroyed
hundreds of GPA's and cost tens of jobs because it's so addictive! :-)
Now YOU can get your very own copy! Such a deal!

I've included an excerpt from the doc file below. If someone with
access to CompuServe, GEnie, etc. could upload Blox to the online
services I'd be very grateful.

Have fun!

Dave Baggett
dmb@wam.umd.edu

--
What's Neat About Blox?

Aside from good ol' addictive game play, Blox features:

o Stunning art-deco graphics,
o Crisp, quick animation,
o Vibrant digitized sound, sampled at *11 kHz* for better fidelity,
o Crystal-clear sample playback on Hippo and ST Replay digitizers,
o Mind-bending hexagon motif, with six rotations per game piece,
o Cleverly selected skill levels,
o Easy-to-use configuration program that checks your Blox directory
for correctness (to ensure proper installation) and lets you set
game options, and
o Convenient hard drive support: will not clobber the OS or your installed
resolution and palette choices like most other games. Blox is a friendly
application! 8)

Blox Plus, available to registered Blox owners, has the following additional
features:

o Awesome *stereo* sound effects using STe DMA sound,
o Nifty *special* pieces like bombs and transparents,
o Challening Advanced and Tournament skill levels for Blox pros,
o and over 30 *new* 5-hex pieces.

(See the documentation for registration info.)
--

2331. Blox only runs on color ST's

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 22:39:20 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar6.223920.26779@wam.umd.edu>
Source record: 224991

Sorry folks. I forgot to mention the system requirements for Blox:

o Color monitor
o Double sided floppy or hard drive
o 512K (i.e., any ST memory configuration)

Dave Baggett
dmb@wam.umd.edu

2332. Re: EMACS 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 22:40:04 UTC
From: edgar@pingu.saar.sub.org
Message-ID: <H.IIhgdzG3Uyw@pingu.saar.sub.org>
Source record: 224939

In <1992Mar2.171028.21405@bert.eecs.uic.edu>, John Dillenburg writes:
>after which it complained that it couldn't load "paragraph". I think
>its running into problems with paragraph.elc being truncated to
>paragrap.elc by TOS. I also tried MUPFEL, same results. Any
>suggestions?
>

Try this:

```
printf "paragraph.el\tparagrap.el\tA\n" >> .dir
setenv UNIXMODE /.,LAH
```

or an equivalent statement in your favorite shell (this one is for Master, and there you should add "setenv UNIX;setenv XARGS 2" to get the right environment style and the MWC-extended argument passing method required for emacs).

>John

Hope this helps!

- Edgar

BTW: I am working on a new version (18.58) which should run under TOS/MiNT and TT and also can use my shared library for popup menus.
--
Edgar Greuter
Francoisstrasse 21
6600 Saarbruecken

Email: roeder@cs.uni-sb.de
edgar@pingu.saar.sub.org (will change to: .saar.de)

2333. Re: 'Demo crews'

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 22:50:55 UTC
From: rehrauer@apollo.hp.com
Message-ID: <1992Mar6.225055.8483@apollo.hp.com>
Source record: 224978

In article <1992Feb27.155031.1955@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In fact, Daniel Eriksson, through his rather "direct" attitude about
>demo application design, is trying to win support from a largely academic
>community.
>
>I would say, stop trying to convince them. Portability is an extreme issue
>in the academic community. Your not going to gain support, period.

I'm not sure exactly what you're referring to when you say "the academic community", but I assure you it's far from a moot point in The Real World as well. Indeed, I suspect portability and maintainability rank higher with the majority of software vendors these days than do performance or even functionality. That may be an indictment on the state of the software world (or at least, the American corner of it) these days, but wishing it were otherwise won't make it change.
--
"Look, Max: 'Cheese in a pressurized can'! | Steve rehrauer@apollo.hp.com
Even WE wouldn't eat THAT!" | H.P. Systems Technology Division
-- Freelance Police | Massachusetts Language Lab

2334. Atari TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 23:03:47 UTC
From: rickhall@boulder.Colorado.EDU
Message-ID: <1992Mar6.230347.29260@colorado.edu>
Source record: 224986

I hate to do this, but I just cannot afford to have it:
8 month old TT030
4 Meg ST Ram
50 Meg Hard Disk
Color Atari Monitor

I will include any PD software on the hard disk,
but since I still have my Mega, I will be keeping
my software.

-> $2400 or bo

I retain the right to refuse any offer.

Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

2335. Re: That nice man, Mr Eriksson

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 23:10:06 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar6.171006.23763@doug.cae.wisc.edu>
Source record: 224910

In article <699799295.16342@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>There's been quite a lot of accusations and counter accusations about
>attitude in the "Demo coders" thread. A few days ago I received this piece
>of e-mail from Daniel Eriksson:
>
>>Message-Id: <9202242302.AA05144@bellatrix.tdb.uu.se>
>>To: mjl-b@uk.ac.york.minster (mjl-b@minster.york.ac.uk)
>>Subject: Re: 'Demo crews'
>>Newsgroups: comp.sys.atari.st
>>Organization: Dept. of Scientific Computing, Uppsala Univ.
>>
>>In article <698945426.26584@minster.york.ac.uk> you write:
>>[one of my articles deleted]
>>
>>Please keep your shitty atyitude off the net! If you want to complain
>>then do it in Email. Read my answer in comp.sys.atari.st if you
>>want a more 'civilized' answer.
>>
>>---
>>Daniel Eriksson Internet : m91der@tdb.uu.se
>>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>>SWEDEN Voice : +46 (0)26 72901
>
>Unless I am mistaken, USENET is an open forum where everyone is able to
>express their opinions freely. You (Daniel) may not like my opinions, but
>neither you nor anyone else has the right to suppress them.
>
>In the same way that you're free to voice your opinions, I will voice my
>"shitty atyitude" whenever I wish.
>
>Mat
>
>| Mathew Lodge | "What do they call you, boy?" "Kate." "Isn't |
>| mjl-b@minster.york.ac.uk | that a bit of a girl's name?" "... it's |
>| Summer: lodge%alsys@uknet | short for 'Bob'" -- Blackadder II |

I totally agree with Mat. This is a public, forum, express any opinion
you want.

Mr. D.E. will face the violins someday.

--Greg

2336. Re: EMACS 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 23:13:37 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Mar06.231337.19031@demon.co.uk>
Source record: 224815

dillenbu@arizona.edu (John Dillenburg) writes:
> I tried installing EMACS 18.57 on my TT using MWC msh. When I ran
> dumpemacs everything worked fine till it tried loading paragraph.elc
> after which it complained that it couldn't load "paragraph". I think
> its running into problems with paragraph.elc being truncated to
> paragrap.elc by TOS. I also tried MUPFEL, same results. Any
> suggestions?

I just installed this last week. To get it work, I edited the loadup.el file
to contain paragrap.elc, etc (about 3 others) before doing the dumps. This
works fine, since the function names are decalred inside the file, not by the
filenames.

On the subject of this version, I'm finding a few problems to do with screen
corruption. The most common one is caused when I cursor down from the centre o-
f
a line - the cursor occasionally gets placed at the start of the next line,
though as far as emacs is concerned its in the right place. Also, I'm having
to redraw the screen occasionally after some commands, though I've yet to
notice a pattern. It doesn't happen enough to be a problem, I'm just wondering-

if its just my version or is it happening to everyone?

Kev

2337. Re: 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 23:13:41 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Mar06.231341.19097@demon.co.uk>
Source record: 224996

evansg@decwrl.dec.com (Gwyn Evans @ IME) writes:
> Why couldn't the foldrxxx patch have done something like print a message whe-
n
>you got to the (new) limit, or even have someway of finding out just how many-

>folder slots have been used in a session?

There's a utility that comes with the Craft shell, called dirsleft, that tells-

you how many folder slots are left free.

Kev

2338. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-06 23:13:50 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Mar06.231350.19178@demon.co.uk>
Source record: 224946

neil@uunet.uu.net (Neil Forsyth) writes:
>A lot of shells provide some ofthe above features but only Gulam seems to be
>providing so many. It is a matter of constant sadness to me that Prabhaker
>Mateti stopped working on it.

Craft (distributed in the UK by Hisoft) does all of the above, except for
the builtin microemacs. It does come with a very nice editor.

> Built in disposable RAM disk. A command would make the shell allocate
Craft has this.

> A history save command that could be used before running dangerous
> programs that are under development.
And this. Simply echo the history to a file, then source the file when you wan-
t
to reload it.

My main criticism of Craft is that it doesn't live very well with Mint, nor
does the editor. For this reason I now use tcsh and Gnu Emacs.

Kev

2339. DMA Stereo and Sample Formats (Re: More Questions)

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 01:14:49 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar7.011449.1740@wam.umd.edu>
Source record: 224801

In article <1992Mar06.213549.25139@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>I'm a little fogged on the DMA Stereo sound. Can someone point me to a good
>source of technical info on this topic? Is it capable of producing an actual
>stereo image? What are some applications that make good use of this feature,
>or demo it's capabilities? I have gotten soundoff, and it's really neat.
>Anything else?

The "DMA" part refers to the fact that the sound hardware accesses the sample data while the 68000 is busy doing other things. The main practical implication of this is that DMA sound won't slow your ST down, even at high sample rates, while normal sample playing using the MFP timers will. With MFP timing the practical sample rate limit for games is 11kHz, for example, and most games probably run sounds at around 5 kHz. (Examples: Gauntlet II, Llamatron)

The DMA sound is stereo, for real. It's actually MUCH easier to program the DMA sound than it is to produce sound through the ST's cheesy Yamaha sound chip. Stereo just means that every even numbered byte goes to the left channel while every odd numbered byte goes to the right channel. (Perhaps that's actually backwards, but you get the idea.)

There are trackers that play through using DMA sound which I'm sure the tracker enthusiasts can point you towards. The eplay program on atari.archive is a basic but robust sample playing program that lets you tweak all the hardware registers to try stuff out. I've got a new version of Play that handles the DMA sound as well, but I haven't had the time to upload it. Maybe in a few weeks.

Blox Plus (the big brother of Blox, which I just posted to atari archive) has stereo sounds with lots of gratuitous stereo panning thrown in for good measure, if you're looking for a game. There are surely commercial games that support DMA sound, but I don't know if they take advantage of the stereo capabilities. Personally, I had a huge amount of fun messing with the stereo doing the Blox Plus samples, so I don't know why game companies haven't jumped on this technology. (Maybe I'm just easily amused!) All in all, the DMA sound device is really quite nice, though I wish it supported more sample rates than the current 4.

>I'm also curious about sound file formats. On the archive I see mention of
>Soundtracker MOD files, Noisetracker MOD files, etc. I have also seen
>(from memory, so may be wrong) .snd, .spl, .voc(Sound Blaster), .au(Sun)
>I there a source of info on these different formats? Are any of
>them stereo? I have found the excellent PICFMTS.DOC, but have yet to find
>a SOUNDFMTS.DOC, or something like that. Anybody? Anybody?

There is a document on sample formats (for all machines) posted periodically, but for the life of me I can't remember where. (I know: thanks Dave!) Try alt.binaries.sounds if it still exists. Anyway, next time I see it I'll send a copy to atari.archive. The main reason I never compiled an "ST Sound Formats" is that I don't personally have access to much of the hardware and software it would cover, and I wouldn't feel right about putting out a document that I couldn't verify as at least mostly correct.

Dave Baggett
dmb@wam.umd.edu

2340. STacy screen

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 01:45:50 UTC
From: dodgson@sol.cs.wmich.edu
Message-ID: <1992Mar7.014550.2354@sol.cs.wmich.edu>
Source record: 224964

Are there any STacy owners out there? If so, I just wrote a tiny
28 line (11 blank) demo program in C to turn off the display for 5 seconds -
then turn it back on.

Harry Dodgson

--
Harry Dodgson Jr. | Internet dodgson@coyote.cs.wmich.edu
Western Michigan University | -(141.218.40.40)-
Computer Science Department | Voice (616) 387-5803
Kalamazoo, MI 49008 | Office 4038 Friedmann Hall

2341. Graphics cards for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 03:59:06 UTC
From: bnell@cadillac.siemens.com
Message-ID: <85277@siemens.siemens.com>
Source record: 224804

Hello out there,
Does anyone have any information (like cost, capabilities, where to get etc.)
on graphics boards for the TT? I'd like to know about any boards that arent
too expensive (less than $500 about) that have SVGA-like capabilities. Any
information would be greatly appreciated.
Thanks
Bill

2342. Re: More MicroPlay/Microprose vs. Atari STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 05:23:28 UTC
From: jonc@status.gen.nz
Message-ID: <TT10gB2w164w@status.gen.nz>
Source record: 224930

ekrimen@wet.UUCP (Ed Krimen) writes:

> Note however that Atari Advantage hasn't shipped their first issue yet,
> but I'm sure it will be out soon.
>
> Atari Advantage's number is 503-476-3578. I think there was a special
> on subscriptions, $11, but I don't know if that's still in effect.
>

Next time you are on GEnie Ed, have a look at CAT 15 in the ATari BB and
you will see all the details about the subscription offers and the likes.

Look like Atari Advantage will be worth a look!

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

2343. Re: NEOchrome Master

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 05:37:36 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Mar6.223736.1@misvax.mis.arizona.edu>
Source record: 224948

How do you exit NeoChrome Master? I have used it a little, but I could not
figure out how to exit the program without resetting the machine?

" On the road that leads to where it leads,
Doug Tarico you continue to continue,
dtarico@mis.arizona.edu to do nothing about nothing."
- Mad at the World

2344. Re: comp.sys.atari.st.mint?

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 05:51:11 UTC
From: ziggy@grafted.UUCP
Message-ID: <1Z29gB3w161w@grafted.UUCP>
Source record: 224905

> The point being, MTOS is right around the corner. Well, maybe a couple
> corners....but closer than most people think I would believe. (ie August 92)
> So I would reserve the space and the money for a resident OS distributed
> by Atari.
>
> Second, without an MMU, its pretty DAM useless to support any kinda of
> serious OS development.
>
> Third, the traffic for various task switching enviroenments...MiNT, Multi-GEm
> hasn't been that great.
>
> -Greg

True no MMU is not good, but it DOES work, and alot of us just
cant afford another machine (between 1-ST, 1-286, 1-386, and a custom
built 68010, I dont have the $ or room space for a TT).

As for the traffic, I'd bet it would increase if it had a home
of its own (and why could it not expand to MTOS when (if) it does \
arrive ?), but I guess it is up to the masses....

Tony.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

2345. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 10:43:55 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Mar7.104355.14465@terminator.cc.umich.edu>
Source record: 224849

```
drwxrwxr-x jon 4608 Feb 29 21:44 ./games
-rw-r--r-- weiner 105852 Feb 29 21:44 ./games/arcadem.arc
-rw-rw-r-- weiner 10014 Feb 29 21:46 ./games/Index
-rw-r--r-- weiner 108205 Feb 29 21:41 ./games/lifev4.zoo
drwxrwxr-x jon 1024 Feb 29 21:30 ./editors
drwxrwxr-x weiner 512 Feb 29 21:31 ./editors/emacs-1857
-rw-rw-r-- weiner 522683 Feb 29 21:31 ./editors/emacs-1857/1857bin8b.zoo
-rw-rw-r-- weiner 519659 Feb 29 21:31 ./editors/emacs-1857/1857elisp.zoo
-rw-rw-r-- weiner 510563 Feb 29 21:31 ./editors/emacs-1857/1857src8b.zoo
-rw-r--r-- weiner 2279 Feb 29 21:34 ./editors/Index
drwxrwxr-x weiner 512 Feb 29 21:29 ./editors/emcs1855
drwxrwxr-x jon 2048 Feb 29 21:37 ./archivers
-rw-r--r-- weiner 22136 Feb 29 21:37 ./archivers/unzip41.arc
-rw-rw-r-- weiner 3599 Feb 29 21:38 ./archivers/Index
drwxrwxr-x jon 2560 Feb 29 21:16 ./magazines/streport
-rw-r--r-- weiner 56979 Feb 29 21:16 ./magazines/streport/str808.txt.Z
drwxrwxr-x weiner 512 Feb 29 21:43 ./magazines/portadd
-rw-rw-r-- weiner 15825 Feb 29 21:43 ./magazines/portadd/portadd10.txt.Z
drwxrwxr-x jon 3072 Feb 29 21:56 ./diskutils
-rw-rw-r-- weiner 19476 Feb 29 21:19 ./diskutils/convert.arc
-rw-rw-r-- weiner 5971 Feb 29 21:56 ./diskutils/Index
-rw-r--r-- weiner 47 Feb 29 21:25 ./diskutils/ataridsk.zip
-rw-rw-r-- weiner 5885 Feb 29 22:03 ./applications/Index
drwxrwxr-x weiner 1024 Feb 29 21:24 ./applications/math
-rw-r--r-- weiner 85968 Feb 29 21:23 ./applications/math/plot168.zoo
drwxrwxr-x weiner 512 Feb 29 22:02 ./applications/wordproc
-rw-r--r-- weiner 329088 Feb 29 22:02 ./applications/wordproc/wupdate.arc
drwxrwxr-x weiner 512 Feb 29 21:53 ./gnustuff/tos/gdb
-rw-r--r-- weiner 106235 Feb 29 21:53 ./gnustuff/tos/gdb/gdb_pl15.zoo
-rw-rw-r-- weiner 2112 Feb 29 21:54 ./gnustuff/tos/gdb/aa.gnu.gdb
drwxrwxr-x weiner 1024 Feb 29 21:51 ./gnustuff/tos/othergnu
-rw-r--r-- weiner 286572 Feb 29 21:51 ./gnustuff/tos/othergnu/gnuplot.zoo
-rw-r--r-- weiner 2451 Feb 29 21:50 ./sound/Index
drwxrwxr-x weiner 512 Feb 29 21:49 ./sound/mods
-rw-r--r-- weiner 233879 Feb 29 21:49 ./sound/mods/dpgsmods.zoo
drwxrwxr-x jon 1024 Mar 2 15:17 ./music
-rw-r--r-- weiner 1785 Mar 2 15:18 ./music/Index
-rw-r--r-- weiner 64152 Mar 2 15:17 ./music/tx81z.arc
-rw-r--r-- weiner 52234 Mar 2 15:17 ./music/fb01.arc
drwxrwxr-x jrd 4096 Mar 2 11:28 ./8bit
drwxr-xr-x jrd 512 Mar 2 11:18 ./8bit/djg
-rw-rw-r-- jrd 52713 Mar 2 11:18 ./8bit/djg/issue1.arc
-rw-rw-r-- jrd 52026 Mar 2 11:18 ./8bit/djg/issue2.arc
-rw-rw-r-- jrd 51619 Mar 2 11:18 ./8bit/djg/issue3.arc
```

```
-rw-rw-r-- jrd 54352 Mar 2 11:18 ./8bit/djg/issue4.arc
-rw-rw-r-- jrd 774 Mar 2 11:17 ./8bit/djg/readme.txt
-rw-rw-r-- jrd 11136 Mar 2 11:28 ./8bit/almlib.arc
drwxr-xr-x jrd 512 Mar 2 11:27 ./8bit/demos
-rw-rw-r-- jrd 39066 Mar 2 11:27 ./8bit/demos/supboink.arc
-rw-rw-r-- jrd 28996 Mar 2 11:27 ./8bit/demos/swandemo.arc
drwxrwxr-x atari 1024 Mar 3 07:06 .
drwxrwxr-x jon 5120 Mar 3 11:50 ./games
-rw-r--r-- weiner 21658 Mar 3 07:04 ./games/gems.arc
-rw-r--r-- weiner 82669 Mar 3 07:02 ./games/grav.arc
-rw-r--r-- weiner 95592 Mar 3 11:50 ./games/macrowar.zoo
-rw-r--r-- weiner 29606 Mar 3 07:01 ./games/tanx.arc
-rw-rw-r-- weiner 10224 Mar 3 11:52 ./games/Index
drwxrwxr-x jon 2048 Mar 3 21:35 ./telecomm
-rw-r--r-- weiner 3419 Mar 3 21:35 ./telecomm/Index
drwxrwxr-x jon 512 Mar 3 06:55 ./magazines
-rw-rw-r-- weiner 128443 Mar 3 07:06 ./Index
-rw-rw-r-- weiner 59629 Mar 3 07:06 ./CompInd.Z
drwxrwxr-x jon 5120 Mar 6 10:41 ./games
-rw-rw-r-- weiner 10291 Mar 6 10:42 ./games/Index
-rw-r--r-- weiner 227759 Mar 6 10:41 ./games/blox.arc
```

2346. Spectre GCR and DEKA troubles!

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 12:40:29 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44077@ucbvax.BERKELEY.EDU>
Source record: 224850
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently complained about possible problems with the GCR in mac mode.
I think it actually is a problem with not enough current running to
all the addons. This can bode badly for the GCR's writing to Mac disks
which should be done with as much current as necessary.

---------->8 Cut Here 8<-----------------------------------

WARNING! DEKA, and GCR users!

Using Spectre with any of the IBM keyboard adapters can cause trouble
with writes onto GCR (Mac format) floppies. As the GCR draws power
to write, the DEKA shuts down because of reduced current. I don't
know if this is the case, but the logical evidence is convincing.

1) When using mac disks in mac mode, the system appears to freeze.
The keyboard seems to be locked up, though the caps lock light
goes on. This makes it appear if there is a defect with the system
software.

2) Using the shift key, control key, or alt key sometimes causes the
shifting key to "stick". This seems to happen most when more
than one shifting key is used. This seems to indicate that as
more current is used, the keyboard interface gets flakier.

3) The keyboard and mouse also stick when using GCRTEST.PRG!!! So it
happens when GCR is used in Atari mode too!

Thus I conclude that it is the pair of dreaded 74373LS ICs which must
be replaced with 74373HC ICs.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

2347. Re: 1040 ste -> 2.5 meg help

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 13:36:03 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar7.133603.2457@actrix.gen.nz>
Source record: 224913

```
In article <VZL3gB3w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> ckchan@engws7.ic.sunysb.edu (Chi K Chan) writes:
>
> > I have a quick question for the group. I'm going to upgrade my girlfriends
> > 1040 ste to 2.5 meg, and I need to know which two simms to replace.
> > Is it the 1st and 3rd or the 2nd and 4th one? w/ you faceing the keyboard.
> >
> >
> > The manuals did not say anything since the computer came with a manual for th
> > 1040STfm and a 2 page addemdum (sp?), and I am unable to locate an old issue
> > of a mag with the instructions.
> >
> > Please send email, as I do not want to waste any more net BW.
>
> Well I thought i'd reply here as well in mail because you CANNOT USE
> 2.5 MEG ON AN STe. Well not on mine anyway :-(
>

Bits removed

> Craig.
>
> +----------+-------------------------------------------------+------------+
> | ***** | Craig Shore | ChCh, |
> |* * * * | | New Zealand|
> |* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
> | ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
> +----------+------------------------+----------------------+------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
> +-----------------------------------+-----------------------------------+

You can use 2.5 megs on a STE, you just use SIMMFIX2 in your Auto folder..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

2348. Re: Non-deletable folder.

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 13:41:32 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar7.134132.2640@actrix.gen.nz>
Source record: 224909

In article <7044@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
> There is a folder on my hard disk (in my Mega4Ste) from which I have deleted
> allthe files. The folder itself will not delete. It says it has 0 files when
> I show information.
>
> Has anyone else experienced this phenomenon? How can I get rid of it,
> without munging my hard disk?
>
> --
> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
> / B <--+ Department of Computer Science :fx:+61 7 365 1999
> _.-._/ | University of Queensland, St.Lucia
> v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

Is it locked or does it have incorrect characters in its name..

True using ST_Knife or some thing like that, its a Disk tool for
editing sectors and directories..

Or if you are using ICD hardware, try CleanUp..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2349. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 13:45:49 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar7.134549.2787@actrix.gen.nz>
Source record: 224992

In article <RALPH.92Mar5122056@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
> >>>>> In article <g7g3gB1w164w@ersys.edmonton.ab.ca>,
> >>>>> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>
> Michel> Even with the companion program, this is a chance you shouldn't take.
>

> Michel> III by Atari. It will do the same thing (but it is far more
> Michel> reliable) and it also has some other really nice features.
>
> Isn't it a shame that this *MUCH* [your emphasis] better program is
> *only available to developers? Why? Is it only in beta test? If it
> is better Atari should release it. Developers are not the only people
> with hard drives.
>
Bits removed..
> --
> Ralph P. Sobek Disclaimer: The above ruminations are my own.
> ralph@laas.fr Addresses are ordered by importance.
> ralph@laas.uucp, or ...!uunet!laas!ralph
> If all else fails, try: sobek@eclair.Berkeley.EDU
> Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
> ==
> Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

You will find that Ataries CHKDSK3 is one most archive sites, even on A.A..??
Also ICD's CleanUp will do this as well...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2350. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 13:49:31 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar7.134931.2933@actrix.gen.nz>
Source record: 225000

In article <1992Mar5.150542.5276@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac999108)
writes:
> What the word on the MultiTasking Tos? I have heard soo many times that is
> comming, not comming... etc.. that I don't know what to expect. And, the
> $1x10^24 question is... is it going to be any good?
> /------------/ Paul Danckaert /--------------------------------------\
> |----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------|
> \----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

From what I have read in Z_Net feeds, is that Multi-Tos will not be available
for 68000 based machines, ie, TT only...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2351. Re: UUencode

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 13:54:33 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <m6q0gB1w164w@ersys.edmonton.ab.ca>
Source record: 224934

ac999108@umbc5.umbc.edu (ac999108) writes:

> Well, UUencode. How would I (I-I) un UU (You-You) encode files like that
> on the ST? I can capture the message to my buffer, but then what is the
> easiest way to go?
>
> /------------/ Paul Danckaert /--------------------------------------/
> /----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
> /----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

Well, you need a program called UUDecode (UUD.TTP) in order to get the
real file out of the encoded file. UUDecode is available at
atari.archive. One you get it just run UUD.TTP and give it the name of
the file you want to decode. If you want, (sometimes you have to) you
can cut the stuff surrounding the encoded file (message headers, text,
etc) away but this is not usually needed. If the file is larger than one
piece, you can cut them up and paste them together or you can rename them
to the names used at the bottom of each piece of the file.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

2352. Re: 1040 ste -> 2.5 meg help

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 13:55:24 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar7.135524.3073@actrix.gen.nz>
Source record: 224994

In article <wd1fby8b@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
> In article <VZL3gB3w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> >ckchan@engws7.ic.sunysb.edu (Chi K Chan) writes:
> >
Bits removed..
> This is not true. You CAN use 2.5Mb on ANY ST, but current versions of TOS
> won't recoginise this configuration when setting the memory controler. An
> AUTO folder program is available somewhere that reprograms the memory
> controler when it is run, but at this stage GEMDOS has already set up its
> memory descriptor list thingeys so it has to change these. I don't know
> whether this is done using documented system variables (I think there is
> one it could use), so I don't know how compatable this would be. I would have
> to check whether it mattered which bank the .5Mb is in though.
> However, the best thing to do would be to configure the memory controler
> to 2Mb and use the extra .5Mb as a memory for a RAM disk. The RAM disk would
> reconfigure the memory controller back up to 2.5Mb just before accessing the
> memory and then restore it afterwards. This would give an uncorruptable
> RAM disk since any attempt to write to it would cause an address error.

I did some checking way back when the STE's first came out, the MMU
had the correct bits set, it was the OS that was incorrect..??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2353. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 14:12:25 UTC
From: jbunch@world.std.com
Message-ID: <BKqy4q.9tI@world.std.com>
Source record: 224802

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>>
>> It is only legally available to registered developers as it is covered
>> by the confidentiality agreement.

>Then someone broke the agreement, I would guess. I'll stop using the
>file until I become a registered developer, then. Now I have just one
>more reason to become a registered developer...

Well, if that is the caser then I guess I should point out that there
is a file on Atari.Archice call chkdsk3.(arc,lzh) Don't remember. It
is in the diskutils directory I think.. I saw it there a couple days
ago.

John Bunch

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * INTERNET: jbunch@world.std.com
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!root (Home)

2354. Re: STE Noisetracker

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 14:13:24 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar7.141324.3410@actrix.gen.nz>
Source record: 224942

In article <silvera.699813583@p4.cs.man.ac.uk> silvera@p4.cs.man.ac.uk (Andrew Silver) writes:
>
> Can anyone point me to where I can find the STE version of Noisetracker?
> I have tried a.a.u.e but the .lzh file seems to be corrupt.
> Any replies to: silvera@p4.cs.man.ac.uk
> Thankz
> sgntur cmprsd to sv spc

Did you use LZH201j to unpack it..?? this could be the problem, most
lzh files now use the lh5 packing method, but only LZH201x can unpack these
files...!!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2355. Re: EMACS 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 15:02:48 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Mar7.150248.15866@bert.eecs.uic.edu>
Source record: 224982

kebab@cix.compulink.co.uk (Kevin Donovan) writes:
>I just installed this last week. To get it work, I edited the loadup.el file
>to contain paragrap.elc, etc (about 3 others) before doing the dumps. This
>works fine, since the function names are decalred inside the file, not by the
>filenames.

>On the subject of this version, I'm finding a few problems to do with screen
>corruption. The most common one is caused when I cursor down from the centre o-
>f
>a line - the cursor occasionally gets placed at the start of the next line,
>though as far as emacs is concerned its in the right place. Also, I'm having
>to redraw the screen occasionally after some commands, though I've yet to
>notice a pattern. It doesn't happen enough to be a problem, I'm just wondering-

>if its just my version or is it happening to everyone?

>Kev

If you extract the archive with the environmental variable UNIXMODE
set properly, then the file not found errors go away. In spite of setting
UNIXMODE properly, I still can not get Emacs 18.57 working on my computer(s).
It's kinda of strange, but when I run dumpemac.ttp, non-deterministic things
happen. For instance, sometimes it says "38400 bytes of relocation information
written (9 bytes guessed)" and other times it will say "... (15 bytes guessed)",
etc... When I go to run Emacs, I get "atari is not a powerful enough terminal"
errors. If I try to run under Mint, Emacs just bombs. I've tried installing
18.57 on my old 520ST and my TT/8 using Mupfel, Gulam, msh and Bash. All with
and without Mint running. Nothing I've tried works. I've checked my termcap
file and it looks OK. I've even tried compiling the sources myself, but the
resulting executables don't work any better. I give up until someone can tell
me they got 18.57 from a.a installed and running and can tell me _exactly_ what
their configuration is and what they did to get Emacs working. I.e. How much
memory? What screen resolution? TOS version? HD partition? Mint? etc..

--
+---+--------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

2356. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 16:26:43 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <699985603.26701@minster.york.ac.uk>
Source record: 224916

In article <1992Mar6.154921.10533@cs.mcgill.ca> bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:
>WEll, for one, Neochrome master is not Illegal. They went through all the
>procedures to get permission. After 1 year (I think), Atari had not replied,
>and so they became the legal owners of Neo.Master.

Are you sure about this? Under which copyright law is this the case? (I don't recall anything like this in the Berne Copyright Convention)

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

2357. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 18:21:06 UTC
From: rkallen@msb.com
Message-ID: <1992Mar7.182106.4443@msb.com>
Source record: 224977

This is actually in reply to another, related article (re: MINT) --

> systems, and other extensions to the system. It is quite
> compatible, but has trouble with some GEM programs that cheat on
> window scrolling. I'm not sure why. MiNT is not very hard on

Can you explain that -- what does it mean to "cheat on window
scrolling"?

> memory (150K I think) and it works fine with just about any
> shell. Better from a shell, in fact. There are some utilities

Which shell(s) does it run most efficiently with? I could guess
that GULAM would be one, but I've heard that GULAM doesn't
support certain MINT features, e.g., job control.

By the way, that's a great surname you've got:

- "What is your name?"
- "I forget."
- "Hmm, yes you are aren't you?"

2358. Boot from Drive B:

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 18:49:20 UTC
From: bossoj@aix.rpi.edu
Message-ID: <7z9sv_+@rpi.edu>
Source record: 224985

I keep seeing people discuss programs to boot from drive B:.

I am very interested in this and would appreciate it if anyone
could let me know where to get a copy of such a program.

Thanks
Joe Bossolini
bossoj@rpi.edu

2359. Re: Core Wars

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 19:13:27 UTC
From: bigham@acpub.duke.edu
Message-ID: <1738@news.duke.edu>
Source record: 224901

From the Holy Book of <v75sm3l@rpi.edu>
as spake by dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) :
>okes@solb1.essex.ac.uk (Oke S) writes:
>>Try atari.archive, in /atari/games....
>>There's a file there called corewars.arc.
>
> Mono only, though.

Odd, I just tried it in medium rez and it worked fine. Even displayed the core
in color.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

2360. Re: That nice man, Mr Eriksson

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 19:22:50 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.fUipxBWbgI6@jonh.wimsey.bc.ca>
Source record: 224932

In <1992Mar6.171006.23763@doug.cae.wisc.edu>, Carter Gregory writes:
>
>I totally agree with Mat. This is a public, forum, express any opinion
>you want.
>
>Mr. D.E. will face the violins someday.
>
>--Greg

There you go Matthew. You know you're probably on the wrong side of
the argument if Greg Carter agrees me you.

--
John Henders jhenders@jonh.wimsey.bc.ca

2361. MTalk

Newsgroup: comp.sys.atari.st
Date: 1992-03-07 20:34:45 UTC
From: shore@equinox.gen.nz
Message-ID: <mo00gB3w164w@equinox.gen.nz>
Source record: 224824

Has anyone got the program MTalk (a QWK packet offline reader)

If so, is it any good?


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+---------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2362. SNES to Atari SC1224 monitor help!

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 00:38:30 UTC
From: gpinzone@TASHA.POLY.EDU
Message-ID: <9203080038.AA06375@tasha.poly.edu>
Source record: 224806

The April 1992 Issue of Radio-Electronics magazine explains how to hook up a SNES to an Apple IIGS, Sony, and Commodore 1804 RGB monitor.

I'd like to know how to do it on the ST's SC1224. The problem is that the ST monitor (as well as the IBM I think) has a Vertical and Horizontal Sync controls. The SNES onlt has a Sync output.

How can I get around this?

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

}>:+:<{([Gerard Pinzone])}>:+:<{([I])}>:+:<{([gpinzone@george.poly.edu])}>:

```
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

2363. MiNT, TeX, MGR

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 00:57:48 UTC
From: twright@umaxc.weeg.uiowa.edu
Message-ID: <11366@ns-mx.uiowa.edu>
Source record: 224923

This is my first post, so if the formatting is all screwed up please let me know.

I have a couple questions. I got copies of MiNT and MGR recently. MiNT seems to be working fine, but whenever I try to open a window in MGR is says 'can't get pty' or something similar. I only have a 1M machine. Am I running out of RAM or have I set it up incorrectly?

Also, it seems like every documentation file I get anymore is in .TEX format. What do I need to print these out? I just want something simple, I don't care about fancy fonts and such. I don't have enough space on my HD to dedicate to GDOS and a bunch of fonts either.

One last question. I have access to a Mathematica kernel running on a NeXT. Has anyone written a front-end for the ST to access it? Would it be possible? Could someone like myself (physics major) tackle it?

Help WILL be appreciated...

2364. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 01:23:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <1981523@overmind.citadel>
Source record: 224810

dtarico @ misvax.mis.arizona. writes :
>How do you exit NeoChrome Master? I have used it a little, but I could not

>figure out how to exit the program without resetting the machine?

I doubt very much that I'll be the first to answer this question for you, but in case I am, here's the answer. To exit NeoChrome Master, you DOUBLE-RIGHT-CLICK on the eraser icon. I think you can also simply select it with the left button, and then hit it with the right.

I agree that this is ridiculous, and undocumented. Until I accidentally stumbled onto it, my method of exiting was also to reset the machine...
:arthur dent:
[arthur dent@only_bbs.via.mind.org]

2365. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 04:06:25 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1992Mar8.040625.28154@usenet.ins.cwru.edu>
Source record: 224920

In a previous article, jbunch@world.std.com (John B Bunch) says:
>Well, if that is the caser then I guess I should point out that there
>is a file on Atari.Archice call chkdsk3.(arc,lzh) Don't remember. It
>is in the diskutils directory I think.. I saw it there a couple days
>ago.

It's listed in the BART index, but it doesn't exist in the ls -lR
file and I have never been able to retrieve it.

I too would be very interested in obtaining a copy of this program.
--
Doug Wokoun
(aa384@cleveland.Freenet.Edu)
- - -
Atari SIG

2366. Response Atari Archive administation and usage

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 04:08:19 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10502@tamsun.tamu.edu>
Source record: 224979

Hurray! The Atari archive will stay.
But there is still dismay,
of an administrator without pay.
Leads me to say "hey."

An archive in reduced form.
Leaves me somewhat torn.
Who decides what gets thrown out?
How can we avoid a archive users' spout,
over what files need to stay?

Volunteers is what we need,
People who have advice to feed,
for the volunteer administrator's deed
of cleaning old files out.

Now the point of all this clout,
To your opinions I will route,
Keep the archive lean and clean,
Let no waste be seen,
Show restraint with ftp,
So CPU useage they do not see,
From happy archive users like me.

Mark Lehmann
n160ao@tamuts.tamu.edu

2367. Title/Subject: Resource files and GEM interface for GCC and G++

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 04:14:06 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10503@tamsun.tamu.edu>
Source record: 224803

I have Laser C version 2.1. It is buggy, but it does have a nice
GEM interface. It has a nice Resource File Construction set.

My question is:

Are GEM interfaces and resource contructions sets available for
G++ and GCC? I want to move towards the standards that the rest
of the people here are using, but I want to keep the functionality
that I have with Laser C.

Is there any way that I can write the programs and resource files
with Laser C and then simply re-compile them for good optimization and
MiNT compatibilty? I might be able to place the MiNT libraries in Laser C
and then quickly create very non-optimized programs.

Thanks much,
Mark Lehmann

2368. TeX documentation

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 04:16:40 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10504@tamsun.tamu.edu>
Source record: 224935

Thanks to a complete system failure (not power failure) I lost all
of the revisions to my TeX documentation that I was working on
last week. I have backups, but I don't have the revisions backed up.

It is going to take me a few more days to re-type all of the corrections
that I wrote on paper back into the backed up files.

Mark Lehamnn
tamuts.tamu.edu

2369. 16 MHz accelerators

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 04:16:42 UTC
From: may-j@skink.cis.ohio-state.edu
Message-ID: <1992Mar8.041642.29255@cis.ohio-state.edu>
Source record: 224919

I have recently been considering buying a 16 MHz accelerator for my Atari 1040.
I would appreciate any information anyone could give me on the features of
the various accelerators.

2370. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 07:03:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <1981863@overmind.citadel>
Source record: 224832

Can somone upload CoreWars
(or perhaps Mars) to Delphi (GEnie as a last resort)? I'd like to see
[them], but I'm not usenet here.

2371. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 13:32:48 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <DTkBHB1w164w@ersys.edmonton.ab.ca>
Source record: 224817

rkallen@msb.com (Russell Kallen) writes:

> This is actually in reply to another, related article (re: MINT) --
>
> > systems, and other extensions to the system. It is quite
> > compatible, but has trouble with some GEM programs that cheat on
> > window scrolling. I'm not sure why. MiNT is not very hard on
>
> Can you explain that -- what does it mean to "cheat on window
> scrolling"?

I was talking about programs like Tempus II and the Personal Pascal editor. These programs are VERY fast when they scroll through text in their windows. Much faster than other programs. At any rate, that is the only obvious difference between those and programs that don't do super-fast scrolling (but stay alive under MiNT.)

>
> > memory (150K I think) and it works fine with just about any
> > shell. Better from a shell, in fact. There are some utilities
>
> Which shell(s) does it run most efficiently with? I could guess
> that GULAM would be one, but I've heard that GULAM doesn't
> support certain MINT features, e.g., job control.

Which shells? I'm not really all that sure about this one. I've heard it works fine under Gulam. All you have to do is use the utilities that come with MiNT that you can put in your BIN directory to support job control. The best shell to use is the one that comes with it. It has the utilities all built-in, so there is no wait.

>
> By the way, that's a great surname you've got:
>
> - "What is your name?"
> - "I forget."
> - "Hmm, yes you are aren't you?"

Oh, wonderful. Yet another bad joke...:) Actually, the most common response is "are you lying?" when someone asks.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "I'm the broken spoke in the Wheel Of >>

```
<< Time! Do you have a problem with that?" >>
<< ---------------------------------------- >>
```

2372. Atari Base BBS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 14:06:00 UTC
From: jbunch@world.std.com
Message-ID: <BKssI1.DD1@world.std.com>
Source record: 224816
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I would like to know the numbers for the AtariBase BBS. That is the
one run by atari right?

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * INTERNET: jbunch@world.std.com
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!root (Home)

2373. Re: EMACS 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 17:26:34 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Mar8.172634.29945@bert.eecs.uic.edu>
Source record: 224818

Hooray! I now have a working version of Emacs 18.57 thanks to all the help I got. Turns out the problem was me not following the directions to the letter. When Scott said to set EMACSLOADPATH=/dev/f/emacs/lisp, I translated this into EMACSLOADPATH=f:\emacs\lisp. This is a definite no-no. I went back and changed all my EMACS env. variables using this new notation, redumped Emacs, and now it works!

Any ideas on how I get dired to work? When I try it I get /bin/bin/ls not found errors.

john

--

+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

2374. Re: Response Atari Archive administation and usage

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 17:43:31 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Mar8.174331.6408@terminator.cc.umich.edu>
Source record: 224753

In article <10502@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
>
>Hurray! The Atari archive will stay.
>But there is still dismay,
>of an administrator without pay.
>Leads me to say "hey."

We won't be all that effected by not having an administrator. I think
I said in a previous post that the administrator didn't do that much
for us, as we weren't on archive.umich.edu with the rest of 'em.

>
>An archive in reduced form.
>Leaves me somewhat torn.
>Who decides what gets thrown out?
>How can we avoid a archive users' spout,
> over what files need to stay?

Reduced form? Who said that?

>
>Volunteers is what we need,
>People who have advice to feed,
>for the volunteer administrator's deed
>of cleaning old files out.

That'd help. Not too long ago, some folks went through and
informed me of duplications throughout the archive, old useless stuff, etc.
It was very handy. I haven't got around to applying thier advice
(midterms and all), but I do intend to get to it soon.

>
>Now the point of all this clout,
>To your opinions I will route,
>Keep the archive lean and clean,
>Let no waste be seen,
>Show restraint with ftp,
>So CPU useage they do not see,
>From happy archive users like me.

Yeah, what he said. :)

>
>Mark Lehmann
>n160ao@tamuts.tamu.edu

weiner

--
Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
Corner of Packard and State, 2nd house from Blue Front on Arbor
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

2375. Re: More Questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 19:53:29 UTC
From: slammy@admiral.uucp
Message-ID: <uF3BHB4w164w@admiral.uucp>
Source record: 224825

plate@cdsmn.mn.org (Doug Plate) writes:

> Question about buzzwords: GDOS = GEMDOS?

No, GDOS stands for Graphics Device Operating System, Atari's "universal
printer driver" program. GEMDOS is just a longer word for GEM.

Remember: Once you pull the pin, Mr. Grenade is no longer your friend.

2376. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 19:56:53 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Mar8.195653.29885@cs.mcgill.ca>
Source record: 224819

Well, I'll admit to only getting this information second hand, so it is possible that I might be wrong. But as far as I know, the copyright for Neochrome (The original) has looong expired. When Atari refused to reply, they sort of dropped off any legel recourse they could have against Delta Force should they finally decide not to allow Master to be distributed. If Atari cannot do anything, we can theoretically assume delta to be the new owners.

But then again, I might be wrong.

BTW, has anybody thought about my request for this program we're discussing ?

2377. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-08 22:20:19 UTC
From: st1fk@menudo.uh.edu
Message-ID: <1992Mar8.222019.10481@menudo.uh.edu>
Source record: 224820

```
Test...
```

2378. Spectre Keyboard problem

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 01:03:24 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.700103004@swanee>
Source record: 224821

I'm posting this for a friend of mine. He has just purchased a Mega STe and is now having problems with Spectre. It worked fine on his STFM but now the bottom row of keys on the keyboard are shifted right one and the return key is mot functional. Has anyone had a similar problem? How does one cure it? Does it have anything to do with UK/USA keyboard differences?

Thanks for any help.

Rob

Email: bmw@swanee.ee.uwa.oz.au

2379. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 04:23:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55568@cup.portal.com>
Source record: 224828
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Michtron base numbers are:
(408) 745-2191
3
4
5
The numbers will be gone as soon as the new net board is fully implemented. (although a lot of people are pleading otherwise!) The net seems to be 90% there, the only thing is all the files from the Michtron BBS haven't been transfered yet. The 'HOME' number will be (408)745-2196, but you will be able to call ANY Forem ST BBS (about 50 scattered accross the US & I think it's international too) & the message will get to Atari. Bob Brodie has (director of corp communications or something to that effect) been answering all queries passed his way.

2380. Re: Is it possible to output a .PS file from Desktop Publisher?

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 04:38:52 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1992Mar9.043852.12025@ccu.umanitoba.ca>
Source record: 224826

In article <1992Feb27.211019.1078@acsu.buffalo.edu> v115lue3@ubvmsb.cc.buffalo.edu (Philip Smolin) writes:
>The subject line says it all. I believe that Timeworks DTP can PRINT on a
>PostScript printer, but can it output a postscript file, to be printed at
>another site? The reason why I ask is because I'd like to use the University's

Have a look at atari/printing/pscapt.arc on atari.archive.umich.edu.
It's a desk accessory specifically designed to capture postscript
output in Timeworks DTP. I just downloaded it a few days ago, so I
haven't had much time to play with it, but it seems to work fine.

BBB
--
Bob Bright | E-mail: bright@ccu.umanitoba.ca
Dept. of Philosophy | FAX: (204) 261-0021
University of Manitoba | Voice: (204) 474-9105
Winnipeg, Man R3T 2M8 |

2381. FSM-GDOS -> Postscript file?

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 05:43:36 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Mar9.054336.11646@usenet.ins.cwru.edu>
Source record: 224827

Well, everybody else is asking if this program or that can output to postscript, so the big question is...Can you output from Wordflair 2 with fsm gdos running to a postscript file? How can I output a metafile from wordflair 2 to load it into pagestream? Can that at least be done?

2382. Re: Gulam: For users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 07:29:43 UTC
From: rkallen@msb.com
Message-ID: <1992Mar9.072943.1068@msb.com>
Source record: 224839

> The COMMAND.TOS that comes with MERCURY seems quite good. It
> handels an AUTOEXEC.BAT file as well if you have it auto running
> on bootup.

Can that COMMAND.TOS be run standalone, or does it require all
or some of the rest of MERCURY? If it _can_ be run by
itself, do you know which "part" in the a.a. version (or the
twitterpater version, if it's also there) I need to get?

Thanks.

--
==========
== Russ Kallen ==
== Internet: rkallen@panix.com ==
== Fidonet: rkallen@f204.n2603.z1.fidonet.org ==

2383. Multi-Freq. Monitor Question

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 07:44:18 UTC
From: x91hozak@gw.wmich.edu
Message-ID: <1992Mar9.024418.3155@gw.wmich.edu>
Source record: 224829

Would someone *please e-mail* a short blurb of how to connect a multiple-frequency monitor to a 520ST, and what sort of problems I might encounter in so doing? Has anyone had any experience doing this? If I need a special piece of hardware, who can supply it at a good price? Is there a better choice than the NECs?

Thanks,
Kurt

2384. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 12:24:44 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar9.122444.10151@watmath.waterloo.edu>
Source record: 224831

In article <RALPH.92Mar2180339@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:

>I liked that article! Thing would be interesting if the ST Book could
>be connected to a Unix(tm) machine, such as Sun SPARC, for file
>transfers, e-mail, news, and agenda compatible with Unix(tm). The
>article seemed to imply that an ST is required for file transfers.

Does the ST Book have an RS232 interface that would allow it
to be connected to a modem or directly to another machine, such as
a 1040 ST ?

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

2385. PageStream crashing STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 12:39:40 UTC
From: markb@hpwin052.uksr.hp.com
Message-ID: <95630004@hpwin052.uksr.hp.com>
Source record: 224759

My brother has just bought PageStream to produce documents on a DeskJet printer.

The software keeps crashing for no apparent reason (usually either when printing or when zooming in).

The Atari is an STe with 1Mb of memory.

It sounds like a memory problem. Has anyone else met this?

Please e-mail me directly if possible as the system does not keep the notes for long, and I may miss any responses!

Thanks,
Mark Bridgett

markb@hpsqfsa.sqf.hp.com

2386. Re: More Questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 13:03:54 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Mar09.130354.94685@link-1.ts.bcc.ac.uk>
Source record: 224834

In article <uF3BHB4w164w@admiral.uucp> slammy@admiral.uucp (Dave Litchman) writes:
>plate@cdsmn.mn.org (Doug Plate) writes:
>
>> Question about buzzwords: GDOS = GEMDOS?
>
>No, GDOS stands for Graphics Device Operating System, Atari's "universal
>printer driver" program. GEMDOS is just a longer word for GEM.
>

Both GEM and GDOS have nothing really to do with Atari, they are both
programs/systems from Digital Research Ltd. In fact, if you look at the docs
Atari sell (the development documentation) the GEM manuals don't really
mention the ST at all, they talk about DOS and Intel chips and things such
as that!

Remember GEM was first developed for the IBM PC clones and internally I'm
sure it reflects that too :-).

Steve

PS. GEM on the ST/TT is based upon GEM Version 1 for the PC I believe, ie
before Apple took Digital Research to court over the use of overlapping
windows and a trash can.. hence GEM V.2 & 3 for the PC is crippled and
Microsoft Windows has won the GUI wars on that platform and the ST/TT's GEM
doesn't look nice and modern like MS Windows 3.x. Apple has a lot to answer
for!
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

2387. Re: Command Driven Shells

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 13:11:42 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar9.131142.14115@watmath.waterloo.edu>
Source record: 224833

In article <1992Mar05.141840.4812@spss.com> bobhays@spss.com (Bob Hays) writes:
|
| In article <1992Mar5.025457.14202@jsp.umontreal.ca>, u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
| [much removed from both messages :-) ....]
|
| Let's do some history....
|
| Tops-10, an operating system from Digital Equipment Corporation from
| years past (running on DEC-10 and 20 machines with 36, yes 36, bit
| architectures) provided a console CLI that had command completion. It
| was quite good, actually, in that it would check and once you had a
| unique command it would just do it for you.

We like this feature.

| The only problem with this is that you might be running a program
| someplace that the CLI would only know by looking there.... File name
| completion runs the risk of taking too long on floppy diskette based
| systems.

A clever shell can look these things up at the beginning of a session
and can "rehash" when new commands are added.

On an Atari 1040 ST with one floppy drive, or with one floppy and a
hard drive, the Gulam shell works very well, thank you. For folks
who have grown accustomed to older operating systems that support
csh and similar shells, Gulam makes the ST livable. Did I mention
file name completion?

I look forward to tryin the new shell from the UK when it is released.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

2388. ZOOed archive files

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 13:16:40 UTC
From: Jon <JBEST@ESOC.BITNET>
Message-ID: <92069.131640JBEST@ESOC.BITNET>
Source record: 224830

This is probably fairly obvious, but I'm not familiar with the stuff in atari.archive so could you humour me pleez?

I want to read stuff from atari.archive, decompress it on a PC, and use it later on a 520ST. I FTPed the Mint source from atari.archive and have got four files:
mint092s zoo
mint092s 3837578
mint092s 3837579
mint092s 2827580

I presume that only the last three are the actual data, but when I list the contents with Zoo only the first file is a valid archive. Trying to combine the three files doesn't help either cos then it won't read it at all!

One possible problem is that I've only got Zoo 2.01 at the moment (anyone know where I can find version 2.1 for a PC?)

I'm sure that I'm probably missing something obvious here... Should I combine the files differently, do I need Zoo 2.1, or is there something else entirely? HELP!!

Ever hopeful,
Jon Best

2389. Re: EMACS 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 14:07:47 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60392@aurs01.UUCP>
Source record: 224835

In article <1992Mar8.172634.29945@bert.eecs.uic.edu> dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:
>
> Any ideas on how I get dired to work? When I try it I get /bin/bin/ls
>not found errors.

I have the same problem. The problem is that dired expects a working ls program (UNIX's command to list a directory) living in the directory /bin/bin. I run emacs under gulam, and it's ls function is internal, so dired doesn't know how to access it.

The solution would be either to teach dired to use gulam's ls, or to find a decent stand alone ls and either create a folder /bin/bin or change the path in dired.el.

Can anyone tell me where to find a decent stand alone ls program?

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

2390. 1MB ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 15:23:49 UTC
From: defrain@en.ecn.purdue.edu
Message-ID: <1992Mar9.152349.23999@en.ecn.purdue.edu>
Source record: 224836

I have a 1MB 520ST for sale. This is the design with both internal power supply and disk drive (both internal). It also has an RF modulator for use with a suitable RF monitor. Also included are several MIDI oriented programs including Master Tracks Pro.

The unit is in _perfect_ condition with all original packaging and documentation. Asking $350.

Paul

2391. Re: MiNT/MTOS Rumors!

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 16:56:51 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1992Mar9.165651.23222@usenet.ins.cwru.edu>
Source record: 224838

In a previous article, bammi@acae127.cadence.com (Jwahar R. Bammi) says:

>
>
> FLAME ON:
>
>bill,
> its none of your damn business if they compensate Eric Smith
>or not. As a author of quite a bit of PD code, i dont expect anything
>back for it. If someone else uses it for a productive purpose, then
>that would make me feel good about it.
>
> i am sure Eric knows about mtos, and they have a satisfactory
>understanding, which is NONE of your business.
>
Just what is the point of a copyleft type notice then?
--
I liked high school.
To this day, I can't fall asleep without someone droning in the background.

2392. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 16:59:33 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar9.165933.633@umbc3.umbc.edu>
Source record: 224840
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Just a quick note about the FoReM BBS's... there are 100s, not 50 scattered around the US. Just call any local Forem board and list the nodes it connects to.

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

2393. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 17:34:37 UTC
From: shore@equinox.gen.nz
Message-ID: <eoqDHB4w164w@equinox.gen.nz>
Source record: 224845

bossoj@nuge105.its.rpi.edu (Joseph Charles Bossolini) writes:

> I am interested in purchasing a set of TOS 1.4 ROM chips for my 520ST
> from anyone that has an extra set lying around, or will be upgrading
> to 2.06 in the very near future.

Does the TOS 2.06 work on an STE?
Also, what does it cost??

Thanks,


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+---------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2394. MiNT...

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 17:48:21 UTC
From: slammy@admiral.uucp
Message-ID: <aBRDHB3w164w@admiral.uucp>
Source record: 224846

Can anyone tell me what the most recent and current version of MiNT is?

Remember: Once you pull the pin, Mr. Grenade is no longer your friend.

2395. MIDI interupts (Re: ST Book)

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 18:24:43 UTC
From: eker@cwi.nl
Message-ID: <5660@charon.cwi.nl>
Source record: 224841

In article <1992Mar6.093930.14388@cheshire.oxy.edu>,
leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
|> It sounds rather wonderfully brilliant to place keyboard/mouse interrupts
|> at a higher priority than MIDI info, on a machine marketed with MIDI in
|> mind... what a brilliant piece of foresight.
|>
|> Thom
|> ~.

It's worse than that... they wire-ORed the ikbd & MIDI interupt lines together
and fed them into an edge triggered device (the MFP) with the result
that any interupt routine reading one device must read the other as well
or there is a potential for both devices to lock up - This happens on
some badly written games when you feed MIDI data in...

Then, as if this stoke of genius wasn't enough they wrote a combined ikbd/MIDI
interupt handler that takes far longer to process ikbd data than
the 320uS between incomming MIDI bytes.

Net result: Anyone who does anything serious with MIDI has to:

(a) Disable the mouse; OR
(b) Write their own MIDI/ikbd interupt handler; OR
(c) Resort to the most horribly subtle interupt hacks.

Steven

2396. Re: 40-folder bug

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 20:23:10 UTC
From: rincewind@discworld.uucp
Message-ID: <H.eE90j8eYRVI@discworld.uucp>
Source record: 224894

In <1992Mar06.231341.19097@demon.co.uk>, Kevin Donovan writes:
[...]
>There's a utility that comes with the Craft shell, called dirsleft, that tells-
>
>you how many folder slots are left free.
>
>Kev
The CBHDCONF accessory (which configures Claus Brod's harddisk driver) has this function, too. However, it does only work in TOS versions below 1.4 since TOS1.4 has completely new memory management routines - it (usually) does not run out of internal memory ('folders') because it can free unused slots and due to the new routines you cannot tell how much of the memory is actually used. You can, however, add additional memory by using foldrxxx.prg - TOS1.4 will usually ignore this, and when it runs out of memory, it will look if foldrxxx installed extra memory and use this.
In most cases, you will not need foldrxxx when using TOS1.4 (and above), provided you have POOLFIX in your auto folder. In case you need additional memory, a value that is much lower than on TOS1.2/1.0 should be sufficient.
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: tornado!discworld!rincewind@urmel.informatik.rwth-aachen.de
Maus: Michael Schwingen@AC3 IRC: Rincewind

2397. MiNT's copyright status (was: MiNT and MTOS)

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 20:31:33 UTC
From: ersmith@julian.uwo.ca
Message-ID: <1992Mar9.203133.14552@julian.uwo.ca>
Source record: 224842

The summary says it all. MiNT is not public domain. It is copyright
1990, 1991, and 1992 by Eric R. Smith. It *is* freeware, but if you
try to distribute it in violation of the "copying" agreement my lawyer
(who is an old friend of mine) will be in touch. In essence, anyone
trying to make money from MiNT is going to have to license it from me.

Many of the MiNT utilities, and most of the MiNT library, *are* public
domain. That means that people can sell them, give them away, or
do any other thing with them and I cannot (and would not want to) do
anything to prevent this. Many people don't seem to grasp the distinction
(witness the multitude of programs that claim to be "public domain"
and yet have restrictions on distribution), but I do and any of my
programs that claim to be PD really are (and the rest are NOT!)

As for the many contradictory rumors floating around about multitasking
TOS; suffice it to say that wild speculation about unreleased products
is rarely productive (and even more rarely accurate :-).
Let's wait and see what Atari actually produces, shall we?

Eric Smith ersmith@julian.uwo.ca eric.smith@uwo.ca

2398. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 21:04:46 UTC
From: tymbrimi@milton.u.washington.edu
Message-ID: <1992Mar9.210446.12736@u.washington.edu>
Source record: 224843

In article <1992Mar9.122444.10151@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L. J. Dickey) writes:
>In article <RALPH.92Mar2180339@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>
>
>>I liked that article! Thing would be interesting if the ST Book could
>>be connected to a Unix(tm) machine, such as Sun SPARC, for file
>>transfers, e-mail, news, and agenda compatible with Unix(tm). The
>>article seemed to imply that an ST is required for file transfers.
>
>Does the ST Book have an RS232 interface that would allow it
>to be connected to a modem or directly to another machine, such as
>a 1040 ST ?
>

Yes, the ST Book does have the following ports: (from Atari Explorer)
- external expansion port (sorry I don't have too much detail)
- Standard parallel port
- 9-pin serial port
- mini DIN MIDI ports (I believe it comes with an adapter to
full size)
- Floppy/ACSI port (hard disks/floppy drives/laser printers)
- 10-pin keypad connection (could be anything really)

And, to answer your question, the ST Book comes with software to transfer
files via the parallel or serial port to another computer ; they said
an ST, but I'm sure it wouldn't be hard to figure out how to hook it up
to something else also...

>--
>Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
>Internet: ljdickey@watmath.UWaterloo.ca
> ljdickey@watmath.waterloo.edu
>UUCP: ljdickey@watmath.UUCP

****
Ben Gilbert
tymbrimi@u.washington.edu
****

2399. Kermit help

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 21:56:22 UTC
From: balde@lonestar.utsa.edu
Message-ID: <1992Mar9.215622.13240@ringer.cs.utsa.edu>
Source record: 224844

Hello... I have a 1040ST and am having trouble getting files from the
Sun's at school to my ST at home. I have a copy of Kermit and have been
able to get the files to disk at home, but they never seem to work.

Do I need to uuencode or compress the files before I send and receive them?
I did try and uuencode a binary file on the Sun, but it just seemed to
send the encoded file to the screen and not to another file..

Thanks
Brent Aldirdge baldridg@ringer.utsa.edu

2400. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-09 22:06:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37054@MS.maus.de>
Source record: 224786

> Even better, why not use a 68010 - they don't cost much more and patches
>could be included into TOS.

They have been included already!

BTW: Has anybody found a 16Mhz 68010?

Greetings,
Patrick

2401. Re: Command Driven Shells

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 02:18:25 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Mar10.021825.13521@demon.co.uk>
Source record: 224792

u1398@uunet.uu.net (Kosmatos Odisseas) writes:
> For Aliases, it would be nice if, after defining an alias,
>it will be remembered next time one uses the shell. Instead of having
>to go add a line in a .cshrc or .login file, it would be nice to just
>be able to type "sa" which would save all your aliases onto a .aliases file
>or something.

Not sure I like that one, mainly because I often define an alias for something-

I'm going to do a lot of times in the current session. I don't necessarily wan-
t
the shell to keep all of these. Perhaps an option to dump your current aliases-

to a file, which can then be sourced to reclaim them?

>how about this: As you are typing a command to your shell, the shell displays-

>somewhere what it currently thinks you are going to do. To begin with, you
Problems arise when you have a lot of possible completions, eg when you press
a '/' (or '\'), the shell should logically display all files in that directory-
.
If its a large directory...

>to complete filenames that have ambiguities with other filenames: With the
>normal 'press TAB and complete the filename' method, the shell will never
>complete a filename that may be ambiguous. (2 or more possibilities..)
Most shells have a key you can press to view possible completions. tcsh allows-

you to tell the shell to display all possibilities automatically once you reac-
h
an ambiguity.

Kev.
send
qmjl-b@uunet.uu.net writes:
>There's been quite a lot of accusations and counter accusations about
>attitude in the "Demo coders" thread. A few days ago I received this piece
>of e-mail from Daniel Eriksson:
[contents of somewhat offensive message deleted]

Hmm, I received an identical message right at the start of this thread. Sad
but, unfortunately, hardly a surprise.

Kev

2402. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 02:18:29 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Mar10.021829.13589@demon.co.uk>
Source record: 224794

bpat@arizona.edu (Patrick BETREMIEUX) writes:
>WEll, for one, Neochrome master is not Illegal. They went through all the
>procedures to get permission. After 1 year (I think), Atari had not replied,
>and so they became the legal owners of Neo.Master.

Is that right? It seems a bit dodgy. If I decide I like a piece of software
and want to develop it further myself then its up to the authors to tell me
I can't?

Kev

2403. Re: EMACS 18.57

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 02:18:38 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <1992Mar10.021838.13673@demon.co.uk>
Source record: 224793

dillenbu@arizona.edu (John Dillenburg) writes:
>file and it looks OK. I've even tried compiling the sources myself, but the -

>resulting executables don't work any better.I give up until someone can tell -

>they got 18.57 from a.a installed and running and can tell me _exactly_ what -

>their configuration is and what they did to get Emacs working. I.e. How much-

>memory? What screen resolution? TOS version? HD partition? Mint? etc..

2.5meg 520 STFM, Tos 1.2. Only tried it in high res so far. Installed
on partition D. I first of all tried to do the dumps with Mint installed, and
had little success. Someone then told me to remove mint, and it all worked
fine. I dumped from the Craft shell, starting up a second version for the
second dump. As mentioned in my original posting, I edited loadup.el, but that-

shouldn't make any difference. The resultant xemacs.ttp works fine under Mint
with tcsh installed, or plain Tos 1.2 running the Craft shell. Haven't tried
it any other way. I didn't need to do anything special to my system to get it
working.

Kev

2404. Test message...

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 04:35:48 UTC
From: root@myst.uucp
Message-ID: <H.jU0m7XeADSM@myst.uucp>
Source record: 224760

I know your not supposed to send test messages, but I only get 2 groups
right now, and wanted to see if I could post.

John.

--
* John B. Bunch * System Operator *
* 771 Madison Ave. Apt 2e * JB's News and Mail Stop *
* Albany, NY 12208 * UUCP: {...}!crdgw1!sixhub!myst!root *
* C.D.A.C.E Vice President * Inet: sixhub!myst!root@crdgw1.ge.com *

2405. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 05:25:17 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <1983647@overmind.citadel>
Source record: 224847

I am reasonably sure that the time period in which a copyright expires is on the order of 50 YEARS, not 1 year. I doubt very much that Delta Force now owns the copyright. They may be able to distribute their version without recourse from Atari, but they *certainly* don't own the copyright on neochrome...

arthur dent
arthur dent@only_bbs.via.mind.org

2406. Re: IBM PC emulators

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 05:52:42 UTC
From: Sean_Andrew_Copeland@mindlink.bc.ca
Message-ID: <10611@mindlink.bc.ca>
Source record: 224848

ON THE QUESTION OF EMULATORS, I USE AN AT SPEED C16 AND I FIND IT OK,
APPARENTLY IT IS ONE OF THE BETTER ONES. HOWEVER, ACCORDING TO MY LOCAL DEALER
A NEW ONE BASED ON A 386 WILL BE SOON AVAILABLE, AND IT SHOULD HAVE A NORTON
RATING OF SOMETHING LIKE 15.

S.C.

2407. Re: More Questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 07:14:24 UTC
From: steve@thelake.mn.org
Message-ID: <A164370538@thelake.mn.org>
Source record: 224752

[In article <uF3BHB4w164w@admiral.uucp>,
slammy@admiral.uucp (Dave Litchman) writes ...]

> No, GDOS stands for Graphics Device Operating System, Atari's "universal
> printer driver" program. GEMDOS is just a longer word for GEM.

In most contexts, GEMDOS refers specifically to the portable, MS-DOS-like
disk operating system, not to the Graphical Environment Manager (GEM).
So far as I know, the GEM in GEMDOS is just a marketing attempt to
establish a connection with the windowing system. Both are products of
Digital Research.

TOS is composed of layers:

GEM, including
AES, Application Environment Services (windows, menubar, fsel, etc.)
VDI, Virtual Device Interface (a lower-level toolbox)
GDOS, Graphic Device Operating System (fonts and device drivers)
GEMDOS, the top-level, portable DOS
BIOS, the basic input-output system
XBIOS, Atari-specific extensions to the BIOS
BDOS, the low-level disk i/o system (used internally by GEMDOS)

TOS is a member of a family of operating systems that are descendants
(with varying degrees of legitimacy) of CP/M. Other members of that family
include Turbodos (not the Atari variety, but an old OS for Z-80s),
CP/M-86, CP/M-68K, MP/M, Concurrent DOS, DR-DOS and -- yes, it's true
-- MS-DOS and PC-DOS. GEM was designed as a graphical enhancement to some
of these operating systems, and was available for MSDOS a little bit
before the introduction in 1985 of the Atari ST.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

2408. Re: demo groups

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 09:36:49 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar10.093649.28950@cs.hw.ac.uk>
Source record: 224795

In article <1992Mar8.195653.29885@cs.mcgill.ca> bpat@cs.mcgill.ca
(Patrick BETREMIEUX) writes:
>Well, I'll admit to only getting this information second hand, so it is
>possible that I might be wrong. But as far as I know, the copyright for
>Neochrome (The original) has looong expired.

If it's anything like book copyright law then wouldn't the author/owner have
to be dead for about 50 years before your can do what you want with it.
(eg. Sir Arthur Conan Doyle's Sherlock Holmes)

Perhpas programs are like patents which have to be renewed or have a maximum
term. (eg. The Automatic Kettle)

>But then again, I might be wrong.

I may be too!

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

2409. Re: STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 09:42:47 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <29BC8497.2825@orion.oac.uci.edu>
Source record: 224754

In article <1992Feb27.080319.26839@ux1.cso.uiuc.edu> cmk57122@uxa.cso.uiuc.edu (Christopher M. Kmiec) writes:
>Greetings,
> I'm buying the Atari STe and I have few questions about it:
>
>1. I have read in Z*NET that you can put TOS 2.06 in the STe.
> Does anyone know where can I get it and how much is it??
>
Any good Atari dealer will sell it for $60.

>2. Does STe have the clock built in?
>
The vanilla STE doesn't. I think that the Mega STE might but I
don't know.

>3. Can I use SC1224 monitor with it, or do I have to buy SC1435?
>
Sure! But that 14" screen and stereo sound looks awfully nice.

--
Joachim Vance
^~^~^~

2410. Re: ZOOed archive files

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 11:32:07 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010006@hpbbrd.bbn.hp.com>
Source record: 224747

/ hpbbrd:comp.sys.atari.st / JBEST@ESOC.BITNET (Jon) / 5:44 am Mar 9, 1992 /

> I want to read stuff from atari.archive, decompress it on a PC, and use
> it later on a 520ST. I FTPed the Mint source from atari.archive and have
> got four files:
> mint092s zoo
> mint092s 3837578
> mint092s 3837579
> mint092s 2827580
^^^^^^^ what are these ? part of the file name ?

If you FTPed the MiNT source, you should only have one file. But you seem to
be on BITNET; could it be that you used an FTP-by-mail service ?
In this case, did you tell the server to transfer a *binary* file ?

Tell us more.

Jens

BTW how's the weather in Darmstadt ?

+--------------------------------+--------------------------------------+
Jens Kilian	UNIX : jensk@hpbbrn.bbn.hp.com
Hewlett Packard GmbH	HPDESK : JENS_KILIAN%XU@HP1200
Mechanical Design Division R&D	KILIAN_JENS/HP1200_XU@hpbbi4
Herrenberger Str. 130	TELNET : 778-1726
D-W-7030 Boeblingen	Phone : (0|+49)7031-14-1726
Germany	Fax : (0|+49)7031-14-2049 R&D
+--------------------------------+--------------------------------------+

| "As the air to a bird, or the sea to a fish, |
| so is contempt to the contemptible." William Blake |
+---+

2411. Re: Kermit help

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 11:40:27 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Mar10114027@solb1.essex.ac.uk>
Source record: 224773

>I did try and uuencode a binary file on the Sun, but it just seemed to
>send the encoded file to the screen and not to another file..

So redirect it by appending something like ' > uuencoded.file ' to
the end of your command...

>Thanks
You're welcome.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

2412. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 11:45:03 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar10.114503.1437@actrix.gen.nz>
Source record: 224755

In article <eoqDHB4w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> bossoj@nuge105.its.rpi.edu (Joseph Charles Bossolini) writes:
>
> > I am interested in purchasing a set of TOS 1.4 ROM chips for my 520ST
> > from anyone that has an extra set lying around, or will be upgrading
> > to 2.06 in the very near future.
>
> Does the TOS 2.06 work on an STE?
> Also, what does it cost??
>
> Thanks,
>
> +----------+---+------------+
> | ***** | Craig Shore | ChCh, |
> |* * * * | | New Zealand|
> |* _/ * | Email: Internet - shore@equinox.gen.nz | o() |
> | ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
> +----------+-----------------------+----------------------+------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
> +-----------------------------------+-----------------------------------+

This is USA TOS 2.06, it will take a few years to get it here in NZ
then it will cost the earth, the last TOS was $200nz fited, try the UK
it will be far cheaper there..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2413. InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 14:29:23 UTC
From: G.M.Humpage@bradford.ac.uk
Message-ID: <1992Mar10.142923.19106@bradford.ac.uk>
Source record: 224790

I'm considering getting an inkjet printer for my 520STfm, I'll probably get either a Canon BubbleJet Bj-10e or HP Deskjet 500.

Has anyone got any comments on using either of these printers with an ST? I would mainly use the printer with Protext, are there drivers readily available for use in conjunction with this software/hardware combination?

Could you possibly email me the results

Ta,

Guy

--
*** * * * * G.M.Humpage@uk.ac.bradford | It is easier for a rich man to pass
* * * *** Dept. of Computing | through the eye a needle than it is
* * * * * Univ. of Bradford | for a camel to - Rowan Atkinson
*** *** * England. (Where's my Curry?) | (Wot Can I put on this line...?)

2414. Graphics libs for use with G++ 1.39 on the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 15:19:52 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Mar10.151952.10813@cs.wayne.edu>
Source record: 224756
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

This summer I'd like to try producing 3-d graphics on my ST using FSF's GNU C++ compiler. Checking out Atari archive, there are two libraries, gemlib.zoo and gemolb.zoo; which one do I need? Also, are there libraries for producing graphics with MGR under Mint? I'd rather make stuff there than under GEM if possible. Also, is there any documentation for these libs? I heard once that the GNU GEM library was based on Mark Williams C and those docs may be used; c'est true?

Thanks for the info.

--
"Again, the kingdom of heaven is like unto a net,"
Matthew 13:47

2415. TT-Memory Upgrade ! 32 MB for 3200,;DM

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 15:33:07 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <1992Mar10.153307.25024@informatik.uni-erlangen.de>
Source record: 224758

YES ! THIS IS NOT A JOKE !

An 32 MB expansion of TT-RAM(fast-RAM) for your TT !!!
Just plug it in and throw away your HD-Drive :))

Info:

Richard Jelinek
Flurstrasse 78
8510 Fuerth
0911/798069
.

2416. MiNT, TeX

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 15:35:49 UTC
From: heidelj@reis59.alleg.edu
Message-ID: <1992Mar10.153549.12040@pellns.alleg.edu>
Source record: 224757

Can someone tell me what these are and what they are capable of doing?

Thanks,
Jason Heideloff

2417. Atari

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 15:50:54 UTC
From: heidelj@reis59.alleg.edu
Message-ID: <1992Mar10.155054.12294@pellns.alleg.edu>
Source record: 224766

Can anyone tell me what Atari is up to these days and if they can be
contacted via Internet?

Thanks,
-Jason Heideloff
heidelj@alleg.edu

2418. EAB offers Mega STE for ~$649

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 16:42:59 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Mar10.164259.9423@noose.ecn.purdue.edu>
Source record: 224761

Hello everyone,
I got a new copy of the E. A. Brown catalog in the mail, and I was
surprised to see the Mega ST 1s selling for ~$649 (no HD). Previously
these were offered for about $1000. I think this is the same price
as a 1040 STE ($399) + AdSpeed STE ($249). I wonder if this reflects
a lower prices from Atari, or that everyone has just had a bigger
markup on them all along. I wish I had known this was coming, because
I bought a 1040 STE just a month ago.
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

2419. EAB offers Mega STE for ~$649

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 16:43:38 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Mar10.164338.9494@noose.ecn.purdue.edu>
Source record: 224762

Hello everyone,
I got a new copy of the E. A. Brown catalog in the mail, and I was
surprised to see the Mega STE 1s selling for ~$649 (no HD). Previously
these were offered for about $1000. I think this is the same price
as a 1040 STE ($399) + AdSpeed STE ($249). I wonder if this reflects
a lower prices from Atari, or that everyone has just had a bigger
markup on them all along. I wish I had known this was coming, because
I bought a 1040 STE just a month ago.
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

2420. FOR SALE: Mac 128k ROMs, Atari 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 17:35:53 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Mar10.103553.1@misvax.mis.arizona.edu>
Source record: 224765
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following stuff for sale :

Atari 1040 ST. Stock configuration (1 meg RAM, TOS 1.0, internal DS drive), and an internal clock/calendar. $200 obo.

Macintosh 128K ROM chips. These are the Macintosh Plus chips. Useful for Spectre, Amax or what have you. $150.

If you are interested or have any questions, please contact me at the email address or phone number below. Thanks!

--

Doug Tarico
dtarico@mis.arizona.edu Bombs, not Hippies!
(602)795-7633

2421. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 17:58:30 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Mar10.175830.21864@rdg.dec.com>
Source record: 224763

In article <1992Mar10.114503.1437@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz writes:
>This is USA TOS 2.06, it will take a few years to get it here in NZ
>then it will cost the earth, the last TOS was $200nz fited, try the UK
>it will be far cheaper there..

You think that they've made it to here yet? Hah!

Gwyn
--
+===== E-mail: evansg@uproar.enet.dec.com ====== Uxbridge, Middlesex, UK =====+
|Company: DESISCo - Digital Equipment Service Industries Solutions Company Ltd|
|>> Above opinions are personal and do not necessarily reflect those of DEC <<|
+===+

2422. Re: Spectre GCR and DEKA troubles!

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 18:06:39 UTC
From: steveg@cseic.saic.com
Message-ID: <5650288@MVB.SAIC.COM>
Source record: 224764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <44077@ucbvax.BERKELEY.EDU> kawakami@ocf.berkeley.edu (John Kawakami) writes:
>WARNING! DEKA, and GCR users!
>
>Using Spectre with any of the IBM keyboard adapters can cause trouble
>with writes onto GCR (Mac format) floppies. As the GCR draws power
>to write, the DEKA shuts down because of reduced current. I don't
>know if this is the case, but the logical evidence is convincing.

Well, on appearance maybe. But not really.

>
>1) When using mac disks in mac mode, the system appears to freeze.
> The keyboard seems to be locked up, though the caps lock light
> goes on. This makes it appear if there is a defect with the system
> software.
>

This is *NORMAL* GCR behaviour. It has absolutely nothing to do with
a lack of current, voltage or anything else.

>2) Using the shift key, control key, or alt key sometimes causes the
> shifting key to "stick". This seems to happen most when more
> than one shifting key is used. This seems to indicate that as
> more current is used, the keyboard interface gets flakier.
>
Maybe. Could also be a problem with your DEKA keyboard. Generally
it's not nice to bang on the ST's keyboard while the GCR is doing its stuff.
Dave's done a good job of bulletproofing the code, I have absolutely
no kind of proof, but I suspect a flurry of keyboard interrupts might
still screw things up. I know there used to be a bug that locked up
the Mac if you moved the mouse too much while it booted.

>3) The keyboard and mouse also stick when using GCRTEST.PRG!!! So it
> happens when GCR is used in Atari mode too!
>

Again, this is perfectly normal behavior. Isn't it mentioned in the
manual somewhere?

>Thus I conclude that it is the pair of dreaded 74373LS ICs which must
>be replaced with 74373HC ICs.
>--
>John Kawakami kawakami@ocf.berkeley.edu
> ucbvax!ocf.berkeley.edu!kawakami

Incorrect conclusion. While you may indeed have a problem with
the bus driver chips, mouse and keyboard lockups during GCR activity
are *NOT* a symptom of that problem. Inability to write (but still can
read) Mac format disks no matter how much you tweak the pot in the GCR
is a more likely symptom. That might also point to a shielding
problem with an internal drive in a Mega. If you are not having
problems reading and writing Mac disks (aside from these 'lock ups'),
then leave your ST alone. If it ain't broke...

BTW, you didn't mention what type of ST you are using. To my
knowledge, the driver problem was primarily restricted to Mega 2's and
some Mega 4's. Hope this helps.

--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

2423. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 18:10:38 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar10181038@fleming-03.cs.strath.ac.uk>
Source record: 224704

> Originator: 91711882@muser
> Nntp-Posting-Host: muser

> I'm considering getting an inkjet printer for my 520STfm, I'll probably
> get either a Canon BubbleJet Bj-10e or HP Deskjet 500.

> Has anyone got any comments on using either of these printers with an
> ST? I would mainly use the printer with Protext, are there drivers
> readily available for use in conjunction with this software/hardware
> combination?

I'm interested in this info too.
In particular if they are expensive to *run*

Paul

> Guy
--

"Bark?" | Internet: ssammy@cs.strath.ac.uk
-Moving Pictures | JANET : ssammy@uk.ac.strath.cs
Copy this line into your .signature to protect it against viruses! [version -9]

2424. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 18:15:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55626@cup.portal.com>
Source record: 224769
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Just a quicker note <grin>. I think you must of had a typo in your response, I think you meant 10's of Forem bases, NOT 100's. Look, I don't mind being corrected as long as the correction is correct. You seem to be trying to make me look way off base by over stating the number of net boards. Bob Brodie says "over 70" and a letter that was posted on Full Moon, Steve Riders Forem ST support BBS, list a total of 78 boards. Included in this is a private & as such I think that safely reduces the number to less then 100. On the bright side, I think you have a promising career developing. Jack Tramiel probably already has an eye on you for reporting ST sales. If you now of 100's of Forem NET BBS's, just add the names to the list. It will be much more constructive then just saying someone is wrong.
Conf : CrossNet Support
Msg# : 1553 Lines: Real Big Read: 7
Sent : Feb 8, 1992 at 07:36 AM
To : Conference Node Listing
From : Bill Scull at Twilight Zone-Node #304 - Fla. (Node #304)
Subj : (2 changes) ADD: 299, 697.

* * * CrossNet Conference Node Listing - as of 02/08/92 at 07:36 AM * * *
Conference: "Xnet Support" (23514)
Generated From "Lead" Node: 304 - Twilight Zone-Node #304 - Fla.
Last Node List generated on: 01/17/92

5 - Mile High 18 - ///Turbo Board Support
19 - Autoboss/Atari Elite BBS 55 - Hi-Tech
67 - H.Q. 72 - STEP BBS
75 - Bloom County BBS 96 - *Oasis* BBS
133 - Hologram Inc. 181 - BitBucket ST
185 - Billboard BBS 202 - Outpost-ST
204 - Full Moon: FoReM Support 224 - Flash BBS
248 - The Space Station 266 - The Patch House
287 - Starlight BBS 299 - Critical Mass
304 - Twilight Zone-Node #304 - Fla. 322 - ACEY BBS
350 - * The Bounty ST BBS * 410 - ACE Information Service
422 - Virtual Reality (PRIVATE) 429 - MASATEK
430 - Atari C.A.L.C. BBS 437 - STinger BBS
440 - {{{{ Realm of Chaos }}}} 462 - The Atari ST Connection
467 - Sherwood Forest 469 - The Outer Region BBS
475 - Top Gun Systems #1-Las Vegas, 489 - STeal Your Face
494 - Top Gun BBS 497 - Prime Time
500 - Battlezone 501 - STormShadow
509 - Aftermath 513 - The Forgotten Realms
523 - Leftover Hippies BBS 542 - The Yakima Atari ST BBS
546 - Bear Swamp BBS 556 - Thieves Guild

564 - PBM GAMERS 567 - BATTLEFIELD BBS
576 - The Loch BBS 584 - Hyper-Drive BBS
593 - Z*Net Online 595 - Temple of Doom
602 - Cartoon Haven BBS - FNET 602 610 - The Songwriter's Den BBS
622 - Gold Nugget BBS 625 - Phil's Hangout
627 - The Best of Both Worlds ST BB 633 - The Dark STar BBS
647 - E.H.C.R. 648 - The Mosh Bit
652 - PengoLand 658 - Cin'Tari OnLine
661 - Vanguard Fortress BBS 678 - A.C.O.R.N.
679 - The Monster's Lair 680 - The Revolution
681 - {-The STation 681-} 683 - Ayer - Force
686 - The Sewer Rats Domain 690 - Progressive Atari ST Enthusia
697 - Main STreet! 698 - Peace Country Computers BBS
701 - The Conqueror Connection 702 - The Mother of All BBSs
711 - Spider-Man's Web 712 - H. B. Smog
716 - The STronghold 1029 - System X BBS
1031 - <<<InterNet>>> 1036 - The Hotel BBS
1047 - The Games Machine 1049 - < Fortress BBS >

2425. LAN, DMA Ports

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 18:56:03 UTC
From: heidelj@carr106.alleg.edu
Message-ID: <1992Mar10.185603.14252@pellns.alleg.edu>
Source record: 224767

I was just wondering if there is anyone out there who could tell me what the purposes of the new ports are for on the Mega STE? Is there anyway that I could connect my machine to the existing NeXT network on campus? Please let me know!

Thanks,
Jason Heideloff
heidelj@alleg.edu

2426. Re: gulam -- the best shell

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 19:31:32 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Mar10.193132.2697@uwm.edu>
Source record: 224768

I've been using gulam for years and love it. I'm a vi man myself, so I don't use the built in ue. I've just aliased vi to run stevie (although stevie does have its limitations with large files).

The only part of gulam that pisses me off is if you backspace too far, you get the previous command from your history list. Does anyone know of a way to prohibit gulam from doing this?

--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2427. Magic Shadow Archiver

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 20:02:41 UTC
From: saf@netcom.com
Message-ID: <!d2hn7bsaf@netcom.com>
Source record: 224776

A few years ago (1987) I wrote a utility for the ST called the Magic Shadow Archiver. On a whim I was searching through some anonymous ftp sites, and found my program (MSA103.lha) at a few of them. It had been altered, apparently by some kind of compression routine. But seemd to still be completely intact. I also found a MSA_141.lzh. The documentation for this program was mine, but there were two other files in the archive (NEWMSA.PRG, and SHADOW.PRG).

Since I no longer have an ST (much as I would have liked to hang on to it) I can't look and see what's really in this archive. If anyone out there is familiar with this program, perhaps you could give me a bit of background on it. Does anyone know where it came from.

Also, does anyone still use this program? If there is any demand I'd be happy to provide the source code to a competent programmer who is willing to make improvements.

Thanks.

--
Steve A. Feinstein | saf@netcom.com | Will whomever stole my real .signature
360 Cowper St #9 | (415) 326-8224 | please return it. No questions asked!
Palo Alto, CA 94301 |

2428. New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 20:32:41 UTC
From: heidelj@coch12.alleg.edu
Message-ID: <1992Mar10.203241.15653@pellns.alleg.edu>
Source record: 224770

I would like to propose that whoever is in charge of the ST Comp.sys section of usenet reorganize the ST section into different categories. For example:

Atari ST - Communications
Atari ST - Midi
Atari ST - Hardware
etc.

The Amiga section is this way and so I propose that the Atari section also be this way.

Anybody else agree?

-Jason Heideloff
heidelj@alleg.edu

2429. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 21:26:11 UTC
From: heidelj@coch12.alleg.edu
Message-ID: <1992Mar10.212611.16695@pellns.alleg.edu>
Source record: 224775

In article <55626@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
> Just a quicker note <grin>. I think you must of had a typo in your response,
> I think you meant 10's of Forem bases, NOT 100's. Look, I don't mind being
> corrected as long as the correction is correct. You seem to be trying to make
> me look way off base by over stating the number of net boards. Bob Brodie
> says "over 70" and a letter that was posted on Full Moon, Steve Riders Forem
> ST support BBS, list a total of 78 boards. Included in this is a private &
> as such I think that safely reduces the number to less then 100. On the
> bright side, I think you have a promising career developing. Jack Tramiel
> probably already has an eye on you for reporting ST sales. If you now of
> 100's of Forem NET BBS's, just add the names to the list. It will be much
> more constructive then just saying someone is wrong.
> Conf : CrossNet Support
> Msg# : 1553 Lines: Real Big Read: 7
> Sent : Feb 8, 1992 at 07:36 AM
> To : Conference Node Listing
> From : Bill Scull at Twilight Zone-Node #304 - Fla. (Node #304)
> Subj : (2 changes) ADD: 299, 697.
>
> * * * CrossNet Conference Node Listing - as of 02/08/92 at 07:36 AM * * *
> Conference: "Xnet Support" (23514)
> Generated From "Lead" Node: 304 - Twilight Zone-Node #304 - Fla.
> Last Node List generated on: 01/17/92
>
> 5 - Mile High 18 - ///Turbo Board Support
> 19 - Autoboss/Atari Elite BBS 55 - Hi-Tech
> 67 - H.Q. 72 - STEP BBS
> 75 - Bloom County BBS 96 - *Oasis* BBS
> 133 - Hologram Inc. 181 - BitBucket ST
> 185 - Billboard BBS 202 - Outpost-ST
> 204 - Full Moon: FoReM Support 224 - Flash BBS
> 248 - The Space Station 266 - The Patch House
> 287 - Starlight BBS 299 - Critical Mass
> 304 - Twilight Zone-Node #304 - Fla. 322 - ACEY BBS

> 350 - * The Bounty ST BBS * 410 - ACE Information Service
> 422 - Virtual Reality (PRIVATE) 429 - MASATEK
> 430 - Atari C.A.L.C. BBS 437 - STinger BBS
> 440 - {{{{ Realm of Chaos }}}} 462 - The Atari ST Connection
> 467 - Sherwood Forest 469 - The Outer Region BBS
> 475 - Top Gun Systems #1-Las Vegas, 489 - STeal Your Face
> 494 - Top Gun BBS 497 - Prime Time
> 500 - Battlezone 501 - STormShadow
> 509 - Aftermath 513 - The Forgotten Realms
> 523 - Leftover Hippies BBS 542 - The Yakima Atari ST BBS
> 546 - Bear Swamp BBS 556 - Thieves Guild
> 564 - PBM GAMERS 567 - BATTLEFIELD BBS
> 576 - The Loch BBS 584 - Hyper-Drive BBS
> 593 - Z*Net Online 595 - Temple of Doom
> 602 - Cartoon Haven BBS - FNET 602 610 - The Songwriter's Den BBS
> 622 - Gold Nugget BBS 625 - Phil's Hangout
> 627 - The Best of Both Worlds ST BB 633 - The Dark STar BBS
> 647 - E.H.C.R. 648 - The Mosh Bit
> 652 - PengoLand 658 - Cin'Tari OnLine
> 661 - Vanguard Fortress BBS 678 - A.C.O.R.N.
> 679 - The Monster's Lair 680 - The Revolution
> 681 - {-The STation 681-} 683 - Ayer - Force
> 686 - The Sewer Rats Domain 690 - Progressive Atari ST
Enthusia
> 697 - Main STreet! 698 - Peace Country Computers BBS
> 701 - The Conqueror Connection 702 - The Mother of All BBSs
> 711 - Spider-Man's Web 712 - H. B. Smog
> 716 - The STronghold 1029 - System X BBS
> 1031 - <<<InterNet>>> 1036 - The Hotel BBS
> 1047 - The Games Machine 1049 - < Fortress BBS >

----->>>>I must admit...it is looking grimmer and grimmer.
-Jason Heideloff
heidelj@alleg.edu

2430. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 21:26:14 UTC
From: jeffy@syrinx.umd.edu
Message-ID: <11812@umd5.umd.edu>
Source record: 224772

In article <1992Mar10.203241.15653@pellns.alleg.edu> heidelj@coch12.alleg.edu (Jason Heideloff) writes:

>I would like to propose that whoever is in charge of the ST Comp.sys
>section of usenet reorganize the ST section into different categories.
>For example:

Whomever is in charge? HA! Welcome to UseNet.

If you want those divisions, go ahead and start a call for votes. I wouldn't count on enough people agreeing with you (or even caring) to get the necessary numbers, though.

UseNet is, for the most part, an anarchy (albeit an awfully well behaved anarchy). There's nobody in charge of anything.

Jeff

2431. Dvorak

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 21:28:21 UTC
From: jeffy@syrinx.umd.edu
Message-ID: <11813@umd5.umd.edu>
Source record: 224771

Are there any utilities out there that will remap the qwerty keyboard to the Dvorak? I've just started learning Dvorak, and if I get fast enough at it to warrant the change-over, I'd like to be able to do so on my ST.

Jeff

2432. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 21:46:34 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar10.214634.25567@umbc3.umbc.edu>
Source record: 224774
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Nope. You are looking at the nodes registered to receive 1 crossnet base. I know that when I ran FoReM I didn't get that base.. its not required. Also, there is another program.. Turbo Board, which is a clone of FoReM, so there are more boards on that also, but they are basicially the same thing.

FoReM is one thing.. Crossnet is another. You can run FoReM fine, and not Crossnet.

how do I know this? I ran FoReM for a year or so, before switching.. (I switch programs every year or two it seems..)

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2433. Re: MTalk

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 22:01:32 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992Mar10.220132.10681@eskimo.celestial.com>
Source record: 224713

shore@equinox.gen.nz (Craig Shore) writes:
> Has anyone got the program MTalk (a QWK packet offline reader)
>
> If so, is it any good?
>
>
>
+----------+---+------------
+
> | ***** | Craig Shore | ChCh,
|
> |* * * * | | New
Zealand|
> |* _/ * | Email: Internet - shore@equinox.gen.nz | o()
|
> | ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\
|
>
+----------+------------------------+----------------------+------------
+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345
|
>
+----------------------------------+----------------------------------
+

Yes, I have it. I've used it a couple of times and it still seems like there a few bugs that need to be ironed out. But overall, I think it does quite well. The only thing that kind of detracts from it is that it will not append a tagline to your .REP messages like Maximiser will, but you can set up macros to do that for you...

--== Andy ==--

2434. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 22:54:06 UTC
From: heidelj@carn13.alleg.edu
Message-ID: <1992Mar10.225406.17843@pellns.alleg.edu>
Source record: 224778

In article <11812@umd5.umd.edu> jeffy@syrinx.umd.edu (Jeffrey C. Burka)
writes:
> In article <1992Mar10.203241.15653@pellns.alleg.edu>
heidelj@coch12.alleg.edu (Jason Heideloff) writes:
>
> >I would like to propose that whoever is in charge of the ST Comp.sys
> >section of usenet reorganize the ST section into different categories.
> >For example:
>
> Whomever is in charge? HA! Welcome to UseNet.
>
> If you want those divisions, go ahead and start a call for votes. I
wouldn't
> count on enough people agreeing with you (or even caring) to get the
> necessary numbers, though.
>
> UseNet is, for the most part, an anarchy (albeit an awfully well behaved
> anarchy). There's nobody in charge of anything.
>
> Jeff
----->>>>>So if I wanted to set up different sections, I could do it
without anybody's permission?

Jason Heideloff
heidelj@alleg.edu

2435. FAST TECHNOLOGIES PHONE # ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 23:04:28 UTC
From: ar698@cleveland.Freenet.Edu
Message-ID: <1992Mar10.230428.15058@usenet.ins.cwru.edu>
Source record: 224777
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello fellow Atari Users

Can you please email me the phone # (and address if u have it)
of FAST TECHNOLOGIES ?

Thank you

--

Evan Makris ar698@cleveland.freenet.edu
Boston, Mass. makris@northeastern.edu

2436. FOR SALE: 1040ST and software

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 23:33:09 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.700270389@feldspar22>
Source record: 224784

I still have the following Atari ST and programs for sale.

ST Computer

Atari 1040STf Computer
- 1MB Ram
- Internal double-sided floppy
- Mouse (left button a bit insensitive, but works fine)
- Excellent condition
- $250

ST Programs

Except where noted, all the programs come with original disks,
manuals, and boxes and are in excellent condition.

$ 6 Black Lamp
$ 6 Warlock
$ 6 Cosmic Relief
$ 6 Airball
$ 8 Rick Dangerous I
$ 5 Garfield (No Box)
$10 Space Quest III
$15 Kings Quest IV
$ 7 Bubble Ghost

$ 5 Flexcessory (No Box)
- Use programs as accessories


```
************************************************************
* ******************************************************** *
* * _________________ __ * *
* * \_________________|)____.---'--`---.____ * *
* * || \----._________.----/ * *
* * __/\__ __||____/ /_ `--' * *
* * \RUSH/ |___ \ Mario D'Alessio * *
* * |/\| `--------' dalessio@rtsg.mot.com * *
* * * *
* * Work: (708) 632-2323 9am to 6pm Central Time * *
* ******************************************************** *
************************************************************
```

2437. More Questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 23:35:22 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <700465164.F00001@tdkt.kksys.com>
Source record: 224868

In a message of <Mar 09 13:03>, Mr Stephen R Usher (1:282/31) writes:
>From: ucacmsu@ucl.ac.uk (Mr Stephen R Usher)
>Newsgroups: comp.sys.atari.st

>Remember GEM was first developed for the IBM PC clones and internally I'm
>sure it reflects that too :-).

GEM was first developed for the 6502 line of computers, but it was 'shelved'
because it was too slow in the opinion of the creators.

>PS. GEM on the ST/TT is based upon GEM Version 1 for the PC I believe, ie
>before Apple took Digital Research to court over the use of overlapping
>windows and a trash can.. hence GEM V.2 & 3 for the PC is crippled...

GEM/2 and GEM/3 were out L-O-N-G before Apple took MICROSOFT to court. Apple
has never taken on DRI. DRI could knock Apple out in court since their system
predates theirs. (GEM is a outgrowth of the STAR system developed by Xerox.)

Both GEM and DOS are based on the CP/M operating system, but whereas DOS is
more of a 'revision' of CP/M, GEM is a 'extention' of CP/M. Because it's an
extention, it is easy to 'port' it to DOS, or to TOS. (TOS is also a revision
of CP/M.)

GEM on the IBM/PC reacts badly to that enviornment due to DOS's 640K
limitations.

* Origin: FlightLine PointNet (1:282/47.1)

2438. Re: Dvorak

Newsgroup: comp.sys.atari.st
Date: 1992-03-10 23:55:32 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992Mar10.235532.39409@yuma.acns.colostate.edu>
Source record: 224779

In article <11813@umd5.umd.edu> jeffy@syrinx.umd.edu (Jeffrey C. Burka) writes:
>Are there any utilities out there that will remap the qwerty keyboard to
>the Dvorak? I've just started learning Dvorak, and if I get fast enough
>at it to warrant the change-over, I'd like to be able to do so on my ST.
>
>Jeff

I will be interested in follow-up from you once you get this question asked.
For example, while or after you have learned it, can you switch back and forth
between Dvorak and QWERT? How much does it speed you up?

Bob Komives

2439. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 01:44:46 UTC
From: ekrimen@wet.UUCP
Message-ID: <3610@wet.UUCP>
Source record: 224783

In article <eoqDHB4w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
>
>Does the TOS 2.06 work on an STE?

Yes.

> Also, what does it cost??

US$60.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2440. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 02:02:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37110@MS.maus.de>
Source record: 224727

>From what I have read in Z_Net feeds, is that Multi-Tos will not be available
>for 68000 based machines, ie, TT only...

Better keep on waiting.

Greetings,
Patrick

2441. To the dude with the $200 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 02:13:28 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Mar11.021328.4852@cheshire.oxy.edu>
Source record: 224782

Sorry about the bandwidth, but my mail bounced.

Please contact me... would you consider trading your ST for
a Windows wordprocessing package? Wordstar Legacy for Windows.
Excellent reviews, unopened, fully registerable etc as new
package.

If not, still contact me... we can work something out.

Thom

2442. Re: Response Atari Archive administation and usage

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 03:04:47 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar11.030447.5842@actrix.gen.nz>
Source record: 224780

In article <1992Mar8.174331.6408@terminator.cc.umich.edu> weiner@terminator.cc.umich.edu (Jeff Weiner) writes:
> In article <10502@tamsun.tamu.edu> n160ao@tamuts.tamu.edu (Mark Lehmann) writes:
> >
> >Hurray! The Atari archive will stay.
> >But there is still dismay,
> >of an administrator without pay.
> >Leads me to say "hey."
>
> We won't be all that effected by not having an administrator. I think
> I said in a previous post that the administrator didn't do that much
> for us, as we weren't on archive.umich.edu with the rest of 'em.
>

>
> That'd help. Not too long ago, some folks went through and
> informed me of duplications throughout the archive, old useless stuff, etc.
> It was very handy. I haven't got around to applying thier advice
> (midterms and all), but I do intend to get to it soon.
>
>
> weiner
>
> --
> Jeff Weiner --- weiner@atari.archive.umich.edu --- Umich atari posse
> Corner of Packard and State, 2nd house from Blue Front on Arbor
> 718 Arbor, Ann Arbor, MI 48104, +1 313 998 0892, near the Univ. of Michigan

Yes the is a lot of duplicate suff, and some of it is buggy, like GNUTAR.LZH
or some thing like that name in the archive directory, the one in the
GNU directory is ok, its a zoo archive, but I could not unpack the lzh one
with LZH201j..

Also there seam to be many old versions of things, like 5/6 copies
or Thomas Questers older LZH 13XX....??? only LZH201j neads to be there..

Also I fould a problem with ST-TAR, it did some funny things with the latest
Uniterm tar.Z, but I did manage to get GNUTAR to work, well I think I did..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2443. Re: STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 03:08:29 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar11.030829.6117@actrix.gen.nz>
Source record: 224781

In article <29BC8497.2825@orion.oac.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
> In article <1992Feb27.080319.26839@ux1.cso.uiuc.edu> cmk57122@uxa.cso.uiuc.edu (Christopher M. Kmiec) writes:
> >Greetings,
> > I'm buying the Atari STe and I have few questions about it:
> > >
> >
> > >3. Can I use SC1224 monitor with it, or do I have to buy SC1435?

The SC1224 has better resolution than the SC1435, ie, the dot pitch on a SC1224 is 0.39 mm but only 0.42 on the SC1435...

The SC1435 would be ok for games but not much else..

> Sure! But that 14" screen and stereo sound looks awfully nice.
> Joachim Vance
> ^~^~^~

2444. ? .img format

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 04:34:01 UTC
From: robin@sherwood.Aus.Sun.COM
Message-ID: <1992Mar11.043401.14174@Aus.Sun.COM>
Source record: 224796

I have just bought an Atari ST for use with C-Lab's Notator but I do not have a printer.

I do notice however, that I can save a printed file as an "image" (.img) file.

What format is this file ?

I have access to postscript laserwriters on SUN systems - does anybody know how I can convert these files to a "printable" form on SUN's ? (eg postscript)

TIA
Robin.

2445. FOR SALE 1040ST w/Megafile 30

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 05:14:25 UTC
From: mlu@girtab.usc.edu
Message-ID: <krr5phINNhkh@girtab.usc.edu>
Source record: 224785

I am looking to sell:

Monochrome 1040ST w/Megafile 30 and external drive
Spectre GCR,
Panasonic 1091i

All of it is in good condition and am asking $470 for everything. Will consider selling things separately

please leave mail at mlu@usc.edu

Ming Lu

2446. "more" for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 05:36:00 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Mar11.053600.2480@jsp.umontreal.ca>
Source record: 224791

I could'nt wait for a "comp.sys.atari.st.mint"... A couple questions:

1) I looked all over Atari Archives for a "more" to use with MiNT (I even
took the 'more' in the MGRDEMOS.ZOO but it doesnt seem to work)
and all I could find was "atari/utilities/less.arc" which seems not
to handle CR/LF's too well.

Can someone point me in the right direction? Thanks.

3) Does Microemacs "e310" work with MiNT if I havent installed GEM yet?
--
Das machine is nicht fur gefingerpoken und mittengrabben. Ist easy schnappen
der springenwerk, blowenfusen und corkenpoppen mit spitzensparken. Ist nicht
fur gewerken by das dummkopfen. Das rubbernecken sightseeren keepen hands in
das pockets, relaxen und vatch das blinkenlights!!! [u1398@jsp.umontreal.ca]

2447. *REPOST* Loaded AMIGA2000 system for sale cheep <correction>

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 05:47:56 UTC
From: choudhri@njmsa.umdnj.edu
Message-ID: <1222@rwja.umdnj.edu>
Source record: 224788
Cross-posted to: misc.forsale.computers,comp.sys.amiga.marketplace,comp.sys.atari.st

LOADED AMIGA2000 for sale, quick!
All equipment is in excellent condition.

Amiga 2000 System for sale
-A2000 rev4.4 B2000 1.2 roms/512k chip(was about to get ECS)
+2 internal floppies(880k)
+mouse/keyboard
+9Megs of RAM
+80 Meg Quantum HardDrive(fast cached mechanism)
+GVP Series][HC(8/80 as above)
-Atari(JVC oem) SC1224 RGB monitor(very sharp)
-Digital Creations Supergen External GENLOCK
-Software(on the hard drive)
+JRComm,VLT,AZComm <telecomm>
+MED, Soundtracker, Noisetracker <music>
+CrossDos/DOS-2-DOS/Powerpacker/Diskmaster
+TONS of stuff on drive
+a total of about 140 floppies(40 blank, rest with misc software)
+Teakwood, rolltop diskbox for floppies
-Books(all immaculate)
+Amiga manuals(WITH front page)
+Programming the 68000 from Sybex
+Amiga Hardware Tech Reference Manual
+Amiga Interface Standard Reference Manual
+AmigaDOS 2.0 Companion Manual
-Star SG-10 dot matrix(9-pin) printer /w cable.
-Video Showmaker Software

BEST EARLY REASONABLE OFFER OVER $1200 takes it.
if I went out and bought the hardware today, without the software, the system
would probably run around 1700 probably more.I'd prefer a local buyer
who can come and pick it up but I will ship also, no problem as long as
the buyer picks up the shipping charges. everything has original boxes.

Ajay Choudhri
choudhri@njmsa.umdnj.edu

2448. Selling my 1040STFM

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 07:00:15 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992Mar11.070015.25559@galileo.cc.rochester.edu>
Source record: 224787

I still need to sell my 1040STFM. It has a dd floppy internal drive,
and 1 meg of memory.
Asking for $235 + postage.

Thanks.

...
Holich

2449. Re: PageStream crashing STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 10:00:15 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <30432@darkstar.ucsc.edu>
Source record: 224797

In article <95630004@hpwin052.uksr.hp.com> markb@hpwin052.uksr.hp.com (Mark Bridgett) writes:
>My brother has just bought PageStream to produce documents on a
>DeskJet printer.
>
>The software keeps crashing for no apparent reason (usually either
>when printing or when zooming in).

What version are you using?

>
>The Atari is an STe with 1Mb of memory.
>
>It sounds like a memory problem. Has anyone else met this?
>

I get the same problem when running PageStream v2.1 on my color 1040ST with 1mb memory also. It seems to crash for no apparent reason. I am running it off a floppy (ack - no hard disk) so that might be the root of my problem (I have a program disk, and 5 font disks...). Do the font lists have to be on all the font disks? The manual was not too clear on what should go on what disk.

--

Len Alinea DeJesus (monsoon@cats.ucsc.edu) |
(tsunami@ucscb.ucsc.edu) | Have I deviated from the topic
University of California at Santa Cruz | of the discussion or shall I go
"Who are the U.C. Regents anyway?" - anon. | on more of a tangent?

2450. monitors and other queries

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 10:14:41 UTC
From: csp65@seq1.keele.ac.uk
Message-ID: <2274@keele.keele.ac.uk>
Source record: 224724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I had such a good response to my last question, heres a couple more for your perusal.

I have a monitor (OK, Ill admit it, it's a Sinclair QL Monitor, I was given it free!). I have no documentation for it but am almost certain its a simple RGB input. I want to know if I can hook it up to my atari st. I have tried just linking the R G B and a sync and get an almost recognisable picture but it is very faint and rolls a lot. Is this a voltage level problem? what can I do about it? Any suggestions appreciated.

Question two I have been trying to install Pinhead (aquired from the cover disk on Public Domain). On booting up I get the welcome message but then the ST resets, boots up again, welcome message, resets. And so on.
Anyone know what I am doing wrong??

Finally I would like details of any sites IN THE UK which archive ST software (I know about lancs.pdsoft).

Thanks in advance,

David Braziel.

```
================================================================================
|| David Braziel | "Is that the time?" | This Space ||
|| <Pronounced Brazzle> | "No, time is a relative concept, | Intentionally ||
|| csp65@uk.ac.keele.cs | /that/ is a wristwatch." | Left Blank ||
================================================================================
```

2451. DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 13:36:43 UTC
From: mro@dcs.exeter.ac.uk
Message-ID: <5728@izar.dcs.exeter.ac.uk>
Source record: 224714

I am about to buy a DTP package for my Atari ST, and I am trying to choose between Timeworks DTP 2 and Pagestream V2.1.

I intend to use the package to produce reports and assignments for my course, and the main feature of the package must be that it produces Postscript files so I can print them on a remote printer.

Pagestream looks the better package (and costs more), so does anybody have any recommendations to make. In particular, what are the hardware requirements to get Pagestream working well? I am running a 1040STe with a hard disk. Will this be enough?

Thanks for your help

Marcus

2452. Crippled GULAM (was Re: gulam -- the best shell)

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 13:48:38 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar11144838@orion.laas.fr>
Source record: 224730

```
>>>>> Regarding Re: gulam -- the best shell; ssammy@cs.strath.ac.uk
>>>>> (Paul Sammy 3rd Year iE) adds:

Paul> Thanks for the KEYFIX.TOS info.
Paul> I'll keep it in mind!

You're welcome!

The problems that people seem to have with GULAM is that they might be
running a crippled version. Actually, only an early version seems to
have been delivered with full EMACS-like functionality.

I have received e-mail on this subject from Alexander Lehmann
<alexlehm@iti.informatik.th-darmstadt.de> and Neil Forsyth
<neil@cs.heriot-watt.ac.uk>. Both these people seem to have the
*feature* (I would call it a bug!) that they use ESC for filename
completion.

I am posting this in case others have this same *feature*! This
feature inhibits a lot of GULAM's emacs-like functionality. Normally,
emacs (be it gnu, mg, etc.) ESC functions as a key modifier as does
C-X (control X). Adding the following to your gulam.g file
reestablishes gulams use of ESC as key modifier:

kb -m 15b 71 # allow ESC as meta-key
kb -r 54c 26 # C-X C-L = goto-line

The second line is *not* necessary; it just shows how one can redefine
or add key-bindings.

What does this get you, you might ask? Well first of all TAB becomes
file-name completion in the minibuffer or just under gulam. The new
commands that are possible are defined in the file gulam.hlp, if you
have it. In addition, if you have the following (with your path of
course) also in your gulam.g file:

set gulam_help_file c:\gulam\gulam.hlp

then you get online documentation when you're under `ue' (gulam's
internal emacs). Here are excerpts from the file to show the *new*
commands that become available when ESC is a key modifier (with common
definitons added by me as comments):

gulam.hlp -- help file for Gulam

#1 keycode (in hex) to keyname (rest of line) table
[...]
220 ESC SPC # just-one-space
```

```
221 ESC ! # execute-one-Gulam-cmd
225 ESC % # query-replace
22e ESC .
23c ESC < # beginning-of-buffer
23e ESC > # end-of-buffer
242 ESC B # backward-word
243 ESC C # capitalize-word
244 ESC D # kill-word
246 ESC F # forward-word
247 ESC G
24c ESC L # downcase-word
252 ESC R
253 ESC S
255 ESC U # upcase-word
256 ESC V # scroll-up
257 ESC W # copy-region-as-kill
27f ESC DEL # kill-backward-word
346 ESC C-F
348 ESC C-H
35b ESC ESC
[...]

#2 function-code (hex) to function name etc

000 no-op
001 show-possible-expansions
002 expand-name
003 terminate-mini-buffer
004 file-name
005 expand-name-gulam-style
006 switch-to-gulam-buffer
007 execute-buffer
008 read-file
009 show-key-board-macro
00a terminal-emulator
00b move-window-up
00c move-window-dn
00d quick-exit
00e temporary-exit
00f gulam-forward-line

010 gulam-do-newline
011 goto-next-tab
012 save-buffers-kill-emacs
013 keyboard-quit
014 help
015 start-kbd-macro
016 end-kbd-macro
017 call-last-kbd-macro
018 no-op
019 redraw-display
```

```
01a backward-char
01b forward-char
01c backward-delete-char
01d delete-char
01e beginning-of-line
01f goto-end-of-line

020 kill-line
021 next-line
022 open-line
023 previous-line
024 insert-newline
025 newline-and-indent
026 goto-line
027 execute-one-Gulam-cmd
028 no-op
029 no-op
02a no-op
02b search-backward
02c search-forward
02d no-op
02e no-op
02f query-replace

030 set-mark-command
031 self-insert
032 recenter
033 quoted-insert
034 transpose-chars
035 copy-region-as-kill
036 kill-region
037 keys-reset
038 no-op
039 no-op
03a no-op
03b yank
03c no-op
03d find-file
03e save-buffer
03f write-file

040 no-op
041 delete-blank-lines
042 exchange-point-and-mark
043 what-cursor-position
044 next-window
045 previous-window
046 shrink-window
047 enlarge-window
048 no-op
049 delete-other-windows
```

```
04a split-window-vertically
04b ctrlx-four-hack
04c no-op
04d insert-buffer
04e switch-to-buffer
04f no-op

050 list-buffers
051 kill-buffer
052 save-some-buffers
053 no-op
054 end-of-buffer
055 beginning-of-buffer
056 no-op
057 no-op
058 no-op
059 just-one-space
05a backward-word
05b capitalize-word
05c kill-backward-word
05d kill-word
05e forward-word
05f downcase-word

060 upcase-word
061 scroll-up
062 scroll-down
063 no-op
064 no-op
065 no-op
066 no-op
067 no-op
068 no-op
069 no-op
06a no-op
06b blink-matching-paren-hack
06c no-op
06d no-op
06e describe-key-briefly
06f produce-wall-chart-describe-bindings

070 NUL

# -eof-
```

Hope that someone finds all this useful!

```
--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
```

Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2453. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 13:51:58 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Mar11135158@ghiggins.hpl.hp.com>
Source record: 224703

> ----->>>>>So if I wanted to set up different sections, I could do it
> without anybody's permission?

I think you may have missed the point. You'd be doing it without anybody's *agreement*. You'd be in danger of p*****g off several hundred people all in one go. What would happen then is: we'd take a vote as to whom we would deputise to go round to Allegheny College and smack your knuckles with a ruler.

Watch out for tall dark strangers.

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

2454. Re: That nice man, Mr Eriksson

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 14:00:31 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Mar11140031@nsx.kagaku.se.fujitsu.co.jp>
Source record: 224789

>>I totally agree with Mat. This is a public, forum, express any opinion
>>you want.
>>
>>Mr. D.E. will face the violins someday.
>>
>>--Greg
>
> There you go Matthew. You know you're probably on the wrong side of
>the argument if Greg Carter agrees me you.

This is a bit cruel, but it seems there's a bit of a Greg Carter
non-appreciation club going here. How can I join?

ONE OF THE DEMO CODERS

2455. That new floppy chip?

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 14:16:10 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.700323370@gideon>
Source record: 224708

I hace read something about that new floppy controller chip
for TT and Mega STE, but I just wonder if it fits to older
models like Mega ST. Is there any more info about the thing,
and can it be bought from somewhere?
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2456. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 14:18:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.shCI2AsV9Jk@jonh.wimsey.bc.ca>
Source record: 224705

In <1992Mar10.225406.17843@pellns.alleg.edu>, Jason Heideloff writes:
>----->>>>>So if I wanted to set up different sections, I could do it
>without anybody's permission?

Yes. Of course they'd only exist on your computer. Do yourself
a big favour. Go read the section (on Usenet, they're known as
newgroups) news.announce.newusers. Thats what it's there for.
Helps if you understand what Usenet is, rather than displaying
your ignorance in front of the entire world. (I mean ignorance
in it's original meaning here, lack of knowledge).
If the system you're logged on through does not carry n.a.newusers,
you should ask your admin why.

--
John Henders jhenders@jonh.wimsey.bc.ca

2457. Re: FOR SALE: 1040ST and software

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 14:33:46 UTC
From: heidelj@carr102.alleg.edu
Message-ID: <1992Mar11.143346.3682@pellns.alleg.edu>
Source record: 224800

In article <dalessio.700270389@feldspar22> dalessio@rtsg.mot.com (Mario D'Alessio) writes:
> I still have the following Atari ST and programs for sale.
>
> ST Computer
> -----------
> Atari 1040STf Computer
> - 1MB Ram
> - Internal double-sided floppy
> - Mouse (left button a bit insensitive, but works fine)
> - Excellent condition
> - $250

---->>>>Why are you selling your computer?

-Jason Heideloff
heidelj@alleg.edu

2458. Re: Command Driven Shells

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 14:37:55 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar11.143755.24451@sun.pcl.ac.uk>
Source record: 224707

In article <1992Mar05.201934.25023@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

>
>With all this features, this sounds like a 200K+ shell. Too much for my taste!
>
>Nat!
>
>--
>Email: wallmann@backus.pu.informatik.th-darmstadt.de
> "Bang that bit that doesn't bang"

OK. I now bring everyone up to date with my current thought processes!

Having recieved a lot of highly positive feedback, both on the net and by
mail, I am definitly inspired to go all out to make this shell a real
winner.

Nat, the shell will not exceed 100k. I promise. In fact, I think it is
a pretty good bet that it wont exceed 50 or 60k.

I made a remarkable discovery yesterday, to do with linking, and organising
libraries. The current 'being developed' version is rapidly approaching
a releasable state, and is 31k. Yes, I said 31k THIRTY ONE K. It is gonna
work with all versions of the O.S. and will run in All resolutions.

Unfortunatley, I cannot really see it being ported to the PC or other
machines such as the Amiga games machine. This is because the small size
is achieved by using some rather sophisticated assembly functions in a custom
library. Totally legal code of course :-).

I love the idea of having the 'shadow' filename completion updated in
realtime behind what the user is typing. I promise to have a go at that,
but I cannot promise to get it done by the first release.
My first idea would be to use the 'ghosted' text such as you get when
a menu option is disabled in GEM.

I have had a rethink about several aspects of it. Some of the suggestions
people made were going to be done anyway, but I didnt want to go into
too much detail in case I got flamed for wasting bandwidth!

Depending upon how large the shell is, I might have 1meg+ versions and
512k versions. But if it stays on target then I dont think it will be
necessary!

Saving history list, and saving aliases was implemeted last night!

The final filename completion code was also coded yesterday, and should be fully done by Thursday night. I have a gig this evening so will be carrying synths about instead of coding :-(. There is a large hint there about why the shell is called what it is!

Many thanks to all who have expressed interest and support.

I would just like to say: its looking good - its actually pretty indispensible in its own development!!!!!

Please continue to write me and tell me what you would like to see.

Edd Deegan
vatec@uk.ac.pcl.sun

PS: A note to Torbjorn.... I just found a little pile of disks today that I had forgotten all about!!!!! I think you know what I am talking about.. Anyway, will be sent tomorrow! Genuine mistake, and apologies!

2459. LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 14:41:20 UTC
From: heidelj@carr102.alleg.edu
Message-ID: <1992Mar11.144120.3815@pellns.alleg.edu>
Source record: 224799

Not too long ago I asked if there was a way that I could hook my ATari ST up to a NeXT network? Is there a way? What is the purpose of the LAN port and some of the other new ports on the Mega STe? I am also interested in purchasing another ST for the purpose of networking. Does anyone have any suggestions????? I know that there is that Midi Networking device. Are there any others?

Thanks,
-Jason Heideloff
heidelj@alleg.edu

2460. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 14:57:33 UTC
From: tensmekl@infonode.ingr.com
Message-ID: <1992Mar11.145733.7749@infonode.ingr.com>
Source record: 224798

In article <1992Mar10.225406.17843@pellns.alleg.edu> heidelj@carn13.alleg.edu (Jason Heideloff) writes:
>In article <11812@umd5.umd.edu> jeffy@syrinx.umd.edu (Jeffrey C. Burka)
>writes:
>> In article <1992Mar10.203241.15653@pellns.alleg.edu>
>heidelj@coch12.alleg.edu (Jason Heideloff) writes:
>>
>> >I would like to propose that whoever is in charge of the ST Comp.sys
>> >section of usenet reorganize the ST section into different categories.
>> >For example:
>>
>>
>> If you want those divisions, go ahead and start a call for votes. I
>wouldn't
>> count on enough people agreeing with you (or even caring) to get the
>> necessary numbers, though.
>>
>> Jeff
>----->>>>>So if I wanted to set up different sections, I could do it
>without anybody's permission?
>
NO.

Read the documentation that came with your system ie the
new users and new users questions. See also news.groups area
for discussion. You may not make the changes with a a call for
votes and recieving a certain number of votes yea/nay.

If you follow the rules, maybe you can make a change.. But would
you follow thru? Naa that would take to much work or effort.

--
Kermit Tensmeyer | Intergraph Corporation
SomeWhere in the South (it's a Civilized place) | "It's only MY opinion"

2461. Re: RE-ORG !

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 15:03:13 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar11160313@orion.laas.fr>
Source record: 224706

>>>>> In article <411@tekgen.bv.tek.com>, boblu@tekgen.bv.tek.com
>>>>> (Robert Luneski) writes:

Michel Forget wrote:
>Are you sure this program is only available to developers? I am not a
>developer, and I downloaded the file from a local BBS (which has since
>gone down). The program didn't come with any documentation and it
>doesn't say that it is a part of the developers kit. Is it? (Would
>anyone from Atari like to comment on this one?)
>

Robert> It is only legally available to registered developers as it is
Robert> covered by the confidentiality agreement.

Strange, but it is officially available from Atari France's BBS
(+33)36-15 ATARI. But then again, this is not the first time that
Atari France and Atari US seem to have different policies.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2462. Atari 520ST System Forsale !!!

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 15:10:19 UTC
From: dak@bkana66.bnr.ca
Message-ID: <1992Mar11.151019.24770@bcrka451.bnr.ca>
Source record: 224701
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale

```
Selling ATARI 520ST system:

System Includes:

- 2 external disk drives (1 double sided, 1 single sided)
- 14 inch colour montior
- mouse and two joysticks
- 520ST computer with keyboard
- Bunch or software (games, spreadsheet, etc)
- manuals
- power supplies

Price: $380US or $450Can + shipping/handling

Contact: Darren Keyes 1-613-763-7569
```

2463. Atari 520ST system forsale !!!

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 15:20:13 UTC
From: dak@bkana66.bnr.ca
Message-ID: <1992Mar11.152013.26196@bcrka451.bnr.ca>
Source record: 224702

```
Selling ATARI 520ST system:

System Includes:

- 2 external disk drives (1 double sided, 1 single sided)
- 14 inch colour montior
- mouse and two joysticks
- 520ST computer with keyboard
- Bunch or software (games, spreadsheet, etc)
- manuals
- power supplies

Price: $380US or $450Can + shipping/handling

Contact: Darren Keyes 1-613-763-7569
```

2464. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 15:39:57 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <aPaHHB1w164w@ersys.edmonton.ab.ca>
Source record: 224710

heidelj@carn13.alleg.edu (Jason Heideloff) writes:

> In article <11812@umd5.umd.edu> jeffy@syrinx.umd.edu (Jeffrey C. Burka)
> writes:
> > In article <1992Mar10.203241.15653@pellns.alleg.edu>
> heidelj@coch12.alleg.edu (Jason Heideloff) writes:
> >
> > >I would like to propose that whoever is in charge of the ST Comp.sys
> > >section of usenet reorganize the ST section into different categories.
> > >For example:
> >
> > Whomever is in charge? HA! Welcome to UseNet.
> >
> > If you want those divisions, go ahead and start a call for votes. I
> wouldn't
> > count on enough people agreeing with you (or even caring) to get the
> > necessary numbers, though.
> >
> > UseNet is, for the most part, an anarchy (albeit an awfully well behaved
> > anarchy). There's nobody in charge of anything.
> >
> > Jeff
> ----->>>>>So if I wanted to set up different sections, I could do it
> without anybody's permission?
>
> Jason Heideloff
> heidelj@alleg.edu

No, you couldn't. Although it is an anarchy, there are people who
regulate the creation of new groups. I think you are supposed to have an
request for discussion and a call for votes. I don't think you would get
enough votes to make a difference, though. The system is fine the way it
is, and the newsgroup is active. In all the time I have been reading the
comp.sys.atari.st groups I have seen only a few MIDI related articles,
and the other two groups you mentioned are covered by comp.sys.atari.st
and comp.sys.atari.st.tech.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

2465. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 17:02:27 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Mar11.170227.15102@tdb.uu.se>
Source record: 224712

Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
: > Even better, why not use a 68010 - they don't cost much more and patches
: >could be included into TOS.
:
: They have been included already!
:
: BTW: Has anybody found a 16Mhz 68010?

No, seems like 12 MHz is the fastest currently in stock. But if you
want more than 19 processors you could always ask the Motorola factory
in France to take up production. 19 seems to be the minimum order :-(

: Greetings,
: Patrick

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

2466. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 17:04:15 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <dy9fb22q@csv.warwick.ac.uk>
Source record: 224711

In article <A37054@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>> Even better, why not use a 68010 - they don't cost much more and patches
>>could be included into TOS.
>
>They have been included already!
>

Sorry, by "patches" I meant ones to allow third party 68000 specific software
to work on the 68010, I know current versions of TOS already work with the
68010.

>BTW: Has anybody found a 16Mhz 68010?
>

Try the 68K newsgroup, I can't remember its name, but a search for "68K" will
find it.

2467. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 18:21:52 UTC
From: heidelj@pell19.alleg.edu
Message-ID: <1992Mar11.182152.6252@pellns.alleg.edu>
Source record: 224709

In article <H.shCI2AsV9Jk@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> In <1992Mar10.225406.17843@pellns.alleg.edu>, Jason Heideloff writes:
> >----->>>>>So if I wanted to set up different sections, I could do it
> >without anybody's permission?
>
> Yes. Of course they'd only exist on your computer. Do yourself
> a big favour. Go read the section (on Usenet, they're known as
> newgroups) news.announce.newusers. Thats what it's there for.
> Helps if you understand what Usenet is, rather than displaying
> your ignorance in front of the entire world. (I mean ignorance
> in it's original meaning here, lack of knowledge).
> If the system you're logged on through does not carry n.a.newusers,
> you should ask your admin why.
>
>
> --
> John Henders jhenders@jonh.wimsey.bc.ca

---->>>> I am sorry I p****d people off. I didn't know that this would cause such complications. Sorry.

-Jason Heideloff
heidelj@alleg.edu

2468. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 20:48:32 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Mar11.204832.17591@tdb.uu.se>
Source record: 224716

cstdxas@warwick.ac.uk (Leo Hendry) writes:
:[stuff deleted]
: Try the 68K newsgroup, I can't remember its name, but a search for "68K" will
: find it.

I've already asked in that newsgroup and no one answered :-(

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

2469. Re: Gulam: For users or programmers?

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 20:53:59 UTC
From: shore@equinox.gen.nz
Message-ID: <o9oHHB2w164w@equinox.gen.nz>
Source record: 224721

rkallen@msb.com (Russell Kallen) writes:

> > The COMMAND.TOS that comes with MERCURY seems quite good. It
> > handels an AUTOEXEC.BAT file as well if you have it auto running
> > on bootup.
>
> Can that COMMAND.TOS be run standalone, or does it require all
> or some of the rest of MERCURY? If it _can_ be run by
> itself, do you know which "part" in the a.a. version (or the
> twitterpater version, if it's also there) I need to get?

Dunno, I downloaded it from STaTus BBS in Auckland, NZ as two archives...
one with some extra dosc, and the other with everything else.
jonc@status.gen.nz is the sysop there, if you ask him maybe he might
know.

Craig.


```
+----------+-----------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2470. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 21:47:27 UTC
From: boyd@bind.cs.fsu.edu
Message-ID: <1992Mar11.164727.28722@mailer.cc.fsu.edu>
Source record: 224729

In article <11812@umd5.umd.edu>, jeffy@syrinx.umd.edu (Jeffrey C. Burka) writes:
>In article <1992Mar10.203241.15653@pellns.alleg.edu> heidelj@coch12.alleg.edu (Jason Heideloff) writes:
>
>>I would like to propose that whoever is in charge of the ST Comp.sys
>>section of usenet reorganize the ST section into different categories.
>>For example:
>
>Whomever is in charge? HA! Welcome to UseNet.
>
>If you want those divisions, go ahead and start a call for votes. I wouldn't
>count on enough people agreeing with you (or even caring) to get the
>necessary numbers, though.

Due to the relatively low number of postings to c.s.a.st, this type of division would perhaps be unwarrented. Other groups split when the article per day count goes crazy (like over 100).

>
>UseNet is, for the most part, an anarchy (albeit an awfully well behaved
>anarchy). There's nobody in charge of anything.
>

I would not have it any other way. Enjoy it while it lasts (I hear AT&T grumblings about "charge by packet" in the future . . .). In many ways, this might be the golden age of connectivity here.

--

Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."

2471. Undeletable folder - the outcome

Newsgroup: comp.sys.atari.st
Date: 1992-03-11 23:07:33 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7125@uqcspe.cs.uq.oz.au>
Source record: 224715

```
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
\_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

--
```


```
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
\_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)
```

2472. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 01:36:04 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar12.013604.22435@actrix.gen.nz>
Source record: 224718

In article <A37054@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
> > Even better, why not use a 68010 - they don't cost much more and patches
> >could be included into TOS.
>
> They have been included already!
>
> BTW: Has anybody found a 16Mhz 68010?
>
> Greetings,
> Patrick

They have stoped making 68010 a long time ago, and there was never a
16mz version...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2473. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 01:42:09 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar12.014209.22598@actrix.gen.nz>
Source record: 224717

In article <1992Mar10.142923.19106@bradford.ac.uk> G.M.Humpage@bradford.ac.uk (Guy.Humpage) writes:
> I'm considering getting an inkjet printer for my 520STfm, I'll probably
> get either a Canon BubbleJet Bj-10e or HP Deskjet 500.
>

> Guy
>
> --
> *** * * * * G.M.Humpage@uk.ac.bradford | It is easier for a rich man to pass
> * * * *** Dept. of Computing | through the eye a needle than it is
> * * * * * Univ. of Bradford | for a camel to - Rowan Atkinson
> *** *** * England. (Where's my Curry?) | (Wot Can I put on this line...?)

From what I have read the Bj-10e is far to slow, it was so slow they
did not quote the figure, the HP 500 plus or the new colour 500c would
e better to me, but Note: these are only page printers...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2474. Re: LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 01:49:01 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar12.014901.22811@actrix.gen.nz>
Source record: 224720

In article <1992Mar11.144120.3815@pellns.alleg.edu> heidelj@carr102.alleg.edu (Jason Heideloff) writes:
> Not too long ago I asked if there was a way that I could hook my ATari ST
> up to a NeXT network? Is there a way? What is the purpose of the LAN
> port and some of the other new ports on the Mega STe? I am also
> interested in purchasing another ST for the purpose of networking. Does
> anyone have any suggestions????? I know that there is that Midi
> Networking device. Are there any others?
>
> Thanks,
> -Jason Heideloff
> heidelj@alleg.edu

I posted this stuff a few weeks back, there are a few Lan option for the Ataries, Lantech from the USA that comes to mine, plus the Systems that Application and Design Software do, (ST-Report), and a German one from memory...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2475. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 02:01:05 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar12.020105.23125@actrix.gen.nz>
Source record: 224719

In article <SSAMMY.92Mar10181038@fleming-03.cs.strath.ac.uk> ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE) writes:
> > Originator: 91711882@muser
> > Nntp-Posting-Host: muser
>
> > I'm considering getting an inkjet printer for my 520STfm, I'll probably
> > get either a Canon BubbleJet Bj-10e or HP Deskjet 500.
>
> I'm interested in this info too.
> In particular if they are expensive to *run*
>
> Paul
> "Bark?" | Internet: ssammy@cs.strath.ac.uk
> -Moving Pictures | JANET : ssammy@uk.ac.strath.cs

From what I have bean told, inkjet printers cost a lot more to run
that Lasers, but it could be cheaper if you refill your own cartridges..

There are going to be a lot more of the Lower end inkjets, I
have read about 3 others, Olivetti was one and the Brother HJ-100 also
the Star SJ-48, these are all the same price as a BJ-10ex in the UK..

So hang around, you might find the one that fits your neads..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2476. Re: LAN port

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 03:10:28 UTC
From: heidelj@carn17.alleg.edu
Message-ID: <1992Mar12.031028.13626@pellns.alleg.edu>
Source record: 224722

In article <1992Mar12.014901.22811@actrix.gen.nz>
Roger.Sheppard@bbs.actrix.gen.nz writes:
> In article <1992Mar11.144120.3815@pellns.alleg.edu>
heidelj@carr102.alleg.edu (Jason Heideloff) writes:
> > Not too long ago I asked if there was a way that I could hook my ATari
ST
> > up to a NeXT network? Is there a way? What is the purpose of the LAN
> > port and some of the other new ports on the Mega STe? I am also
> > interested in purchasing another ST for the purpose of networking.
Does
> > anyone have any suggestions????? I know that there is that Midi
> > Networking device. Are there any others?
> >
> > Thanks,
> > -Jason Heideloff
> > heidelj@alleg.edu
>
> I posted this stuff a few weeks back, there are a few Lan option for
> the Ataries, Lantech from the USA that comes to mine, plus the Systems
> that Application and Design Software do, (ST-Report), and a German one
> from memory...
>
>
>
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

Thanks for your reply, however, I still would like to know what the
function of the LAN port is?

Thanks,
-Jason Heideloff
heidelj@alleg.edu

2477. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 03:15:19 UTC
From: heidelj@carn17.alleg.edu
Message-ID: <1992Mar12.031519.13731@pellns.alleg.edu>
Source record: 224723

In article <5728@izar.dcs.exeter.ac.uk> mro@dcs.exeter.ac.uk (Marcus Roberts) writes:
> I am about to buy a DTP package for my Atari ST, and I am trying to choose
> between Timeworks DTP 2 and Pagestream V2.1.
>
> I intend to use the package to produce reports and assignments for my course,
> and the main feature of the package must be that it produces Postscript files
> so I can print them on a remote printer.
>
> Pagestream looks the better package (and costs more), so does anybody
> have any recommendations to make. In particular, what are the hardware
> requirements to get Pagestream working well? I am running a 1040STe
> with a hard disk. Will this be enough?
>
> Thanks for your help
>
> Marcus

I am an 18 year old Atari computer user and I do ALOT of desktop publishing. I am using PageStream 2.1 and to me it is the only way to go!!!!! It is THE DESKTOP PUBLISHING program from the Atari ST as far as I am concerned. However, since it is a newer version, there are MANY more features, consequently requiring at least two megs of memory to be successful, that is to produce many paged docuements. I have a Mega STe with 4 megs of memory. It would be advantageous to get more memory.

That is my spiel.....Hope it is of some value.

-Jason Heideloff
heidelj@alleg.edu

P.S. One reason why I love it is because I can print it to a postscript file and then take my disk and print it out on the NeXT 400 DPI laser printer at school. It is alot of fun!!!!

2478. Atari Developer Kit -- Canada?

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 04:22:36 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <D10HHB1w164w@ersys.edmonton.ab.ca>
Source record: 224726

Hello.

I recently read about an offer from Atari Corporation that stated that the developer's kit was being sold to the public for $150, and also sold in pieces at a lower cost. Is this offer available in Canada, and does anyone know how to reach Atari Canada for information? It would cost less and arrive faster if I purchased the pieces of the developer's kit in Canada, since that is where I live. Any information would be greatly appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "I'm the broken spoke in the Wheel Of >>
<< Time! Do you have a problem with that?" >>
<< -- >>

2479. Undeletable folder: the outcome (?)

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 05:02:33 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7141@uqcspe.cs.uq.oz.au>
Source record: 224725

```
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
\_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)
```

2480. ST mouse

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 06:52:26 UTC
From: ba903@cleveland.Freenet.Edu
Message-ID: <1992Mar12.065226.319@usenet.ins.cwru.edu>
Source record: 224728

Some friends of mine have a 1040ST, which seems to work perfectly, but they do not have a mouse.

I'd like to know:
1. Can the computer be used without a mouse at all?
2. If not,
a. How much does a replacement mouse (from Atari) cost?
b. Can a surplus IBM type mouse be made to work on the ST?

Please email as well as post.
Thanks in advance.....

2481. DTP advice, for what its worth....

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 07:21:34 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <11MAR92222134@acad3.alaska.edu>
Source record: 224732

Marcus... I've used Pagestream 1.8 and previous versions for several years on a 2.5M ST. When it works, its good enuff. When it locks up For No Apparent Reason (the dread FNAR syndrome) and you have to crash out, wiping an hour's work, you mite consider getting a less capable, but more flightworthy program. Perhaps I have some odd hardware problems (I've asked for comments here before and gotten little response) or perhaps Pagestream's ambition outreaches its code.
If you get lotsa comments, why not summarize to net?

2482. Re: PageStream crashing STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 09:02:10 UTC
From: markb@hpwin052.uksr.hp.com
Message-ID: <95630005@hpwin052.uksr.hp.com>
Source record: 224739

I have had about seven responses to my original message, all pointing to memory as the problem.

It appears that at least 2Mb is required as a minimum.

Even machines with 4Mb appear to crash at times.

I have been reliably :-) informed that PageStream has some memory management to reduce the amount of memory used when printing.

If anyone uses PageStream with a hard disk, can you let us know if it is stable. I am now wondering if it is something to do with just using a floppy.

Cheers,
Mark Bridgett

2483. Re: ? .img format

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 09:03:01 UTC
From: robin@castle.ed.ac.uk
Message-ID: <19005@castle.ed.ac.uk>
Source record: 224744

In article <1992Mar11.043401.14174@Aus.Sun.COM> robin@sherwood.Aus.Sun.COM writes:
>I do notice however, that I can save a printed file as an "image" (.img) file.
>What format is this file ?
>I have access to postscript laserwriters on SUN systems - does anybody know how
>I can convert these files to a "printable" form on SUN's ? (eg postscript)

I think the following will work:---

Import your picture into 1st word plus and save the file.

Use 1st word to postscript program available at atari.archive. This is
not the most ideal way perhaps but it should work.

Robin Smith
robin@castle.ed.ac.uk

2484. Aegis Animator - Where to get PD version

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 09:09:55 UTC
From: tolk@opal.cs.tu-berlin.de
Message-ID: <1992Mar12.090955.14619@cs.tu-berlin.de>
Source record: 224731

Hi there,

some weeks ago, someone posted here that the Aegis Animator now has PD
status. If so, is it ftp-able somewhere ?

Ciao Robert

--
Robert Tolksdorf	Technical University Berlin	Private:
030/314-73558 (FR6078)	FB 20 - FLP - FR 6-10	Koertestr. 30
e-mail:	Franklinstr. 28/29	D-1000 Berlin 61
tolk@cs.tu-berlin.de	D-1000 Berlin 10 / Germany	+30 / 694 55 97

2485. Graphics in TEX

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 10:39:54 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar12.103954.24304@email.tuwien.ac.at>
Source record: 224733

I have to write some documentation in TEX, and I'd like to know how I can best include graphics in TEX files (both raster/vector graphics). I do have TEX-Draw but I can't get proper results. Which formats do I need (pictex?) and which drawing programs? Also, I'd need a program which saves .IMG files (PD/Shareware). I have also been told that there are some formats for TEX with special commands for drawing tree structures...

Any information appreciated!!

thanks,
Marinos.
email: kdv_521@eimoni.tuwien.ac.at

2486. Re: "more" for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 11:33:15 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Mar12.113315.93259@link-1.ts.bcc.ac.uk>
Source record: 224735

In article <1992Mar11.053600.2480@jsp.umontreal.ca> u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:
>I could'nt wait for a "comp.sys.atari.st.mint"... A couple questions:
>
>1) I looked all over Atari Archives for a "more" to use with MiNT (I even
> took the 'more' in the MGRDEMOS.ZOO but it doesnt seem to work)
> and all I could find was "atari/utilities/less.arc" which seems not
> to handle CR/LF's too well.
>
> Can someone point me in the right direction? Thanks.

I've ported the BSD more to the ST/TT under both TOS and MiNT, if anyone wants a copy mail me at the following address:- susher@csm.ac.uk

[The rest deleted]

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

2487. WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 11:48:37 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <1992Mar12.114837.26659@informatik.uni-erlangen.de>
Source record: 224734

Does anybody out there know something about winx ??

It should be possible to have 12 Windows on screen. Is that
correct ? And: does this Program run on a TT ?

Thankful for every bit of Information I can get about it.

Ciao
Atarico

2488. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 14:33:04 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar12.143304.27972@umbc3.umbc.edu>
Source record: 224736

I also use PageStream 2.1 and agree that its one of the best for the ST. I haven't tried calamus's new version, but I didn't really like the old one, digging through the icons and all.

I have a 520STfm with 4 megs o' Ram, a 84 Meg HD and a SyQuest 44 meg removeable. To give you an idea of how much space you can use, I have about 15-18 megs of clip art and 8 or so megs of fonts... and thats cause I stopped collecting them for a while.

The thing I like about PageStream is that it looks nice on the screen (especially the new version), and I can just print to a Postscript file, take it to school and dump it to a laser printer...

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2489. Questions on file-transmission

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 14:55:12 UTC
From: d0fursta@dtek.chalmers.se
Message-ID: <10060@chalmers.se>
Source record: 224737

Hi there,
I hope this is the right newsgroup to ask this.
My question might be a trivial one, but I've never been informed
before.
Can I get an Atari-file from PC and copy it to a disc and use it
on my 1040? I know it's possible - but how?
Perhaps I should ask: Can Atari read PC-format?
Thanx in advance.

\Patrik

--
---
d0fursta@dtek.chalmers.se Chalmers University of Technology, Sweden
Dept of Computer Science & Engineering

2490. Clip Art

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 15:26:30 UTC
From: heidelj@pell21
Message-ID: <1992Mar12.152630.18197@pellns.alleg.edu>
Source record: 224738

I am interested in paying someone for a bunch of clipart!!!!! I am interested in alot of it. Please email me.

Thanks,
jason heideloff
heidelj@alleg.edu

2491. [Atari ST] Dungeon Master with 2 disk drives?

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 15:55:15 UTC
From: woodcock@utdallas.edu
Message-ID: <1992Mar12.155515.27788@utdallas.edu>
Source record: 224740
Cross-posted to: comp.sys.atari.st,rec.games.video

I have V1.2 and a 520ST (single sided internal drive) and a double sided external drive. Is there a way to configure the game to use a second (B) drive so that you don't have to always swap disks all the time? Is V1.2 the latest release? I would be willing to use a 'DemoCrew' hack if the game could be altered to look for the game save disk at drive *B* instead of drive *A*.

--

Gregg Woodcock = woodcock@utdallas.edu or bn202@medina.freenet.edu

2492. BMS Host Adapter Query

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 16:04:54 UTC
From: ajb@gserv1.dl.ac.uk
Message-ID: <AJB.92Mar12160454@dlsi.dl.ac.uk>
Source record: 224861

Hello,

I have a BMS host adapter attached to an ST. The adapter has an RTC.
I do not, however, have any information on how to access this.
I'd appreciate it if someone could either supply me with the information
about the clock or the address of Berkeley in the UK or USA.

TIA

Alan Bleasby

2493. Dvorak

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 16:13:11 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <700465164.F00002@tdkt.kksys.com>
Source record: 224867

In a message of <Mar 10 21:28>, Jeffrey C. Burka (1:282/31) writes:
>From: jeffy@syrinx.umd.edu (Jeffrey C. Burka)
>Newsgroups: comp.sys.atari.st

>Are there any utilities out there that will remap the qwerty keyboard to
>the Dvorak? I've just started learning Dvorak, and if I get fast enough
>at it to warrant the change-over, I'd like to be able to do so on my ST.

Yes. There's an old program called simply "DVORAK.PRG" that when run will
remap the keyboard for you. I think you can put it in your AUTO folder, but to

tell the truth, I've never tryed.

There are also several keyboard remapping programs around if you can't find
DEVORAK.PRG.

Check with local user groups for the program, or GEnie, BIX, CI$, or whoever.
(I don't have a list of what's in the archives so I can't say if it's there or
not.) The program is quite old, so look pre-1989.

Just checked my archives to see if I had it to UUencode it to you. Sorry,
there's a reference to it, but the disk it's supposed to be on doesn't have it.

(OK, who's been fooling around with my disks!)

* Origin: FlightLine PointNet (1:282/47.1)

2494. Re: FOR SALE: 1040ST and software

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 16:20:00 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.700417200@feldspar22>
Source record: 224851

heidelj@carr102.alleg.edu (Jason Heideloff) writes:

>In article <dalessio.700270389@feldspar22> dalessio@rtsg.mot.com (Mario
>D'Alessio) writes:
>> I still have the following Atari ST and programs for sale.
>>
>> ST Computer
>> -----------
>> Atari 1040STf Computer
>> - 1MB Ram
>> - Internal double-sided floppy
>> - Mouse (left button a bit insensitive, but works fine)
>> - Excellent condition
>> - $250

>---->>>>Why are you selling your computer?

>-Jason Heideloff
>heidelj@alleg.edu

The reason I am selling my ST is to upgrade to an STe. I am
trying to get enough money together to buy a 2MB system
minimal. I already sold my second hard drive, and now the
ST and software are going. I am not getting out of the
Atari world. I have supported them too long (and I'm not
complaining).

```
************************************************************
* ******************************************************** *
* * ________________ __ * *
* * \_____________|)____.---'--`---.____ * *
* * || \----._______.----/ * *
* * __/\__ __||____/ /_ `--' * *
* * \RUSH/ |___ \ Mario D'Alessio * *
* * |/\| `--------' dalessio@rtsg.mot.com * *
* * * *
* * Work: (708) 632-2323 9am to 6pm Central Time * *
* ******************************************************** *
************************************************************
```

2495. Atari Monitor, SW for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 16:29:40 UTC
From: houlton@CS.ColoState.EDU
Message-ID: <1992Mar12.162940.39915@yuma.acns.colostate.edu>
Source record: 224741
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I've still got the following pieces of my Mega2 system for sale:

Hardware price
-------- -------
Atari SC1224 Color Monitor $125

Falcon, KingsQuest3,
Revolver, PCDitto,
Flash Telecomm,
assorted other SW $50

Everything has original boxes, manuals.

Email to: houlton@cs.colostate.edu

2496. Re: Crippled GULAM (was Re: gulam -- the best shell)

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 16:31:25 UTC
From: vj@gserv1.dl.ac.uk
Message-ID: <VJ.92Mar12163125@dlsi.dl.ac.uk>
Source record: 224863

In <RALPH.92Mar11144838@orion.laas.fr>, Ralph P. Sobek describes how to re-establish gulams use of the ESC key as the 'meta' key modifier. Does anyone know if it is possible for gulam to use the alt key as a meta key ? I am accustomed to having a real meta key when using GNU EMACS on a sun, and it would be nice to have this on my ST as well.

Dave Hines.
--
Dave Hines.

JANET: D.Hines@uk.ac.daresbury
EARN/BITNET: D.Hines%daresbury.ac.uk@UKACRL
UUCP: D.Hines%daresbury.ac.uk@ukc.uucp
Ean: D.Hines%daresbury.ac.uk@ean-relay.ac.uk
Internet: D.Hines%daresbury.ac.uk or D.Hines%daresbury@nsfnet-relay.ac.uk

2497. Craft Shell? (Re: EMACS 18.57)

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 16:39:50 UTC
From: sigrorn@icemark.uucp
Message-ID: <8W6DcFbLKHs@icemark.uucp>
Source record: 224880

In <1992Mar10.021838.13673@demon.co.uk>, Kevin Donovan writes:
>fine. I dumped from the Craft shell, starting up a second version for the
^^^^^^^^^^^^^
Could someone be so kind to send me some information on this shell (UN*X- or DOS-like command line shell, freeware/shareware/commercial product, advantages and disadvantages, and certainly other things, too)?

Benedikt
--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

Grabel's Law:
2 is not equal to 3 -- not even for large values of 2.

2498. Re: PageStream crashing STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 17:14:10 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar12.171410.27156@umbc3.umbc.edu>
Source record: 224742

Well.. about PageStream's reliabilty, lets put it this way. Save often. When you do a big change to a document, save it. I will go a long time without crashes but the program seems to know when I have made a nice document and haven't saved it. It waits till I'm doing the finishing touches and BOMB!

It is fairly reliable off of HD.. I couldn't imagine running it from floppy.. Phew.. :)

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

2499. Re: Crippled GULAM (was Re: gulam -- the best shell)

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 17:21:34 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar12172134@simpson-04.cs.strath.ac.uk>
Source record: 224746

> Nntp-Posting-Host: orion

> people seem to have the
> *feature* (I would call it a bug!) that they use ESC for filename
> completion.

hmm, I admit I thought it was because csh uses ESC for completion...

> I am posting this in case others have this same *feature*! This
> feature inhibits a lot of GULAM's emacs-like functionality. Normally,
> emacs (be it gnu, mg, etc.) ESC functions as a key modifier as does
> C-X (control X).

Great!!
I always thought that this was because the ue was a "baby"emacs.

> Adding the following to your gulam.g file
> reestablishes gulams use of ESC as key modifier:

> kb -m 15b 71 # allow ESC as meta-key
> kb -r 54c 26 # C-X C-L = goto-line

> The second line is *not* necessary; it just shows how one can redefine
> or add key-bindings.

erm, whats the switchs for?
-m == modify keymap yeah?

whats -r mean?
And how do I determine which control sequence equals what code?

[gratefully received help deleted for brevity]

> Hope that someone finds all this useful!

Most certainly.

What is the most upto date version of gulam? Or better yet, where can
I get the latest version by ftp?

regards Paul

> --
> Ralph P. Sobek Disclaimer: The above ruminations are my own.
> ralph@laas.fr Addresses are ordered by importance.
> ralph@laas.uucp, or ...!uunet!laas!ralph
> If all else fails, try: sobek@eclair.Berkeley.EDU

--

"We should develop anti-satellite weapons| Internet: ssammy@cs.strath.ac.uk
because we could not have prevailed | JANET : ssammy@uk.ac.strath.cs
without them in 'Red Storm Rising'." |
-- Vice President Dan Quayle |
Copy this line into your .signature to protect it against viruses! [version -9]

2500. Word Perfect 2.1 for MAC on spectre - works?

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 17:27:11 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Mar12.172711.22931@cbfsb.att.com>
Source record: 224743

I bought the Word Perfect MAC upgrade.
Has anyone succeeded in installing and running this
on Specter 3.0?
Has anyone proven that it won't work and returned it?

Thanks

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

2501. Dvorak

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 17:53:25 UTC
From: glenn@ludwig.sharebase.com
Message-ID: <9203121753.AA22581@ludwig.sharebase.com>
Source record: 224745

I have written such a utility. I'd be glad to EMail it to you, or anyone else that is interested. Works fine from AUTO folder. Implements the ISO standard Dvorak keyboard, except for the key that is missing to the left of the QWERTY Z. Mostly, this means that the shifted] is [, and the shifted } is {. Many people don't do this, because they can't then rearrange the QWERTY keycaps to the Dvorak positions. I don't bother rearranging keycaps, because QWERTY only people use my computer also. Also, by not rearranging the keycaps, I am forced to do touch typing without cheating, which is faster in the long run than looking at the keys.

GLenn

2502. Re: STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 18:13:45 UTC
From: shore@equinox.gen.nz
Message-ID: <mHcJHB3w164w@equinox.gen.nz>
Source record: 224605

jvance@maxwell.oac.uci.edu (Joachim Vance) writes:

> >1. I have read in Z*NET that you can put TOS 2.06 in the STe.
> > Does anyone know where can I get it and how much is it??
> >
> Any good Atari dealer will sell it for $60.

Is there anywhere that does it by Mail Order that accecpts Visa ???

Craig.


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+---------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2503. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 18:16:34 UTC
From: shore@equinox.gen.nz
Message-ID: <BmcJHB4w164w@equinox.gen.nz>
Source record: 224607

Roger.Sheppard@bbs.actrix.gen.nz writes:

> This is USA TOS 2.06, it will take a few years to get it here in NZ
> then it will cost the earth, the last TOS was $200nz fited, try the UK
> it will be far cheaper there..

What, is the USA version different???
If so, what is the difference?
The UK... the exchange rate to there is terrible,... things cost 3 times
the earth from there!!! :-)

Craig.


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+---------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2504. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 19:02:11 UTC
From: shore@equinox.gen.nz
Message-ID: <cqeJHB3w164w@equinox.gen.nz>
Source record: 224606

heidelj@coch12.alleg.edu (Jason Heideloff) writes:

> I would like to propose that whoever is in charge of the ST Comp.sys
> section of usenet reorganize the ST section into different categories.
> For example:
>
> Atari ST - Communications
> Atari ST - Midi
> Atari ST - Hardware
> etc.
>
> The Amiga section is this way and so I propose that the Atari section also
> be this way.
>
> Anybody else agree?

No, I disagree... for 2 reasons...

1. things would tend to get off topic
2. The message traffic isn't too bad in this newsgroup.

Craig.


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-------------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2505. Re: Dvorak

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 19:42:36 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <wdjvEgu00Uh7E5BtR6@andrew.cmu.edu>
Source record: 224748

There is a pd desk accessory called oddly enough dvorak.acc that will convert the st keyboard layout to dvorak

mark

2506. Re: Questions on file-transmission

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 19:59:15 UTC
From: heidelj@pell19.alleg.edu
Message-ID: <1992Mar12.195915.21721@pellns.alleg.edu>
Source record: 224750

In article <10060@chalmers.se> d0fursta@dtek.chalmers.se (Patrik Furst)
writes:
> Hi there,
> I hope this is the right newsgroup to ask this.
> My question might be a trivial one, but I've never been informed
> before.
> Can I get an Atari-file from PC and copy it to a disc and use it
> on my 1040? I know it's possible - but how?
> Perhaps I should ask: Can Atari read PC-format?
> Thanx in advance.
>
> \Patrik
>
> --
> --
> d0fursta@dtek.chalmers.se Chalmers University of Technology, Sweden
> Dept of Computer Science & Engineering
> --
Yes, it is possible. I do it all the time. The way that I do it is I
call a local host and just simply download it. Atari disk drives are
capable of reading MS-DOS disks, however, the TOS in the Atari must be 1.4
or greater.

-Jason Heideloff
heidelj@alleg.edu

2507. Re: PageStream crashing STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 20:01:42 UTC
From: heidelj@pell19.alleg.edu
Message-ID: <1992Mar12.200142.21804@pellns.alleg.edu>
Source record: 224749

In article <95630005@hpwin052.uksr.hp.com> markb@hpwin052.uksr.hp.com (Mark Bridgett) writes:
> I have had about seven responses to my original message, all pointing
> to memory as the problem.
>
> It appears that at least 2Mb is required as a minimum.
>
> Even machines with 4Mb appear to crash at times.
>
> I have been reliably :-) informed that PageStream has some memory
> management to reduce the amount of memory used when printing.
>
> If anyone uses PageStream with a hard disk, can you let us know
> if it is stable. I am now wondering if it is something to do with
> just using a floppy.
>
> Cheers,
> Mark Bridgett

Yes, it would almost be senseless to use PageStream without a HD. It is very fast. About the memory, I don't believe that is why it crashes. I think that every once in a while, someone will do something out of the ordinary and it doesn't expect it and then crashes. Plus, if you don't save on a periodic basis anyway you are always taking your chances of losing your information.

-Jason Heideloff
heidelj@alleg.edu

2508. MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 21:48:57 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.700436937@gideon>
Source record: 224862

I just got a new ST Computer magazine and there was a small notice
that CS TeX has a new version called MultiTeX and it is almoust
commercial. It means that it is available as a Sonder Disk and
the price is DM 75,-. The "Multi" part comes from MultiGEM, the
TeX system is now fully compatible with MultiGEM, you can edit
one file "compile" other and print a third one at the same time.
Also there is a separate version for TT that understands the 882.
Perhaps it also works with SST also.

I think CS TeX has been a nice program, and well worth some
money. But those MAxon Sonder Disks are not so good idea.
They do not accept credit cards. I would have liked shareware
idea more. Or if some English or US company could arrange
with the author that those disks could be ordered with a
credit card.
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2509. Re: ST mouse

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 22:20:13 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <EdjxYRm00VB7AIIUx5@andrew.cmu.edu>
Source record: 224853

Charles Hobbs says:

"Some friends of mine have a 1040ST, which seems to work perfectly, but they do not have a mouse.

I'd like to know:
1. Can the computer be used without a mouse at all?"

Yes, but it's a royal pain. You can use the "Alt" key, the Shift key, and the arrow keys to move the pointer/cursor in most GEM-based ST programs (it's a standard GEM feature, check the ST manual.) This won't work, however, with a lot of non-GEM programs, like games and paint programs. I suggest you buy a mouse.

"2. If not,
a. How much does a replacement mouse (from Atari) cost?"

Call up Atari and ask if you like. It'll probably be around $35-40, as last time I checked they charged $25 just to replace a busted mouse. But Atari mice suck anyway, they're un-ergonomic and break a lot. I went through two before I switched to a Jin/Golden Image mouse two years ago, and I haven't had trouble since. It cost me $35 from J&R Music World in New York, back when they still sold Atari products. Nowadays, I'd suggest getting a catalog from a remaining Atari dealer (like E. Arthur Brown) and shopping for mice. E. Arthur is offering this neato-looking one called a Beetle mouse for a decent price, and there are lots of other 3rd-party mice out there.

"b. Can a surplus IBM type mouse be made to work on the ST?"

Yes, but the modifications aren't for the techno-illiterate. If you have an IBM mouse laying about, you might want to try this, but don't go and buy one and then try to modify it. IBM mice are more expensive than ST ones (in general), and like I said, the modification is a bit of a pain if you're a software-only guy like me.

Hope this helps.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"What is this, 'I have the phallus' ?"
---a certain female English professor of mine

2510. Re: Questions on file-transmission

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 22:27:52 UTC
From: dinsmm@aix02.ecs.rpi.edu
Message-ID: <=6+t_b=@rpi.edu>
Source record: 224852

heidelj@pell19.alleg.edu (Jason Heideloff) writes:

>> Can Atari's read ms-dos disks?

>Yes, it is possible. I do it all the time. The way that I do it is I
>call a local host and just simply download it. Atari disk drives are
>capable of reading MS-DOS disks, however, the TOS in the Atari must be 1.4
>or greater.

>-Jason Heideloff
>heidelj@alleg.edu

Why do you say that you need 1.4 TOS or greater? I embarrassingly admit
that I still have 1.0 but I can read DOS disks fine all the time. In fact,
I also can format the disks on a Sun SPARC station and use mtools to store
files or use a IBM RISC/6000 and use mtools to store files without ANY
problems.
Do I have a weird version of TOS or what?

--- ---
/ |\/ |\
/ |/ || Michael Dinsmore
/ /| /| || dinsmm@rpi.edu
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

2511. STE plus ??

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 22:33:49 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <19055@castle.ed.ac.uk>
Source record: 224854

There are rumors running around in the UK about an STE plus, does anyone (specifically the Atari people who pop up occasionally) know anything about this ?

Simon Kinahan aka simonk@castle.ed.ac.uk

2512. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-12 23:13:07 UTC
From: kemna@dutecai.et.tudelft.nl
Message-ID: <1992Mar12.231307.19165@donau.et.tudelft.nl>
Source record: 224860

heidelj@coch12.alleg.edu (Jason Heideloff) writes:

>I would like to propose that whoever is in charge of the ST Comp.sys
>section of usenet reorganize the ST section into different categories.
>For example:

>Atari ST - Communications
>Atari ST - Midi
>Atari ST - Hardware
>etc.

>Anybody else agree?

>-Jason Heideloff
>heidelj@alleg.edu

FULLY especially on the MIDI side!!!!

P.A. Donker Faculty of Architecture University of Technology Delft
The Netherlands
EMail kemna@duteca.et.tudelft.nl Europe

2513. Re: Questions on file-transmission

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 00:03:36 UTC
From: heidelj@pell18.alleg.edu
Message-ID: <1992Mar13.000336.24285@pellns.alleg.edu>
Source record: 224855

In article <=6+t_b=@rpi.edu> dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:
> heidelj@pell19.alleg.edu (Jason Heideloff) writes:
>
> >> Can Atari's read ms-dos disks?
>
> >Yes, it is possible. I do it all the time. The way that I do it is I
> >call a local host and just simply download it. Atari disk drives are
> >capable of reading MS-DOS disks, however, the TOS in the Atari must be 1.4
> >or greater.
>
> >-Jason Heideloff
> >heidelj@alleg.edu
>
> Why do you say that you need 1.4 TOS or greater? I embarrassingly admit
> that I still have 1.0 but I can read DOS disks fine all the time. In fact,
> I also can format the disks on a Sun SPARC station and use mtools to store
> files or use a IBM RISC/6000 and use mtools to store files without ANY
> problems.
> Do I have a weird version of TOS or what?
>
> ___ ___
> / |\/ |\
> / |/ || Michael Dinsmore
> / /| /| || dinsmm@rpi.edu
> /_/ |__/ |_|| Rensselaer Polytechnic Institute
> _\/__\/_\| Computer and Systems Engineering

Actually, I guesss I did sort of make a mistake. I guess you probably can read MS-DOS disks on versions of tos below 1.4 however in order to format disks in MS-DOS format, you must have 1.4 or higher.

-Jason Heideloff
heidelj@alleg.edu

2514. HP LaserJet III

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 00:15:24 UTC
From: sap@sactoh0.sac.ca.us
Message-ID: <1992Mar13.001524.18721@sactoh0.sac.ca.us>
Source record: 224869

Does anyone have an HP Laserjet III and WordPerfect (The last release) and
is successfully getting them to work together? I have these two products
but things are not printing out the way they should be! Please help!
--
##
"Its been surreal!" # sap@sactoh0.SAC.CA.US
-- Gogo Dodo # UUCP=..ames!pacbell!sactoh0
##

2515. Re: STE plus ??

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 00:42:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Mar13.004231.11636@usenet.ins.cwru.edu>
Source record: 224856

In a previous article, simonk@castle.ed.ac.uk (Simon Kinahan) says:

>
> There are rumors running around in the UK about an STE plus, does
>anyone (specifically the Atari people who pop up occasionally) know
>anything about this ?
>
> Simon Kinahan aka simonk@castle.ed.ac.uk
>

The news I have put together over the past several months seems to point
to the fact that this new ST will have better graphics and sound.

In fact, it maybe compatible with the Jaguar (Atari's newest home video game
system).

--

2516. re: STe Plus

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 00:45:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Mar13.004518.11727@usenet.ins.cwru.edu>
Source record: 224857

The information I just posted is only a rumor so please no one repost it in an online magazine.

I would hate to be noted for spreading rumors around the U.S.

--

2517. For sale: ST languages and books

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 03:14:13 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Mar13.031413.26784@jsp.umontreal.ca>
Source record: 224864

Hi, I am selling the following books and languages for the ST:

books:
- Abacus' Atari ST internals (original)
- Compute's Atari ST machine language programming guide

languages:
- Laser C 2.1 with Laser Debugger
- GFA Basic version 3.5E

games:
- Dungeon Master: Chaos Strikes Back

--
Odisseas
u1398@jsp.umontreal.ca

2518. Re: [Atari ST] Dungeon Master with 2 disk drives?

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 03:21:35 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Mar13.032135.24033@elroy.jpl.nasa.gov>
Source record: 224858
Cross-posted to: comp.sys.atari.st,rec.games.video

In article <1992Mar12.155515.27788@utdallas.edu> woodcock@utdallas.edu (Gregg E. Woodcock) writes:
>I have V1.2 and a 520ST (single sided internal drive) and a double sided
>external drive. Is there a way to configure the game to use a second (B)
>drive so that you don't have to always swap disks all the time? Is V1.2
>the latest release? I would be willing to use a 'DemoCrew' hack if the
>game could be altered to look for the game save disk at drive *B* instead
>of drive *A*.

I hacked mine to run off my hard drive, but that was a while ago. I don't remember what needed to be changed just to get the drivespec different. You might consider just booting the game off your B drive - have you tried that?
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

2519. Atari H A R D D I S K FORSALE

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 04:19:12 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <1992Mar13.041912.24385@uwm.edu>
Source record: 224859
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

FOR SALE:

Atari ST 49 Meg SCSI Hard Disk

FEATURES:
- 3 1/2 49 Meg SCSI Drive
- External Shoebox type with room for another 1/2 ht Hard Disk
- Includes cables for adding another drive
- Has Cooling Fan, Power supply
- ICD host adaptor card
- Ave access time 40ms.
- Extra DMA port in the box for chaining DMA devices.

Ave usage of 1-5 hrs per week for 2 yrs. Includes Manuals, HD software.

Reason for selling: Need money for PC system.

Price: $325 or BEST OFFER, I pay UPS COD Shipping.

Email Reply to:
scottshk@csd4.csd.uwm.edu

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2520. Summary: Request for comments

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 05:35:01 UTC
From: CLARK@SALK-SC2.SDSC.EDU
Message-ID: <9203130532.AA12017@ucbvax.Berkeley.EDU>
Source record: 224865

(This message posted to comp-sys-atari-st@ucbvax.berkeley.edu)

My original message:

/ I read the info-atari16 digests of the usenet discussion of Atari
/ST computers. Over the past few months I have posted a couple of questions
/to "Info-Atari16@naucse.cse.nau.edu" and have gotten ZERO responses, even
/though my messages appeared in the digest. Right now I'm wondering if these
/email posts ever make it through to the usenet side, so I'd really
/appreciate it if a few people who see this message through USENET can drop
/me a line to let me know.
/
/ Thanks in advance for your help.
/
/
/Steve
/
/clark@salk-sc2.sdsc.edu (Internet)
/clark@salk (Bitnet)

mfitz@tecnet1.jcte.jcs.mil (Mike Fitz) reponds:

/I too have posted stuff to the digest from the Internet side of things; and
/like you I just see my post just whiz by in the digest unanswered and
/uncommented upon. I got a little angry with this and queried the "moderator"
/(he's somewhere outside boston, I understand) about the status of
/cross-posting. (The preliminary stuff at the start of each digest
/says something like "cross-posting to Usenet is getting closer,
/but keeps geting trashed out"). The "moderator" wrote back, telling
/me that he was in Boston, and the digest computer was in Colorado,
/and that this computer (a PDP-11/twentysomething, I guess) was the
/only host he could find, and that there were really no efforts to
/get Internet inputs to the digest cross-posted to Usenet. So
/anyway, if you complain to him, he willask you if you know of a
/better host or a cross-posting program for the computer in Colorado.
/...So that's the scoop. If you want cross posting, either find this
/guy a better machine or find yourself a news feed.

hohmuth@freia.inf.tu-dresden.de (Michael Hohmuth) responds:

/I had exactly the same problem which i sent to info-atari16-request.
/They answered that arcticles posted to info-atari16@... are not cross-posted
/to the usenet because of some problems (mail loops...).
/
/For now, you can post stuff to comp-sys-atari-st@ucbvax.berkeley.edu
/(i think; ask at info-atari16-request@... for assurance).

/Articles sent there will show up in the usenet two days later or so.

John Dunning at info-atari16-request@... confirms that messages
posted to comp-sys-atari-st@ucbvax.berkeley.edu will make it to
comp.sys.atari.st, but this method is not highly recommended (the people
at Berkeley don't like it).

Hope this information helps out some other digest readers. Maybe
you usenet guys can propose a better solution?

Steve

2521. Re: ST mouse

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 06:40:48 UTC
From: ba903@cleveland.Freenet.Edu
Message-ID: <1992Mar13.064048.26353@usenet.ins.cwru.edu>
Source record: 224866

In a previous article, ba903@cleveland.Freenet.Edu (Charles P. Hobbs) says:

>
>Some friends of mine have a 1040ST, which seems to work perfectly, but they
>do not have a mouse.
>
.
.
.
>

Once again, thank you all for your help with the ST Mouse.

The quantity and quality of the responses I received were overwheming. Never
in the three or so years in which I have been using Usenet, have I ever
got so much good help!

2522. Re: Ste questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 07:38:41 UTC
From: berrah@disuns2.epfl.ch
Message-ID: <1992Mar13.083841@disuns2.epfl.ch>
Source record: 224870

The STe has a built in clock, but without built in supply (i-e you have to initialize it at each power on). Some hard disks can do that for you ...

You can use a SC1224 monitor with an STe ATARI without any problem ...

To get the TOS 2.06, you can buy it from atari, or read the news to see if someone wants to sell his TOS. But surely, TOS 2.06 is better than the TOS STe (TOS 1.6).

Bye
Karim

2523. Re: Is it possible to output a

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 08:50:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37250@MS.maus.de>
Source record: 224656

>It's a desk accessory specifically designed to capture postscript
>output in Timeworks DTP.

?!? My version of Timeworks gives me the choice of printing PS files to disk
or to the printer port!

Greetings,
Patrick

2524. Atzenta 2.34

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 09:48:55 UTC
From: harryk@csa.bu.edu
Message-ID: <99700@bu.edu.bu.edu>
Source record: 224651

I just put "atz234d.zoo" on atari.archive.umich.edu, and it should be available to the public real soon now... For those who don't have ftp access I'll also send it to comp.binaries.atari.st.

ATZ234D.ZOO is a demo version of Atzenta 2.34, the complete personal information manager for the ST. The demo version does not allow saving but comes with sample data and memo (for the built-in calendar) files. The ASCII version of the 45 page manual is included in the package so interested people can read all features of the program.

BTW, could someone please send me infomation about applying for the ST Developer's KIT? I know it's been asked before, but I didn't pay attention then... I'm interested in any address or phone number I might need in order to get more info...

thanks

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

2525. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 09:53:04 UTC
From: rudi@igc.ethz.ch
Message-ID: <1992Mar13.095304.3954@bernina.ethz.ch>
Source record: 224871

In article <lahtinen.700436937@gideon>, lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
> I just got a new ST Computer magazine and there was a small notice
> that CS TeX has a new version called MultiTeX and it is almoust
> commercial. It means that it is available as a Sonder Disk and
> the price is DM 75,-. The "Multi" part comes from MultiGEM, the
> TeX system is now fully compatible with MultiGEM, you can edit
> one file "compile" other and print a third one at the same time.
> Also there is a separate version for TT that understands the 882.
> Perhaps it also works with SST also.
Sounds terrific ! Is it any faster now (the main TeX part I mean)

>
> I think CS TeX has been a nice program, and well worth some
> money. But those MAxon Sonder Disks are not so good idea.
> They do not accept credit cards. I would have liked shareware

I recall thtat the previous version(s) of CS TeX were available for ftp, so I think this version will be too, as the previous versions were also distributed on MAXON SonderDisks.
If someone knows if it is already on any (german ??) ftp site, please make this public to the group, or if s.o. has got the sonderdisks please upload them to a public ftp site.

Thanks !

Rudi

Rudi van Drunen, rudi@cs.rug.nl

2526. Cebit Show

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 10:04:30 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Mar13.100430.21676@aber.ac.uk>
Source record: 224883

Has anybody yet got some Atari news from the Cebit show?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2527. MultiTos

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 12:52:33 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Mar13.125233.23434@unibi.uni-bielefeld.de>
Source record: 224872

Was there really an official Atari demonstration of MultiTos on the CeBIT `92 fair in hannover/germany or was I just to blind to see it correctly?

TeSche

--
torsten scherer, universitaet bielefeld, germany
e-mail to : itschere@techfak.uni-bielefeld.de
--
Harald Picard (News-Administrator) Email: hp@unibi.uni-bielefeld.de
Universitaet Bielefeld Bitnet: uhrzb016@dbiuni11
Universitaetsstr.25 Tel.: (0521) 106-4924 (Sekr. 4951)
4800 Bielefeld Fax: (0521) 106-2969

2528. ATonce 386-SX & VGA Graphic Cards

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 13:02:19 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Mar13.130219.23671@unibi.uni-bielefeld.de>
Source record: 224873

Hi there outside!

I was asked to post it if there were any news about the possibility to connect the Vortex ATonce 386-SX emulator to one of the VGA graphic cards now being available for the Mega STe. I`ve asked them. The answer is simple:

No.

I was told that on the one hand side it would be more complicated than I thought and on the other side they think none of the existing cards is spread wide enough to make it worthwile to sit down and do this work now. They claimed that there are not enough people interested in it as far as they regarded their requests. So if YOU would like to have the emulator to work with a VGA card, write to

vortex Computersysteme GmbH
Falterstrasse 51-53
D-W7101 Flein b. Heilbronn

phone : Germany 07131/59720
fax : " 07131/55063

To make it totally clear to everybody: I don't sell this stuff, I just happen to own one and am interested in as much information about it as possible. So please don't ask me for further details on THIS topic.

TeSche

---
torsten scherer, universitaet bielefeld, germany
e-mail to : itschere@techfak.uni-bielefeld.de
--
Harald Picard (News-Administrator) Email: hp@unibi.uni-bielefeld.de
Universitaet Bielefeld Bitnet: uhrzb016@dbiuni11
Universitaetsstr.25 Tel.: (0521) 106-4924 (Sekr. 4951)
4800 Bielefeld Fax: (0521) 106-2969

2529. Re: Atari Developer Kit -- Canada?

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 13:07:37 UTC
From: ele9110@cdc835.cdc.polimi.it
Message-ID: <ele9110.700492057@cdc835>
Source record: 224515

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>Hello.

>I recently read about an offer from Atari Corporation that stated that
>the developer's kit was being sold to the public for $150, and also sold
>in pieces at a lower cost. Is this offer available in Canada, and does
>anyone know how to reach Atari Canada for information? It would cost
>less and arrive faster if I purchased the pieces of the developer's kit
>in Canada, since that is where I live. Any information would be greatly
>appreciated.

I am asking the same question about distribution of the developer's kit
in Italy by Atari Italia (I know they are supporting only professional
developers).

Thanks to all.

--

Massimo Oluzzi
"Politecnico di Milano" University.
Home: via Caravaggio, 9 - I-20040 BURAGO MOLGORA - ITALY
Phone: +39-39-662931
Internet: ele9110@cdc835.cdc.polimi.it

2530. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 13:18:10 UTC
From: md91jbj@brunel.ac.uk
Message-ID: <3783@mercury.brunel.ac.uk>
Source record: 224876

In article <1992Mar12.020105.23125@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <SSAMMY.92Mar10181038@fleming-03.cs.strath.ac.uk> ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE) writes:
>> > Originator: 91711882@muser
>> > Nntp-Posting-Host: muser
>>
>> > I'm considering getting an inkjet printer for my 520STfm, I'll probably
>> > get either a Canon BubbleJet Bj-10e or HP Deskjet 500.
>>
>> Paul
>> "Bark?" | Internet: ssammy@cs.strath.ac.uk
>> -Moving Pictures | JANET : ssammy@uk.ac.strath.cs
>
>From what I have bean told, inkjet printers cost a lot more to run
>that Lasers, but it could be cheaper if you refill your own cartridges..
>
>There are going to be a lot more of the Lower end inkjets, I
>have read about 3 others, Olivetti was one and the Brother HJ-100 also
>the Star SJ-48, these are all the same price as a BJ-10ex in the UK..

I've had a Canon BJ10-ex for about 4 months and I've got no complaints. I've printed one 40 page report on it (twice actually - in draft and full quality, which uses 2x as much ink) and about 100 other pages of DTP output (all at full quality). By 1st ink cart. shows no sign of running out yet...

As for it being slow - I just dont know where this came from (well, I know it was from some magazine review). A full A4 page of Calamus 10pt Swiss text in full resolution (360x360) on my 2.5MB 1040STF prints in about 1 min. The printer is not the limiting speed factor - Calamus pauses for recalculation whilst the printer goes at full speed (the carriage speed is pretty much the same as my old Epson FX-80 dot matrix). What I would like is a BJ10 GDOS driver (or is there one in FSMGDOS?) cos I'm stuck with an LQ-800 driver at the moment which only does 180x180 resolution :-(

It should be noted that the Brother and Star (and Apple StyleWrite?) both use the same Cannon mechanism so the print speed is unlikely to differ. Pricing? Well, I got mine from a mail order warehouse for a total of 350 pounds (inc VAT + sheet feeder and extra ink cart) which is about the going rate.

Hope thats of interest.

TTFN, Jason

Jason Julyan | Brunel University,
Microelectronics Postgraduate | Uxbridge, UK. MIDDX

2531. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 13:30:58 UTC
From: sigrorn@icemark.uucp
Message-ID: <muUbhgfcV5M@icemark.uucp>
Source record: 224895

In <1992Mar12.114837.26659@informatik.uni-erlangen.de>, Richard Jelinek writes:
>Does anybody out there know something about winx ??
>It should be possible to have 12 Windows on screen. Is that
>correct ? And: does this Program run on a TT ?

WINXnnn.PRG only runs on ST's/MegaST's with German TOS 1.04! It supplies the
AES with more workspace for windows (up to 127 windows).....

Yours,

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 icemark!sigrorn@tornado.gun.de

Turnaucka's Law:
The attention span of a computer is only as long as its
electrical cord.

2532. Re: MultiTOS \was MiNT copyright s

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 13:57:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A663@KI.maus.de>
Source record: 224657

Hi folks!

e>As for the many contradictory rumors floating around about multitasking
e>TOS; suffice it to say that wild speculation about unreleased products
e>is rarely productive (and even more rarely accurate :-).
e>Let's wait and see what Atari actually produces, shall we?

Well, just yesterday at the CeBit fair I could see what Atari actually
produces:
There was a demonstration show of the comming MultiTOS, and it really _is_
based on MiNT! They said that it will come out as a ROM-Upgrade, available for
all Atari Computers down to the 1040 ST, although it won't be very usefull on
a maschine with less then 16mhz. They were not able to give any exact
information about the release date, but they said that it will not be before
the Atari fair in Duesseldorf (Germany) in august.

Nils-Henner Krueger, Waitzstr. 98, D-2300 Kiel, Germany
Phone: xx49/431/86267, email: nk@ki.maus.de (Internet)

2533. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 13:57:09 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Mar13.135709.3756@newcastle.ac.uk>
Source record: 224881

Well, I use CALAMUS for all my DTP, and it's S**T HOT.
No POSTSCRIPT - who needs it anyway???

>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<--->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

2534. 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 14:01:39 UTC
From: ameyer@seqp4.sequoia.com
Message-ID: <1163@seqp4.sequoia.com>
Source record: 224874

School is over, and I find that I now have far more
powerful computers available to me than anything I
am likely to get from Atari. As a result, it is
time to sell my trusty old Atari ST.

Hardware
----

* 520 ST (circa 1986)

- TOS in ROM
- 1 Meg Memory expandable to 4 Megs
(E.A. Brown Expansion board)
- mouse & pad
- Midi ports
- parallel & serial ports
- RF Modulator for TV hookup

* SH204 20 Mbyte Hard Drive

* SM124 Monochrome monitor

* SM314 external double sided floppy drive

* Avatex 1200/300 baud modem

* Spectre 128 Macintosh Emulator Cartridge
(MAC ROMs not included, note this is not the GRC)

Software
----

* Personal Pascal

* Laser C with source debugger

* Word Perfect

* Flash terminal software

* Kermit

* Lots of other stuff including:

flight simulator II
Omni-Res
thunder
1st Word
easy draw

Lots of PD software

Everything is in perfect working order. All documentation and original discs are included. This system has been meticulously maintained.

I'm selling it since I really don't use it much anymore. When I do need to run a program at home ...sigh... it has to be on a PC compatible.

I am looking for offers around $800. I will pay shipping and insurance.

For information or offers, contact me at:

ameyer@sequoia.com

2535. Re^2: LAN, DMA Ports

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 14:39:36 UTC
From: lp@shlink.hanse.de
Message-ID: <4927752@shlink.hanse.de>
Source record: 224684

Im Artikel <1992Mar10.185603.14252@pellns.alleg.edu> schreibt heidelj@carr106.alleg.edu (Jason Heideloff):
>
> I was just wondering if there is anyone out there who could tell me what
> the purposes of the new ports are for on the Mega STE?

LAN - Local Area Network etc.

BUT - is there any software to run an LAN etc. on Atari-machines (MSTE/TT) ?

lutz

--

\\ lutz petersen, 22oo elmshorn, germany, +49 4121-65023 \\
\\ e-mail: lp@shlink.hanse.de oder lp@shlink.zer.sub.org \\

2536. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 14:47:47 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92073.094748EENG6801@RyeVm.Ryerson.Ca>
Source record: 224698
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Just in Toronto you're missing a few nodes:

38 - Aardvarks From Mars
?? - Leftover Hippies
?? - HellRaiser
?? - Balmy Beach (Not FOREM but it carries FNET conferences using MaxiDoor and Q*Net)

I guess you must be missing some nodes from other places also.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

2537. Re: ST mouse

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 15:05:29 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar13150529@simpson-05.cs.strath.ac.uk>
Source record: 224882

> Nntp-Posting-Host: cwns10.ins.cwru.edu

> Some friends of mine have a 1040ST, which seems to work perfectly, but they
> do not have a mouse.
>
> I'd like to know:
> 1. Can the computer be used without a mouse at all?

yep, either:

(a) use the ALT-cursor key combinations (shift slows it down I believe).
ie shift up-arrow moves the pointer upwards.

(2) avoid the desktop and use a shell, ie have an autoloading gulam or
something.

I would suggest that since your friend doesn't know about the ALT-arrow
combination that (2) is not the best option, and he/she should buy a
new mouse.

> 2. If not,
> a. How much does a replacement mouse (from Atari) cost?

I don't know the price in $s.
It would probably be best *not* to buy an atari one anyway- get a third party
one- they are generally thought to be better. Last time I looked it was about
30 pounds for a mouse here in the UK. Due to a longstanding tradition (ie
the stateside stuff being cheaper) it'll likely cost about $30 or less.

> b. Can a surplus IBM type mouse be made to work on the ST?

I dunno. I doubt if the standard microsoft one will work- but since the PC would
is so non-standard...

> Please email as well as post.
> Thanks in advance.....

Paul
--

"We should develop anti-satellite weapons| Internet: ssammy@cs.strath.ac.uk
because we could not have prevailed | JANET : ssammy@uk.ac.strath.cs
without them in 'Red Storm Rising'." |
-- Vice President Dan Quayle |
Copy this line into your .signature to protect it against viruses! [version -9]

2538. -- GLIB and C compiler --

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 15:44:11 UTC
From: ATONI@ESTEC.BITNET
Message-ID: <92073.120535ATONI@ESTEC.BITNET>
Source record: 224875

Hy,
Anybody has some experience with the GLIB generic librarian synthesizers
editor PD ??
Anybody can tell me what is the *best* (if any) C compiler for the STE ?
Best means the more standard one !! (if any again !)

Thanks for the Help

Ciao
Duc'ANDREA

2539. Re: Questions on file-transmission

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 15:53:40 UTC
From: b41987@shylock.ctd.anl.gov
Message-ID: <1992Mar13.155340.4394@mcs.anl.gov>
Source record: 224877

```
|>
|> Actually, I guesss I did sort of make a mistake. I guess you probably can
|> read MS-DOS disks on versions of tos below 1.4 however in order to format
|> disks in MS-DOS format, you must have 1.4 or higher.
|>
|> -Jason Heideloff
|> heidelj@alleg.edu
|>
Well not really, maybe to make DOS readable disks with TOS you need TOS 1.4
however you can have a run of the mill TOS 1.0 and use a program that writes
an IBM directory to the disk. There is a variety of such programs on a.a in
fact I have a PD accesory that does it.

Michail Gomberg
b41987@achilles.ctd.anl.gov
```

2540. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 16:23:46 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar13.162346.3693@umbc3.umbc.edu>
Source record: 224878

I agree... with the Midi also. I think that it would help draw together the midi crowd a little more, especially since Midi is a big application of the St.

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2541. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 16:53:24 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <700505604.2293@minster.york.ac.uk>
Source record: 224888

In article <1992Mar12.020105.23125@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <SSAMMY.92Mar10181038@fleming-03.cs.strath.ac.uk> ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE) writes:
>> > I'm considering getting an inkjet printer for my 520STfm, I'll probably
>> > get either a Canon BubbleJet Bj-10e or HP Deskjet 500.
>>
>> I'm interested in this info too.
>> In particular if they are expensive to *run*
>>
>> Paul
>> "Bark?" | Internet: ssammy@cs.strath.ac.uk
>> -Moving Pictures | JANET : ssammy@uk.ac.strath.cs
>
>From what I have bean told, inkjet printers cost a lot more to run
>that Lasers, but it could be cheaper if you refill your own cartridges..

From experience with a Hewlett Packard DeskJet 500, I find that it's a cheaper than a laser to run. New cartridges can he had for about 15 quid in the UK, and they do seem to last for the advertised 500 pages. You'll need to add the cost of good quality photocopier paper too, but you'd still have to add that for a laser too.

The best thing about inkjets is that you don't have to replace a corona wire and/or drum. In short, I love my DJ 500!

>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

Mat

Mathew Lodge	"What do they call you, boy?" "Kate." "Isn't
mjl-b@minster.york.ac.uk	that a bit of a girl's name?" "... it's
Summer: lodge%alsys@uknet	short for 'Bob'" -- Blackadder II

2542. Accelerators

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 16:54:59 UTC
From: fox@vulcan.noarl.navy.mil
Message-ID: <9203131654.AA17166@vulcan.noarl.navy.mil>
Source record: 224879

I've looked at the use I get from my Mega, and the prices of TTs and decided the way to go for now is to get one of the speed-up boards.

The options seem to be the 20 or 25 mz fast 68000 board from Jim Allen or switching to one of the 68030 boards from either Allen or Gadgets, the latter two obviously being a bit more expensive.

The question is, in real everyday use (mostly Pagestream and TeX), how much speed up would I really see? If the fast 68000 really speeds up recalculations in Pagestream (and particularly the final Creating Page phase), by a factor of 2 or 3, that's enough for me for now. Has anyone had experience with this upgrade yet?

The entry-level 68030 upgrade from Dave Small doesn't look very expensive either... how much speedup should I expect from applications like Pagestream with it? (And will old favorites like Flash and Gulam still work with it?)

I've seen partial reviews or earlier versions of these boards in various ST magazines, but nothing "definitive".

Thanks for any help.

fox@noarl.navy.mil

2543. Printer for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 18:35:22 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <QdkDLea00VAuECEEwF@andrew.cmu.edu>
Source record: 224884

I have an Epson LX-90 printer I'd like to sell. I'm upgrading to an HP Deskjet 500, and a new computer when money permits.

Specs:

Epson LX-90 9-pin dot matrix printer, vintage 1985.
Treated gently, works perfectly.
Tractor feed or single sheet.
100 cps draft, 40 cps Near Letter Quality (2-pass, ok-looking serif type.)
Double-strike, emphasized (bold), compressed, expanded, super/subscript,
12 CPI Elite alternate font, underlining, foreign characters & more.
Graphics mode up to 240x72 dpi.

"IBM parallel" standard interface. Plug and play with an ST/Ste or PC.
Other interface cards (Centronics, etc.) available from Epson, if you
need them.

I'm asking $115 including shipping. This includes a barely used ribbon
and a spare. Ribbons for this thing last forever (6 months of heavy use
is typical) and cost about $3.50 discount.

Please email me at the address in my .sig if interested.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
Vote Tsongas for President. Bush and Clinton are liars.

2544. * * * * A T A R I S T Hardware FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 18:42:29 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9234@vice.ICO.TEK.COM>
Source record: 224885
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale,misc.forsale.computers

I have the following ST hardware forsale.
They are machines that were used by my
church that have now been replaced by
PCs :-(
==========

Atari 1040ST
with Monochrome Monitor
*** asking $275 ***

Atari Mega2 (I have two of these to sell)
with monochrome monitor
*** asking $475 ***

Supra 20Mb HD $175
Atari 20Mb HD $175
Toad 85Mb HD $350

Atari Color Monitor $175

All in excellent working
condition.

Shipping costs are negotiable

Keith
keithr@icogem3.ICO.TEK.COM

2545. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 19:44:54 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar13.194454.15544@umbc3.umbc.edu>
Source record: 224886

Who needs postscript? I do. Alot of people do. I have calamus and its good
for some things, but with PageStream you can dump a file to a postscript
file, take it to a laser (if you don't have one) and dump it to the laser.

For instance, I have a dot matrix and ink jet at home. I use the dot matrix
for drafting out what I want to print, then, once I'm happy with it, I
print it to a Postscript file and take it to school and print it in the mac II
lab.

Not everyone will use postscript, but it is a very nice feature, and you will
get very nice output from it..

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2546. What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 20:03:34 UTC
From: curt@quest.UUCP
Message-ID: <1992Mar13.200334.23937@quest.UUCP>
Source record: 224892

I paid for a subscription to Start magazne last May and the only way I know Antic got my order was their cashing my check. Phone calls to the offices and letters have gone unanswered. And I read here that Antic has disbanded only to reform as a NEW company that will not honor any of the debts or obligations. I didn't think that was legal here in the U.S.. Does anyone know the real story? If there is a new Antic does anyone have phone numbers, Snail Mail address, and better yet Email address? I would like names of people to contact to get a refund or something for my $60.00. Post it all here to the net, I'll bet there are others like myself feeling ripped off and not knowing what to do next.

Curtis S. Gibson curt%quest.UUCP@cs.umn.edu

2547. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 20:27:24 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Mar13.202724.27595@magnus.acs.ohio-state.edu>
Source record: 224887

>As for it being slow - I just dont know where this came from (well, I know
>it was from some magazine review). A full A4 page of Calamus 10pt Swiss
>text in full resolution (360x360) on my 2.5MB 1040STF prints in about 1 min.
>The printer is not the limiting speed factor - Calamus pauses for recalculatio
n
>whilst the printer goes at full speed (the carriage speed is pretty much
>the same as my old Epson FX-80 dot matrix). What I would like is a BJ10
>GDOS driver (or is there one in FSMGDOS?) cos I'm stuck with an LQ-800
>driver at the moment which only does 180x180 resolution :-(
>
>It should be noted that the Brother and Star (and Apple StyleWrite?) both
>use the same Cannon mechanism so the print speed is unlikely to differ.

The Apple Stylewriter is absolutely, unbelievably slow! I'm talking I've seen it take 12 minutes to print a page at 360dpi. also note that it is not a true 360 dpi printer, it is 180*180 doubled, just like a 24pin dot matrix, so greys will be much worse than a true 300 dpi printer. All the output I've ever seen from the HP deskjet 500 is FAR superior to Stylewriter output, as well as far faster. Also, I've never heard from anyone who was dissapointed with their HP printer, while I've heard lots of complaints about the StyleWriter. It is possible that the Cannon Bubblejet is an improvement over the StyleWriter, but from what I've heard (and as was stated above), they are the exact same printer in a different box. Also, when running the head over the page twice, it does not always line up correctly, just like a double strike on a dot matrix. Really, the HP deskjet is a nice piece of machinery and the StyleWriter just strikes me as a toy. The Bubblejet and StyleWriter do have attractive pricing though... Trust me, I've never in my life seen a printer so slow as the StyleWriter, and I've used a lot of printers...

David Butler - dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice, maybe I'll take up sleeping." - me

- Kaleidoscope woman
In rhinestone levi's jeans
Dancing in the sunset
Sketching day's last scene - Willie Phoenix

2548. TCF92 Announcement

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 20:53:02 UTC
From: holsberg@pilot.njin.net
Message-ID: <Mar.13.15.53.02.1992.26175@pilot.njin.net>
Source record: 224889

The Trenton Computer Festival 1992 will be held at Mercer College on
Saturday, April 11 (9-6) and Sunday, April 12 (10-4).

This year's festival features:
- The world's largest outdoor personal computer FLEA MARKET
- Over 170 National Vendor and Commercial Booths, featuring AST,
Adobe, Aldus, Borland, Microsoft, Lotus, Corel, Micrografx,
Toshiba, Hewlett-Packard, WordPerfect, Intel, Symantec,
Software Publishing, and local vendors.
- More than 125 FREE Seminars, Forums and Talks on all aspects of
computing.
- Thousands of dollars worth of door prizes, including an AST 386SX
notebook computer, an HP color printer and an HP color scanner.
- Saturday evening banquet features keynote speaker, Paul Grayson,
CEO of Micrografx. Tickets are $20 each.
- Admission:
General: $7 for both days; $5 for Sunday only
Students and Seniors: $3 for both days
Preschoolers accompanied by adult: FREE
Other Children Under 12 accompanied by adult: $3 for both days,
FREE on Sunday only

Files with all kinds of good information are available for anonymous
ftp from pilot.njin.net (128.6.7.38) in pub/TCF/tcf. They include:

what.is.TCF - history and description of TCF
gen.info - general info about TCF, directions, parking, etc.

Pete Holsberg
TCF 92 Steering Committee

2549. TCF92 Announcement

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 20:53:27 UTC
From: holsberg@pilot.njin.net
Message-ID: <Mar.13.15.53.24.1992.26253@pilot.njin.net>
Source record: 224890

1992 TRENTON COMPUTER FESTIVAL

TCF needs lots of volunteers to be a success. This year, volunteers are eligible for special prizes in their own drawing!

By volunteering four hours of your time, you will also receive a free two-day ticket to this year's annual Trenton Computer Festival, April 11-12, at MCCC, a colorful cap and a free lunch ticket.

Volunteers work in several areas, as needed by the organizers. Some of these are (1) helping Security to direct traffic, (2) helping speakers and people attending talks, (3) providing general information to attendees, (4) selling tickets, (5) helping in the flea market area, (6) helping in the vendor areas, (7) checking for tickets at the doors, and so on.

Thank you for volunteering. Have fun!!

I. Personal information:

NAME:_____

HOME (Evening) TELEPHONE:_____

WORK (Day) TELEPHONE:_____

II. Please make three choices from the list below:

SAT:6-10 SAT:10-2 SAT:2-6 SUN:8-12 SUN:12-4

First choice:

Second choice:

Third choice:

Return the completed form as soon as possible but no later that April 1, 1992. You will receive a telephone call from the coordinator of volunteers telling you when to report. Go directly to the lobby of the Theater Building on the MCCC campus to get your tickets, cap, etc. and your assignment.

Thanks a lot for helping!

Pete Holsberg
Steering Committee

2550. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 21:43:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <1989943@overmind.citadel>
Source record: 224667

Can anyone describe to me the interfaces that are available to hook an MFM hard drive, specifically a Seagate ST-251, To my Atari ST? I know it's possible... Where can I get such a device? I'd appreciate responses in mail, since I tend to miss alot of messages here.

:arthur dent:
arthur dent@only_bbs.via.mind.org

2551. ATTN: MIDI Enthusiasts - looking for a .MID file

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 21:47:17 UTC
From: kevin@CEB.McMaster.CA
Message-ID: <1992Mar13.214717.1059@maccs.dcss.mcmaster.ca>
Source record: 224654

Hi there. My apologies if this is completely the wrong place for this. If it is, perhaps some kind soul could direct me accordingly.

I am looking for a MIDI file (I use Notator 2.2 so compatable formats are acceptable too). The song I'm looking for is "Jesu Joy of Man's Desiring". The tune is "The Chorale from Cantata #147" by J.S.Bach.

If anyone has this or knows where I could find it, I'd like to hear from you.

Thanks in advance
Kevin Thorpe

2552. Re: Kermit help

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 21:51:48 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250031@hpindda.cup.hp.com>
Source record: 224655

> balde@lonestar.utsa.edu (Brent W. Aldridge) writes...

>Hello... I have a 1040ST and am having trouble getting files from the
>Sun's at school to my ST at home. I have a copy of Kermit and have been
>able to get the files to disk at home, but they never seem to work.

On the source side (the Sun, I assume) try running kermit with the -i
option. Only do this for executables and other binary files, not with text
files. Your shouldn't have to uuencode files.

Hope this helps.

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
19420 Homestead Road MS 43LT |
Cupertino, CA 95014-9974 |
goo@hpinddh.cup.hp.com |

2553. Flyback transformer sources needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 21:54:58 UTC
From: whoffman@jato.jpl.nasa.gov
Message-ID: <1992Mar13.215458.22785@jato.jpl.nasa.gov>
Source record: 224891
Cross-posted to: sci.electronics,comp.sys.atari.st

Does anyone have a good source for buying flyback transformers & triplers?

I am repairing a monitor which has a slightly melted flyback and needs a replacement. It is an Atari ST color monitor SC1224 which was made by Goldstar. I tried one source, Electronix Corp., but they could only supply parts if the original Goldstar Part number was known. Since this is an OEM item the numbers are different.

The numbers on the PART is KF4825G
60 2M
made in japan

It has 10 pins and I don't know the manufacturer. The symbol on it is at follows:

--
Walt Hoffman -- Jet Propulsion Laboratory
whoffman@jato.jpl.nasa.gov or elroy!jato!whoffman@csvax.caltech.edu
Galileo Orbiter Engineering Team -- Real-Time Analyst
"Jupiter...it's not just a destination, it's an adventure."

2554. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 21:55:52 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3117@richsun.cpg.trs.reuter.com>
Source record: 224897

In article <1992Mar12.031519.13731@pellns.alleg.edu> heidelj@carn17.alleg.edu (Jason Heideloff) writes:
>In article <5728@izar.dcs.exeter.ac.uk> mro@dcs.exeter.ac.uk (Marcus
>Roberts) writes:
>> I am about to buy a DTP package for my Atari ST, and I am trying to
>choose
>> between Timeworks DTP 2 and Pagestream V2.1.
>>
>> I intend to use the package to produce reports and assignments for my
>course,
>> and the main feature of the package must be that it produces Postscript
>files
>> so I can print them on a remote printer.
>>
>> Pagestream looks the better package (and costs more), so does anybody
>> have any recommendations to make. In particular, what are the hardware
>> requirements to get Pagestream working well? I am running a 1040STe
>> with a hard disk. Will this be enough?
>>
>> Thanks for your help
>>
>> Marcus
>
>I am an 18 year old Atari computer user and I do ALOT of desktop
>publishing. I am using PageStream 2.1 and to me it is the only way to
>go!!!!! It is THE DESKTOP PUBLISHING program from the Atari ST as far as
>I am concerned. However, since it is a newer version, there are MANY more
>features, consequently requiring at least two megs of memory to be
>successful, that is to produce many paged docuements. I have a Mega STe
>with 4 megs of memory. It would be advantageous to get more memory.
>
>That is my spiel.....Hope it is of some value.
>
>-Jason Heideloff
>heidelj@alleg.edu
>
>P.S. One reason why I love it is because I can print it to a postscript
>file and then take my disk and print it out on the NeXT 400 DPI laser
>printer at school. It is alot of fun!!!!

Ditto for the above reply! And.... On a TT, it is very fast and works great - Postscript files sent to work via modem and then printed on the Postscript Laser printers here look outstanding!!

CUL,
Chuck

2555. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-13 22:04:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37270@MS.maus.de>
Source record: 224658

>between Timeworks DTP 2 and Pagestream V2.1.

Is Timeworks 2 available?!? Does it handle FSMGDOS?

Thanx in advance,
Patrick

2556. URGENT! Pin-assignments etc. for surface mount 80-pin MMU wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 01:18:44 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Mar14021844@nic.funet.fi>
Source record: 224893

As the subject says, I want to find technical data about the new MMU
used on ST/STEs, the 80 (or was it 85) pin surface mount model.
Needed for designing a SIMM-expandable version of ST.
Does this new MMU-type have capabilites that the old one doesn't, like
mapping more memory etc?

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

2557. Re: Flyback transformer sources needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 03:52:35 UTC
From: his99a@binah.cc.brandeis.edu
Message-ID: <1992Mar14.035235.27695@news.cs.brandeis.edu>
Source record: 224896
Cross-posted to: sci.electronics,comp.sys.atari.st

You might try MCM Electronics at (800) 543 4330. They tend to be
pretty good about that sort of thing.
--Michael DeLee
his99a@binah.cc.brandeis.edu

2558. ST stores in Germany and Austria

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 06:01:08 UTC
From: ekrimen@wet.UUCP
Message-ID: <3627@wet.UUCP>
Source record: 224653

I'm going to be in Germany and Austria next week and the following week.
Are there any good dealers in Berlin, Potsdam, Vienna, or Salzberg that I should
visit?

2559. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 08:23:20 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <55822@cup.portal.com>
Source record: 224668

What happened to Antic and STart...?

Atari Corp. killed them, like they've done to so many other small companies that were trying to make a living in the "Atari market"...

Try calling Atari and see if THEY will give you your $60 back, since it's their fault you're screwed...

BobR

2560. PD Assembler

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 09:09:15 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Mar14.090915.15549@usenet.ins.cwru.edu>
Source record: 224898

Is there a PD Assembler program availible out there?

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

2561. Re: STE plus ??

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 10:00:54 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar14.100054.3122@actrix.gen.nz>
Source record: 224899

In article <19055@castle.ed.ac.uk> simonk@castle.ed.ac.uk (Simon Kinahan) writes:
>
> There are rumors running around in the UK about an STE plus, does
> anyone (specifically the Atari people who pop up occasionally) know
> anything about this ?
>
> Simon Kinahan aka simonk@castle.ed.ac.uk

I think you will find its wish full thinking or some one is pulling
your leg, The New Amiga 500 is called a A500 Plus...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2562. Re: STE plus ??

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 10:04:12 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar14.100412.3252@actrix.gen.nz>
Source record: 224900

In article <19055@castle.ed.ac.uk> simonk@castle.ed.ac.uk (Simon Kinahan) writes:
>
> There are rumors running around in the UK about an STE plus, does
> anyone (specifically the Atari people who pop up occasionally) know
> anything about this ?
>
> Simon Kinahan aka simonk@castle.ed.ac.uk

Second thoughts, the STE 520 with one meg of ram here is called a STE
520 Plus, that is all that they bring here or did...

One shop here is selling STE 520 for some $250 us, they are getting
out of Ataries..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2563. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 10:39:02 UTC
From: leo@ehviea.ine.philips.nl
Message-ID: <1096@ehviea.ine.philips.nl>
Source record: 224652

In article <1992Mar13.162346.3693@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac999108) writes:
|I agree... with the Midi also. I think that it would help draw together the
|midi crowd a little more, especially since Midi is a big application
|of the St.

The ST is not the only machine that runs MIDI software. I suggest you guys take a look at newsgroups like rec.music.synth; we don't need yang (yet another news group). This is from grepping of 'music' in my .newsrc: comp.music, rec.music.makers, rec.music.misc, rec.music.synth, rec.music.beatles, rec.music.classical, rec.music.folk, rec.music.gaffa, rec.music.gdead, rec.music.cd, rec.music.dementia.

If you don't get such newsgroup, talk to your system administrator.
Cheers,

Leo.

2564. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 11:01:41 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Mar14.110141.23125@terminator.cc.umich.edu>
Source record: 224577

```
drwxrwxr-x atari 1024 Mar 7 09:55 .
-rw-r--r-- weiner 227957 Mar 7 09:36 ./games/blox.arc
-rw-rw-r-- weiner 5929 Mar 7 09:34 ./diskutils/Index
-rw-rw-r-- weiner 128509 Mar 7 09:34 ./Index
-rw-r--r-- weiner 59249 Mar 7 09:37 ./ls-lR.Z
-rw-rw-r-- weiner 59699 Mar 7 09:35 ./CompInd.Z
drwxrwxr-x atari 1024 Mar 8 16:14 .
drwxrwxr-x jon 512 Mar 8 16:11 ./magazines
drwxrwxr-x weiner 512 Mar 8 16:12 ./magazines/stunn
-rw-r--r-- weiner 280468 Mar 8 16:12 ./magazines/stunn/stunn_12.arc
-rw-r--r-- weiner 296192 Mar 8 16:12 ./magazines/stunn/stunn_13.arc
-rw-r--r-- weiner 228405 Mar 8 16:12 ./magazines/stunn/stunn_14.arc
-rw-rw-r-- jrd 17258 Mar 8 09:25 ./8bit/Index
drwxr-xr-x jrd 1024 Mar 8 09:45 ./8bit/zmag
-rw-rw-rw- jrd 32265 Mar 8 09:45 ./8bit/zmag/zmag204.arc
drwxr-xr-x jrd 512 Mar 8 09:45 ./8bit/demos
-rw-rw-rw- jrd 36878 Mar 8 09:45 ./8bit/demos/digidemo.arc
-rw-rw-r-- weiner 129600 Mar 8 16:14 ./Index
-rw-rw-r-- weiner 59899 Mar 8 16:14 ./CompInd.Z
drwxrwxr-x jon 2048 Mar 9 08:56 ./archivers
-rw-rw-r-- weiner 3430 Mar 9 08:57 ./archivers/Index
drwxrwxr-x atari 1024 Mar 11 00:08 .
drwxrwxr-x jon 3584 Mar 10 23:55 ./graphics
-rw-r--r-- weiner 6806 Mar 10 23:56 ./graphics/Index
-rw-r--r-- weiner 359542 Mar 10 23:55 ./graphics/pic_pack.lzh
-rw-rw-r-- weiner 5931 Mar 11 00:04 ./applications/Index
drwxrwxr-x weiner 512 Mar 11 00:03 ./applications/astronomy
-rw-r--r-- weiner 60692 Mar 11 00:02 ./applications/astronomy/gravcalc.zoo
drwxrwxr-x weiner 512 Mar 10 23:58 ./applications/other
-rw-r--r-- weiner 125751 Mar 10 23:58 ./applications/other/ger2en18.lzh
drwxrwxr-x weiner 512 Mar 11 00:00 ./gnustuff/tos/ghostscript
drwxr-xr-x weiner 512 Mar 11 00:01 ./gnustuff/tos/ghostscript/gsfonts
-rw-r--r-- weiner 85263 Mar 9 08:41 ./gnustuff/tos/ghostscript/gsfonts/pa_fonts.zoo
-rw-r--r-- weiner 76687 Mar 9 08:41 ./gnustuff/tos/ghostscript/gsfonts/pb_fonts.zoo
-rw-r--r-- weiner 22 Mar 11 00:01 ./gnustuff/tos/ghostscript/gsfonts/README
drwxr-xr-x jrd 512 Mar 10 10:27 ./8bit/sio2pc
-rw-rw-rw- jrd 165345 Mar 10 10:27 ./8bit/sio2pc/sio2pc30.zip
-rw-rw-r-- weiner 129556 Mar 11 00:06 ./Index
drwxrwxr-x weiner 1024 Mar 10 23:52 ./mint
-rw-r--r-- weiner 11626 Mar 10 23:52 ./mint/ps0.zoo
-rw-rw-r-- weiner 2148 Mar 10 23:54 ./mint/Index
-rw-r--r-- weiner 59381 Mar 11 00:07 ./ls-lR.Z
-rw-rw-r-- weiner 59831 Mar 11 00:06 ./CompInd.Z
drwxr-xr-x jrd 512 Mar 11 10:44 ./8bit/sio2pc
```

```
-rw-rw-rw- jrd 51027 Mar 11 10:45 ./8bit/sio2pc/afs10.arc
drwxrwxr-x atari 1024 Mar 12 21:29 .
-rw-rw-r-- ftp 196608 Mar 13 06:06 ./languages/modula2.zoo
drwxrwxr-x jon 2048 Mar 12 21:27 ./demos
-rw-rw-r-- weiner 3808 Mar 12 21:27 ./demos/Index
drwxrwxr-x jon 512 Mar 12 21:27 ./magazines
lrwxrwxrwx weiner 12 Mar 12 21:27 ./magazines/zmag -> ../8bit/zmag
-rw-rw-r-- weiner 129461 Mar 12 21:29 ./Index
-rw-rw-r-- weiner 59785 Mar 12 21:29 ./CompInd.Z
-rw-rw-r-- ftp 202694 Mar 13 06:45 ./languages/modula2.zoo
```

2565. Re: monitors and other queries

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 13:07:27 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar14.080727.18620@mailer.cc.fsu.edu>
Source record: 224537
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2274@keele.keele.ac.uk>, csp65@seq1.keele.ac.uk (D. Braziel) writes:
>
>Question two I have been trying to install Pinhead (aquired from the cover
>disk on Public Domain). On booting up I get the welcome message but then
>the ST resets, boots up again, welcome message, resets. And so on.
>Anyone know what I am doing wrong??
>

Pinhead is a very stable application, so I would assume it has something to
do with something executing before Pinhead (or the thing which executes right
after it). I have pinhead as the second auto folder program (the first is
fatspeed), and have never had a problem. I would put it early in the boot
sequence (it would be useless to put it near the end), and see what happens.
It is possible that the program right after Pinhead is depending on clean
memory, in which case you can tell pinhead to leave it alone (there is a
config file facility).

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

2566. Re: ST mouse

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 13:12:23 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar14.081223.18780@mailer.cc.fsu.edu>
Source record: 224538

In article <1992Mar12.065226.319@usenet.ins.cwru.edu>, ba903@cleveland.Freenet.Edu (Charles P. Hobbs) writes:
>
>Some friends of mine have a 1040ST, which seems to work perfectly, but they
>do not have a mouse.
>
>I'd like to know:
>1. Can the computer be used without a mouse at all?

Yes, but painfully. If you hold down <alt>, then the arrow keys will move the mouse pointer. The <insert> and <clr home> keys act as the mouse buttons. I think if you hold <shift><alt> the mouse pointer moves at a much finer increment (usefull for drawing programs and such). You need a mouse.

>2. If not,
> a. How much does a replacement mouse (from Atari) cost?
> b. Can a surplus IBM type mouse be made to work on the ST?

a. They can be gotten for $30-$50 via mail order. Give Toad computers a try (1-800-448-TOAD). I recommend the Beetle mouse, or the new model Atari mouse (round rotating mouse door on the bottom, be sure to specify this!!).
b. If it is a bus mouse, yes. If it is a serial mouse, no (unless you can hack it into a bus mouse). Instructions are available if you need them.

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2567. Re: Crippled GULAM (was Re: gulam -- the best shell)

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 13:18:05 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar14.081805.18875@mailer.cc.fsu.edu>
Source record: 224536

In article <RALPH.92Mar11144838@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
>
>The problems that people seem to have with GULAM is that they might be
>running a crippled version. Actually, only an early version seems to
>have been delivered with full EMACS-like functionality.
>
>I have received e-mail on this subject from Alexander Lehmann
><alexlehm@iti.informatik.th-darmstadt.de> and Neil Forsyth
><neil@cs.heriot-watt.ac.uk>. Both these people seem to have the
>*feature* (I would call it a bug!) that they use ESC for filename
>completion.

I would call it a feature, as it emulates the good 'ol csh. I have been
using csh (with the filec option set) for years, and I was very pleased to
find that Gulam supports this. I do see how this would be annoying to a
ue user (I am a vi guy myself, so I use STevie which interprets the [esc]
key just fine), but one could always use GNU emacs or MicroEmacs (and I
think there are a few more).

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2568. Re: PageStream crashing STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 13:25:33 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar14.082533.19096@mailer.cc.fsu.edu>
Source record: 224521

In article <95630005@hpwin052.uksr.hp.com>, markb@hpwin052.uksr.hp.com (Mark Bridgett) writes:
>I have had about seven responses to my original message, all pointing
>to memory as the problem.
>
>It appears that at least 2Mb is required as a minimum.

I have 2 megs.

>If anyone uses PageStream with a hard disk, can you let us know
>if it is stable. I am now wondering if it is something to do with
>just using a floppy.
>
I do. V. 1.82 and V 2.1 both work fine from my hard disk. It could be something in your auto folder, or some acc.

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2569. Re: Questions on file-transmission

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 13:35:09 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar14.083509.19197@mailer.cc.fsu.edu>
Source record: 224520

In article <1992Mar12.195915.21721@pellns.alleg.edu>, heidelj@pell19.alleg.edu (Jason Heideloff) writes:
>Yes, it is possible. I do it all the time. The way that I do it is I
>call a local host and just simply download it. Atari disk drives are
>capable of reading MS-DOS disks, however, the TOS in the Atari must be 1.4
>or greater.
>

This is not 100% accurate. ALL versions of TOS will read/write to PC formatted disks just fine. However, TOS 1.0 and 1.2 will not format disks from the desktop that can be read by a PC (due to missing bootsector information). The solution is to use one of the PD formatting utilites to format these disks (like ps2form or ibmfmt from atari.archive). Alternetely, many other applications which support formatting already do this (Neodesk and Universal Item Selector III, for example). One can also upgrade TOS (the version of TOS can be acertained by looking at the DESK dropdown on the desktop).

Note that many PC drives are now of the HD flavor. To correctly format a 720k disk in DOS (which will try to format HD no matter what the drive tells it), use "format a/b: /t:80 /n:9". This disk will be fully usable on the ST.

Many ST users use the "twisted" disk formats on the ST. These will read/write twice as fast as the standard TOS (and DOS) formats. I only use the slower format when I need PC compatibility. Again, most PD/commercial utilities will format in Twisted mode nowadays (the above examples included).

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2570. Re: Questions on file-transmission

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 13:37:55 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar14.083755.19260@mailer.cc.fsu.edu>
Source record: 224519

In article <1992Mar13.000336.24285@pellns.alleg.edu>, heidelj@pell18.alleg.edu (Jason Heideloff) writes:
>
>Actually, I guesss I did sort of make a mistake. I guess you probably can
>read MS-DOS disks on versions of tos below 1.4 however in order to format
>disks in MS-DOS format, you must have 1.4 or higher.
>

This only applies to the built-in formatting function in the desktop.

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2571. MultiTOS really exists - thanks to Eric S.

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 15:41:13 UTC
From: univwa@sbusol.rz.uni-sb.de
Message-ID: <17037@sbsvax.cs.uni-sb.de>
Source record: 224659

Yesterday I visited the Hannover Cebit fair - and they really could show it:

The MultiTOS !!!

It exists - and it runs!!!

They had a beta version, but what I could see:

Atari now has a OS like the Mac, it does Multitasking in several windows,
not a task switching like the Mickey Mouse commander on a MS-DOS machine (brr,
I'll have to wash my mouth afterwards...).

The Multitos runs at the moment as a program, but it will be distributed in
ROMs. The Atari guy I spoke had to avoid that it bases on Eric Smith's work,
they only added the GEM surface. He said that the development now will be
continued on Atari side and will surely make another way than Eric's MiNT.

That's all for now...

Bernhard

bestu@rz.uni-sb.de

2572. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 19:01:50 UTC
From: olaf@oski.toppoint.de
Message-ID: <920314265@oski.toppoint.de>
Source record: 224666

rudi@igc.ethz.ch (Rudi V. Drunen Groningen) writes:

> >
> > I think CS TeX has been a nice program, and well worth some
> > money. But those MAxon Sonder Disks are not so good idea.
> > They do not accept credit cards. I would have liked shareware

>I recall thtat the previous version(s) of CS TeX were available for
>ftp, so I think this version will be too, as the previous versions
>were also distributed on MAXON SonderDisks.

No, the previous versions have been published on public domain disks.
"Sonderdisks" contain software (c) Maxon. Multitex 5.0 is neither
PD, nor freeware, nor shareware. It's a (rather cheap,) commercial
product.

--
Olaf Schlueter, Sandkuhle 4-6, | olaf@oski.toppoint.de,
2300 Kiel 1, Germany, Toppoint Mailbox e.V. | olaf@tpki.toppoint.de
"Kommt Zeit, kommt Rat." Willy Brandt im SPIEGEL auf die Frage nach
einer staendigen Mitgliedschaft Deutschlands im UN-Sicherheitsrat.

2573. looking for storm sounds

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 19:46:23 UTC
From: michl@cernvax.cern.ch
Message-ID: <10023@cernvax.cern.ch>
Source record: 224661

I am looking for storm sounds (thunder, rain, ...), preferably
in noisetracker format, and preferably w/o any music. I looked
at atari.archive, as well as at several german sites, but couldn't
find anything. Thanks in advance for any pointers...

michael doser

2574. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 20:23:30 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6377@lee.SEAS.UCLA.EDU>
Source record: 224662

In article <1992Mar12.143304.27972@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac999108) writes:
>
>The thing I like about PageStream is that it looks nice on the screen
>(especially the new version), and I can just print to a Postscript file, take
>it to school and dump it to a laser printer...
>

While everyone is discussing Pagestream, I have a question:
Can Pagestream save to *Encapsulated* PostScript?
I would like to use it as a capable drawing program to generate
PostScript drawings for inclusion into LaTeX documents. I currently
use Easydraw and mfps.ttp with a bunch of metafile "filter" programs
that I wrote to fix all the Easydraw & mfps bugs. I'd rather use a
cleaner system & I would also like a more powerful drawing interface
than Easydraw's.

Please note: I am not interested in anything other than LaTeX for
document processing nor am I interested in drawing/printing formats
other than PostScript.

Thanks,
Scott Willingham // willing@icsl.ucla.edu

2575. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 20:36:27 UTC
From: heidelj@carn17.alleg.edu
Message-ID: <1992Mar14.203627.9692@pellns.alleg.edu>
Source record: 224665

In article <1992Mar13.194454.15544@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac999108) writes:
> Who needs postscript? I do. Alot of people do. I have calamus and its good
> for some things, but with PageStream you can dump a file to a postscript
> file, take it to a laser (if you don't have one) and dump it to the laser.
>
> For instance, I have a dot matrix and ink jet at home. I use the dot matrix
> for drafting out what I want to print, then, once I'm happy with it, I
> print it to a Postscript file and take it to school and print it in the mac II
> lab.
>
> Not everyone will use postscript, but it is a very nice feature, and you will
> get very nice output from it..
>
>
> --
> /------------/ Paul Danckaert /---------------------------------------/
> /----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
> /----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

--->>> I do the exact same thing!

-Jason Heideloff
heidelj@alleg.edu

2576. Networking

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 20:47:35 UTC
From: heidelj@carn17.alleg.edu
Message-ID: <1992Mar14.204735.9844@pellns.alleg.edu>
Source record: 224664

Is there any networking devices/products for the ST? Aside from SGS net. Is there anything that has come out that is faster? Please E-mail me if you have an answer as to the price and where I could get something like this.

Thanks,
Jason Heideloff
heidelj@alleg.edu

2577. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 20:54:44 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Mar14.205444.3591@mnemosyne.cs.du.edu>
Source record: 224663

Antic has indeed folded, leaving lots of people angry. James Capparell is now publishing PC Home Journal. Antic, as a company, no longer exists. From my understanding, the SF DA's office looked into some complaints from Antic subscribers but gave up because Capparell claims PC Home Journal is a totaly separate company (even though Antic was publishing that magazine at first).

What it boils down to is that lots of people got stiffed. Sad.
It even had an impact on the rest of us producing Atari publications in the US.

Bill Rayl/Atari Interface

2578. Multitasking TOS on CeBit

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 20:55:42 UTC
From: techno@lime.in-berlin.de
Message-ID: <W8B174@lime.in-berlin.de>
Source record: 224660

Atari demonstrated the new multitasking TOS on the german CeBit computer
fair. Due to the huge crowds, I was only able to cast a glimpse at it,
though it seemed to run OK.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

2579. Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-14 22:24:52 UTC
From: cjp@aber.ac.uk
Message-ID: <CJP.92Mar14222452@csrrgrsc.aber.ac.uk>
Source record: 224671

I just picked up the new ST Format at my local newsagent (I gave up getting any of these rags by subscription years ago - not enough new features to go round).

It cost a quid more than usual, but came with an extra disk, containing a full copy of WriteNOW (still retailing at 45 quid). I assume that STFormat did some deal with the people who make it, giving them 30,000 quid or so for the rights to distribute it, and still making a profit on the deal.

Anyway, if you want a good wordprocessor for next to nothing, act now!

I gues this should have a UK distribution, but I thought the rest of you wqould be interested in what you are missing.

That is their second good offer this year - January's issue came with a full copy of Sequencer One and of Canvas. If they keep this up, I might take out a subscription to make sure I don't miss any more good software.

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
Telephone: 0970-622444

NOTE:
Change of address, ".cs" dropped so our mail doesn't go to Czechoslovakia.

--

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
Telephone: 0970-622444

NOTE:
Change of address, ".cs" dropped so our mail doesn't go to Czechoslovakia.

2580. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 00:08:46 UTC
From: shore@equinox.gen.nz
Message-ID: <B0HNHB1w164w@equinox.gen.nz>
Source record: 224553

mro@dcs.exeter.ac.uk (Marcus Roberts) writes:

> I am about to buy a DTP package for my Atari ST, and I am trying to choose
> between Timeworks DTP 2 and Pagestream V2.1.

Do either of these 2 do frames in other directions that just straight
normal... e.g. sideways, upside down etc.

And do any others???

Craig.


```
+----------+-----------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2581. MGR, TeX

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 00:12:48 UTC
From: twright@umaxc.weeg.uiowa.edu
Message-ID: <11576@ns-mx.uiowa.edu>
Source record: 224601

I just got a copy of MGR, but everytime I try to open a Window it says 'can't open pty'. I have MiNT running, it seems to work okay. I only have 1M of RAM, though. Am I running out of RAM or do I just have MGR set up incorrectly?

Another question. Seems like every program I FTP has docs in .TEX format? How can I translate these into something comprehensible by humans? I don't have GDOS, nor want it, BTW.

2582. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 02:46:14 UTC
From: patrick@rnivh.rni.sub.org
Message-ID: <2040@rnivh.rni.sub.org>
Source record: 224679

rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek) writes:

>Does anybody out there know something about winx ??

>It should be possible to have 12 Windows on screen. Is that
up to 128 windows if you like, it works fine on my
MegaST4 but TT perhaps (i will ask a TT-onwer i know)

>Ciao
> Atarico
ciao patrick.

2583. Help - 1040ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 08:57:57 UTC
From: ladasky@netcom.com
Message-ID: <016h2smladasky@netcom.com>
Source record: 224669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

O.K., I finally got enough desk accessories and needed a large
enough RAM disk so that I'm starting to get "out of memory" errors from
my 1.0 Meg 1040ST. I went down to my local retailer and asked about
upgrading to 2.0 Meg. He said I would need a $139 upgrade board, *AND*
that the memory on the motherboard would be invalidated by the addition
of the piggyback board - so I would need 2 SIMMs at $50 each.

Does this seem right? Isn't there a cheaper way?

----------John Ladasky----------

2584. Signum > PC formats?

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 10:35:57 UTC
From: majnun@parrot.in-berlin.de
Message-ID: <PUC1VEX@parrot.in-berlin.de>
Source record: 224675

Hi,
I'm not sure whether I am posting this to the right group, but I/ll try anyway.
I am a Macintosh user who wants to import a bunch of files created with Signum on an Atari to read them with MS Word.
I can, of course, save the Signum files as plain ASCII text, write them to a DOS floppy, insert that into my Mac, and open it with MS Word. But in that case, all the formatting done in Signum is lost, of course.

The question is: is there any possibility to convert formatted Signum files (text, no graphics) into a format that can be understood by whatever other application on a DOS-PC or a Macintosh? DOS compatibility would help, because there are plenty of filters for all kinds of exchanges between DOS and Mac computers.

Any help would be greatly appreciated. If this question should rather be asked in a different group, please tell me.

And please respond by e-mail, since I am not reading this group. I am perfectly willing to summarize any answers I get to the net.

Thanks a lot
Albrecht Hofneinz
majnun@parrot.in-berlin.de

2585. Re: MiNT's copyright status (was: MiNT and MTOS)

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 12:02:45 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92075.120245ONM07@DMSWWU1A.BITNET>
Source record: 224615

Coming back from the CeBit fair in Hannover: the rumour, that Atari
uses MiNT as multitasking kernel for their new MultiTOS turned out to
be TRUE. They showed it on large 29 inch color monitors :-)

_____________________________ cut here _____________________________________
Julian F. Reschke, Hensenstr. 142, D-4400 Muenster, Phone: ++49 251 861241
fast eMail: ONM07@DMSWWU1A.BITNET, slow: jr@ms.maus.de (++49 251 77216)
_____________________ correct me if I'm wrong ______________________________

2586. Re: URGENT! Pin-assignments etc. for surface mount 80-pin MMU wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 12:38:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar15.123850.24118@actrix.gen.nz>
Source record: 224673

In article <JARTSU.92Mar14021844@nic.funet.fi> Jari.Lehto@hut.fi writes:
> As the subject says, I want to find technical data about the new MMU
> used on ST/STEs, the 80 (or was it 85) pin surface mount model.
> Needed for designing a SIMM-expandable version of ST.
> Does this new MMU-type have capabilites that the old one doesn't, like
> mapping more memory etc?
>
> --
> * Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
> * Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
> * 00760 HELSINKI * Atari moderator at nic.funet.fi *
> * Finland * Administrator of Atari power-user mailing-list *

That Big MMU chip now has the Blitter fitted to it, the newer STE's
now have blank pads to were the old blitter was..

I don't think you will ever find out, unless Atari has released the details..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2587. Re: PD Assembler

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 12:41:54 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar15.124154.24245@actrix.gen.nz>
Source record: 224672

In article <1992Mar14.090915.15549@usenet.ins.cwru.edu> as666@cleveland.Freenet.Edu (Jonathan Roy) writes:

> Is there a PD Assembler program availible out there?
>
> --
> ||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
> ||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
> / | \ "...make him want to change his name,take him to the cleaners,
> devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

Yes the older HiSoft one was given out on a magazine disk, and the is this Turboasm at A.A..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2588. Re: Help - 1040ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 13:00:11 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar15.130011.1601@actrix.gen.nz>
Source record: 224674
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <016h2smladasky@netcom.com> ladasky@netcom.com (John J. Ladasky II) writes:
>
> O.K., I finally got enough desk accessories and needed a large
> enough RAM disk so that I'm starting to get "out of memory" errors from
> my 1.0 Meg 1040ST. I went down to my local retailer and asked about
> upgrading to 2.0 Meg. He said I would need a $139 upgrade board, *AND*
> that the memory on the motherboard would be invalidated by the addition
> of the piggyback board - so I would need 2 SIMMs at $50 each.
>
> Does this seem right? Isn't there a cheaper way?
>
> ----------John Ladasky----------

I do 2.5 meg memory upgrades for people here, I do not use any Plug in upgrades,
to me they are all rubish, I use SIMM soldered and mounted to the main PCB,
I only charge $350nz for this, the Atari dealers here charge $350nz
for just a 1/2 meg upgrade..

SIMM's cost about the same here..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2589. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 13:35:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <A45837@HB.maus.de>
Source record: 224700

h>WINXnnn.PRG only runs on ST's/MegaST's with German TOS 1.04! It supplies the
h>AES with more workspace for windows (up to 127 windows).....

And the author is working on a new version, which is supposed to work with every(?) TOS Version. It'll need support by another program that copies the GEM into RAM (like ROMRAM, etc. or the GEMRAM program which is also from the author of WINX and shall be available together with the new version of WINX).

As far as I heard about it, the new version is on the way to get finished, but the author didn't give any "shipping" date yet.

So we have to wait a little longer.

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | (UUCP) mick@informatik.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | & Franz)

2590. Re: Amiga Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 14:50:16 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Mar15.145016.4389@noose.ecn.purdue.edu>
Source record: 224677
Cross-posted to: rec.music.synth,comp.sys.atari.st,comp.misc

In article <1992Mar15.070420.13163@mnemosyne.cs.du.edu>, jyoung@isis.cs.du.edu (Jeff Young) writes:
>
> ATARI finally revealed one of their bloodthirsty systemes at CeBIT:-

I wonder why none of the other guys who reported on CeBIT mentioned this. And I doubt that it's called an Amiga.

>
> Falcon STe+ '30
> ==========
>
> *MC68030 in a scream dive at 32Mhz, FPU optional
>
> *MC56001 digital sig processor (DSP), stereo in/out

Ooh, I hope this will turn out to be true. Beyond normal DSP stuff, you can also do enormous number crunching problems with DSPs well.
>
> *Graphics- 640 x 480 65K simultaneous colors, video capture/overlay

Surely this isn't the max resolution! Please, please let there be at least a 800x600 mode!

>
> *LAN/MIDI/serial/parallel/quad joystick ports
>
> *SCSI hard drive
>
> *1.44 Mbyte 3.5" floppy
>
> *16 Mbytes memory option
>
> *Multitasking OS
>
> *Price- around $1200!!!!
>
[SOme stuff deleted]

Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House

| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

2591. Re: Cebit Show

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 15:51:03 UTC
From: cmedley@wam.umd.edu
Message-ID: <1992Mar15.155103.24452@wam.umd.edu>
Source record: 224678

In article <1992Mar13.100430.21676@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>Has anybody yet got some Atari news from the Cebit show?
>

I've just seen the following article in rec.music.synth, and it's seems fairly unbelievable to me... but here it is... Can anyone out there verify this? It would be exciting if this is true, but I'm skeptical.

From haven.umd.edu!darwin.sura.net!europa.asd.contel.com!uunet!mnemosyne.cs.du.edu!isis.cs.du.edu!jyoung Sun Mar 15 10:45:46 EST 1992

ATARI finally revealed one of their bloodthirsty systemes at CeBIT:-

Falcon STe+ '30
==========

*MC68030 in a scream dive at 32Mhz, FPU optional

*MC56001 digital sig processor (DSP), stereo in/out

*Graphics- 640 x 480 65K simultaneous colors, video capture/overlay

*LAN/MIDI/serial/parallel/quad joystick ports

*SCSI hard drive

*1.44 Mbyte 3.5" floppy

*16 Mbytes memory option

*Multitasking OS

*Price- around $1200!!!!

Coming up soon is the Falcon '040 with VME bus and the $200 Jaguar MAN (MAC-AMIGA-NINTINDO) eater. Hey, welcome to the jungle...

-Dave
==========

Anyone been to CEBIT and saw this???? SH*T and all Commo gives us is the A600/HD toy!??

2592. Re: Is it possible to output a PS file from Timeworks

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 17:05:38 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992Mar15.170538.24463@demon.co.uk>
Source record: 224680

In article <A37250@MS.maus.de>, Patrick_Dubbrow@ms.maus.de (Patrick
Dubbrow) writes:
>>It's a desk accessory specifically designed to capture postscript
>>output in Timeworks DTP.
>
>?!? My version of Timeworks gives me the choice of printing PS
>files to disk or to the printer port!
>
>Greetings,
> Patrick
>
>
Then you must be running it on a hard disk! Timeworks senses the
drive letter it was run from and modifies its behaviour
accordingly. To print PS files to disk with a floppy system you
need two things:

1) A ramdisk (Maxidisk is ideal because it also compresses data)
2) A lot of memory as the ramdisk needs to be 700k or so.

Now when you run your system you transfer all your Timeworks
boot-disk stuff to the ramdisk and run it from there. When you
need to save you should find that the print-to-disk option is
available. Select a floppy to save it to and off you go.

Keith

2593. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 18:59:26 UTC
From: ziggy@grafted.UUCP
Message-ID: <RTVoHB1w161w@grafted.UUCP>
Source record: 224681

heidelj@coch12.alleg.edu (Jason Heideloff) writes:

> I would like to propose that whoever is in charge of the ST Comp.sys
> section of usenet reorganize the ST section into different categories.
> For example:
>
> Atari ST - Communications
> Atari ST - Midi
> Atari ST - Hardware
> etc.
>
I am not shure if the traffic would warrant the split, but I
could be wrong!
Tony

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

2594. Dying monochrome

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 19:05:52 UTC
From: ziggy@grafted.UUCP
Message-ID: <H5VoHB2w161w@grafted.UUCP>
Source record: 224682

I have got an old SM124 monochrome monitor (Goldstar) that has a BIG problem: If there is any amount of white space on the screen, the sides begin to shrink, and if too much white appears (or just turn up the brightness to a useable level...) the damn thing looses the horizontal sync.
Does anyone have any previous expirence with THIS problem? (
I have checked the obvious loose joints, etc.) I miss my ST dearly, and would at least try to fix before buying..

Thanks!
Tony.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

2595. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 19:32:27 UTC
From: heidelj@pell16.alleg.edu
Message-ID: <1992Mar15.193227.17090@pellns.alleg.edu>
Source record: 224683

In article <6377@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
> In article <1992Mar12.143304.27972@umbc3.umbc.edu> ac999108@umbc5.umbc.edu
> (ac999108) writes:
> >
> >The thing I like about PageStream is that it looks nice on the screen
> >(especially the new version), and I can just print to a Postscript file, take
> >it to school and dump it to a laser printer...
> >
>
> While everyone is discussing Pagestream, I have a question:
> Can Pagestream save to *Encapsulated* PostScript?
> I would like to use it as a capable drawing program to generate
> PostScript drawings for inclusion into LaTeX documents. I currently
> use Easydraw and mfps.ttp with a bunch of metafile "filter" programs
> that I wrote to fix all the Easydraw & mfps bugs. I'd rather use a
> cleaner system & I would also like a more powerful drawing interface
> than Easydraw's.
>
> Please note: I am not interested in anything other than LaTeX for
> document processing nor am I interested in drawing/printing formats
> other than PostScript.
>
> Thanks,
> Scott Willingham // willing@icsl.ucla.edu

PageStream can import EPS files and use them in docuements, but then the document must obviously be printed through Postscript. I use Calamus Outline Art and the import the EPS files and then print on a NeXT 400 DPI printer. It works very well.

-Jason Heideloff
heidelj@alleg.edu

2596. Re: STE plus ??

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 19:39:29 UTC
From: techno@lime.in-berlin.de
Message-ID: <S0C1AVM@lime.in-berlin.de>
Source record: 224676

Roger.Sheppard@bbs.actrix.gen.nz writes:

>In article <19055@castle.ed.ac.uk> simonk@castle.ed.ac.uk (Simon Kinahan) writes:
>> There are rumors running around in the UK about an STE plus, does
>> anyone (specifically the Atari people who pop up occasionally) know
>> anything about this ?
>>
>> Simon Kinahan aka simonk@castle.ed.ac.uk

>I think you will find its wish full thinking or some one is pulling
>your leg, The New Amiga 500 is called a A500 Plus...

Well, actually CBM called it the Amiga 600 here at the CeBit...

JFYI,
Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

2597. Re: Questions on file-transmission

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 21:25:48 UTC
From: shore@equinox.gen.nz
Message-ID: <PD6oHB1w164w@equinox.gen.nz>
Source record: 224554

dinsmm@aix02.ecs.rpi.edu (Michael John Dinsmore) writes:

> heidelj@pell19.alleg.edu (Jason Heideloff) writes:
>
> >> Can Atari's read ms-dos disks?
>
> >Yes, it is possible. I do it all the time. The way that I do it is I
> >call a local host and just simply download it. Atari disk drives are
> >capable of reading MS-DOS disks, however, the TOS in the Atari must be 1.4
> >or greater.
>
> >-Jason Heideloff
> >heidelj@alleg.edu
>
> Why do you say that you need 1.4 TOS or greater? I embarrassingly admit
> that I still have 1.0 but I can read DOS disks fine all the time. In fact,
> I also can format the disks on a Sun SPARC station and use mtools to store
> files or use a IBM RISC/6000 and use mtools to store files without ANY
> problems.
> Do I have a weird version of TOS or what?

Nope, you just can't format them on your ST without the aid of a program
made to di it... with TOS greater than 1.4(?) you can just format them
from the desktop.

The only difference is the first 2 bytes on the disc, the IBM uses them
to tell how the disc has been formatted, TOS 1.4 & greater puts that
info there for use in a MS-DOS machine, otherwise you just use a format
program that does it.


```
+----------+-----------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2598. WANTED: 1-meg ST BOOK

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 22:27:45 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1992Mar15.222745.5710@murdoch.acc.Virginia.EDU>
Source record: 224685
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

1-meg ST Book notebook computer wanted: will pay cash,
or donate for large tax writeoff to school for dyslexic children.
Early model, any condition is fine. Thank you thank you thank you!

lch3e@virginia.edu Lauren Howard, computer teacher
The Einstein School, Charlottesville, VA.
(804)295-9995

2599. Calamus -> HP laserjet disk image

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 22:39:08 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Mar15.223908.26330@usenet.ins.cwru.edu>
Source record: 224686

I am looking to get a disk image of a HP Laserjet 2 printout from
Calamus. Is this possible? How?
-steve <selick@csa.bu.edu>

2600. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 22:44:07 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7173@uqcspe.cs.uq.oz.au>
Source record: 224687

The bj10e ink cartidge tends to run out very suddenly. Replacements are expensive, but there are refill kits available that work very well. lokk up in your Yellow Pages and ask if the do the refills.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2601. The Unnkulian Unventure Series: Infocom-Style Text Adventures for FTP

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 22:46:09 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar15.224609.5209@wam.umd.edu>
Source record: 224689
Cross-posted to: rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.archives,comp.sys.ibm.pc.misc,comp.sys.atari.st,rec.games.programmer,rec.arts.int-fiction

```
*---------------------------------------------------------------------------*
NOTE: If any kind archive administrators would like to volunteer to
give the Unnkulian games a home at their site(s), we'd be grateful.
The umich archives seem to be slated for termination, despite
everyone's best efforts to prevent their demise. With this in mind, if
you have an anonymous FTP site with PC or Mac software and wouldn't
mind keeping the UU games on your machine, please let me know via
email. Thanks. (The Atari versions seem safe at atari.archive.umich.edu,
which looks like it will stay up entirely on volunteer support.)
*---------------------------------------------------------------------------*

[I post this message approximately once a month. This version has some
new text about why we don't have Amiga or Unix versions, and about where to
obtain the TADS system via FTP.]

The Unnkulian Unventure Series
Interactive Fiction for the 90's

Remember the good old days, when adventure games challenged you with
great puzzles and evocative descriptions without resorting to using
any graphics at all? We really miss Infocom's emphasis on gameplay
rather than glitz, so we've decided to write our own adventure games
along the lines of those Infocoms we liked so much.

If you're looking for top-quality interactive fiction comparable to
Infocom's commercial offerings, check out the Unnkulian Unventure
series of games, shareware text adventures available from an archive
site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of
Kuulest's slave, and must recover the Orb of Studosity from the evil
Unnkulians. Kuulest, the old geezebag, has died and left you with
nothing to go on but a cryptic message about saving the planet. You'll
encounter amazing Acme products, the infamous Guardian, those witty
creatures known as Drolls, a giant beaver, and even the Unnkulian
Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure
continues as you try to create some good press for yourself -- wouldn't
want to fade into anonymous obscurity, now would you? Along the way,
you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
```

o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdhist Retreat, Acme's clandestine prototypes laboratory, and even pay a visit to Acme HQ.

The Unnkulian Unventure games have already gotten rave reviews from numerous Infocom addicts and other adventure game connoisseurs, so why not give them a try?

The games are available for FTP:

PC and compatibles:
---

msdos.archive.umich.edu:

msdos/games/textadv/unnkul12.arc
msdos/games/textadv/unnk2v20.zip

NOTE: Newly uploaded files reside in msdos/UPLOADS.
Look there first for the latest version.

Mac:
---

mac.archive.umich.edu:

mac/games/adventure/unnkulian1.03.sit.hqx
mac/games/adventure/unnkuliantwo2.0.sit.hqx

Atari ST:
---

atari.archive.umich.edu:

atari/games/tads/unnkul12.arc
atari/games/tads/unnk2v20.arc

Amiga and Unix:

We get a lot of requests for Amiga and Unix versions of our games. We'd love to have versions running on all the major machines, but unfortunately converting our games to other platforms is beyond our control since the games were written with a system called TADS; TADS only runs on PC's, Mac's, and Atari ST's. If you'd like to know about plans to port TADS to other platforms (if there are any such plans), you can send email to Mike Roberts, principal author of TADS, at <73737.417@compuserve.com>.

He gets flooded with mail about this every time I post this message, though, so please be kind and brief for his sake.

Notes on where to obtain TADS itself are included in
Appendix A.

Both Unnkulian games are shareware ($10 registration fee for each) --
registering gets you maps and hints sheets from the authors. Support
us and you'll continue to see fun text adventures like these that fill
the void left by Infocom's disappearance.

Questions and comments are welcome!

Dave Baggett
dmb@wam.umd.edu

Appendix A

Where to get TADS via FTP:

TADS is available for the PC, Mac, and Atari ST, from the following sites:

msdos.archive.umich.edu: msdos/games/textadv/tads.zip
atari.archive.umich.edu: atari/games/tads/tads.lzh
mac.archive.umich.edu: mac/games/games.utilities/tads1.04.cpt.hqx

TADS is also shareware, and we strongly encourage you to register if
you use it since we feel it is a powerful, innovative, and very inexpensive
development system that deserves to be paid for.

2602. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 22:46:25 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7174@uqcspe.cs.uq.oz.au>
Source record: 224688

In <700505604.2293@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>In article <1992Mar12.020105.23125@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz
writes:
>>In article <SSAMMY.92Mar10181038@fleming-03.cs.strath.ac.uk> ssammy@cs.strath.ac.uk
(Paul Sammy 3rd Year iE) writes:
>>> > I'm considering getting an inkjet printer for my 520STfm, I'll probably
>>> > get either a Canon BubbleJet Bj-10e or HP Deskjet 500.
>>>
The bj10e cartidge runs out ver suddenly, and is quite expensive to replace.
But there are refill kits available: try the Yellow Pages and ask suppliers
or re-inkers if they do a kit. The kits work well, in my experience.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2603. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 23:16:45 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Mar15.231645.676@demon.co.uk>
Source record: 224694

```
The next issue of Atari ST User will have a complete copy of Harlekin.
This free program business is getting quite good :-)

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+
```

2604. ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-15 23:47:12 UTC
From: bgervin@ncrcan.Canada.NCR.CA
Message-ID: <10213@ncrcan.Canada.NCR.CA>
Source record: 224690

Could somebody please tell me, if you know, what an ATARI ATW 800 and
about how much one of these is worth. It seems to be some sort of ST.
It accepts an SM1224 Monochrome monitor (and probably also a color), accepts
Atari Floppy Input, has one floppy built in, has a SCSI built in, has
MIDI IN/OUT Ports, RS232C, PARALLEL and what looks like a MEGA Keyboard
INPUT (RJ11 Jack). It is housed in a very heavy big tower case with a
make shift ATARI Sign on it. It boots up in GEM, although without a
MEGA Keyboard I can't examine it much further.

Inside are three motherboards (If you want to call them that). On top is
what looks to be an ST Board with 8 256 Chips, a Motorolla 68000 and
various other chips. This board is labelled ATARI I/O SubSystem. This
is where the SCSI, Floppy Controller and the Standard ST Ports come off.

Under that board is another board which is about half the size. I can't
see anything on it without doing major surgery.

The third board on the very bottom is about twice the size as the ATARI Board.
It is labelled ATW800 by Pelicon or something in England. It has an INMOS
chip and what looks to be 4 Megs of SIPPS. Off of this board are 4 ports
labeled Link 0 thru Link 3. Also coming off the 1st or 2nd board are
BNC Connectors, 3 Labelled R, G and B and a fourth unlabeled.

The machine was made in Germany in 1989. I can maybe get a hold of five of
these babies for sale. I believe the SCSI's to be 105 Mb NEC's. The
power supply is switchable 110, 220 and takes a standard IBM style
Power Cord.

Any suggestions, comments, inquiries invited. Perhaps it is the lost
Transputer?!?!

2605. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 01:18:02 UTC
From: ekrimen@wet.UUCP
Message-ID: <3641@wet.UUCP>
Source record: 224692

In article <55822@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>What happened to Antic and STart...?
>
>Atari Corp. killed them, like they've done to so many other small
>companies that were trying to make a living in the "Atari market"...

Geezus Bob. Then why has ST Informer, Current Notes, and AIM survived?

The problem with Antic and STart was the publishing company, not Atari Corp.
Their other magazines haven't done so well either.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2606. Better Floppies (Was: That new floppy chip?

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 01:25:44 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar16.012544.14731@watmath.waterloo.edu>
Source record: 224691

In article <lahtinen.700323370@gideon> lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) writes:
>I hace read something about that new floppy controller chip
>for TT and Mega STE, but I just wonder if it fits to older
>models like Mega ST. Is there any more info about the thing,
>and can it be bought from somewhere?

I have had several occasions when I have received data that was destined for my Atari Mega ST2 that had been written on a 1.44 megabyte floppy. Of course my ST has only a 720 kilobyte floppy drive. One solution to this problem I have found is to bother a friend who as a PC and ask (gasp) to copy the file a 720 K disk.

I am wondering if perhaps there might be a supplier who has made a floppy drive that would allow either

(1) daisy chain to the DMA port, or
(2) attach to the SCSI port on the back of my ICD hard drive.

Any suggestions or other alternatives?

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

2607. GenLock

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 02:31:10 UTC
From: dennis@citr.uq.oz.au
Message-ID: <dennis.700713070@citr.uq.oz.au>
Source record: 224693

Hi there,

Can anybody who is using a genlock facility with their Atari, please share their experiences, and equipment usage, with me as I am looking at setting up a video effects unit.

Any information on configurations, equipment prices and brands and techniques (software etc) would be most helpful.

Thanx in advance
Dennis Remmer
(dennis@citr.uq.oz.au)

2608. lharc and file dates

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 02:44:45 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar16.024445.20718@watmath.waterloo.edu>
Source record: 224695

I have received several files recently that were encoded with "lharc".
All my attempts to extract files and preserve the dates on the file
have not worked. Is there some secret incantation that I should
know, or did the implementor just forget to look at the date in
the archive and set the file date on the Atari's file system?

Am I the only one who worries about dates?

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

2609. Re: Graphics in TEX

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 03:18:17 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10890@tamsun.tamu.edu>
Source record: 224696

Where is TeX Draw?

2610. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 03:25:15 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <10891@tamsun.tamu.edu>
Source record: 224697

In article <920314265@oski.toppoint.de> olaf@oski.toppoint.de (Olaf Schlueter) writes:
>No, the previous versions have been published on public domain disks.
>"Sonderdisks" contain software (c) Maxon. Multitex 5.0 is neither
>PD, nor freeware, nor shareware. It's a (rather cheap,) commercial
>product.

The problem with even affordable commercial disks is that users outside of Germany have trouble purchsing the product. I wish that authors of programs would investigate the methods for users from other countries to pay for the products before signing limited area contracts. Also, I would like to know how to pay shareware authors from different countries.

I don't mind learning the German language to be able to use programs, but I do mind not having the knowledge of how to adequately re-imberse shareware and commercial authors for their efforts.

Mark Lehmann
tamuts.tamu.edu!n160ao

2611. Australian BBS info needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 03:53:56 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <14036.75925509@kcbbs.gen.nz>
Source record: 224670

```
Does anyone have any info on an Australian BBS that carries Usenet in
or around Brisbane please? If not Queensland then any of the other states
will do fine, please email to:-
pandora@kcbbs.gen.nz
```

2612. Mac 2 ST / ST 2 Mac

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 04:27:11 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Mar16.042711.24474@actrix.gen.nz>
Source record: 224699

Right, after much stuffing around, I found a newsgroup to put this into....

I'm wanting to know if anyone out there can tell me if there is any way (apart from Hardware emulation) that an atari ST can write file/s to a Apple Macintosh compatible disk.
I'm wanting to do this so that I can put Z-Term onto a disk for a new BBS user (without any comms software!!)

Answers on the back of a 720k disk to.....

--

_____
__________/ Nil Mortifi Sine Lucre _____________
|Wells_s@Kosmos.wcc.govt.nz Steven.Wells.Actrix.gen.nz|
_____/

2613. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 05:07:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <55905@cup.portal.com>
Source record: 224603

Ed Krimen writes:
>Geezus Bob. Then why has ST Informer, Current Notes, and AIM survived?

>The problem with Antic and STart was the publishing company, not Atari Corp.
>Their other magazines haven't done so well either.

Atari killed the market for Atari related products, which killed the
big magazines (and most of the third-party hardware and software
producers too).

Current Notes and AIM have survived because they're low-key, low-budget,
low-overhead operations. (Can't say from experience about ST Informer,
but I imagine that applies to them too).

STart, Antic, ANALOG, and ST-Log were not produced on the kitchen table
in the publishers' home...

If all that was wrong with Antic was their own doing, why hasn't ANOTHER
big-time magazine stepped into the market to take their place..?
(or Compute's ST's place, or ST-Log's place..)

Why hasn't Ziff-Davis or ABC Publications jumped at the chance to fill
the void in the lucrative Atari marketplace..?

I'll bet you already know the answers... you just don't like to admit it...

BobR

2614. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 07:31:48 UTC
From: univwa@rz.uni-sb.de
Message-ID: <17190@sbsvax.cs.uni-sb.de>
Source record: 224602

From article <1992Mar12.114837.26659@informatik.uni-erlangen.de>, by
rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek):
> Does anybody out there know something about winx ??
>
> It should be possible to have 12 Windows on screen. Is that

Even up to 256 windows depending on your RAM size.

> correct ? And: does this Program run on a TT ?

No, it doesn't, neither does it on the MegaSTE4...

>
> Thankful for every bit of Information I can get about it.

I wouldn't work with this stuff, it only likes TOS 1.04; but this is not
the current version supported by Atari. I was told in Hannover at the Cebit fair
that current versions are TOS 3.06 and TOS 2.06.

Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.sub.org*
* /____/ ___/ /_. ++49-681-302-3618 | *
****

2615. Re: Amiga Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 10:12:51 UTC
From: elendir@inf.enst.fr
Message-ID: <1885@ulysse.enst.fr>
Source record: 224610
Cross-posted to: rec.music.synth,comp.sys.atari.st,comp.misc

```
-> Falcon STe+ '30
-> *MC68030 in a scream dive at 32Mhz, FPU optional
-> *MC56001 digital sig processor (DSP), stereo in/out
-> *Graphics- 640 x 480 65K simultaneous colors, video capture/overlay
-> *LAN/MIDI/serial/parallel/quad joystick ports
-> *SCSI hard drive
-> *1.44 Mbyte 3.5" floppy
-> *16 Mbytes memory option
-> *Multitasking OS
-> *Price- around $1200!!!!

I'm not pretty sure of this. I heard of a 16 MHz 030.
And I was told of the 64K colors, but it was only palette extension.
I dunno about Motorola DSP.
I heard of prices from 400 to 600 pounds.
(Source is Atari England)
However, the rest seems to be concordant.

Let's see what will come out of this.

Vincent.

--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot
```

2616. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 11:11:09 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Mar16.111109.1@lapis.labmed.umn.edu>
Source record: 224620

In article <55822@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> What happened to Antic and STart...?
>
> Atari Corp. killed them, like they've done to so many other small
> companies that were trying to make a living in the "Atari market"...
>
> Try calling Atari and see if THEY will give you your $60 back, since
> it's their fault you're screwed...
>
> BobR

Now, Bob, just 'cuz you've been angry at Atari ever since that GEnie fiasco...

The publishers of STart magazine are solely responsible for 'killing' the magazine. They were in deep trouble even before the final issue was released, and Atari had nothing to do with the actual demise of the magazine. Poor management combined with multiple magazine startups without sufficient capital are more likely responsible.

David Beckemeyer has written in several places about an attempt by a law firm to collect on already-paid bills, so there is STILL some legal entity which represents STart magazine.

On a similar note, this is not the first example of a company promising much and delivering little or nothing. I'm still mad at Paul "I got money from Apple and stiffed Atari Users" Haekel for refusing to refund monies paid for upgrades to ZoomRacks 3.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"It was discovered that unity was plural and at minimum sixfold."
-- R. Buckminster Fuller

2617. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 11:20:05 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Mar16.112005.1@lapis.labmed.umn.edu>
Source record: 224621

In article <55905@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
> If all that was wrong with Antic was their own doing, why hasn't ANOTHER
> big-time magazine stepped into the market to take their place..?
> (or Compute's ST's place, or ST-Log's place..)

1) The era of machine-specific computer magazine start-ups has passed.

2) The domination of the U.S. markets by IBM and Apple products.

3) The change in readership from home-computer-oriented enthusiasts to
corporate business users.

4) The down-turn in computer sales in the late 1980s.

Need any more reasons?

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"It was discovered that unity was plural and at minimum sixfold."
-- R. Buckminster Fuller

2618. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 11:22:43 UTC
From: d91jn@efd.lth.se
Message-ID: <1992Mar16.112243.22560@lth.se>
Source record: 224604

My mail bounced so I post it to the net, as there might be someone else
who like the info.

In article <10213@ncrcan.Canada.NCR.CA> bgervin@ncrcan.Canada.NCR.CA () writes:

[about ATW deleted]
>
>Any suggestions, comments, inquiries invited. Perhaps it is the lost
>Transputer?!?!

Yep it is!!!!

Two friends of mine bought the last machines in France and Sweden. The
price in France was a little program to make screen-shots of the LYNX
(they wrote it for Atari France) and the price for the swedish ATW was
SEK 5000 (less than USD 1000). The swedish ATW had 5 Transputers (one
as you describe it, with 4 MB of memory and 4 with 1 Mb each). The French
ATW was plain vanillia as you describe it.
The I/O-sub-module is in fact a MEGA-ST 2, and can be used as a ST in
most aspect's. The ATW (Atari Transputer Workstation) was made in about
4000 ex and most of them was sold to Kodak. They have a very competent
graphics-card, and I think Kodak used them a little like the Paintbox.
The ATW you describe is not very competent - you need more than one
transputer to get it run fast. The maximum number of transputers in one
ATW is 64, and that would make one hell of a fast computer. The sad part
is that only the T805 (T800 is now outdated, so selling it would be hard)
costs about USD 300. There is a chance that your best bet is to sell the
ATW in parts - 4*1 Mb + 8*256 Kb (gives about USD 250), SCSI-drive (used)
might give about USD 300 and the T800 about USD 200 (as it is outdated and
used) but I don't know if all chips are in sockets (If they're not - bad
luck...). The graphic's card is almost worth-less (you may build your own
for about USD 60, and no-one without a ATW will be able to use it).
As you see the price is VERY low, but on the other hand - there are
no programs to it, and there will never be.
Personally I am prepared to pay about USD 800, for a vanillia ATW, but
that includes shipping! The fact is that it is unsupported and almost also
useless.

If you get any further info on the subject, please mail me, I just love
that old dinosaur Atari have made;-) (an ATW is heavy, about 30 kg). Also
mail if you decide to sell one for me...

/Jerker
--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----

Insert own toughts here. The above is mine, and only mine!

2619. Modems

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 11:47:01 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Mar16.114701.12021@unix.brighton.ac.uk>
Source record: 224609

I would like to purchase a modem for my Atari Ste, so that I can link in to my polytechnics network. Can anyone suggest a reasonably priced modem that would suit my needs.

Thanks
M.May (Dalamar)

Northbrook College of Design and Technology
Worthing
Sussex
England

2620. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 12:23:23 UTC
From: hubi@uni-paderborn.de
Message-ID: <1992Mar16.122323.11905@uni-paderborn.de>
Source record: 224608

In article <A37110@MS.maus.de>, Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
|> >From what I have read in Z_Net feeds, is that Multi-Tos will not be available
|> >for 68000 based machines, ie, TT only...
|>
|> Better keep on waiting.
|>
|> Greetings,
|> Patrick

As an Atari-man said on the CeBit it will run on every 680x0 Atari,
even the STbook, and it may landing on our earth in may/june 1992

(but we know Atari ;-<)

and now a special question to all car-driving ST-TT-Users in the USA:
here in Germany a commercial about a windscreen wiper called TRIPLEEDGE
was send. And I want to know : is it worth the 40$
: does it its work as they said

if you have any experience on it or any other answer: send me a mail.

thanx in advance

// // // hubi@uni-paderborn.de
//__ //__
// // // // // // //
// // //__// //_// // ...

2621. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 12:35:44 UTC
From: cjp@aber.ac.uk
Message-ID: <CJP.92Mar16123544@csrrgrsc.aber.ac.uk>
Source record: 224611

>a full copy of WriteNOW (still retailing at 45 quid).
Sorry, that should have been "Write ON" (from Compo Software, baby brother to "That's Write"). A friend with both Write-On and That's-Write tells me that the upgrade is not worth the extra cash - you can do all the nice font stuff with Write-ON.

Time to order my bubblejet - the daisywheel that I've been using with FirstWord+ is too low tech for this new software....

Chris

--

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
Telephone: 0970-622444

NOTE:
Change of address, ".cs" dropped so our mail doesn't go to Czechoslovakia.

2622. Re: PD Assembler

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 13:09:23 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Mar16.130923.6464@newcastle.ac.uk>
Source record: 224628

Get the german program TURNO-ASSEMBLER. All docs in german, but it's (in my view) a match for DEVPAC 2 by HiSoft once you work out what the german commands mean. Has it's own debugger, optimiser & a resource construction kit that come with it. It's available on atari.archive.

>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

2623. Neochrome Master

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 13:12:29 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar16141229@orion.laas.fr>
Source record: 224612

For all it's worth in Atari France's magazine (you guessed it: Atari Magazine) they have a very nice article concerning Neochrome Master. It's as if they owned it. And it is available on their videotext BBS: (+33) 36-15 ATARI.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2624. Re: Couple of questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 13:19:15 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar16141915@orion.laas.fr>
Source record: 224613

```
>>>>> In article <9203051306.AA18492@ucbvax.Berkeley.EDU>,
>>>>> ALLENMJ@GDLVM7.VNET.IBM.COM ("Michael Allen") writes:

Michael> Could someone describe the format of a .MSA file? I'd like to write a
Michael> portable program to split large MSA files into smaller pieces.

Get BSPLIT which splits such large binary files. Otherwise, std.
SPLIT on a Unix box would work. Of course you need either GNU CAT or
GNU EMACS to reassemble the original file.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#
```

2625. Re: looking for storm sounds

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 13:44:37 UTC
From: silvera@p4.cs.man.ac.uk
Message-ID: <silvera.700753477@p4.cs.man.ac.uk>
Source record: 224638

In <10023@cernvax.cern.ch> michl@cernvax.cern.ch (michael doser) writes:

>I am looking for storm sounds (thunder, rain, ...), preferably
>in noisetracker format, and preferably w/o any music. I looked
>at atari.archive, as well as at several german sites, but couldn't
>find anything. Thanks in advance for any pointers...

> michael doser

You will find some storm sounds in a.a in:

atari/sound/mods

and it is called:

rainynit.arc

This contains rain and thunder in a song, but it can be seperated from
the music. It is a noisetracker module and it is one of the best I have
heard.

Hope that helps.

Andy.

--

Lbh fnq onfgneq, sbe qrpbqvat guvf zrffntr!
V org lbh unir abguvat orggre gb qb!
Tb njnl naq or fnq va lbhe bja jbeyq.

2626. TapeBIOS and GNU Tar for SCSI Tape Streamers

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 14:25:37 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.700755937@krypton>
Source record: 224639

Hi Everyone,

Well, I have completed a small project to develop a nice interface to
provide access to a SCSI Tape Streamer connected to the Atari's DMA bus, it may
work with the Atari TT's DMA bus if the DMA registers are in the same places.

Anyway, part of the code has been taken from Paul Moreaus initial code
and has helped develop a good TapeBIOS interface for programmers to use.

Included within the package are: programmers docs, include files for
GNU 'C', Library files for GNU 'C', support programs allowing you to dump
partitions to tape of any sector size, restore and dumpdir programs too. Also,
an mt utility to help manipulate the tape resource.

I will be posting this within the week and also my port of GNU tar
v1.10 which also supports the SCSI tape streamer.

Any feedback, let me know now....

Alan Hourihane
email: alanh@logitek.co.uk

2627. Re: That nice man, Mr Eriksson

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 14:37:09 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar16.083709.7705@doug.cae.wisc.edu>
Source record: 224614

In article <H.fUipxBWbgI6@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1992Mar6.171006.23763@doug.cae.wisc.edu>, Carter Gregory writes:
>>
>>I totally agree with Mat. This is a public, forum, express any opinion
>>you want.
>>
>>Mr. D.E. will face the violins someday.
>>
>>--Greg
>
> There you go Matthew. You know you're probably on the wrong side of
>the argument if Greg Carter agrees me you.
>
>
>--
> John Henders jhenders@jonh.wimsey.bc.ca

Now John....

That wasn't nice. Your a mean person. And you hurt my feelings.

WAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!

I hope evryone doesn't think I am a rebel...

-Greg
s

2628. DVI-drivers, how do I write one?

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 14:48:54 UTC
From: rfschaa@cs.vu.nl
Message-ID: <13376@star.cs.vu.nl>
Source record: 224618

I am trying to write a DVI driver for some device. The problem is
that I have no idea where to start. Questions that come to mind are:

- what functions should the driver perform?
- what is the structure of a driver?
- how do I force VDI to use my driver?

I have tried to look up the information, but all the books I can
find skip the issue of drivers or just mention that a driver is
a 'program without the header' (whatever that may mean...)

Is there anyone out there that can help me out?

Thanks in advance,
Richard

2629. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 14:56:13 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar16.085613.8134@doug.cae.wisc.edu>
Source record: 224616

In article <A37054@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>> Even better, why not use a 68010 - they don't cost much more and patches
>>could be included into TOS.
>
>They have been included already!
>
>BTW: Has anybody found a 16Mhz 68010?
>
>Greetings,
> Patrick

Yes I have. Its stuck in an OLD HP 68010 Workstation we have in the labs
here...Its all ripped apart, the workstation, and the thing is socketed!

I will need a dip converter though to see if it works, and I am not sure
if they, University, will let me buy it, aquire it, or otherwise.

-Greg

2630. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 15:10:07 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar16.151007.7936@sun.pcl.ac.uk>
Source record: 224619

In article <CJP.92Mar14222452@csrrgrsc.aber.ac.uk> cjp@aber.ac.uk (Chris Price) writes:
>I just picked up the new ST Format at my local newsagent (I gave up getting
>any of these rags by subscription years ago - not enough new features to go
>round).
>
>a full copy of WriteNOW (still retailing at 45 quid). I assume that STFormat
^^^^^^^^

That should be 'Write ON' :-)

>
>Anyway, if you want a good wordprocessor for next to nothing, act now!
>
>I gues this should have a UK distribution, but I thought the rest of you
>wqould be interested in what you are missing.
>
>That is their second good offer this year - January's issue came with a full
>copy of Sequencer One and of Canvas. If they keep this up, I might take out
>a subscription to make sure I don't miss any more good software.
>

Yeah, I agree. However, it might also be worth keeping an eye out for
Atari ST User... next month they are putting something special on the
cover disk....

Cant remember what offhand, but I remember I saw the ad, and went 'Hmmmm
must get that one...'.

BTW I am not connected in any way to either of the magazines.

I must admit I get very pissed off with those stupid 'Game Demos' the magazines
put on the cover disks. They take up a large proportion on cover disk space,
and usually put me right off the game in question, even if I had considered
possibly checking it out.

Total trash, I'm afraid.

Umm.. ST Format was definitly the better mag, but ST User is, in my opinion
catching up fast. They are expanding all the time. At the moment they seem
to be neck and neck, but both magazines can be very childish - stupid kiddie
'humour'. St Format is worse.

The thing that REALLY annoyed me about ST Format was that pathetic (PATHETIC!)
cover disk 'magic eye' that they put on the cover disk. Written in STOS basic
(not that that makes it bad, but it usually makes it take up lots of KKK's)
and all it did was play a sample and flash a few pictures on the screen.
A decent assembly program could have done it in about 1-3k I guess, not

including graphics.

The best bit was, that the 'demo' was written by the ST Format cover disk editor. Need I say more?

St Formats policy of keeping all disks sent in for cover disk submissions is also definitly anti-social, and downright arrogant if you ask me. I dont know wether User do the same.

On the other hand, I got the last issue of 'St User' which has a complete game written with the new 3D STOS extension, and the game jsut reports a STOS error. Number 34 I think (or 32).... They could at least check it works before they waste 200k on it.

Enough grumbling :-)

I really miss the old ST WORLD magazine. Definitly the best. Knocks socks off of all the useless 'learn assembler' courses in the current rags. I still find myself looking through the 88-89 copies of ST World (I have from Nov 87 to the last issu) for useful info, regarding OS bugs, little known file formats (they explained GEM Metafiles years ago).

Mr Andreas Romanos (sp?) highly recommended ST WORLD in his 2nd Manual for the ST.

Sorry about the long post! Probably seems like a long grumble, but, with magazine prices between 3 and 4 quid I think critisism is justified.

>--
>Chris Price, Department of Computer Science, University College of Wales,
> Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
>email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
>Telephone: 0970-622444
>
>NOTE:
>Change of address, ".cs" dropped so our mail doesn't go to Czechoslovakia.
>--

Edd Deegan (Tinklebeat)
vatec@uk.ac.pcl.sun

2631. Prolog with Garbage Collection?

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 15:13:44 UTC
From: dea@hplb.hpl.hp.com
Message-ID: <1992Mar16.151344.25162@hplb.hpl.hp.com>
Source record: 224632

I'm looking for a public domain prolog that runs on the Atari St that has garbage collection. I've used the University of New South Wales Prolog, but that crashes before very long even with the maximum memory allocation (I've got an application that involves a lot of data processing, but Prolog is the language of choice for reasons I won't go into ...).

I have heard about Prologs available for the St, but none that have garbage collection. Does such a thing exist??

Thanks in anticipation of information.

David Allport

Hewlett Packard Laboratories,
Bristol

dea@hplb.hpl.hp.com

2632. Re: Mac 2 ST / ST 2 Mac

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 15:21:47 UTC
From: psurge@cs.utexas.edu
Message-ID: <ks9f8bINN6j7@sahara.cs.utexas.edu>
Source record: 224617

In article <1992Mar16.042711.24474@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>
>Right, after much stuffing around, I found a newsgroup to put this into....
>
>I'm wanting to know if anyone out there can tell me if there is any way (apart
>from Hardware emulation) that an atari ST can write file/s to a Apple
>Macintosh compatible disk.
>I'm wanting to do this so that I can put Z-Term onto a disk for a new BBS user
>(without any comms software!!)
>
>Answers on the back of a 720k disk to.....
>

The way I have done this is to approach it from the other direction. Get a mac with a Superdrive and use Apple file Exchange. Put the program on a standard IBM 720K 3.5 disk (no problem with TOS 1.4, I hear; must use an IBM formatter like DCFORMAT for TOS < 1.4) then under AFE the mac will read the disk. From there it is a simple transfer, just like copying files.

I work in a computer lab with Macs, so I usually FTP files to the Mac then copy the files on to 720K IBM disks then take that disk home to the ST and copy onto my hard disk.

Hope this helps!

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2633. Any FTP sites for vector fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 16:18:18 UTC
From: learyj@p4.cs.man.ac.uk
Message-ID: <learyj.700762698@p4.cs.man.ac.uk>
Source record: 224640

Does anybody know of any FTP sites containing vector fonts for use in Atari ST desktop publishing packages, especially Calamus compatible fonts?

Thanks in advance for any help.

Dominic Leary (email learyj@p4.cs.man.ac.uk)

2634. Spet dictionaries

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 16:22:22 UTC
From: jansteen@cwi.nl
Message-ID: <5709@charon.cwi.nl>
Source record: 224623

Some people mentioned that the file server hp4nl.nluug.nl
was not reachable. This is true unfortunately. It's name
has recently been changed to:

sun4nl.nluug.nl

or

ftp.nluug.nl

So, users who want to grap the compiled spet dictionaries
can get them from:

ftp > ftp.nluug.nl
dir > textproc/txttools/spet-dict
file > dutch.dict.Z (446463 bytes)
file > french.dict.Z (142749 bytes)
file > english.dict.Z (95639 bytes)
file > italian.dict.Z (57769 bytes)

Sorry for the inconvenience.

Jan van der Steen
--
-=-=-=

2635. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 16:28:44 UTC
From: frank@dec16.informatik.uni-wuerzburg.de
Message-ID: <1992Mar16.162844.26895@informatik.uni-wuerzburg.de>
Source record: 224625

In <1992Mar12.114837.26659@informatik.uni-erlangen.de>
rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek) writes:

>Does anybody out there know something about winx ??

>It should be possible to have 12 Windows on screen. Is that
>correct ? And: does this Program run on a TT ?

>Thankful for every bit of Information I can get about it.

>Ciao
> Atarico

Winx is a PD program that enables you to have up to 128 windows simultanously
on your ST/TT. The max. number of windows is controlled over the name of
the progrem (e.g. winx32.prg for 32 windows). In reality, the number of
windows is dependant on the speed/memory equipment of your system. A 1meg
ST with 8MHz can't handle more than 16 windows in acceptable time.

I don't own winx*, but it's said it will run v e r y well on TTs, especially
with the MultiGem-*Pseudo*-Multitasking system.

(My informations are based on an article in ST Zeitschrift I read some times
ago, so be aware of mistakes)

sf

Stefan Frank "no RISC no fun?"
Department of Computer Science
University of Wuerzburg Tel: +49/931/888 5514
Am Hubland FAX: +49/931/888 4601
8700 Wuerzburg, Bavaria, Germany e-mail: frank@informatik.uni-wuerzburg.de
---

2636. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 16:35:13 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <443@tekgen.bv.tek.com>
Source record: 224622

In article <3641@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <55822@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>What happened to Antic and STart...?
>>
>>Atari Corp. killed them, like they've done to so many other small
>>companies that were trying to make a living in the "Atari market"...
>
>Geezus Bob. Then why has ST Informer, Current Notes, and AIM survived?
>
>The problem with Antic and STart was the publishing company, not Atari Corp.
>Their other magazines haven't done so well either.
>

I think the intent of Bob's comment was to point out that Atari has failed
to create a market where a nationally distributed glossy is a viable
business venture.

No market -> No users -> No Software sales -> No Developers -> No Advertising
Revenue -> No magazine. QED.

Antic Publishing could never be called a well managed business. However,
thier exit from the nationally distributed ST glossy market is fundementally
a result of extreme weakness in the ST market. Analog, ST Log, and
Compute's ST preceeded STart's exit from the market. The fundemental reason
was that the publishers could gain a greater return on investment in other
markets. Although they are very high quality publications, ST Informer,
Current Notes, and AIM are not in the same league as a nationally distributed
glossy magazine and represent the level of journalism that the current
ST market can support.

____ ____
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

2637. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 17:19:00 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Mar16.171900.7046@aisb.ed.ac.uk>
Source record: 224624

In article <CJP.92Mar16123544@csrrgrsc.aber.ac.uk> cjp@aber.ac.uk (Chris Price) writes:
>>a full copy of WriteNOW (still retailing at 45 quid).
>Sorry, that should have been "Write ON" (from Compo Software, baby brother
>to "That's Write"). A friend with both Write-On and That's-Write tells me
>that the upgrade is not worth the extra cash - you can do all the nice font
>stuff with Write-ON.
>

>Chris
>

Wasn't that impressed with it myself - all the flash bits and none of
the basics (like a spell checker). I also miss the scrollbar - Write
ON's display just seems to disappear off the page. As for the output,
it was very fuzzy on my 9-Pin, so I'll stick to First Word Plus and
Fontprint, for the time being (but for and extra quid, I don't feel I've
been conned _too_ badly :-)). Shame the 1st Word import doesn't work
properly either. I did like the font handling though - does anybody know
how Calligrapher junior compares ?

Sam.

-Spring in the air Bishop
-Spring in the air yourself, Archdeacon !

2638. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 17:32:41 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Mar16.173241.7270@aisb.ed.ac.uk>
Source record: 224630

In article <1992Mar16.151007.7936@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan) writes:
>In article <CJP.92Mar14222452@csrrgrsc.aber.ac.uk> cjp@aber.ac.uk (Chris Price) writes:

[bits about ST Dormat Deleted]
>
>I really miss the old ST WORLD magazine. Definitly the best. Knocks socks
>off of all the useless 'learn assembler' courses in the current rags. I still
>find myself looking through the 88-89 copies of ST World (I have from Nov 87
>to the last issu) for useful info, regarding OS bugs, little known file
>formats (they explained GEM Metafiles years ago).
>

Those missing the old ST WORLD would probably enjoy the ST Club's mag 'ST Applications' - nothing glossy, but lots of intelligent articles and reviews that give plenty of space to details instead of naff photographs. ST Format's move to 'mini reviews' says it all (bugger all). Applications also has a 'Forum' section, and regular articles by ST 'personalities' such as Gunter Minnerup (sp?). It's subscription only, but they usually send a sample copy if you request a PD catalogue. Not childish, not arrogant, and not connected to me.

Sam.

A friend of mine saved up for years to buy his own ST. He later realised he should have bought someone else's.

2639. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 17:40:45 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar16174045@simpson-01.cs.strath.ac.uk>
Source record: 224629

> In article <CJP.92Mar14222452@csrrgrsc.aber.ac.uk> cjp@aber.ac.uk (Chris Price) writes:
>>I just picked up the new ST Format at my local newsagent (I gave up getting
>>any of these rags by subscription years ago - not enough new features to go
>>round).
>>
>>a full copy of WriteNOW (still retailing at 45 quid). I assume that STFormat
> ^^^^^^^^

> That should be 'Write ON' :-)

how good is this program?
Can it include graphics? output postscript?

> Umm.. ST Format was definitly the better mag, but ST User is, in my opinion
> catching up fast. They are expanding all the time. At the moment they seem
> to be neck and neck, but both magazines can be very childish - stupid kiddie
> 'humour'. St Format is worse.

yep. Kinda reminds me of the 'ol Your Spectrum mag, before it was revamped
for the under 8s.

> Edd Deegan (Tinklebeat)
> vatec@uk.ac.pcl.sun

Paul
--

"We should develop anti-satellite weapons| Internet: ssammy@cs.strath.ac.uk
because we could not have prevailed | JANET : ssammy@uk.ac.strath.cs
without them in 'Red Storm Rising'." |
-- Vice President Dan Quayle |
Copy this line into your .signature to protect it against viruses! [version -9]

2640. Re: looking for storm sounds

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 17:41:07 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Mar16.174107.166737@rrz.uni-koeln.de>
Source record: 224626

In <10023@cernvax.cern.ch> michl@cernvax.cern.ch (michael doser) writes:

>I am looking for storm sounds (thunder, rain, ...), preferably
>in noisetracker format, and preferably w/o any music. I looked
>at atari.archive, as well as at several german sites, but couldn't
>find anything. Thanks in advance for any pointers...

I have some noisetracker .MODs that contain wind sounds. One sample is called
SUPERWIND, I can't recall other names right now.
If you send me your email address I could send them to you as uuencoded files

> michael doser

Jan
kim@vax.mpiz-koeln.mpg.dbp.de

2641. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 18:01:04 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Mar16.180104.168541@rrz.uni-koeln.de>
Source record: 224627

In <1992Mar16.122323.11905@uni-paderborn.de> hubi@uni-paderborn.de (Who am I ?) writes:

>In article <A37110@MS.maus.de>, Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>|> >From what I have read in Z_Net feeds, is that Multi-Tos will not be available
>|> >for 68000 based machines, ie, TT only...
>|>
>|> Better keep on waiting.
>|>
>|> Greetings,
>|> Patrick

>As an Atari-man said on the CeBit it will run on every 680x0 Atari,
>even the STbook, and it may landing on our earth in may/june 1992

>(but we know Atari ;-<)

I talked to Frank Ostrowski at the GFA pavillon and he told me that MultiTOS
ran only on a TT because it needed the 68030 ... but then, who knows, maybe
Atari will release a version for the ST sooner or later, just as the STe-TOS
was ported to the ST.
I could not find out whether MultiTOS was based on MiNT, but if so, there
should not be any major problem in creating an ST version.

>and now a special question to all car-driving ST-TT-Users in the USA:
>here in Germany a commercial about a windscreen wiper called TRIPLEEDGE
>was send. And I want to know : is it worth the 40$
> : does it its work as they said

>if you have any experience on it or any other answer: send me a mail.

>thanx in advance

> // // // hubi@uni-paderborn.de
> //__ //__
> // // // // // // //
> // // //__// //_// // ...

Jan Kim X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de
Internet: kim%vax.mpiz-koeln.mpg.dbp.de@relay.cs.net

2642. Re: That nice man, Mr Eriksson

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 18:09:46 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.QbSd_K5Zzrc@jonh.wimsey.bc.ca>
Source record: 224633

In <1992Mar16.083709.7705@doug.cae.wisc.edu>, Carter Gregory writes:
>In article <H.fUipxBWbgI6@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>>
>> There you go Matthew. You know you're probably on the wrong side of
>>the argument if Greg Carter agrees me you.
>>
>>
>
>Now John....
>
> That wasn't nice. Your a mean person. And you hurt my feelings.
>
> WAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!
>
> I hope evryone doesn't think I am a rebel...
>
No Greg, no one would mistake you for a rebel. A bit confused at
times, likely to come out with idiotic opinions on the spur of the
moment, flame with little provocation (or facts), totally unfamiliar
with the documentation in the new.user group, but never a rebel.
But don't worry, anyone who really cares probably has you in their
killfile anyway.

--
John Henders jhenders@jonh.wimsey.bc.ca

2643. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 18:13:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.gVRT0KGusT2@jonh.wimsey.bc.ca>
Source record: 224634

In <55822@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
>Atari Corp. killed them, like they've done to so many other small
>companies that were trying to make a living in the "Atari market"...
>

I suppose Atari killed Antic's Amiga magazine as well. As has been
posted by people who were in a position to know, STart was drained of
the profit it WAS making to finance Antic's unsuccessful ventures into
other forums.
This is the second time you've tried to spread this misinformation.
Why?

--
John Henders jhenders@jonh.wimsey.bc.ca

2644. Re: Mac 2 ST / ST 2 Mac

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 18:57:19 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.700772239@groucho.phil.ruu.nl>
Source record: 224631

Steven.Wells@bbs.actrix.gen.nz writes:

>I'm wanting to know if anyone out there can tell me if there is any way (apart
>from Hardware emulation) that an atari ST can write file/s to a Apple
>Macintosh compatible disk.
>I'm wanting to do this so that I can put Z-Term onto a disk for a new BBS user
>(without any comms software!!)

If the mac-guy (you or the other?) has a computer with super-drive, you can do the following: put the file on a DOS-formatted disk. Then use a program like Access-PC or DOS-mounter on the Mac to read the disk. The problem is, that now the file will be of type TEXT, creator ???? (or something like it). So you have to change (at least) the type of the file to the appropriate one (don't know which type it should be...). Changing type's and creator's can be done with ResEdit or other suitable software.
I think you'd best pack the whole thing so you've only got to worry about one file...
Hope this is any help. the problem is not completely trivial without modem or other suitable hardware.

--

Hendrik Jan Veenstra
Department of Philosophy the best email is F-email
University of Utrecht

2645. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 20:00:05 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <wdlDt5y00Uh704vGQo@andrew.cmu.edu>
Source record: 224642

```
On 14-Mar-92 in Re: What happened to Antic ..
user Bob_BobR_Retelle@cup.por writes:
>What happened to Antic and STart...?
>
>Atari Corp. killed them, like they've done to so many other small
>companies that were trying to make a living in the "Atari market"...
>
>Try calling Atari and see if THEY will give you your $60 back, since
>it's their fault you're screwed...
>
>BobR
You're wrong here bob. STart was actually making a profit, but it was
being siphoned off to pay for PC home journal. They killed it because of
other problems with his compnay, and that was the only way to do things
so that he was not liable to anyone for monetary damages.

mark
```

2646. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 20:06:05 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <AdlDyhq00Uh7Q4vIgP@andrew.cmu.edu>
Source record: 224641

ATW stand for Atari Transputer workstation. So you hit the nail on the head.

mark

2647. HD's & STE's DMA

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 22:36:12 UTC
From: shore@equinox.gen.nz
Message-ID: <2a4qHB1w164w@equinox.gen.nz>
Source record: 224555

Can someone give me the actual facts on what will
happen when using an STE with the faulty DMA chip?

I've got a Quantum 105 meg drive with a ICD AdSCSI Plus interface.

I'm having problems with it... last night I finished using it
after using it for about 5 hours, and a few sessions before that
were equally as long. When I turned it on this morning, it would
not boot. After messing around with some of the programs that
came with it, I managed to get it going again. I don't know what
I did!.
Then tonight, while copying files to drive E, it corrupted & the computer
crashed.
When trying to reboot, again it would not. I again played around with the
programs on the ICD disc, and got it going again. I then tried drive
E again, but no luck... it was corrupted. After rebooting, I was having
a look at some other drives & drive C dissappeared!! Then it wouldn't
boot again. I haven't got it going again :-(

What could be the cause of this? I was lead to believe that the STE's DMA
probs would show within 2 hours... I got at least 15, prob closer to 20
before I had any problems.

Thanks,'
Craig.


```
+----------+-------------------------------------------------+------------+
| ***** | Craig Shore | ChCh, |
|* * * * | | New Zealand|
|* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
| ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
+----------+-----------------------+----------------------+------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+
```

2648. Desktop Publishing for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 22:41:47 UTC
From: patf@silvlis.com
Message-ID: <1992Mar16.224147.25968@silvlis.com>
Source record: 224636
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have the following items for sale for the Atari ST :

CALAMUS - desktop publishing program $110

CALAMUS Outline Art - allows you to draw pictures $100
for CALAMUS

CALAMUS font editor - Allows you to create and edit $50
fonts.

These items CAN be re-registered to the new owner.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

2649. 52Meg Supra H/D - Good Buy?

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 23:18:17 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <1992Mar16.231817.16993@mdd.comm.mot.com>
Source record: 224635

I'm in the market for a NEW hard drive, and E.A. Brown is selling an
11ms access time 52Meg Supra hard drive, completely formated, case, cables,
host adapter, etc. for US $400.

This sounds like a decent deal, but am concerned about the reliability of
the product. Apparently the drive is a Quantum (with a 2 year warranty).

Anybody know anything about Supra drives? Are they reliable?

2650. Atari UK drop prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-16 23:59:48 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Mar16.235948.8433@aber.ac.uk>
Source record: 224637

So Atari UK have finally done it! Done what? They've dropped their prices
for the MegaSTE and TT range. I'd heard a month ago that they were going to
do it although I thought they might have been able to drop their prices by
a bit more that they did. Sadly it still works out cheaper to buy a Max II si
+ high res colour monitor than a TT (at least for educational).

The new prices are: TT030/2 1169 pounds (no HD or monitor)
TT030/8 1874 pounds (")

MegaSTE1 586 pounds (")
MegaSTE4 815 pounds (")

These figures probably include VAT.
All prices from ST Format and ST User. A 50MB HD for the TT costs 464 pounds !!
and then its only a seagate 157 - what a rip off. One can get a 105 MB Quantum
+ interface board for less than 464. The colour VGA monitor is priced at 405
pounds.

At least these prices changes are in the right direction, but come on Atari lets
see some more price reductions!! If one includes HD and VGA monitor (the
Atari one) the price comes to almost the equivalent of two 486 systems!! Not
quite yet `Power without the price'?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2651. Re: Crippled GULAM (was Re: gulam -- the best shell)

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 00:09:48 UTC
From: ken@isgtec.com
Message-ID: <2148@isgtec.isgtec.com>
Source record: 224551

In article <VJ.92Mar12163125@dlsi.dl.ac.uk> D.Hines@uk.ac.daresbury writes:
> In <RALPH.92Mar11144838@orion.laas.fr>, Ralph P. Sobek describes how to
> re-establish gulams use of the ESC key as the 'meta' key modifier.

Well, I don't know what all the fuss is about - my copy of Gulam uses
ESC as the filename completer and the meta key in Emacs, works fine.
I use ESC < and ESC > all the time to go to beginning and end of file.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

2652. Re: STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 01:51:28 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar17.015128.3806@actrix.gen.nz>
Source record: 224644

In article <mHcJHB3w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>
> > >1. I have read in Z*NET that you can put TOS 2.06 in the STe.
> > > Does anyone know where can I get it and how much is it??
> > >
> > Any good Atari dealer will sell it for $60.
>
> Is there anywhere that does it by Mail Order that accecpts Visa ???
>
> Craig.
>
>
> +----------+---+------------+
> | ***** | Craig Shore | ChCh, |
> |* * * * * | | New Zealand|
> |* _/ * | Email: Internet - shore@equinox.gen.nz | o() |
> | ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
> +----------+-----------------------+----------------------+------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
> +-----------------------------------+-----------------------------------+

Craig unless you have a USA machine forget it, I was told by Bob Brodie
to try Paragon computors in OZZ, I think they are in W.A, but may be
some of are OZZy readers can help on this..??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2653. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 02:02:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar17.020230.4070@actrix.gen.nz>
Source record: 224643

In article <BmcJHB4w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> What, is the USA version different???
> If so, what is the difference?
> The UK... the exchange rate to there is terrible,... things cost 3 times
> the earth from there!!! :-)
>
> Craig.
>
> +----------+---+------------+
> | ***** | Craig Shore | ChCh, |
> |* * * * | | New Zealand|
> |* _/ * | Email: Internet - shore@equinox.gen.nz | o() |
> | ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
> +----------+-----------------------+----------------------+------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
> +-----------------------------------+-----------------------------------+

Here in NZ, we have the UK machines that run at 50hz have the European
date format and have different key boards..

If you use USA Roms you will get a 60hz machine with USA date format
and a few of the keys will not be the same..

Also some software that is sold here will not work in a USA machine,
like Pagestreem and Calamus..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2654. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 02:15:24 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar17.021524.4368@actrix.gen.nz>
Source record: 224645

In article <1992Mar16.151007.7936@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan) writes:
> In article <CJP.92Mar14222452@csrrgrsc.aber.ac.uk> cjp@aber.ac.uk (Chris Price) writes:
> >I just picked up the new ST Format at my local newsagent (I gave up getting
> >any of these rags by subscription years ago - not enough new features to go
> >round).
> >
>
> Enough grumbling :-)
>
> I really miss the old ST WORLD magazine. Definitly the best. Knocks socks
> off of all the useless 'learn assembler' courses in the current rags. I still
> find myself looking through the 88-89 copies of ST World (I have from Nov 87
> to the last issu) for useful info, regarding OS bugs, little known file
> formats (they explained GEM Metafiles years ago).
>
> Mr Andreas Romanos (sp?) highly recommended ST WORLD in his 2nd Manual for the
> ST.
>
> >--
> >Chris Price, Department of Computer Science, University College of Wales,
> > Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
> >email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
> >Telephone: 0970-622444
> >
> >NOTE:
> >Change of address, ".cs" dropped so our mail doesn't go to Czechoslovakia.
> >--
>
> Edd Deegan (Tinklebeat)
> vatec@uk.ac.pcl.sun

Why can we get these some of these tech articles be reprinted is some kind
of Book. ?

I have a few ST-Worlds and I completely agree with you.

There is a funny thing about UK magzine companies, they never heard of Annuals
any more, they could have reprinted some of the techy stuff in a
Annual, like what Compute did and some of the OZZy magazines do, it
would be so easy to do as they allready have the stuff..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***

*** New Zealand.. * not like a dying light globe ***

2655. Yet again: undeletable folder.

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 03:20:04 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7192@uqcspe.cs.uq.oz.au>
Source record: 224646

I believe my posting was munged again, so here goes:
I edited the root directory (where the undeletable folder was) by changing
the first char of the folder to hex E5. This got rid of the baddie from the
desktop, but I have cross-linked clusters, and I'm nervous about fixing them.
Does anyone have any ideas about reasonably harmless ways to fix cross-linked
clusters? Thanks.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2656. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 03:44:51 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Mar17.034451.24814@demon.co.uk>
Source record: 224649

The ATW is indeed the Atari Transputer Workstation. The ST is merely a front end for it. They have been on sale for a number of years and are still available from and supported by Atari. I saw some tasty graphics software which used a Kodak colour scanner and printer to allow cut & paste along with various effects using 35m pictures. The final output was as near identical to the original picture as you can get. V. impressive.
It was designed by Perilion who also developed the multitasking OS.
Your machine sounds like a 'baby'. Transputer farm cards could be added to make a machie with over 100 mips.

A lot were sold to universities etc. in various countries

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

2657. EMACS 18.57, M-X compile and MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 04:24:53 UTC
From: dstailey@gsfc.nasa.gov
Message-ID: <1992Mar17.042453.21047@nsisrv.gsfc.nasa.gov>
Source record: 224648

In article <1992Mar10.021838.13673@demon.co.uk> you write:
>

>2.5meg 520 STFM, Tos 1.2. Only tried it in high res so far. Installed
>on partition D. I first of all tried to do the dumps with Mint installed, and
>had little success. Someone then told me to remove mint, and it all worked
>fine. I dumped from the Craft shell, starting up a second version for the
>second dump. As mentioned in my original posting, I edited loadup.el, but that-
>
>shouldn't make any difference. The resultant xemacs.ttp works fine under Mint
>with tcsh installed, or plain Tos 1.2 running the Craft shell. Haven't tried
>it any other way. I didn't need to do anything special to my system to get it
>working.
>
>Kev

Your configuration sounds close to my own. Do M-X compile/next-error
work? Do they work with MiNT active? I have done some work on a
MiNT-based port of JOVE, and I have these features working. I will
switch to emacs, if I don't have to sacrifice them.

I have picked up on a couple of things lately which should help me
finish the port of JOVE. On this note, does the XBIOS keytbl() routine
work with the ST function keys? Can anyone mail me example code?

- --
Doug
dstailey@leidecker.gsfc.nasa.gov

Bhikkhus, all is burning...

2658. Read ST disks on an IBM

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 04:26:53 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Mar17.042653.10502@usenet.ins.cwru.edu>
Source record: 224647

I'm looking for a program for the IBM that will read an ST disk.

The program in the "applications" folder in atari.archive.umich.edu
is faulty.
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

2659. Re: Re^2: LAN, DMA Ports

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 04:28:02 UTC
From: ekrimen@wet.UUCP
Message-ID: <3643@wet.UUCP>
Source record: 224552

In article <4927752@shlink.hanse.de> lp@shlink.hanse.de (Lutz Petersen) writes:
>Im Artikel <1992Mar10.185603.14252@pellns.alleg.edu> schreibt heidelj@carr106.alleg.edu (Jason Heideloff):
>>
>> I was just wondering if there is anyone out there who could tell me what
>> the purposes of the new ports are for on the Mega STE?
>
> LAN - Local Area Network etc.
>
> BUT - is there any software to run an LAN etc. on Atari-machines (MSTE/TT) ?

Universal Network from Application and Design Software, the same people who brought us Universal Item Selector.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

2660. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 06:17:06 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <55948@cup.portal.com>
Source record: 224563

The point, which was roundly missed by most, is that Atari Corp has failed to develop a marketplace which will support the existance of third-party companies supplying magazines, software, hardware, and other peripherial products.

This is not misinformation, or speculation... you only have to have your eyes open and count the number of companies which have lost everything they put into trying to make a living in the Atari market.

So Jim Capparall turned out to be a crook... do you think he entered the Atari marketplace in April of 1982 with the intention of running off to the IBM market with subscribers' money in 1991?

I think not... his ANTIC magazine was a top-notch source of information for Atari computer owners for many years. STart magazine, whatever your own personal opinion of it, was another good source of information.

The failure of ANTIC to stay in the Atari marketplace can be placed solidly at Atari Corporation's door.

Had they developed, produced, advertised, marketed, and actually delivered computers in quantities to people who would then have bought Atari related magazines and software, there would have been no reason to try to siphon off ANTIC's assets and start a new magazine in a different, more viable marketplace.

Instead, Atari killed the US market for Atari-related products, and ANTIC, along with many other third-parties, tried to survive by going elsewhere.

Note that I'm *NOT* defending the way ANTIC effectively stole their subscribers' money.

I *do* place the blame squarely where it belongs, with Atari Corporation.

BobR

2661. Re: MultiTos

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 06:57:02 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Mar17.065702.26258@rhrk.uni-kl.de>
Source record: 224650

aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>In <1992Mar16.122323.11905@uni-paderborn.de> hubi@uni-paderborn.de (Who am I ?) writes:

>I talked to Frank Ostrowski at the GFA pavillon and he told me that MultiTOS
>ran only on a TT because it needed the 68030 ... but then, who knows, maybe
>Atari will release a version for the ST sooner or later, just as the STe-TOS
>was ported to the ST.

He is wrong. MultiTOS is running on the ST, too.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

2662. Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 08:46:06 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <1992Mar17.084606.6869@ericsson.se>
Source record: 224565

Is it true that Atari have been showing a new (not just an STE) computer
at CeBit? I've read about it in c.s.amiga.advocacy.

Anders Skelander

2663. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 08:56:17 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar17.085617.5211@cs.hw.ac.uk>
Source record: 224570

In article <1992Mar16.151007.7936@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk
(Edward Deegan) writes:
>Umm.. ST Format was definitly the better mag, but ST User is, in my opinion
>catching up fast. They are expanding all the time. At the moment they seem
>to be neck and neck, but both magazines can be very childish - stupid kiddie
>'humour'. St Format is worse.

I agree. The immature 'humuor' does get my goat.

What I really hate about ST User:

* Little or no programming. Why don't they bung Sozobon C on the
cover disk like ST Format did then start having C,Assembler and GEM
programming forums.

* Big thick page borders to waste paper because the article is
small. Did you notice how big a deal they made when they made the
magazine bigger. What a con. Putting pictures at all angles is also
another tactic.

* The Gamer Section. They should just lose it.
The video review section is irrelevant too.

* Bright colours and banners everywhere.
It's like a trip to the circus!

Yes I guess what I'm saying is that I'd like to see the return of ST World
with a heavy programming side to it.

>Mr Andreas Romanos (sp?) highly recommended ST WORLD in his 2nd Manual for the
>ST.

Ramos is the tube who said that TOS 1.4 was only a slight upgrade and wasn't
worth bothering with! I believe his second manual is good for beginners though.

>Sorry about the long post! Probably seems like a long grumble, but, with
>magazine prices between 3 and 4 quid I think critisism is justified.

True. I'd like to see magazines cut to about 2 quid or less with far less
glossy colour pages.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !

+--+

2664. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 09:35:14 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Mar17103514@sognsvann.ifi.uio.no>
Source record: 224564

In article <1992Mar16.162844.26895@informatik.uni-wuerzburg.de>
frank@dec16.informatik.uni-wuerzburg.de (Stefan Frank) writes:

>Winx is a PD program that enables you to have up to 128 windows simultanously
>on your ST/TT. The max. number of windows is controlled over the name of
>the progrem (e.g. winx32.prg for 32 windows). In reality, the number of
>windows is dependant on the speed/memory equipment of your system. A 1meg
>ST with 8MHz can't handle more than 16 windows in acceptable time.

Does anyone know where I can obtain a copy of this program (Winx)? I have
FTP access, so an FTP-site would be fine.
Thanks!

--

Terje Vernly
Internet : terjeve@ifi.uio.no

2665. Re: 52Meg Supra H/D - Good Buy?

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 09:44:18 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar17.094418.17280@actrix.gen.nz>
Source record: 224556

In article <1992Mar16.231817.16993@mdd.comm.mot.com> friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
> I'm in the market for a NEW hard drive, and E.A. Brown is selling an
> 11ms access time 52Meg Supra hard drive, completely formated, case, cables,
> host adapter, etc. for US $400.
>
> This sounds like a decent deal, but am concerned about the reliability of
> the product. Apparently the drive is a Quantum (with a 2 year warranty).
>
>
> Anybody know anything about Supra drives? Are they reliable?

These drives are one of the best you can bye, but the supra software is
a bit of a pig, we fitted a New Quantum LPS52S to a stuffed Supra 20 meg drive,
and tried to format it with the lastest Supra software V4.11 from memory,
the version that was posted on GEnie, It reported the drive as suffed,
to many errors,there is no selection for the Qantum LPS 52S, only a 52S,
we since found out that you can't format these New Quantum drives..

Patched ICD Software worked 100%...

There is one other problem, the Supra host adapter will not let the
disk drives work when the HD is powered off, you have to unplug
the DMA connector, also the clock battery would not last to long in
the older adapters, they should now be fitted with a Dallas clock
chip that lasts 10 years..

I am using a Supra host adapter..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2666. Alvin Stumpf, how to contact?

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 09:50:01 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Mar17105001@nic.funet.fi>
Source record: 224569
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

Greetings!

I need contact information, everything there is, to get in touch with
Alvin Stumpf. Fax-#, tel-#, mail-address, email-address, anything.
Please inform me via email.

Thank you!

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

2667. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 10:13:14 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Mar17.101314.4181@newcastle.ac.uk>
Source record: 224560

In article <10213@ncrcan.Canada.NCR.CA>, bgervin@ncrcan.Canada.NCR.CA (bgervin) writes:
>
>
>Could somebody please tell me, if you know, what an ATARI ATW 800 and
>about how much one of these is worth. It seems to be some sort of ST.
>It accepts an SM1224 Monochrome monitor (and probably also a color), accepts
>Atari Floppy Input, has one floppy built in, has a SCSI built in, has
>MIDI IN/OUT Ports, RS232C, PARALLEL and what looks like a MEGA Keyboard
>INPUT (RJ11 Jack). It is housed in a very heavy big tower case with a
>make shift ATARI Sign on it. It boots up in GEM, although without a
>MEGA Keyboard I can't examine it much further.
>
>Inside are three motherboards (If you want to call them that). On top is
>what looks to be an ST Board with 8 256 Chips, a Motorolla 68000 and
>various other chips. This board is labelled ATARI I/O SubSystem. This
>is where the SCSI, Floppy Controller and the Standard ST Ports come off.
>
>Under that board is another board which is about half the size. I can't
>see anything on it without doing major surgery.
>
>The third board on the very bottom is about twice the size as the ATARI Board.
>It is labelled ATW800 by Pelicon or something in England. It has an INMOS
>chip and what looks to be 4 Megs of SIPPS. Off of this board are 4 ports
>labeled Link 0 thru Link 3. Also coming off the 1st or 2nd board are
>BNC Connectors, 3 Labelled R, G and B and a fourth unlabeled.
>
>The machine was made in Germany in 1989. I can maybe get a hold of five of
>these babies for sale. I believe the SCSI's to be 105 Mb NEC's. The
>power supply is switchable 110, 220 and takes a standard IBM style
>Power Cord.
>
>Any suggestions, comments, inquiries invited. Perhaps it is the lost
>Transputer?!?!

The ATW IS the Atari Transputer Workstation, which was developed by Perhilion in England. The OS it actually runs is called HELIOS and is a true distributed system. More proccessor cards can be added to the 'Farm' up to a maximum of 8, giving some wicked processing power. I beleive that Hull University in England has quite a lot of these workstations, as the Atari Roadshow borrowed a few processor boards from them to show of exactly what a fully powered up ATW was capable of. Ouch.....that was awesome!!!

Do you want to sell that workstation ?????

>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-->

```
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /\_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........
```

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

2668. Re: MGR, TeX

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 10:25:08 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Mar17.102508.5410@newcastle.ac.uk>
Source record: 224561

You have MGR set up wrong. Cann't get a pty means that the program cann't find (or hasn't got enough memory to run) a command line program. I've got MGR set up to run off one 720K floppy with 1 Meg of memory on an original 520ST (had to fit a modulator to plug a TV in) and it runs OK.

I'm converting the MGR libraries to HiSoft Power Basic at the moment. If any ones interested in getting a copy when I'm done, email me on:

Craig.Graham@newcastle.ac.uk

I'll post a note sometime giving COMPREHENSIVE small system installation notes for MGR.

```
>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-------------------------------------------------------------------------->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /\_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........
```

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

2669. Re: Any FTP sites for vector fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 10:30:53 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992Mar17.103053.6076@newcastle.ac.uk>
Source record: 224562

Try atari.archive, I got some from there not long back.

```
>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<---------------------------------------------------------------------------->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /\_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........
```

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

2670. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 10:35:48 UTC
From: "U.Kuehn" <ZW0007@DMSWWU1C.BITNET>
Message-ID: <92077.103549ZW0007@DMSWWU1C.BITNET>
Source record: 224574

In article <17190@sbsvax.cs.uni-sb.de>, univwa@rz.uni-sb.de
(sbusol.rz.uni-sb.de) says:
>
>From article <1992Mar12.114837.26659@informatik.uni-erlangen.de>, by
>rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek):
>> Does anybody out there know something about winx ??
>>
>> It should be possible to have 12 Windows on screen. Is that
>
>Even up to 256 windows depending on your RAM size.
Sounds good, but where can I get it from, I look ed into a.a., but I
couldnt find it there.
Thanks in advance
Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Do they know that they ☹
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? ☹
+--------------+--------------------------+-----------------------+

2671. Re: Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 11:38:20 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010007@hpbbrd.bbn.hp.com>
Source record: 224459

/ hpbbrd:comp.sys.atari.st / bgervin@ncrcan.Canada.NCR.CA (bgervin) / 4:47 pm Mar 15, 1992 /

> Could somebody please tell me, if you know, what an ATARI ATW 800 and
> about how much one of these is worth. It seems to be some sort of ST.
> [...]
> Any suggestions, comments, inquiries invited. Perhaps it is the lost
> Transputer?!?!
> ----------

Yup, it's the Atari Transputer Workstation. It also is a `sort of ST' since it contains a Mega ST it uses for I/O (at least that's what all the magazine articles said, years ago ...)

How did you get hold of these beasts ?

Jens Kilian

--
Internet: jensk@hpbbrn.bbn.hp.com
MausNet: Jens Kilian @ BB

2672. Cyber Control

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 11:45:36 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.700832736@mailserv>
Source record: 224558

Who can tell me how to get Cyber Control Version 1.1 or higher
since there is no more update service or any support at all in
Germany for the programs of the Cyber-family from Antic.
BTW is there anybody around making CAD 3D animations with the
atari st? I'm very interested in any information about new products,
utils, hardware upgrades, etc. for 3D animations.
--
****
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie * *
* Herrenberger Str. 51 *--------------------------------------*

2673. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 11:58:18 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Mar17115818@solb1.essex.ac.uk>
Source record: 224557

>I must admit I get very pissed off with those stupid 'Game Demos' the magazines
>put on the cover disks. They take up a large proportion on cover disk space,
>and usually put me right off the game in question, even if I had considered
>possibly checking it out.

What's wrong with seeimg that a game is crap and thus deciding not to buy it?
Do you LIKE buying games only to find that they're rubbish? I don't.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

2674. Cyber Control

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 12:08:52 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.700834132@mailserv>
Source record: 224559

Who can tell me how to get Cyber Control Version 1.1 or higher since there is no more update service or any support at all in Germany for "Cyber"-products from Antic?
BTW is there anybody still making animations using CAD 3D? I'm very interested in any info about new products, utils, hardware upgrades, etc. for 3D animation.
Thanks in advance,
Thomas Gaiser
Seminar fuer Sinologie
Herrenberger Str. 51
7400 Tuebingen
Germany ansga01@mailserv.zdv.uni-tuebingen.de

2675. ST ftp addresses wanted !!

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 12:32:16 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Mar17.133216.1@neptune.kingston.ac.uk>
Source record: 224568

Could anyone Email me with a list of FTP addresses that is for the ST.
As I have just found out about FTP in general I would appreciate it alot.
Is there especially any ones that have PD programs that can be downloaded
onto an IBM disk which will work on my ST.

Thanks alot for every ones help,

Simon

2676. VDI drivers, how do I write one?

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 12:45:55 UTC
From: rfschaa@cs.vu.nl
Message-ID: <13399@star.cs.vu.nl>
Source record: 224566

I am trying to write a VDI driver for some device (not a DVI driver,
but a VDI driver!!). The problem is that I have no idea where to start.
Questions that come to mind are:

- what functions should the driver perform (lines/circles, ...)?
- what is the structure of a driver?
- how do I force VDI to use my driver?

I have tried to look up the information, but all the books I can
find skip the issue of drivers or just mention that a driver is
a 'program without the header' (whatever that may mean...)

Is there anyone out there that can help me out?

Thanks in advance,
Richard

2677. BIX

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 14:16:55 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar17.141655.17169@umbc3.umbc.edu>
Source record: 224567

Could someone tell me more about Bix? I don't know a heck of a lot about it,
but I know it is some sort of info service. How is the Atari support?

Please drop me some mail.... thanks.

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2678. Re: New Sections

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 15:14:14 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Mar17.151414.19387@gmuvax2.gmu.edu>
Source record: 224449

In article <mumble> Jason Heideloff writes:
>I would like to propose that whoever is in charge of the ST Comp.sys
>section of usenet reorganize the ST section into different categories.
>For example:
>
>Atari ST - Communications
>Atari ST - Midi
>Atari ST - Hardware
>etc.
>[...]
>-Jason Heideloff
>heidelj@alleg.edu

Totally unnecessary. This group's volume is too low to warrent split like
that of comp.sys.amiga's. However, I would suggest two additional groups:

comp.sys.atari.tt
comp.sys.atari[.st].forsale

Of course, given the current method of naming, if .st.forsale was to be
created, .st would have to be changed to .st.misc...

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]

2679. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 16:03:12 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92077.110312EENG6801@RyeVm.Ryerson.Ca>
Source record: 224543

I also liked ST World better then ST Format or ST User. I gave up on
those magazines since here in Canada they cost $12.50 (6 quids ?)
and most programs on cover disk aren't useful. Now I just buy
ST Magazine ($7.95 French) and am happy. It's almost like ST World.
Lots of Application reviews, source code (GFA, Assembler, Turbo C)
and only 1,2 pages of games. Ah usually they also have an Interview
with a demo group.


```
=========================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=========================================================================
```

2680. Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 16:09:07 UTC
From: whitcomb@aurs01.uucp
Message-ID: <60421@aurs01.UUCP>
Source record: 224571

I finally sat down a few weeks back and really tried out that Llamatron game that's been lurking on my hard drive for months and months. What a blast! The graphics may not be state of the art, but gameplay is great (especially when using two joystics), and the samples are hilarious. I remember reading a while ago that there was a way to get the game to play uncensored samples (that don't cut off after the 'F' in "Awwww, F---"). Anyone know how to do this (just to save me from having to say it myself all the time)?

I sent in my shareware fee and Llamasoft promptly sent me their newsletter and a copy of the game "Andes Attack", which is a very good "Defender" type game with a few added twists. Jeff Minter does program a mean arcade game! If you haven't sent in your shareware fee for Llamatron, I suggest you do it for the free game, if not just to ease your conscience... the 5 pound shareware fee plus 1 pound postage (roughly ten dollars US) are well worth it. And if you haven't tried Llamatron, you're missing out on a whole lot of fun!

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

2681. J, version 4.1, executable.

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 17:49:28 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar17.174928.20243@watmath.waterloo.edu>
Source record: 224572

Hello,

Executables for the programming language J, Version 4.1
may be obtained from these two servers:

watserv1.waterloo.edu # 129.97.129.140
~/languages/apl/j/executables/atari
~/languages/apl/j/source

atari.archive.umich.edu # 141.211.164.8
~/atari/languages

The port was done by
Scott Kolodzieski <scott@sparc1.stevens-tech.edu>
famous in this news group for his work with EMACS. This
port is distinguished by its integration of EMACS input
commands.

J is an advanced dialect of APL that has complex numbers,
boxed arrays, tacit function definition, and uses the ASCII
character set.

It is supplied by Iverson Software, Inc. The author of the
language is Kenneth E. Iverson, the inventor of APL, and
the implementor is Roger Hui <hui@yrloc.ipsa.reuter.COM>.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

2682. 68000 Assembly Language

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 18:07:26 UTC
From: scst21@csc.liv.ac.uk
Message-ID: <1992Mar17.180727.1286@and.csc.liv.ac.uk>
Source record: 224593

ST/Ste. I would like to see programs of any description and length, as I am trying to learn the language at the present time. If there are any suitable source codes out there, I would be very interested to see them.

Many thanks,
Jon.

2683. Re: Calamus -> HP laserjet disk image

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 18:09:36 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <1992Mar17.180936.9531@grex.ann-arbor.mi.us>
Source record: 224454

In article <1992Mar15.223908.26330@usenet.ins.cwru.edu> be824@cleveland.Freenet.Edu (Steve Selick) writes:
>
>I am looking to get a disk image of a HP Laserjet 2 printout from
>Calamus. Is this possible? How?
>-steve <selick@csa.bu.edu>

I somewhat remember a program in the atari archives at UofM which did redirection of printer output to disk. That would be the only way I know, it is tricky to use as I remember (Atari gets confused sometimes/always when you access a file while the program is in the middle of doing the same).

Of course, you could always get a second Atari and hook it up with a null modem cable thru the serial port, and get it to record whatever is pouring into the serial port. You'll need to set no x-on/x-off, maybe rts/cts on both computers. I think it would be quite an amount of data, expecting at least a Megabyte.

Mustafa Soysal

2684. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 18:24:21 UTC
From: mistik@grex.ann-arbor.mi.us
Message-ID: <1992Mar17.182421.9837@grex.ann-arbor.mi.us>
Source record: 224455

In article <3641@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>In article <55822@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>What happened to Antic and STart...?
>>
>>Atari Corp. killed them, like they've done to so many other small
>>companies that were trying to make a living in the "Atari market"...
>
>Geezus Bob. Then why has ST Informer, Current Notes, and AIM survived?
>
>The problem with Antic and STart was the publishing company, not Atari Corp.
>Their other magazines haven't done so well either.
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)

None of those published what Antic did, did they? Antic publications were
better than the Atari developer deal (they still are!)

Atari has a habbit of trying to expand vertically towards third party
developers, and their developers contract is designed just for that purpose.

The recent announcement of them that they are making the developer kit
available for *users* shows that many developers are aware of Atari's
expansion policy, and naturaly, new developers will avoid the company
altogether. They managed to loose the dealers, now it is the developers.
Soon enough, customers will follow.

Too bad, that there are no Atari clones.

Right now, the Intel family 386/486 delivers more bang for the buck, and
they are getting dirt cheap. With unix being available in a serious manner,
I predict that not only Atari will loose its market, but also the 68XXX line
will suffer heavy losses.

Don't get me wrong, we use 6 ST's for business and many of our customers,
however, we will migrate to the 486 platform for sure.

Mustafa Soysal

2685. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 18:33:44 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar17.183344.9161@pellns.alleg.edu>
Source record: 224573

```
In article <B0HNHB1w164w@equinox.gen.nz> writes:
> mro@dcs.exeter.ac.uk (Marcus Roberts) writes:
>
> > I am about to buy a DTP package for my Atari ST, and I am trying to
choose
> > between Timeworks DTP 2 and Pagestream V2.1.
>
> Do either of these 2 do frames in other directions that just straight
> normal... e.g. sideways, upside down etc.
>
> And do any others???
>
> Craig.
>
>
>
+----------+-----------------------------------------------+------------+
> | ***** | Craig Shore | ChCh,
|
> |* * * * | | New
Zealand|
> |* \_/ * | Email: Internet - shore@equinox.gen.nz | o()
|
> | ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\
|
>
+----------+------------------------+----------------------+------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345
|
>
+-----------------------------------+-----------------------------------+

You could rotate and twist any frame you want any degree you want.

-Jason Heideloff
heidelj@alleg.edu
```

2686. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 18:46:55 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar17184655@simpson-06.cs.strath.ac.uk>
Source record: 224579

> >I must admit I get very pissed off with those stupid 'Game Demos' the magazines
> >put on the cover disks. They take up a large proportion on cover disk space,
> >and usually put me right off the game in question, even if I had considered
> >possibly checking it out.

> What's wrong with seeimg that a game is crap and thus deciding not to buy it?
> Do you LIKE buying games only to find that they're rubbish? I don't.

But I hate even more paying $$s for a magazine only to laugh hyterically
at its "feature" program.
Crap games don't need to be exposed in bytes (as it were). A sufficently
savage review will do just nicely for me.

However GOOD games/programs, well...I'd like proof of *that*.

> Live long and prosper.

Thats the Plan,

regards, Paul
--

"We should develop anti-satellite weapons| Internet: ssammy@cs.strath.ac.uk
because we could not have prevailed | JANET : ssammy@uk.ac.strath.cs
without them in 'Red Storm Rising'." |
-- Vice President Dan Quayle |
Copy this line into your .signature to protect it against viruses! [version -9]

2687. Re: ST ftp addresses wanted !!

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 18:51:14 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar17185114@simpson-06.cs.strath.ac.uk>
Source record: 224578

> Nntp-Posting-Host: neptune

> Could anyone Email me with a list of FTP addresses that is for the ST.
> As I have just found out about FTP in general I would appreciate it alot.
> Is there especially any ones that have PD programs that can be downloaded
> onto an IBM disk which will work on my ST.

> Thanks alot for every ones help,

> Simon

simpson-06 ~>grep atari ~/docs/ftp/newftplist
atari.archive.umich.edu 141.211.164.8 unknown
atari.archive.umich.edu 09/30/91 5 anonymous/odin@pilot.njin.net
cs.uni-sb.de 134.96.252.31 GNU, atari, RFCs, perl, misc
faui43.informatik.uni-erlangen.de 131.188.31.3 NeWS X11 amiga atari faces
forwiss.uni-passau.de atari st, minix, elisp, TeX
irisa.irisa.fr comp.binaries.atari.st,
irisa.irisa.fr comp.sources.atari.st,
jyu.fi 130.234.0.1 unix, atari, amiga, mac,
nic.funet.fi mac, amiga, atari, security
rusmv1.rus.uni-stuttgart.de 129.69.1.12 RFCs, X11, atari, amiga,
sol.cs.ruu.nl 131.211.80.5 atari, GNU, HP-UX, TeX, Perl,
um.cc.umich.edu 35.1.1.43 msdos, mac, apple, atari
wuarchive.wustl.edu comp.binaries.atari.st,
wuarchive.wustl.edu comp.sources.atari.st,
simpson-06 ~>

Ask and you shall receive...

Paul
--

"We should develop anti-satellite weapons| Internet: ssammy@cs.strath.ac.uk
because we could not have prevailed | JANET : ssammy@uk.ac.strath.cs
without them in 'Red Storm Rising'." |
-- Vice President Dan Quayle |
Copy this line into your .signature to protect it against viruses! [version -9]

2688. Re: J, version 4.1, executable.

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 19:00:34 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar17.130035.23127@doug.cae.wisc.edu>
Source record: 224575

Latest version of HACKUS Full Screen Edit:

This version corrects some last minute NASTY bugs, now squished, that sometimes droppped the filename extensions for FoReM, Citadel, ACICS BBS systems.

The serial port records are now saved, however double buffering has been left in as a request by some to keep editing speed above the pokey 2400 bps most of us enjoy online.

Event looping has been added to provide possible compatibility with Multi-GEM, Mult-TOS in the future. The has real world benefits now as carrier detect is now automatically detected for local and online modes... as well as more robust event detection for carrier loss, DTR cut..etc.

ANSI emulation bugs have been fixed. No more unexpected killed lines when you use the arrow keys.

Problems:

Argument parameters must have accurate parms, or KA BOOM.
(Minor fix for those who support their local shareware authors :)

Groupware Experiment.

CHAT.TTP

This is a new piece of software, with several modules that provide serial information exchange in a multi window chat mode like environment for the ST. Sort of like UNIX Talk, DEC Phone..(Well, its fairly based on these sort of programs in more ways that one...) which also provides the ability for two people to work on a single or multiple files at same time...collaborative editing so to speak.

At this point and time you can`t save the editing you do, still working on that one...but it is a rather interesting experience. (I use mine mainly to instruct software upgrades long distance for ACICS.)

Its very new, supports VT52 and ANSI, and has some quirks yet, but is still very useable.

The shareware price is $10 for both programs.

I usually never distribute my software over the net, this is my first try. I seem to be lacking in the social graces here so I thought I better put up or shut up. :)

--Enjoy Greg

2689. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 19:43:20 UTC
From: pekka@meryl.csd.uu.se
Message-ID: <PEKKA.92Mar17204321@mamba.meryl.csd.uu.se>
Source record: 224585

In article <1992Mar17.101314.4181@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

The ATW IS the Atari Transputer Workstation, which was developed by Perhilion in England. The OS it actually runs is called HELIOS and is a true distributed system. More proccessor cards can be added to the 'Farm' up to a maximum of 8, giving some wicked processing power. I beleive that Hull University in England has quite a lot of these workstations, as the Atari Roadshow borrowed a few processor boards from them to show of exactly what a fully powered up ATW was capable of. Ouch.....that was awesom

Do you want to sell that workstation ?????

>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>

Where did Atari's Transputer project go? Was it dropped or?
Havn't heard antything about it for years..
--
/Pekka

2690. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 19:45:05 UTC
From: harryk@csa.bu.edu
Message-ID: <81947@bu2.bu.edu>
Source record: 224576

In article <2040@rnivh.rni.sub.org> patrick@rnivh.rni.sub.org (Patrick Scheich) writes:
>rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek) writes:
>
>>Does anybody out there know something about winx ??
>
>>It should be possible to have 12 Windows on screen. Is that
>up to 128 windows if you like, it works fine on my
>MegaST4 but TT perhaps (i will ask a TT-onwer i know)
>
>>Ciao
>> Atarico
> ciao patrick.

Could you please tell us where to find this beast? Is it PD?
thanks

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

2691. Re: Atari Base BBS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 20:18:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55967@cup.portal.com>
Source record: 224587
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I sorta gave up! The Bob Brodie says netted to 70+ boards & I believe will only respond to messages in ZNET or one conference anyway. No cross-posting encouraged, but he can get E-mail from other nodes. Someone else says 100's of boards are netted. Doesn't really matter to me since Atari Base & Steve's BBS are both local for me. That's for adding some more names. Contributing to the list is the best way to make it better.
Rick (Whoops That's=>Thanks above)

2692. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 20:34:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <55968@cup.portal.com>
Source record: 224588

Sincere question: Granted, very little market for an English language mag, but how many mags are there in German & French where Atari seems to have focused there marketing? Are they healthy & glossy?

2693. Re: PD Assembler

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 21:20:13 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992Mar17.212013.3006@eskimo.celestial.com>
Source record: 224600

Yes there is an assembler available, however it is shareware. It is called the Turbo Assembler and it was done by the same people that did Omikron Basic. It is a full optimizing assembler with an integrated debugger... I haven't used it much, but it looks to be quite nice. Professional quality at a shareware price!

--== Andy ==--

2694. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 21:32:39 UTC
From: laird@think.com
Message-ID: <kscpbnINNlq2@early-bird.think.com>
Source record: 224580

In article <1992Mar17.084606.6869@ericsson.se>, etxansk@garbo.ericsson.se writes:
>
>
> Is it true that Atari have been showing a new (not just an STE) computer
> at CeBit? I've read about it in c.s.amiga.advocacy.
>
> Anders Skelander

I'd sure like to know more about it. What was posted in comp.sys.amiga.advocacy sounded pretty impressive:

$1200 for a fast 68030 with a hard drive, multi-TOS, 640x480 display with a 64K color (16-bit) pallate. Four controllers, two digital and two analog. MC65001 DSP. Expandable to 128 Mb RAM. For more info, look in c.s.a.advocacy <grin> under the subject "Falcon".

Someone else (?) claimed that it would be available in the US in April, which I have trouble believing.

For that price, I could be talked into buying another Atari computer. Especially if someone ported Unix to it.

- Laird
laird@think.com

2695. Re: EMACS 18.57, M-X compile and MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 21:41:02 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Mar17.164102.1041@uwovax.uwo.ca>
Source record: 224582

In article <1992Mar17.042453.21047@nsisrv.gsfc.nasa.gov>, dstailey@gsfc.nasa.gov (Douglas Stailey) writes:
> I have picked up on a couple of things lately which should help me
> finish the port of JOVE. On this note, does the XBIOS keytbl() routine
> work with the ST function keys? Can anyone mail me example code?

A suggestion for anyone writing programs for use under MiNT: don't use Keytbl() in any application if MiNT is active. Why? Because it's a global change to the whole system, and other programs may not be happy about such a change (e.g. consider two editors with two different ideas about how function keys should be re-mapped, running in different windows at the same time).

If you can wait for the long promised and long delayed MiNT 0.93 (yes, it really will be ready Real Soon Now!) there will be an ioctl() call for changing function and cursor key mappings that will work on a per-terminal (i.e. per-window) basis and will also not interfere with existing programs that use the BIOS to read the cursor keys (this is another disadvantage of Keytbl). Plus, the ALT key will be usable as a META key (but only for letters A-Z, and then only when there's no ASCII equivalent already established; this will avoid problems with different national keyboards).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2696. new versions of tcsh and mntlib

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 21:45:07 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Mar17.164508.1042@uwovax.uwo.ca>
Source record: 224583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've uploaded new versions of tcsh and mntlib to atari.archive.umich.edu.
See mint/tcsh.zoo and mint/mnt{inc,lib,olb}19.zoo.

This version of tcsh works correctly in windows, and doesn't choke on
files with carriage returns in them (the latter bug was causing all kinds
of weird symptoms and took me a long time to track down!). Again, it's
been tested only under MiNT, but probably works OK under TOS as long
as you don't do anything fancy (pipes are considered "fancy" here).

The new version of the MiNT library contains support for Sozobon 1.33i and
2.00, courtesy of Dave Gymer. There are also lots of bug fixes, and
some support for new features that will be available in MiNT 0.93.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2697. Re: MiNT's copyright status (was: MiNT and MTOS)

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 21:45:17 UTC
From: laird@think.com
Message-ID: <kscq3dINNlq2@early-bird.think.com>
Source record: 224581

In article <92075.120245ONM07@DMSWWU1A.BITNET>, <ONM07@DMSWWU1A.BITNET> writes:
>
> Coming back from the CeBit fair in Hannover: the rumour, that Atari
> uses MiNT as multitasking kernel for their new MultiTOS turned out to
> be TRUE. They showed it on large 29 inch color monitors :-)

So what *else* did Atari show at CeBit? There's an extremely interesting
posting in comp.sys.amiga.advocacy about a new 68030-based STE+ with a
cery aggressive price. Did you see it?

- Laird
laird@think.com

2698. Virus question

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 23:00:44 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1992Mar17.230044.20309@usenet.ins.cwru.edu>
Source record: 224584

Can anyone give me the straight (or crooked) dope on viruses
on the Atari? Do I have anything to fear? Will they eat my pets?
What software will pummel them into nonexistence?
Thanks in advance,
Brian Jepson
(iby223@uriacc.uri.edu)

2699. Re: HD's & STE's DMA

Newsgroup: comp.sys.atari.st
Date: 1992-03-17 23:49:28 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Mar17.234928.12072@tdb.uu.se>
Source record: 224590

This definately looks like a faulty DMA chip :-(Sometimes the disk gets corrupted within just a few minutes, but it could also run fine several hours.

I had a STE with faulty DMA-chip some time ago and when I tested it with a special program it ran fine for almost 4 hours. The program creates SEVERAL folders and fills each folder with SEVERAL small files and then removes everything and checks the file-system. You can imagine how disk-intensive it is. And it ran for almost FOUR hours the second time I ran it. The first time it stopped after about 20 minutes and reported a file-system error.

Return your computer and ask them to replace the DMA-chip with a newer one. BTW, this error should only appear on computers made in 1990 (if memory serves me).

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

2700. ***** PRICE DROP: CHEAP MC68000 DEVELOPMENT SYSTEM *****

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 02:22:46 UTC
From: jdemlow@bgsu.edu
Message-ID: <9647@bgsuvax.bgsu.edu>
Source record: 224586
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Greetings.

I have for sale the following equipment:

Atari 1040STf MC68000 based computer system.
4 Megabytes 80NS 1Mbit DRAM in Zubair Z-RAM 3D Configuration
720K 3 1/2" Floppy Drive (Internal)
MIDI In and Out
Serial Port
Parallel Port
2 Joystick ports
2 Button Mouse
SCSI Port
Extended Keyboard with Megatouch Springs

D&P Computers under monitor drive case w/ power supply
2 Drive Bays
ICD Host Adapter Plus (with clock) (SCSI Controller Card)
Seagate ST296N SCSI 85 Megabyte 28ms Hard Drive

Color Monitor

Monochrome Monitor

Monitor Master (monitor switchbox)

Casio HT-700 MIDI Analog Synthesizer

System currently set up for C language development running
GNU C, C++, and utilities, TeX, MiNT (multitasking environment),
and various other software.

This system is ideal for basic 68000 developers or MIDI enthusiasts.

Offer me $1000 and its yours. . . You pay shipping.

Thanks,
jdemlow@andy.bgsu.edu

2701. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 03:28:20 UTC
From: rjung@aludra.usc.edu
Message-ID: <ksde6kINNpgq@aludra.usc.edu>
Source record: 224589

In article <55948@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>The point, which was roundly missed by most, is that Atari Corp
>has failed to develop a marketplace which will support the
>existance of third-party companies supplying magazines, software,
>hardware, and other peripherial products.
> :
>Note that I'm *NOT* defending the way ANTIC effectively stole
>their subscribers' money.
>
>I *do* place the blame squarely where it belongs, with
>Atari Corporation.

Bob, take a pill. Any pill.

I'm sure I'm not the only net.atarian who "got your point", but I have to flatly disagree with you. In a nutshell, your primary argument is that Antic/Start's demise is Atari's fault, for not creating an American presence strong enough to support a large reader base for the magazine(s).

To be frank, that is one of the DUMBEST things I've ever heard. I have a lot of bad things to say about the Tramiels and Atari management, but I do not think that one of Atari's "responsibilities" is to make a market big enough to support any magazines (or other peripheral industries) that want to be associated with the product.

Atari is out to sell computers and make money. Period. I don't expect too much else from them, aside from some quality customer support. I don't expect anything more from any other company, either; you seem to have an unrealistic expectation of what Atari's duties and responsibilites are, and are now bashing them for the demise of Antic/STart due to a perceived failure ot meeting these unrealistic expectations.

What next? Are you going to blame Atari Corp. because AtariUser magazine is not printed on slick paper and comes 200+ pages a month? Or that it's Atari's fault that the computers weren't promoted heavily enough for the Bush administration to buy more STs and save enough money to lower the deficit? Or that, if Atari sold more Lynxes, then people would buy fewer Nintendos and Segas and then the trade imbalance with Japan will go down?

Geez...

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

2702. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 04:49:40 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Mar18.044940.25020@chinet.chi.il.us>
Source record: 224599

In article <1992Mar17.084606.6869@ericsson.se> etxansk@garbo.ericsson.se writes:
>
> Is it true that Atari have been showing a new (not just an STE) computer
>at CeBit? I've read about it in c.s.amiga.advocacy.
>
> Anders Skelander

It's been a week, and Atari haven't officially put announcements all over the place. I'd put this in the realm of 'concept cars'. The way I hear it, the machine that has caused all the excitement shown off the floor to a selectd group of people who shouldn't have talked about it. I wouldn't conclude much on that basis: it may not have been the only 'super' machine Atari showed to selected people. It may not relate closely to a machine slated for commercial introductiopn. Nearly anything might be true. Until there's an official announcement, this thing isn't even as substantial as vapor.

Steve saj@chinet.chi.il.us

2703. Anyone Using HP Paintjet?

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 05:25:33 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Mar18.052533.4635@cdsmn.mn.org>
Source record: 224597

Are any of you using an HP PaintJet with your ST? I have one that I am storing for a friend and I'd really like to make use of it. Does anyone know where I can get a driver for 1st Word Plus?

--
(*)
Regards, (*) Racism Sucks
Doug Plate (*) plate@cdsmn.mn.org
(*)

2704. New version of sample player (play.prg) on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 05:44:33 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Mar18.054433.6693@wam.umd.edu>
Source record: 224591

Jeff Weiner's just put up version 2.0 of QD Play, my command line sample player, on atari.archive. New features include:

o STe 8-bit DAC support,
o Play stereo sounds on STe using DMA or MFP for timing (using the MFP for timing reduces sound quality but allows playback of stereo sounds at any sample rate)
o Play stereo sounds on mono devices (the two channels get mixed)
o Play sample in reverse
o Loop sample 10 times or until keypress
o Play samples stored in both the standard byte formats: signed and unsigned.

It's simple but speedy, and provides (IMHO) a convenient way to try out samples you download. It's in

atari.archive.umich.edu:atari/sound/players/play20.zoo

The zoo file includes a sample of each type to get you started and documentation that describes the options and a few hints about samples on the ST in general.

Dave Baggett
dmb@wam.umd.edu

2705. Re: WINX ??!

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 06:26:02 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Mar18.062602.26361@yuma.acns.colostate.edu>
Source record: 224592

In article <92077.103549ZW0007@DMSWWU1C.BITNET> ZW0007@DMSWWU1C.BITNET (U.Kuehn) writes:
>In article <17190@sbsvax.cs.uni-sb.de>, univwa@rz.uni-sb.de
>(sbusol.rz.uni-sb.de) says:
>>
>>From article <1992Mar12.114837.26659@informatik.uni-erlangen.de>, by
>>rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek):
>>> Does anybody out there know something about winx ??
>>>
>>> It should be possible to have 12 Windows on screen. Is that
>>
>>Even up to 256 windows depending on your RAM size.
>Sounds good, but where can I get it from, I look ed into a.a., but I
>couldnt find it there.
>Thanks in advance
>Ulrich
>

Well, since it sounds like a good one and a few has asked for where is it,
It's in one of German FTP site.
Sorry forgot about the name of the site, but it has a very slow link so won't
be good for north american ST user to FTP from there anyway.
So the next logical way is to put a copy of this package to atari.archive.umich
.edu, and it's in there in the new directory as winxv13.lzh. As soon as the
mediator on a.a.u.e has chance to check it out and move to appropriate
directory, any one interested will be able to get it from the a.a.u.e.

The archive is about 13KB in size, README file was in German so documents might
still in Germany.

Tang
sytang@lamar.colostate.edu

2706. FALCON! (Cbit news...)

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 07:20:56 UTC
From: edb02@dhmolde.no
Message-ID: <"1182*.S=edb02.O=dhmolde.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 224508

```
------------------------------ Start of body part 1

This showed up in c.s.amiga:

------------------------------ Start of body part 2

#! rnews 1248
Newsgroups: comp.sys.amiga.misc
Path: umainecs!maine.maine.edu!mars.caps.maine.edu!noc.near.net!centerline!uunet
!mnemosyne.cs.du.edu!isis.cs.du.edu!jyoung
From: jyoung@isis.cs.du.edu (Jeff Young)
Subject: Amiga Falcon
Message-ID: <1992Mar14.194233.2202@mnemosyne.cs.du.edu>
Sender: usenet@mnemosyne.cs.du.edu (netnews admin account)
Organization: Nyx, Public Access Unix at U. of Denver Math/CS dept.
Date: Sat, 14 Mar 92 19:42:33 GMT
ATARI finally revealed one of their bloodthirsty systemes at CeBIT:-
Falcon STe+ '30
===============
*MC68030 in a scream dive at 32Mhz, FPU optional
*MC56001 digital sig processor (DSP), stereo in/out
*Graphics- 640 x 480 65K simultaneous colors, video capture/overlay
*LAN/serial/parallel/quad joystick ports
*SCSI hard drive
*1.44 Mbyte 3.5" floppy
*16 Mbytes memory option
*Multitasking OS
*Price- around $1200!!!!
Coming up soon is the Falcon '040 with VME bus and the $200
Jaguar MAN (MAC-AMIGA-NINTINDO) eater. Hey, welcome to the jungle...
-Dave
================================================================================
Anyone been to CEBIT and saw this???? SH*T and all Commo gives us is
the A600/HD toy!??

------------------------------ Start of body part 3

Sounds like just the thing Atari needs... If this is true, the future looks
a bit brighter.. Considering the A600 is so crap, there might be hope for
Atari...

- Torbjorn Ose <edb02@dhmolde.no>

------------------------------ End of body part 3
```

2707. Elvis & TERMCAP ??

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 07:35:44 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <10213@chalmers.se>
Source record: 224510

I have downloaded elvis (VI clone) from atari.archive and when I tried to get
it going it complains about me not having any TERM var set.
So now I'm wondering how I can get elvis going under gulam?
I have figured out that I must have some sort of TERMCAP file , but what
should it contain and how do I set the TERM var to point to the TERMCAP
file ??

/Patrick

--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

2708. How to contact Alvin Stumpf???

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 07:46:07 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Mar18084607@nic.funet.fi>
Source record: 224505

Greetings!

I need contact information, everything there is, to get in touch with
Alvin Stumpf. Fax-#, tel-#, mail-address, email-address, anything.

Thank you!

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

2709. Resource files

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 08:16:32 UTC
From: smackinla@cc.curtin.edu.au
Message-ID: <1992Mar18.171632.1@cc.curtin.edu.au>
Source record: 224595

Can anyone give me any help with the TurboAssembler package? The main problems is the fact that the docs are in German (which I don't read) and the RSC.PRG program, which seems to be a resource file editor. This is fair enough but it creates files with an extension of .EST (where E is actually Epsilon). I haven't tried to use these files yet, but can anyone give me any info on this file format (if it's different to the .RSC)?

Secondly, are there any English versions available?

Also, I am after any info on resource construction set programs for the ST (free/share ware). Finally, on a different note, can anyone tell me where Sozobon C v2.x is available from?

Thanks in advance.
Pat.

PS: I do have FTP so that's no worries.

2710. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 08:44:04 UTC
From: stefan@spc.nl
Message-ID: <1992Mar18.084404.27839@spc.nl>
Source record: 224594

whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:

>I finally sat down a few weeks back and really tried out that Llamatron
>game that's been lurking on my hard drive for months and months. What a
>blast! The graphics may not be state of the art, but gameplay is great

Yeah! And did you try 'Revenge of the Mutant Camels'?? I'd say an equal
experience. More megablasting! More insane samples! More shareware!

Also, Minter is working on another game, which is supposed to be even more
cruel than Llamatron which is already high up the foaming mouth scale. We
need more games like these!!

My Llamatron highscore is 1,200,000 or something, getting to level 80 or so
and I do 50,000,000 on Revenge. Just try and beat that! (forgive my childish
attitude here, I get carried away easily)
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

2711. Re: Re^2: LAN, DMA Ports

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 08:51:50 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar18.085150.11745@cs.hw.ac.uk>
Source record: 224518

The Mega STE and the TT have these LAN ports. The Atari blurb says that this should allow you to connect these machines to networks like Appletalk and presumably TOPS too. Atari must have tested these ports with their own and other manufacturers hardware. So where is the software? Does any MSTE or TT owner have it. If not, why not? You'd think that like Apple, Atari would be supplying the software with every machine sold.

Come to that, what does a TT come with by way of software anyway?


```
+-------------------------------------------------------------------------+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "Surprise AND Fear!" !
+-------------------------------------------------------------------------+
```

2712. Re: new versions of tcsh and mntlib

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 09:35:29 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Mar18.093529.27144@cs.ruu.nl>
Source record: 224596
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Mar17.164508.1042@uwovax.uwo.ca> 7103_2622@uwovax.uwo.ca (Eric Smith) writes:

>I've uploaded new versions of tcsh and mntlib to atari.archive.umich.edu.
>See mint/tcsh.zoo and mint/mnt{inc,lib,olb}19.zoo.
>
For the european netters:
These new versions are now also available from archive.cs.ruu.nl.

We, Computer Science department, Utrecht University, are running an
anonymous FTP server on one of our systems. In addition to the FTP
service we're also running a mail server, for those of you without
direct Internet access.

--> How to get the new versions via anonymous FTP:

Site: archive.cs.ruu.nl [131.211.80.5]
Login: "anonymous" or "ftp"
Password: your own email address (you@your_domain)
File: ATARI-ST/cli/tcsh.zoo
ATARI-ST/mint/mntinc19.zoo
ATARI-ST/mint/mntlib19.zoo
ATARI-ST/mint/mntolb19.zoo

--> How to get the new versions via e-mail from our mail-server:

NOTE: In the following I have assumed that your mail address is
"fred_flintstone@stone.age.edu"; of course you must substitute
your own address for this.
** PLEASE USE VALID DOMAIN ADDRESSES. DO NOT USE ADDRESSES **
** WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET **

Send the following message to
mail-server@cs.ruu.nl
or the old-fashioned path alternative
uunet!mcsun!hp4nl!ruuinf!mail-server

begin
path fred_flintstone@stone.age.edu (SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/cli/tcsh.zoo
send ATARI-ST/mint/mntinc19.zoo
send ATARI-ST/mint/mntlib19.zoo
send ATARI-ST/mint/mntolb19.zoo
end

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:

send HELP

A complete "ls-lR" listing of the archive is kept in the top-level directory, it will be updated every night. To get it, issue the command:

send ls-lR.Z

That's all for now. If you encounter problems using the FTP service and/or the mail-server, feel free to drop me a line (by e-mail, please).

Ate Brink
--
Ate Brink
Moderator of the Atari archive at the Utrecht University (archive.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

2713. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 10:29:48 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Mar18.102948.29746@cs.ruu.nl>
Source record: 224598

```
>>>>> cjp@aber.ac.uk (Chris Price) (CP) writes:

>a full copy of WriteNOW (still retailing at 45 quid).
CP> Sorry, that should have been "Write ON" (from Compo Software, baby brother
CP> to "That's Write"). A friend with both Write-On and That's-Write tells me
CP> that the upgrade is not worth the extra cash - you can do all the nice font
CP> stuff with Write-ON.

Is this a full version or a demo (crippled) version?

Can you use it without the documentation, or is the doc available separately?
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
```

2714. Re: EMACS 18.57, M-X compile and MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 10:35:21 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92078.103521ONM07@DMSWWU1A.BITNET>
Source record: 224501

In article <1992Mar17.164102.1041@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric Smith) says:
>
>In article <1992Mar17.042453.21047@nsisrv.gsfc.nasa.gov>, v
>dstailey@gsfc.nasa.go
>(Douglas Stailey) writes:
>
>A suggestion for anyone writing programs for use under MiNT: don't
>use Keytbl() in any application if MiNT is active. Why? Because it's
>a global change to the whole system, and other programs may not be
>happy about such a change (e.g. consider two editors with two different
>ideas about how function keys should be re-mapped, running in different
>windows at the same time).
>...

Don't forgetthat you _need_ Keytbl() to _read_ the actual mapping (if you need to use alternate keys in GEM programs).

_____ cut here _____
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____ correct me if I'm wrong _____

2715. Re: VDI drivers, how do I write one?

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 11:11:45 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92078.111145ONM07@DMSWWU1A.BITNET>
Source record: 224502

In article <13399@star.cs.vu.nl>, rfschaa@cs.vu.nl (Schaaf RF) says:
>
>I am trying to write a VDI driver for some device (not a DVI driver,
>but a VDI driver!!). The problem is that I have no idea where to start.
>Questions that come to mind are:
>
>- what functions should the driver perform (lines/circles, ...)?
>- what is the structure of a driver?
>- how do I force VDI to use my driver?
>
>I have tried to look up the information, but all the books I can
>find skip the issue of drivers or just mention that a driver is
>a 'program without the header' (whatever that may mean...)
>
>Is there anyone out there that can help me out?
>
>Thanks in advance,
> Richard

A VDI driver is a normal GEMDOS program with a VDI trap dispatcher at the start of the text segment (see "Atari Profibuch ST-STE-TT" or "Het complete Atari profiboek" (?)). If you are registered developer, you can get a driver development kit from Atari.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2716. G ++

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 11:13:52 UTC
From: elendir@pegase.enst.fr
Message-ID: <1894@pegase.enst.fr>
Source record: 224506

Hello,
this may be a FAQ, but I hope someone will have the goodwill to help me.

I recently downloaded the GNU G++ from Atari.archive (jbammer version), but
I can't have it work.

So my question is : what do I need, or what shall I do to install it properly ?
Well, I hope it runs on my TT...

Hope some good soul will help me. Since this is a not, I think, digest relative
question, please e-mail ! Unless you think anybody may be interested in it.

/Tusen tak.

Vincent.

2717. Re: MGR, TeX

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 11:43:11 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010009@hpbbrd.bbn.hp.com>
Source record: 224460

/ hpbbrd:comp.sys.atari.st / twright@umaxc.weeg.uiowa.edu (Tom Wright) / 5:12 pm Mar 14, 1992 /

> I just got a copy of MGR, but everytime I try to open a Window it says
> 'can't open pty'. I have MiNT running, it seems to work okay. I only have
> 1M of RAM, though. Am I running out of RAM or do I just have MGR set up
> incorrectly?

What shell do you use ? If it's tcsh and you're running MiNT 0.92, you
probably ran into a known bug that can be fixed by creating symbolic links
from U:\dev\... to U:\pipe\...
^^^ ^^^ Sorry - forgot what names MGS uses

Jens
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2718. TOS 2.06 prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 11:43:15 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Mar18.114315.1466@echo.philips.nl>
Source record: 224504

Recently I saw few New Zeeland (sp?) people complaining about a UK version
of the TOS, as they were that expensive when buying in the UK.

Maybe the following is a help for you:

You can get both the Dutch TOS and the UK TOS in the Netherlands!
That was true for at least TOS 1.04, so I think this is true for
2.06 as well. Our keyboards equals the UK keyboards.

I donot know about prices, but I saw adds which includes the thing
to build 2.06 in a normal ST for surely less than 200 guldens (160?).
So, a US dollar is about 1.90 gulden...

I cannot help you purchasing one, but maybe some other people on the net.

John

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands or: john@atehv.bso.nl
Work: +31 40 756588
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

2719. Re: Yet again: undeletable folder.

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 11:57:38 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010010@hpbbrd.bbn.hp.com>
Source record: 224461

/ hpbbrd:comp.sys.atari.st / marshall@cs.uq.oz.au (Marshall Harris (G.M.)) / 8:20 pm Mar 16, 1992 /
> I believe my posting was munged again, so here goes:
> I edited the root directory (where the undeletable folder was) by changing
> the first char of the folder to hex E5. This got rid of the baddie from the
> desktop, but I have cross-linked clusters, and I'm nervous about fixing them.
> Does anyone have any ideas about reasonably harmless ways to fix cross-linked
> clusters? Thanks.

You did WHAT ? That way you may have got rid of the directory entry, but
did you free the clusters taken up by the folder ?

For cross-linked clusters a reasonable (but not necessarily harmless) way
is to find the files affected and duplicate the cross-linked clusters,
like this:

BEFORE:

```
FILE.1 --> A --> B -+> C --> D --> E
|
FILE.2 --> A --> B -/
```

AFTER:

```
FILE.1 --> A --> B --> C --> D --> E

FILE.2 --> A --> B --> X --> Y --> Z
```

where X, Y and Z are newly-allocated clusters containing copies
of C, D, and E.

That way, you can look at both files and decide which one you want to junk.

Now, *I* wouldn't do such a thing by hand and *I* wouldn't rely even on this
posting. You have been warned ...

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2720. Re: URGENT! Pin-assignments etc. for surface mount 80-pin

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 12:16:02 UTC
From: rincewind@discworld.uucp
Message-ID: <H.u1bEcw&HMeg@discworld.uucp>
Source record: 224542

In <1992Mar15.123850.24118@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
[...]
>That Big MMU chip now has the Blitter fitted to it, the newer STE's
>now have blank pads to were the old blitter was..
>
>I don't think you will ever find out, unless Atari has released the details..

Atari *HAS* released the details. At least our local Atari dealer has a
complete STE circuit diagram which includes the pinout of the MMU together with
the signal names (although some signals' functions are not 100% obvious)

cu
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: tornado!discworld!rincewind@urmel.informatik.rwth-aachen.de
Maus: Michael Schwingen@AC3 IRC: Rincewind

2721. STe Printer Dumps

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 12:21:16 UTC
From: vicb@clark.edu
Message-ID: <1992Mar18.122116.168@clark.edu>
Source record: 224503
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings...

Anybody have any idea as to what I can do to get a good printer dump on
my new STe?
I have been using a DEGAS driver (prtinstl.lzh on a.a.u.e) with the EPSON.PRT
info file (yes, it's been renamed DEGAS.PRT) on my 520ST for some time
now with excellent results, but on the STe it just gives a really small
output (takes up a quarter sheet of paper.)
I also tried hc24_hc12.lzh (or is it hc12_h24.lzh?) which works on the ST
but it puts out garbage on the STe.
The printer supports Epson LQ800 emulation, the system is a 520STe with
2 meg RAM with CACHEXXX.PRG running, no hard drive.
Any help would be appreciated. Thanks.

Victor Bruhn

2722. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 12:34:34 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Mar18.123434.16647@aber.ac.uk>
Source record: 224507

I know of at least four glossy and serious German mags, and they're all pretty good as far as I can tell. When ever I pop into Germany I buy a whole load of them. Its quite amazing to see the difference between the UK glossy mags and the German ones. Whereas the UK mags (eg ST User + ST Format) are written for the teenager market the German mags are solid user and programmer orientated. Even if you can't read the text the programs are perfectly readable, plenty of C, Pascal, Modula-2 and Basic. ST Computer for example runs to 200 pages every month and only two of those pages are given over to games.

Our German friends would be better qualified to discuss these matters than me though.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2723. Re: MiNT's copyright status (was: MiNT and MTOS)

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 12:34:51 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92078.123451ONM07@DMSWWU1A.BITNET>
Source record: 224514

In article <kscq3dINNlq2@early-bird.think.com>, laird@think.com (Laird Popkin) says:
>> Coming back from the CeBit fair in Hannover: the rumour, that Atari
>> uses MiNT as multitasking kernel for their new MultiTOS turned out to
>> be TRUE. They showed it on large 29 inch color monitors :-)
>
>So what *else* did Atari show at CeBit? There's an extremely interesting
>posting in comp.sys.amiga.advocacy about a new 68030-based STE+ with a
>cery aggressive price. Did you see it?
>
>- Laird
> laird@think.com

Yes, I did see it, because I attended the Atari press conference. It wasn't shown to the public, though.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2724. Re: Cebit Show info

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 13:21:30 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Mar18.142130.1@neptune.kingston.ac.uk>
Source record: 224511

In article <1992Mar13.100430.21676@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> Has anybody yet got some Atari news from the Cebit show?
>
> Herb
> --
> /***
> Herbert Sauro e-mail: hrs@aber.ac.uk
> Biological Sciences phone: +44 970 622353
> Univesity College of Wales

I would also like to hear any Atari news from the Cebit show, espeically the EXCLUSIVE in ST User mag, the Multitasking TOS, 16 Channel sound, High Density 1.44 MB drives, 16 million colour palette ??????

All will appreciated

Simon
BD_G710@NEPTUNE.KING.AC.UK

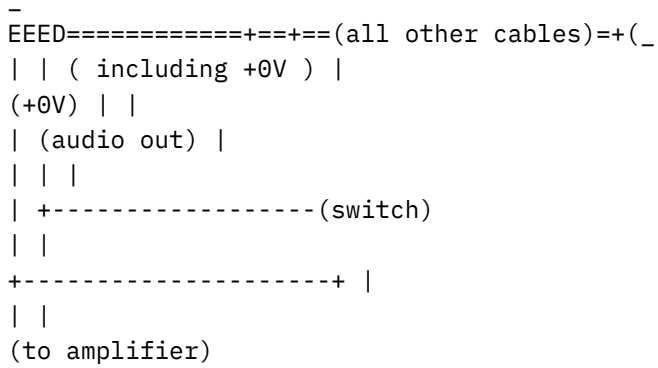
2725. Problem getting sound output to tape recorder

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 13:49:14 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Mar18.134914.123375@rrz.uni-koeln.de>
Source record: 224509

Newsgroups: comp.sys.atari.st
Distribution: comp.sys.atari.st
Subject: Problems getting ST sound to HiFi components
Keywords: St sound, monitor, audio out, NoiseTracker

Hi netters,

I'm trying to get the sound from my Atari 520 STfm to my tape recorder. To do this, I assembled the following:



I plugged the plug into my ST and the plug from my monitor into the socket. My goal was to be able to direct the sound output either to the monitor speaker or to the ampli, whereas all signals for the video were supposed to be left untouched.
The sound was somewhat distorted by scratching and humming noise, but seemed to work basically. However, the video signals seem to be distorted too. Small white pixels flicker around on the color monitor and when I touched the screen once, the picture started to flicker like mad and finally disappeared completely. The flickering obviously was caused by the cracking that normally occurs when I touch my screen (because of electrostatic discharges (is that the correct technical term?)). Fortunately, no permanent damage was done,I merely had to switch everything off and on again.
I think that there is a problem with the shielding of the whole thing, which I fitted into a plastic box with a metal base, but I have no idea how to fix it. As you might suspect by now, I don't have much experience with such stuff. Please tell me what you think is wrong.

Thanx in advance
Jan Kim X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de
Internet: kim%vax.mpiz-koeln.mpg.dbp.de@relay.cs.net

2726. Re: Spet dictionaries

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 13:54:06 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92078.085406EENG6801@RyeVm.Ryerson.Ca>
Source record: 224402

I tried to ftp to your site but I get a can't recognize domain-server
name (The problem is on my side). I'm interested on the source code.
I've tought about something similar (take the part of the word from
last word) Do you use an Binary Search or B-Tree ?
I wrote GER2EN18.LZH and with 15000 words the dictionary is 280Kb.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

2727. MiNT and file-locking

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 14:15:13 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Mar18.141513.5700@unibi.uni-bielefeld.de>
Source record: 224513

Hi there!

I've got a problem with Mint and it's this one:

Since MiNT is a multitasking system, it must contain a file locking service
and it obviously does, because it installs the _FLK cookie.
But when I try to call Gemdos 92 - which is as far as I am informed - the
function call for Flock, I do get nothing but errors, and, not perhaps
errors like -58 Elocked or -59 Enslock, but error -32 Invalid function
number!
So is my information about the Flock call incorrect, or does MiNT use a
completely different call?!?!?!?

Any answers would be appreciated!

TeSche

--
torsten scherer, universitaet bielefeld, germany
e-mail to : itschere@techfak.uni-bielefeld.de

2728. Re: Crippled GULAM (was Re: gulam -- the best shell)

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 14:27:24 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Mar18152724@orion.laas.fr>
Source record: 224512

Gee! No one has a nice Gulam manual? The TeX version is very nice
even if it is out of date, slightly.

>>>>> In article <SSAMMY.92Mar12172134@simpson-04.cs.strath.ac.uk>,
>>>>> ssammy@cs.strath.ac.uk (Paul Sammy 3rd Year iE) writes:

I wrote:
> Adding the following to your gulam.g file
> reestablishes gulams use of ESC as key modifier:

> kb -m 15b 71 # allow ESC as meta-key
> kb -r 54c 26 # C-X C-L = goto-line

> The second line is *not* necessary; it just shows how one can redefine
> or add key-bindings.

Paul> erm, whats the switchs for?
Paul> -m == modify keymap yeah?

The switchs tell gulam which keyboard table should be modified: -r =
regular buffer, -m = mini-buffer, and -g = gulam ue buffer. Gulam
outside of ue is in the min-buffer.

Paul> And how do I determine which control sequence equals what code?

Well, the gulam help file is a start. I read it to do the above!
Don't remember anymore how.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

2729. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 14:39:34 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar18.143934.26792@syscon.rn.com>
Source record: 224517

Now I see HP has a 2000 page cartridge for Deskjets selling for about $25.

2730. Ghostscript Fonts

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 16:14:45 UTC
From: malay@sae.com
Message-ID: <1992Mar18.161445.18624@sae.com>
Source record: 224516

A couple of "zoo'ed" font files (pa_fonts and pb_fonts) have appeared on a.a -
don't these fonts already exist in "gsfonts1" and "gsfonts2"? Are they different?
Whats the scoop?

Bob Malay

2731. Re: PD Assembler

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 16:47:11 UTC
From: ssammy@cs.strath.ac.uk
Message-ID: <SSAMMY.92Mar18164711@hunter-02.cs.strath.ac.uk>
Source record: 224522

> Yes there is an assembler available, however it is shareware. It is
> called the Turbo Assembler and it was done by the same people that did
> Omikron Basic. It is a full optimizing assembler with an integrated
> debugger... I haven't used it much, but it looks to be quite nice.
> Professional quality at a shareware price!

> --== Andy ==--

Isn't there a gnu assembler?
Seems I can remember something about "gasam" or something similar

Paul
--

"We should develop anti-satellite weapons| Internet: ssammy@cs.strath.ac.uk
because we could not have prevailed | JANET : ssammy@uk.ac.strath.cs
without them in 'Red Storm Rising'." |
-- Vice President Dan Quayle |
Copy this line into your .signature to protect it against viruses! [version -9]

2732. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 16:52:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A7118@MZ.maus.de>
Source record: 224549

NO!

2733. Re: Alvin Stumpf, how to contact?

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 16:52:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A7119@MZ.maus.de>
Source record: 224550

I don't think this is realistic!

Try joining Normen Kowalewsky either through Mausnet (Maus GG) or Genie.

Regards Pierre

2734. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 17:06:00 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Mar18.170600.23899@ccu.umanitoba.ca>
Source record: 224524

In article <1992Mar18.084404.27839@spc.nl> stefan@spc.nl (Stefan Posthuma) writes:
>
>Yeah! And did you try 'Revenge of the Mutant Camels'?? I'd say an equal
>experience. More megablasting! More insane samples! More shareware!
>

Where can I get it?

>
>My Llamatron highscore is 1,200,000 or something, getting to level 80 or so
>and I do 50,000,000 on Revenge. Just try and beat that! (forgive my childish
>attitude here, I get carried away easily)
>--

I usually get demolished in the low 70's (level) but to my enduring
frustration, my 5 year old has made level 87 (score also about 1.2M).
He delights in keeping me off the top-10 list.

Werner Ens
Winnipeg

2735. Re: TOS 2.06 prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 17:07:08 UTC
From: snoret@egon.unx.sas.com
Message-ID: <1992Mar18.170708.12996@unx.sas.com>
Source record: 224523

I just picked up the March issue of AIM at my local BookStar
(a _great_ bookstore) and saw an advertisement for the
TOS Extension Card from CodeHead Technologies. (Please note:
I'm not an employee of theirs, it's just since everybody's been
wanting this info, I'd thought I'd post)

Here is the scoop: (a quote from the ad)

"The TEC is a tiny card that fits in any model of ST computer,
regardless of design. It works with existing upgrades, like
MS-DOS emulators or hardware accelerators. If you have a Mega
ST, or an ST with a socketed 68000, you can choose one of the
solderless plug-in versions. You can even flip a switch and
return to an older TOS, to run software that's incompatible
with TOS 2.06. And the low price of $139 includes the ROM chips!"

So, try contacting CodeHead for more info.

Rick Tatem
UNIX Support
snoret@unx.sas.com

2736. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 17:17:00 UTC
From: Dieter_Linde@b.maus.de
Message-ID: <A8169@B.maus.de>
Source record: 224548

b>Any suggestions, comments, inquiries invited. Perhaps it is the lost
b>Transputer?!?!

Sounds like the awesome Transputer Workstation made by Atari. Please let us
(esp. me) know what one will have to pay for such a thing.

--
Dieter Linde ## ## phone +49-30-8923552
Wangenheimstrasse 4 ## ## (answering machine)
W-1000 Berlin 33 ## ## megamax@netmbx
Germany ### ## ### megamax%netmbx@DB0TUI6.BITNET

2737. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 17:24:00 UTC
From: Dieter_Linde@b.maus.de
Message-ID: <A8170@B.maus.de>
Source record: 224547

Hi Mark!

> The problem with even affordable commercial disks is that users outside of
> Germany have trouble purchsing the product.
> [...]
> I don't mind learning the German language to be able to use programs, but
> I do mind not having the knowledge of how to adequately re-imberse shareware
> and commercial authors for their efforts.

Same apply to us here in good-old Germany. The only one who made money is the
bank as they take amounts of money for transferring the currency and so on...
--
Dieter Linde # # # phone +49-30-8923552
Wangenheimstrasse 4 # # # (answering machine)
W-1000 Berlin 33 # # # megamax@netmbx
Germany ## # ## megamax%netmbx@DB0TUI6.BITNET

2738. Thank you all!

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 17:32:11 UTC
From: d0fursta@dtek.chalmers.se
Message-ID: <10224@chalmers.se>
Source record: 224525

I would like to thank you all who most kindly helped me out with my
question on file-transmission.

\Patrik

--
---
d0fursta@dtek.chalmers.se Chalmers University of Technology, Sweden
Dept of Computer Science & Engineering

2739. Re: What happened to Antic & Start

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 18:25:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <56019@cup.portal.com>
Source record: 224539

Thanks for the reply! I guess you're aware of some of the problems we've had since the RAM shortage begat the ST shortage which begat the Atari marketing focusing on Europe. It's nice to find out that in a perfect supply/market environment the ST is viable. Seems like the market here (USA) has become a MSDOS monolith since RAM fiasco. There's only two players left that have real influence IBM & Apple with the Mac. 'course people will still argue that the German market should've been sacrificed in favor of the USA, but I can't really argue that position myself. Bird in the hand vs two in the bush.

2740. Re: Is it possible to output a

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 18:28:27 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar18.182827.28114@syscon.rn.com>
Source record: 224529

Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:

>>It's a desk accessory specifically designed to capture postscript
>>output in Timeworks DTP.

>?!? My version of Timeworks gives me the choice of printing PS files to disk
>or to the printer port!
I think you have TWDTP version 1.2 which allows this. 1.1 doesn't.

2741. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 18:30:25 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar18.183025.28192@syscon.rn.com>
Source record: 224528

Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:

>>between Timeworks DTP 2 and Pagestream V2.1.

>Is Timeworks 2 available?!? Does it handle FSMGDOS?
There is a blurb about it in ST Informer. I think it does support
FSMGDOS. A place in Canada handles it. $89 upgrade fee.

2742. Re: STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 18:35:19 UTC
From: jonc@status.gen.nz
Message-ID: <kTeVHB6w164w@status.gen.nz>
Source record: 224268

shore@equinox.gen.nz (Craig Shore) writes:

```
> +----------+-----------------------------------------------+------------+
> | ***** | Craig Shore | ChCh, |
> |* * * * | | New Zealand|
> |* \_/ * | Email: Internet - shore@equinox.gen.nz | o() |
> | ***** | SLNET - 250:700/1266 FIDO - 3:770/120 | / /\ |
> +----------+-----------------------+---------------------+------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
> +-----------------------------------+-----------------------------------+
```

I will in CHCH till Saturday Craig so if you get a moment ring me on
025-962 638 and I will pop over ..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

2743. Re: STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 18:39:14 UTC
From: jonc@status.gen.nz
Message-ID: <4ZeVHB7w164w@status.gen.nz>
Source record: 224441

Roger.Sheppard@bbs.actrix.gen.nz writes:

> Craig unless you have a USA machine forget it, I was told by Bob Brodie
> to try Paragon computors in OZZ, I think they are in W.A, but may be
> some of are OZZy readers can help on this..??
>
Roger call me today sometime I have Phils phone number and GEnie EMail
address if you want it. Yes it is in Perth WA..

Regards

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

2744. Flash 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 19:15:00 UTC
From: Matthias_Murra@hb.maus.de
Message-ID: <A47682@HB.maus.de>
Source record: 224545

Hi there!

There've been a few rumours floating around about a new version of Flash.
Can anyone confirm these to be true and if so, what are its features?
Where can it be ordered? Any information will be highly appreciated.

Personally I'm sick and tired of all the squealing and the gibberish
spread about the not-so-great RUFUS, Trapido or whatever and I wanna
see once again what a *real* terminal program ought to look like.

Greets, Matt

```
-------------------------------------------------------------------------
| Matthias Murra | D-2800 Bremen 1 | E-Mail: Matthias_Murra@hb.maus.de |
-------------------------------------------------------------------------
```

2745. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 19:21:43 UTC
From: shore@equinox.gen.nz
Message-ID: <wmJuHB2w164w@equinox.gen.nz>
Source record: 224544

Roger.Sheppard@bbs.actrix.gen.nz writes:

> Here in NZ, we have the UK machines that run at 50hz have the European
> date format and have different key boards..
>
> If you use USA Roms you will get a 60hz machine with USA date format
> and a few of the keys will not be the same..
>
> Also some software that is sold here will not work in a USA machine,
> like Pagestreem and Calamus..

Oh, well I won't try that one then!!!

Something else i'm curious about... Neodesk... is it not STE compatable?

Craig.

+----------+---+------------+
| | Craig Shore, ChCh, New Zealand. | |
| | Email: INTERNET - shore@equinox.gen.nz | |
+----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

2746. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 20:25:54 UTC
From: psteffn@GNU.AI.MIT.EDU
Message-ID: <9203190325.AA17634@geech.gnu.ai.mit.edu>
Source record: 224535

>These are how BAD RUMORS start. How much is it expandable up to?

>Let's get our facts straight... I've heard between 12 and 16 Megs but
>128 Megs seems outrageous.

hehehe! Actually, it would be rather STUPID for Atari to limit a machine to 12 - 16megs [not that they don't have a reputation for it already, as the original STfm SHOULD have been able to be expandable to NEAR that if it weren't for engineering short-sightedness. The lowly 68000 is capable of a 16megabyte address range.. The 68030 is capable of 4 gigabytes architecturely. With all the workstations with 16-32megs, why not support 128megs?? [128megs outrageous!? haha! By the time Atari actually gets around to shipping this.....]

Paul Steffen
psteffn@gnu.ai.mit.edu
Tibetan Peach Pie Inc.
Amiga/ST coders

2747. Re: Australian BBS info needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 22:36:58 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992Mar18.173659.10216@miavx1.acs.muohio.edu>
Source record: 224527

In article <14036.75925509@kcbbs.gen.nz>, Pandora@kcbbs.gen.nz (Dawn Scotting) writes:
> Does anyone have any info on an Australian BBS that carries Usenet in
> or around Brisbane please? If not Queensland then any of the other states
> will do fine, please email to:-
> pandora@kcbbs.gen.nz

I don't know for sure...but I could give you the numbers of several Atari BBSes
in that country (none are in Queensland, though) if you want to call them and
find out.

--Dennis
Go hug a tree!!!
also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

2748. GCC on a 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 22:47:41 UTC
From: mcmahan@fletcher.cs.unca.edu
Message-ID: <1992Mar18.224741.6745@rock.concert.net>
Source record: 224526

Does anyone have GCC running on a 1040ST, with a hard disk?
I have the env variables set properly, in gulam, and nothing
extraneous loaded (not even a ram disk!) and I keep getting
"exit 1" on hello.c, the classic "Hello World" program.

I'm missing something -- but the docs, such as they are, are
not even with the gcc or the g++ package at atari.archive!!!
I found them off in a utilbin zoo archive somewhere!

What is a .olb file, anyway? It isn't documented anywhere -- it is
like a .a library in UNIX? Will gcc-ar handle it? Does it need
unpacking?

Scott

2749. file transmission to PC and TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-18 23:27:24 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Mar18.192724.1@vaxr.sscl.uwo.ca>
Source record: 224531

While Atari ST's CAN read PC format disks this ability is *NOT* limited to TOS versions 1.4 or above, as stated in newsgroup...I know this since my humble and still fully functioning 1985 ST (that came with a single sided EXTERNAL drive and little else) running on TOS 1.0 will read PC format disks also!!!

By the way, I'd love to hear from others who still have an antique such as the machine I have, I sometimes feel, amidst the tech-talk of TT's, ST-BOOK's etc. that I'm the only person left with a pre-internal drive machine!

IS THERE ANYONE ELSE OUT THERE...ANYWHERE...WITH TOS 1.0

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+--------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless they're wrong!!!
+-------------------------------------+ +--------------------------------+

2750. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 00:07:13 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Mar19.000713.13419@usenet.ins.cwru.edu>
Source record: 224530

In a previous article, laird@think.com (Laird Popkin) says:

>In article <1992Mar17.084606.6869@ericsson.se>, etxansk@garbo.ericsson.se writes:
>>
>>
>> Is it true that Atari have been showing a new (not just an STE) computer
>> at CeBit? I've read about it in c.s.amiga.advocacy.
>>
>> Anders Skelander
>
>I'd sure like to know more about it. What was posted in comp.sys.amiga.advocacy
>sounded pretty impressive:
>
>$1200 for a fast 68030 with a hard drive, multi-TOS, 640x480 display with a
>64K color (16-bit) pallate. Four controllers, two digital and two analog.
>MC65001 DSP. Expandable to 128 Mb RAM. For more info, look in c.s.a.advocacy
><grin> under the subject "Falcon".
>
>Someone else (?) claimed that it would be available in the US in April, which
>I have trouble believing.
>
>For that price, I could be talked into buying another Atari computer. Especially
>if someone ported Unix to it.
>
>- Laird
> laird@think.com
>

These are how BAD RUMORS start. How much is it expandable up to?

Let's get our facts straight... I've heard between 12 and 16 Megs but
128 Megs seems outrageous.

--

2751. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 00:14:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37561@MS.maus.de>
Source record: 224546

heidelj@alleg.edu, 17.03.92:

>You could rotate and twist any frame you want any degree you want.

But not with Timeworks 2.0! It was very disappointing for me to hear this on CEBIT. It should have been no problem for the programmers to implement text rotating - because VDI supports it! And, using FSMGDOS, you could even rotate text by any degree - not just in steps of 90 degree.

Perhaps they will implement rotating if some mags report on it... :-)

Regards,
Patrick

2752. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 00:14:24 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92078.191424EENG6801@RyeVm.Ryerson.Ca>
Source record: 224403

I think the best magazine is ST Magazine. It contains the right amount
of everything and it's not very expensive (France: 28 F, Belgique 200FB
Canada 7.95$C, Suisse 8.50FS) Here it is a overview of the February 92
issue:

Pages Article
------ ------------------------------------
06-15 News (FSMGDOS, ST BOOK, AHDI 5.0, METADOS, 1040STE PLUS...
20-23 Article from David Small concerning WAACE 91
24-28 Readers Mail (Questions & Answers)
30-33 ST Initiation Part 1 (For Beginners)
34-37 Review: Avant Vektor-Plot v1.2
38-39 Review: La Cuisine (French recipes program)
40-41 Review: Photolab F/X
42-45 Review: NVDI v2.01
46-48 Review: Matrix/Matgraph (Graphics Boards)
50-53 Programming: Starting in C Part 2
54-55 Hardware: Building ROMs for cartridge port including schematics
and board layout (4 EPROMs 27256 or 2 EPROMs 27512)
56-59 Programming: Exceptions of the 68030
60-61 Erratum: Mistakes on last issue :-(
62-66 Programming: Advanced GFA Basic Part 3 (Sprites, scrolling...)
68-71 Programming: Scrolling on the STE
72-74 Programming: Printing Graphics part 2 (9 pin printers)
76-78 Programming: Fractal Mountains part 1 (GFA Basic)
80-82 Hardware: EPROM Programmers
84-89 Programming: Redraws, Resources and others
90-93 Programming: GFA Basic errors reporting by your program
94-98 Programming: RSRC_GADDR & RSRC_SADDR
100-103 Programming: MEGASTE 8/16 Mhz and cache (Assembler)
106-107 Dossier: Connection in serie
108-109 Dossier: Modems, Minitel & Telecommunications
110-111 Dossier: Disquette and Hard Disks
112-113 Dossier: Text (CR/LF, CR, ASCII)
114 Dossier: Images
116-119 Buy & Sell, Contacts...
120-122 Review: Daata Sound
124-127 PD
128-130 Review: Mister Jam
132-133 Demo Reviews: Punish Your Machine, Just Buggin' Demo
134-135 Interview: Unlimited Matricks (ULM)
136 Interview: The Respectables
140-141 Review: Microprose Golf
142 Review: Populous World Editor

143 Review: Lethal Xcess
144-145 Review: Powermonger Data Disk: World War I Edition

The magazine is 148 pages and every issue is packed full of information.
I would like to know if there is any other magazine that compares to it.


```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

2753. Re: 68000 Assembly Language

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 00:55:53 UTC
From: dinsmm@rs6209.ecs.rpi.edu
Message-ID: <l9dt!mn@rpi.edu>
Source record: 224532

scst21@csc.liv.ac.uk (Mr. J.D. Haspell) writes:

>ST/Ste. I would like to see programs of any description and length, as I am
>trying to learn the language at the present time. If there are any suitable
>source codes out there, I would be very interested to see them.

Ditto.
Mike Dinsmore
dinsmm@rpi.edu

2754. Re: G ++

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 01:23:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7216@uqcspe.cs.uq.oz.au>
Source record: 224533

In <1894@pegase.enst.fr> elendir@pegase.enst.fr (Vincent Habchi) writes:

>I recently downloaded the GNU G++ from Atari.archive (jbammer version), but
>I can't have it work.

>So my question is : what do I need, or what shall I do to install it properly ?
>Well, I hope it runs on my TT...

It definately works on the TT, but I have a poor memory of the various
env variables required. Something like this:

1. GCCEXEC = E:/gcc/bin/gcc-
2. GXXINC = e:/gcc/inclide/g++
3. GNUINC = e:/gcc/include/gcc
4. GXXLIB = e:/gcc/lib/g++
5. GNULIB = e:/gcc/lib/gcc

I hope that's all... it'll at least give you a start.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

2755. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 01:25:42 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7217@uqcspe.cs.uq.oz.au>
Source record: 224534

In <60421@aurs01.UUCP> whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:

>I remember reading a while ago that there was a way to get the game to
>play uncensored samples (that don't cut off after the 'F' in "Awwww,
>F---"). Anyone know how to do this (just to save me from having to say
>it myself all the time)?

If you hit the pause button just as the "Awww" starts, but before the
"F___" is overrun by the "BOOM", the "BOOM" will not start...

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / And now for something ruder...
/ * <-- Computer Science Department,/
_.-._/ University of Queensland, / Derma tamper noh whoa surra thetch.
v Brisbane, Australia. /

2756. ST 1.0 disk on an IBM

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 05:00:24 UTC
From: gpinzone@TASHA.POLY.EDU
Message-ID: <9203190500.AA24925@tasha.poly.edu>
Source record: 224540

Hi all,

Thanks for all your help, but finnaly, david10@garfield.cs.mun.ca
gave me the best answer!

if you edit the first 6 hex digits of your bootsector from:

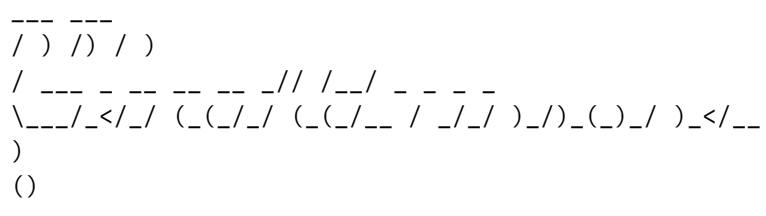
Standard ST TOS 1.0: 000000

to:

MS-DOS 3.2/3.3 : EB3490

Your disks will be able to be read by an IBM.

Yours truly,



}>:+:<{([Gerard Pinzone])}>:+:<{([I])}>:+:<{([gpinzone@george.poly.edu])}>:
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
______\/ _______\/ __\/__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV

2757. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 05:06:44 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Mar19.050644.42967@yuma.acns.colostate.edu>
Source record: 224541

In article <1992Mar19.000713.13419@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, laird@think.com (Laird Popkin) says:
>
>>In article <1992Mar17.084606.6869@ericsson.se>, etxansk@garbo.ericsson.se writes:
>>> Is it true that Atari have been showing a new (not just an STE) computer
>>> at CeBit? I've read about it in c.s.amiga.advocacy.
>>>
>>> Anders Skelander
>> laird@think.com
>>
>Let's get our facts straight... I've heard between 12 and 16 Megs but
>128 Megs seems outrageous.

Not real, if you can afford the price, the Mac IIci, IIfx and Quadra 900 can take 16MB SIMMs and with 8 SIMM sockets that's 128MB. Then of course those Mac cost lot more then $1200 even in most striped down form with education discount . 12 and 14 is a little odd though, since 030 is 32bits wide, one would expect a 32bits wide memory access to gain the speed which would mean 4 SIMMs for a bank, so 12 and 16 means 3 and 4 banks but 14MB? unless they choose to use 16 bits wide like the Mac Classic II which hampered its performance. Also 3 banks of 4 socket would take quit some board space, if they designed to take 4MB SIMMs then 16MB only needs 1 bank of 4 sockets.

We just have to wait it's offical announcement to know what they have done to it, before then, it just rumor and could change anytime. If Atari did get it out this year then would be great.

Tang
sytang@lamar.colostate.edu

2758. Re: Atari Developer Kit -- Canada?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 08:43:03 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <11176@ecs.soton.ac.uk>
Source record: 224465

In <ele9110.700492057@cdc835> ele9110@cdc835.cdc.polimi.it (Massimo Oluzzi) writes:

>mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

>>Hello.

>>I recently read about an offer from Atari Corporation that stated that
>>the developer's kit was being sold to the public for $150, and also sold
>>in pieces at a lower cost. Is this offer available in Canada, and does
>>anyone know how to reach Atari Canada for information? It would cost
>>less and arrive faster if I purchased the pieces of the developer's kit
>>in Canada, since that is where I live. Any information would be greatly
>>appreciated.

>I am asking the same question about distribution of the developer's kit
>in Italy by Atari Italia (I know they are supporting only professional
>developers).

Me too about it's availability in the UK. I have had an ST since 1985
and would _really_ like this pack (price permitting of course).

I have _not_ phoned Atari UK yet (not till next week) but I have a
funny feeling that they won't know about it and will want to
provide me with the old pack (the one with the C compiler and
Atari RCS etc).

Dave

dah90@uk.ac.soton.ecs
Computer Science Undergraduate (2nd Year)
Southampton University
England

2759. Re: TOS 2.06 prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 08:47:34 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <11178@ecs.soton.ac.uk>
Source record: 224466

In <1992Mar18.114315.1466@echo.philips.nl> johnj@echo.philips.nl (John Janssen) writes:

>Recently I saw few New Zeeland (sp?) people complaining about a UK version
>of the TOS, as they were that expensive when buying in the UK.

>Maybe the following is a help for you:

>You can get both the Dutch TOS and the UK TOS in the Netherlands!
>That was true for at least TOS 1.04, so I think this is true for
>2.06 as well. Our keyboards equals the UK keyboards.

>I donot know about prices, but I saw adds which includes the thing
>to build 2.06 in a normal ST for surely less than 200 guldens (160?).
>So, a US dollar is about 1.90 gulden...

>I cannot help you purchasing one, but maybe some other people on the net.

Can anyone tell me how much TOS 2.06 is here in the UK?
I don't know cause I haven't bought a magazine for ages (I
abject to paying 4 quid for one with some rubbish software
on the disk)

Thanks a lot.

Dave

dah90@uk.ac.soton.ecs
David Halls
2nd Year Computer Science Undergraduate
Southampton University
England

2760. Re: MultiTOS really exists - thanks to Eric S.

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 09:15:13 UTC
From: mboening.pad@sni.de
Message-ID: <mboen.700996513@offbeat>
Source record: 224451

In <17037@sbsvax.cs.uni-sb.de> univwa@sbusol.rz.uni-sb.de (Bernhard Stumpf) writes:

>The Multitos runs at the moment as a program, but it will be distributed in
>ROMs. The Atari guy I spoke had to avoid that it bases on Eric Smith's work,
>they only added the GEM surface. He said that the development now will be
>continued on Atari side and will surely make another way than Eric's MiNT.

What do you mean, had to avoid that it's based on MiNT? If the Atari guy
gave you that impression, he clearly didn't know their own demonstration.
At the MultiTOS demonstration I attended the moderator clearly stated that
(I try to cite):

"... MultiTOS is based on Mint, for those in the audience who've heard of
MiNT before ..."

So, I guess Atari stands to the fact that they used Mint as a basis for
MultiTOS and there's nothing to avoid, really. Of course, Atari's MultiTOS
will now take a different direction than Mint. That is always the case when
a vendor bases a product on another, already existing program. The only
possibilty for this not to happen would be if Eric Smith became product
manager for MultiTOS, i.e. started to work for Atari.

Just my $0.02 worth on the subject.

So long,
Martin
--
Email: in the USA -> mboening.pad@sni-usa.com
outside USA -> mboening.pad@sni.de
Paper Mail: Martin Boening, Siemens Nixdorf Informationssys. AG, SNI STO SI 325,
Pontanusstr. 55, 4790 Paderborn, W.-Germany (Phone: +49 5251 835641)

2761. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 10:11:38 UTC
From: cjp@aber.ac.uk
Message-ID: <CJP.92Mar19101138@csrrgrsc.aber.ac.uk>
Source record: 224452

>>>>> cjp@aber.ac.uk (Chris Price) (CP) writes:

CP> Sorry, that should have been "Write ON" (from Compo Software, baby brother

>>>>> piet@cs.ruu.nl (Piet van Oostrum) (PIET) writes:

PIET>>Is this a full version or a demo (crippled) version?
PIET>>
PIET>>Can you use it without the documentation, or is the doc available separately?

It does seem to be a full version. You can use it without the documentation,
but they offer the documentation for 10 quid, and I shall probably buy it.

COMPO also offer the other add-ons that they make:

Canon BJ10 driver
Screen fonts for the built in fonts of a HP Deskjet 500
C-Font (a Calamus to GEM font converter).
Other bits and pieces that I can't remember off-hand.

In the past, I have only written boring stuff (letters, unimportant
documents) on the ST using FirstWord+. Anything more complex, I've done on
the Mac or using LaTeX. WriteOn seems to allow you to do the multiple font,
multiple font size stuff that you need for more complex documents (without
mixing too many on a page, of course...).

Cheers,

Chris Price.

PS. Having now read what was worth reading of this months ST Format, they
promise more real software free next month. I can't wait!

--

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
Telephone: 0970-622444

NOTE:
Change of address, ".cs" dropped so our mail doesn't go to Czechoslovakia.

2762. MTOS!

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 11:34:36 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar19.113436.27786@email.tuwien.ac.at>
Source record: 224453

[No readable article body recovered]

2763. Re: Help - 1040ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 12:59:56 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar19.125956.2846@syscon.rn.com>
Source record: 224457
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ladasky@netcom.com (John J. Ladasky II) writes:

> O.K., I finally got enough desk accessories and needed a large
>enough RAM disk so that I'm starting to get "out of memory" errors from
>my 1.0 Meg 1040ST. I went down to my local retailer and asked about
>upgrading to 2.0 Meg. He said I would need a $139 upgrade board, *AND*
>that the memory on the motherboard would be invalidated by the addition
>of the piggyback board - so I would need 2 SIMMs at $50 each.

> Does this seem right? Isn't there a cheaper way?
You will have to lose at least 512K on the main board winding
up with a 2.5 Meg machine. Not all memory expansions use SIMMS.
Zubair's board can be got for around $100 now. If you remove all
mother board chips you can go to 4 meg.

2764. MTOS!

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 13:12:16 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar19.131216.29666@email.tuwien.ac.at>
Source record: 224456

I just spotted the following posting in comp.sys.atari.8bit, and with
all these rumors about the new "MTOS" floating around, I couldn't resist
posting it! :)

Read this and you'll finally find out what MTOS is all about!

Path: email!swdsrv.edvz.univie.ac.at!nestroy!awiwuw11!frmop11!psuvm!cunyvm!ndsuvm1!mtus5!j
jmcwill
Organization: Computing Technology Services, Michigan Technological Univ.
Date: Saturday, 7 Mar 1992 21:57:13 EST
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92067.215713JJMCWILL@MTUS5.BITNET>
Newsgroups: comp.sys.atari.8bit
Subject: Re: "Multi-tasking" software
References: <4Zy9gB3w164w@cyberden.uucp>

In response to BIll's questions regarding Multitasking, There was once
such a program, called MTOS. I purchased a version of this ages ago, I think
1986 or so. You could Multitask BASIC programs and some ML, but it was
very limited as to how large your programs could be, and other stuff as well.
It didn't work very well, even BASIC multitasking was so-so, which I guess
is why it didn't really take off as an 8 bit product. I really don't see too
much need for multitasking on the 8 bit atari. It was never meant to do that,
and you need memory management and relocatable code to really do it properly.
These are two things the 6502 can't do extremely well. With the expanded
instruction set of the 65816, relocatability at least becomes highly feasible,
and Dataque's Turbo-OS which comes with his Turbo816 card has some rudimentary
memory management routines built-in. Still, I would much rather prefer some
task switching as opposed to multitasking. I don't need to dearc while
downloading. If you want to dearc a file while online, you can quit
Bobterm, run UNARC, and then return to Bobterm and you will still be online.
DeARCING is meant to be an offline process in my opinion. There is a
task switching program as well, but only the most behaved programs seem to
work with it. I don't currently use it, as I am Sparta X user, where the
words "well behaved" just don't seem to apply to most of it's internals.
With a RAMDISK, task switching is almost achieved. When I was running
my system with a 9 pin printer, jumping back and forth between Daisy Dot III
and Textpro was almost instantaneous, especially when the document was kept
in Bank 1 or 2, as they were always there, even when you left the
word processing program. The only thing that could have topped it was
a program to just tell DDIII to look into Textpro's buffer space for the
code, instead of loading it off of the RAMDISK.

Just my ramblings.
Jeff McWilliams
JJMCWILL@MTUS5.CTS.MTU.EDU
GEnie: J.MCWILLIAM3
"Atari 8-bit die hards never run out of power"

---

see? Atari has been working on MTOS for a very long time!

Marinos.

PS: sorry about the last posting (the empty one), I still don't know "news"
very well...

2765. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 14:33:29 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar19.143329.18371@sun.pcl.ac.uk>
Source record: 224469

In article <1992Mar17.021524.4368@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1992Mar16.151007.7936@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan)
writes:
>> In article <CJP.92Mar14222452@csrrgrsc.aber.ac.uk> cjp@aber.ac.uk (Chris Price) writes:
>> >I just picked up the new ST Format at my local newsagent (I gave up getting
>> >any of these rags by subscription years ago - not enough new features to go
>> >round).
>> >
>>
>> Enough grumbling :-)
>>
>> I really miss the old ST WORLD magazine. Definitly the best. Knocks socks
>> off of all the useless 'learn assembler' courses in the current rags. I still
>> find myself looking through the 88-89 copies of ST World (I have from Nov 87
>> to the last issu) for useful info, regarding OS bugs, little known file
>> formats (they explained GEM Metafiles years ago).
>>
>> Mr Andreas Romanos (sp?) highly recommended ST WORLD in his 2nd Manual for the
>> ST.
>>
>> >--
>> >Chris Price, Department of Computer Science, University College of Wales,
>> > Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
>> >email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
>> >Telephone: 0970-622444
>> >
>> >NOTE:
>> >Change of address, ".cs" dropped so our mail doesn't go to Czechoslovakia.
>> >--
>>
>> Edd Deegan (Tinklebeat)
>> vatec@uk.ac.pcl.sun
>
>Why can we get these some of these tech articles be reprinted is some kind
>of Book. ?
>
>I have a few ST-Worlds and I completely agree with you.
>
>There is a funny thing about UK magzine companies, they never heard of Annuals
>any more, they could have reprinted some of the techy stuff in a
>Annual, like what Compute did and some of the OZZy magazines do, it
>would be so easy to do as they allready have the stuff..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Thats just such a cool idea that nobody probably thought of it.

They probably took the modern attitude "Oh, it'll be obsolete tomorrow and noone will want to read it again". This may be true for the vasy majority of junk in todays magazines, but some of the priceless information in the old ST worlds is awseome.

For example, I had a problem with argv only the other day. For some reason Pexec() was only passing a few characters to child programs in the command line. Much perplexed I turned to the old ST Worlds, and there in one of the amazing 'programmers clinics' I found a small conversation between, I think it was Mathew Lodge and Les Kneeling, or Lloyd Patterson, regarding Pexec, and saw that the first byte of the command tail actually tells Pexec how long the command tail is. I had thought that the first byte was ignored, and so used a dummy space, thus restricting my effective command tail to CHR$(" ") characters.
A quick poke of the value 127 into the first byte, and lo, a usable command tail. For some reason, values over 127 confuse my compiler.

But I digress!

ST World even gave quite a lot of coverage to UseNet a few years ago, and showed a screenshot of article 544 in comp.sys.atari.st :-)

Is Steve Cassidy out there? He used to write for St World, and maybe he could tell us what the copyright situation is. I would be happy to type out a few articles in my spare time and post them (exams permitting) if I was given permission by the copyright people.

I have all issues of ST World from Nov 88. :-) :-) :-)

Adverts for 520STFMs at the incredible price of 600 quid !!!!!

Oh, by the way, I think that the 'programmers clinic' sections, were the inspiration for many of the cover disk programs of recent months.... I have a complete source code for a program called 'Post Mortem'. Need I say more? Pure speculation of course ;-)

ST World leads the field yet again.

One more time... I have nothing to do with either ST world, or any other magazine.

Just a reader who knows quality when he sees it.

Edd Deegan (Tinklebeat)
vatec@uk.ac.pcl.sun

--
And lo across the windy wastes, with bloodied rags upon his feet,
Came striding forth a mighty man, who followed Tinklebeat.

vatec@uk.ac.pcl.sun

2766. Re: Re^2: LAN, DMA Ports

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 14:34:52 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Mar19.143452.152783@link-1.ts.bcc.ac.uk>
Source record: 224458

In article <1992Mar18.085150.11745@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>The Mega STE and the TT have these LAN ports. The Atari blurb says that this
>should allow you to connect these machines to networks like Appletalk and
>presumably TOPS too. Atari must have tested these ports with their own and
>other manufacturers hardware. So where is the software? Does any MSTE or TT
>owner have it. If not, why not? You'd think that like Apple, Atari would be
>supplying the software with every machine sold.

Is there any software for it yet? (Anyone for an X25 network using
synchronous serial lines? :-))

>
>Come to that, what does a TT come with by way of software anyway?

I can only say what came with my TT, not a lot!

The "Language Disk" had a demo program (which just opened a GEM window with
an Atari symbol filled oval in it) and an Auto directory containing AHDI +
all the AHDI boot-time support files. It also had the extensible control
panel. Note: there was no "Language" on this disk at all!

The "Advanced Hard Disk Utilities Disk" which only had the AHDI installation
programs on it, no cacheXXX.prg or folderX.prg (as mentioned in the TT
manual).

>
>+---+
>! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
>! !
>! Neil Forsyth JANET: neil@uk.ac.hw.cs !
>! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
>! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
>! Edinburgh, Scotland, UK "Surprise AND Fear!" !
>+---+

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

2767. Re: Is it possible to output a PS file from Timeworks

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 14:35:52 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar19.143552.4388@syscon.rn.com>
Source record: 224467

I have TWDTP on my hardisk and have no option to print a PS file. I must use PSCAPT.

2768. IP number for atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 14:36:52 UTC
From: learyj@p4.cs.man.ac.uk
Message-ID: <learyj.701015812@p4.cs.man.ac.uk>
Source record: 224499

Just a quickie: What is the IP number of atari.archive as my FTP server doesn't seem to recognise the name.

Cheers,

Dominic Leary.

email: learyj@p4.cs.man.ac.uk

2769. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 14:42:09 UTC
From: J.D.Coleman@newcastle.ac.uk
Message-ID: <1992Mar19.144209.21916@newcastle.ac.uk>
Source record: 224475

In article <1992Mar18.170600.23899@ccu.umanitoba.ca>,
ens@ccu.umanitoba.ca writes:
|> In article <1992Mar18.084404.27839@spc.nl> stefan@spc.nl (Stefan
Posthuma) writes:
|> >
|> >Yeah! And did you try 'Revenge of the Mutant Camels'?? I'd say an equal
|> >experience. More megablasting! More insane samples! More shareware!
|> >
|>
|> Where can I get it?

According to the index, it's on atari.archive as 'atari/games/revenge.zoo'.

Julian

--
-- Julian Coleman, Computing Service, | j.d.coleman@newcastle.ac.uk
-- Claremont Tower, University of Newcastle, | as967@cleveland.freenet.edu
-- Newcastle upon Tyne, NE1 7RU, England. | - - - - - - - - - - - - - - -
-- Phone +44-91-222-8068 Fax +44-91-222-8232 | #include <std_disclaimer.h>

2770. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 14:45:46 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar19.144546.18618@sun.pcl.ac.uk>
Source record: 224470

In article <1992Mar18.084404.27839@spc.nl> stefan@spc.nl (Stefan Posthuma) writes:
>whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:
>
>>I finally sat down a few weeks back and really tried out that Llamatron
>>game that's been lurking on my hard drive for months and months. What a
>>blast! The graphics may not be state of the art, but gameplay is great
>
>Yeah! And did you try 'Revenge of the Mutant Camels'?? I'd say an equal
>experience. More megablasting! More insane samples! More shareware!
>
>Also, Minter is working on another game, which is supposed to be even more
>cruel than Llamatron which is already high up the foaming mouth scale. We
>need more games like these!!
>
>My Llamatron highscore is 1,200,000 or something, getting to level 80 or so
>and I do 50,000,000 on Revenge. Just try and beat that! (forgive my childish
>attitude here, I get carried away easily)
>--
>"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
>to us, strangers with the eyes of men." | stefan@spc.nl

Yeah! My Hi on Llamatron is 1,800,800. I looped the game, WITHOUT the droid
helping!!! My impression is that Jeff didnt want this to be done!

Couldnt repeat it though!
And I'm a crummy revenge player!

--

Oh, and here I put a personal 'thanks' to Stefan for being part of the only
other ST World type quality publication for the ST. That most salubrious
ST NEWS. Stefan, If I could put that in bold type, I would!

Here's to you.

BTW, I am looking down on the very fountain that you must have sat on when
you made your epic Quest to England all that time ago.... the one that is a
short walk from Oxford Circus.

Great feeling of nostalgia floods me, and I sign off happy. :-)

Edd Deegan
vatec@uk.ac.pcl.sun

--

2771. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 14:54:14 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar19.145414.18827@sun.pcl.ac.uk>
Source record: 224471

In article <1992Mar18.102948.29746@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>>>>> cjp@aber.ac.uk (Chris Price) (CP) writes:
>
>>a full copy of WriteNOW (still retailing at 45 quid).
>CP> Sorry, that should have been "Write ON" (from Compo Software, baby brother
>CP> to "That's Write"). A friend with both Write-On and That's-Write tells me
>CP> that the upgrade is not worth the extra cash - you can do all the nice font
>CP> stuff with Write-ON.
>
>Is this a full version or a demo (crippled) version?
>
>Can you use it without the documentation, or is the doc available separately?
>--
>Piet* van Oostrum, Dept of Computer Science, Utrecht University,
>Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
>Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
>Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

Yeah. This is a full, uncut commercial version.
With a manual, and a largish section in the magazine to start you off.

The cover disks are definitly sometimes worth looking into.

For example, I have got off of cover disks...
All these are complete commercial versions...

1) Complete version of HiSoft Devpac Version 1 (Now I have version II)
(ST/Amiga Format [as it was then] OR ST Format)

2) The game 'Interphase'. (ST Format)
3) TCB tracker. Complete version (Atari ST User)
4) Write ON. (My father has the original anyway).
5) Next month, hopefully Harlekin 1 (St User).

There are probably more.

"And lo across the windy waste, with bloodied rags upon his feet,
Came striding forth a mighty man, who followed Tinklebeat"
Edd Deegan - vatec@uk.ac.pcl.sun

2772. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 14:56:05 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <1992Mar19.145605.23655@newcastle.ac.uk>
Source record: 224476

In article <1992Mar16.173241.7270@aisb.ed.ac.uk>, samm@aisb.ed.ac.uk (Sam Marshall) writes:
>
>Those missing the old ST WORLD would probably enjoy the ST Club's mag
>'ST Applications' - nothing glossy, but lots of intelligent articles and
>reviews that give plenty of space to details instead of naff
>photographs. ST Format's move to 'mini reviews' says it all (bugger
>all). Applications also has a 'Forum' section, and regular articles by
>ST 'personalities' such as Gunter Minnerup (sp?). It's subscription
>only, but they usually send a sample copy if you request a PD catalogue.
>Not childish, not arrogant, and not connected to me.
>

I'll second that, a friend has just got a subscription out and I am busy drooling over some back issues prior to wizzing a cheque off to them.

Prices for 1 year (12 issues) 15 pounds UK
18 pounds Europe
28 pounds the rest of the world

Publishers The St Club
2 Broadway
Nottingham
NG1 1PS

Tel 0602 410241

All info from Feb 1992 issue.

Trev

2773. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 15:23:40 UTC
From: slbfn@cc.usu.edu
Message-ID: <1992Mar19.092340.53840@cc.usu.edu>
Source record: 224472

In article <1992Mar19.050644.42967@yuma.acns.colostate.edu>, sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
> In article <1992Mar19.000713.13419@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>
>>In a previous article, laird@think.com (Laird Popkin) says:
>>
>>>In article <1992Mar17.084606.6869@ericsson.se>, etxansk@garbo.ericsson.se writes:
>>>> Is it true that Atari have been showing a new (not just an STE) computer
>>>> at CeBit? I've read about it in c.s.amiga.advocacy.
>>>>
>>>> Anders Skelander
>>> laird@think.com
>>>
>>Let's get our facts straight... I've heard between 12 and 16 Megs but
>>128 Megs seems outrageous.
>
>
>
> Not real, if you can afford the price, the Mac IIci, IIfx and Quadra 900 can
> take 16MB SIMMs and with 8 SIMM sockets that's 128MB. Then of course those Mac
> cost lot more then $1200 even in most striped down form with education discount
> . 12 and 14 is a little odd though, since 030 is 32bits wide, one would expect
> a 32bits wide memory access to gain the speed which would mean 4 SIMMs for a
> bank, so 12 and 16 means 3 and 4 banks but 14MB? unless they choose to use 16
> bits wide like the Mac Classic II which hampered its performance. Also 3 banks
> of 4 socket would take quit some board space, if they designed to take 4MB
> SIMMs then 16MB only needs 1 bank of 4 sockets.
>
> We just have to wait it's offical announcement to know what they have done to
> it, before then, it just rumor and could change anytime. If Atari did get it
> out this year then would be great.
>
> Tang
> sytang@lamar.colostate.edu
>

Yah, its true. There are allready boards for the Amiga that give you 32MB,
64MB, or 128MB of RAM. Quite costly however.

- Travis C.
Amiga 3000's rule.

ALL SPELLING AND GRAMATICAL ERRORS ARE PURELY COINCIDENTAL.
ALL FLAMES ARE INTENDED TO THEIR RESPECTED RECIPIENTS.

AMIGAS ARE THE BEST COMPUTER AROUND. PERIOD.

2774. Pagestream Crashing

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 15:36:01 UTC
From: psurge@cs.utexas.edu
Message-ID: <kshd71INNcqm@sahara.cs.utexas.edu>
Source record: 224462

I have ftp'ed the clipart files from a.a and "unzoo'ed" them. However, when I try to load one of these into Pagestream (v1.8), the machine crashes.

I am using a stock 1040 stf 1 meg memory running from a hard drive (icd controller). I have not really had any problems running or doing anything else, except using Helvetic fonts (which also crashes).

Is it just v1.8 that does this? What advantages do I have to switch to the newer version (2.1, I think).

Thanks in advance

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2775. Re: Yet again: undeletable folder.

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 15:45:52 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Mar19.154552.28337@cs.yale.edu>
Source record: 224463

In article <86010010@hpbbrd.bbn.hp.com> jensk@hpbbrd.bbn.hp.com (Jens
Kilian) writes:
>/ hpbbrd:comp.sys.atari.st / marshall@cs.uq.oz.au (Marshall Harris
>(G.M.)) / 8:20 pm Mar 16, 1992 /
>> I believe my posting was munged again, so here goes:
>> I edited the root directory (where the undeletable folder was) by changing
>> the first char of the folder to hex E5. This got rid of the baddie from the
>> desktop, but I have cross-linked clusters, and I'm nervous about
>> fixing them.
>> Does anyone have any ideas about reasonably harmless ways to fix
>> cross-linked
>> clusters? Thanks.
>
>You did WHAT ? That way you may have got rid of the directory entry, but
>did you free the clusters taken up by the folder ?
>
>For cross-linked clusters a reasonable (but not necessarily harmless) way
>is to find the files affected and duplicate the cross-linked clusters,
>like this:
>
>BEFORE:
>
> FILE.1 --> A --> B -+> C --> D --> E
> |
> FILE.2 --> A --> B -/
>
>AFTER:
>
> FILE.1 --> A --> B --> C --> D --> E
>
> FILE.2 --> A --> B --> X --> Y --> Z
>
> where X, Y and Z are newly-allocated clusters containing copies
> of C, D, and E.
>
>That way, you can look at both files and decide which one you want to junk.
>
>Now, *I* wouldn't do such a thing by hand and *I* wouldn't rely even on this
>posting. You have been warned ...

The original poster is right to be nervous about cross-linked
clusters, as the "BEFORE" diagram above make clear. Suppose FILE.1 is
inspected and appears to be good but that FILE.2 is determined to be
bad. A natural thing to do is to delete FILE.2. But if that is done,

then blocks C, D, and E are freed, which will cause FILE.1 to
"mysteriously" go bad.

Unless you have good disk repair software, the safest thing is to copy
off all of the files you can onto floppies and rebuild the partition.

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

2776. Prices Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 15:52:49 UTC
From: psurge@cs.utexas.edu
Message-ID: <kshe6hINNcqq@sahara.cs.utexas.edu>
Source record: 224464

I am working with a band who is looking for a Mega 2 or Mega 4. Would someone please e-mail me as to what a good price for these respective computers is.

We can either buy them from the local music dealer, or I can find someone ready to sell, therefore I need to know prices to see if 1) the dealer is charging too much, or 2) anyone else is charging too much.

Thanks.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2777. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 15:54:15 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar19.155415.4154@pellns.alleg.edu>
Source record: 224468

Help!!!! I just tried installing Spectre GCR on to my last partition on my hard drive which had/has nothing on it. I formatted the last partition to GCR format, the computer rebooted and now I can't access anything on my hard drive though I know it is still there. I loaded Spectre back up to tried and look at the format menu. It still knows that I have all of the partitions but I can't access it. Is there any way to reformat the last partition back to ST format and how can I access the HD again?

Thanks,
Jason Heideloff
heidelj@alleg.edu

2778. Convert to postscript

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 16:34:22 UTC
From: cca10@seq1.keele.ac.uk
Message-ID: <2332@keele.keele.ac.uk>
Source record: 224473

I'm looking for a way to convert from output files from Protext 5.52 to enable me to print on a AGFA 9000 series Post Script printer. Currently Protext does not support any PostScript printers and will not be doing so untill later this year. This is all well and good for them but not alot of help for me.

Please let me know if any one outther in net wold can help.

Cheers. Craig

==
The AMIGA? Probably the | Craig Armstrong
worlds most compatable | Computer Center, University of Keele.
(herm) machine. | (Where? When? Why? How?)
==

2779. foldrxxx.prg

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 16:36:01 UTC
From: malay@sae.com
Message-ID: <1992Mar19.163601.20352@sae.com>
Source record: 224478

I have a 1040STe using a Quantum 105 MB hard drive and ICD Host Adapter - do I need to use foldrxxx.prg??? If so why?

Bob Malay

2780. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 17:04:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A7145@MZ.maus.de>
Source record: 224266

Why don't you just use CALAMUS like everyone else. :-)

Regards Pierre (@DMC)

2781. Re: InkJet Printers

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 17:28:37 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Mar19.172837.24652@ccu.umanitoba.ca>
Source record: 224477

In article <3783@mercury.brunel.ac.uk> md91jbj@brunel.ac.uk.brunel.ac.uk (Jason B Julyan) writes:
>
>As for it being slow - I just dont know where this came from (well, I know
>it was from some magazine review). A full A4 page of Calamus 10pt Swiss
>text in full resolution (360x360) on my 2.5MB 1040STF prints in about 1 min.
>The printer is not the limiting speed factor - Calamus pauses for recalculation

Calamus seems to be the exception. I have tried printing from pagestream
with their driver and from gdos programs with a gdos driver from
"Working Title" in England. In both cases, fairly simple pages take
12 min to print (I don't think it depends on complexity). Thus
the bj10e is completely useless to me as a high-res printer. I use it
for printing ascii text files and for screen dumps. For high res, I
print on a remote LaserWriter and run the stairs for output.

Werner Ens
Univ Manitoba

2782. Re: STe questions

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 17:38:16 UTC
From: root@myst.uucp
Message-ID: <H.rThBC6gP&RI@myst.uucp>
Source record: 224487

Codehead software will.. There number is (213)386-5735. And no, I haven't ordered mine yet, but I may picke it up at the ACE if it is there...

John Bunch

--
* John B. Bunch * System Operator *
* 771 Madison Ave. Apt 2e * JB's News and Mail Stop *
* Albany, NY 12208 * UUCP: {...}!crdgw1!sixhub!myst!root *
* C.D.A.C.E Vice President * Inet: sixhub!myst!root@crdgw1.ge.com *

2783. Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 17:48:35 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <1992Mar19.174835.12042@mdd.comm.mot.com>
Source record: 224474

With all this talk regarding TOS 1.0, 1.4, 2.06, etc. I have a question.

Is there a way to tell what TOS you have in your machine, without any special extra program? Like on the Mac, you simply pull down the "about the Finder" menu to see what system you're using.

2784. Printing from PCDITTO I

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 18:49:40 UTC
From: fox@VULCAN.NOARL.NAVY.MIL
Message-ID: <9203191849.AA21243@vulcan.noarl.navy.mil>
Source record: 224479

Has anyone been able to get PCDITTO to print to the SLM804 laser printer?

What I've tried so far:

* Start up the Diablo emulator for the laser printer; then
start pcditto. When trying to print (from TurboTax, if
it matters, telling it that I have a DIABLO630 printer
attached), I get some sort of printer-not-responding error.

* Ditto, with laserbrain epson emulator.

The only thing I've been able to get to work is to have TurboTax
print a Diablo print file *to disk*, exit back to the Atari desktop
and print the file from there (with the Diablo emulator installed
of course). This works about 95%... some of the pages come out
half blacked out... (I called the turbotax folks and unfortunately
they don't have any postscript printer drivers... that plus ultrascript
would print out some really nice tax forms...)

So the generic question is: is there some voodoo I can work either
with the diablo emulator, the epson laserbrain emulator, and/or
pcditto I that will let me print?

Thanks...

fox@vulcan.noarl.navy.mil

2785. ST Virtual Reality S/W sighted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 19:17:09 UTC
From: bill@mwca.UUCP
Message-ID: <1973@mwca.UUCP>
Source record: 224415

Yesterday I saw an interesting looking package for the ST from Domark, something like "3D Construction Kit". It claims to let you build 3D objects (cars, houses, etc.) and then very easily manipulate the universe you've created, such as walking inside the house, having the car drive down the street, etc. It also said the package is suitable for games, as it includes an "engine" to make use of the objects you create. The software was about $80, and had some impressive looking screen shots.

I saw a paragraph about this product being released for PC's, but had no idea it was available for the ST. Has anyone used it or seen it? It looked quite intriguing - nothing you couldn't do with CAD 3D, but probably much less effort to produce and manipulate objects.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##############

2786. Re: file transmission to PC and TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 19:48:08 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Mar19.144808.21298@newstand.syr.edu>
Source record: 224270

In article <1992Mar18.192724.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca writes:
>While Atari ST's CAN read PC format disks this ability is *NOT* limited to TOS
>versions 1.4 or above, as stated in newsgroup...I know this since my humble and
>still fully functioning 1985 ST (that came with a single sided EXTERNAL drive
>and little else) running on TOS 1.0 will read PC format disks also!!!
>
There seems to be a fair amount of confusion about this whole
topic, based on what I've seen discussed rectntly. All TOS
versions can READ PC format disks, but only TOS 1.4 (and
above) can format a disk so that a PC can read it.
>| John Richardson | | "An animal psychologist is a person |
>| e-mail: RICHARDSON@VAXR.SSCL.UWO.CA | | necessarily reflect those of |
--Gerry
(at least that is the way I understand it)
ggreenbe@rodan.acs.syr.edu

2787. Re: lharc and file dates

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 21:47:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A5726@UN.maus.de>
Source record: 224256

In article <1992Mar16.024445.20718@watmath.waterloo.edu>
ljdickey@watmath.waterloo.edu (L. J. Dickey) wrote:

>I have received several files recently that were encoded with "lharc".
>All my attempts to extract files and preserve the dates on the file
>have not worked. Is there some secret incantation that I should
>know, or did the implementor just forget to look at the date in
>the archive and set the file date on the Atari's file system?
>
>Am I the only one who worries about dates?

I think you're being bitten by a bug in TOS versions prior to TOS 1.04
(aka TOS 1.4)...

Setting a file's date/timestamp doesn't work correctly in most cases
with these TOS versions!
(It CAN be done, however - Fopen() a file, then use Fdatime(), then
immediately Fclose() it again!)

The programmer of your version of LHarc may simply be unaware of this
problem.

I don't know if there is a fix for this (except getting a newer TOS
version...;-))

Bye
Martin
[Martin_Koehling @ un.maus.de]

2788. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 22:35:07 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Mar19.223507.9269@demon.co.uk>
Source record: 224264

Atari UK STILL SELL AND SUPPORT the ATW. I don't know about other countries
though.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

2789. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 22:35:16 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Mar19.223516.9350@demon.co.uk>
Source record: 224257

It is the full version of Write ON. It has laser drivers etc. It's pretty straight forward to use but a little limited in facilities.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

2790. Re: VDI drivers, how do I write one?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 22:35:23 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Mar19.223523.9421@demon.co.uk>
Source record: 224418

Has Profibuch ever been translated to English? It sounds a great book but
my German is virtually non-existant.

+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+

2791. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 23:13:07 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar19.231307.9331@pellns.alleg.edu>
Source record: 224496

In article <1992Mar19.174835.12042@mdd.comm.mot.com>
friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
> With all this talk regarding TOS 1.0, 1.4, 2.06, etc. I have a
> question.
>
> Is there a way to tell what TOS you have in your machine, without any
> special extra program? Like on the Mac, you simply pull down the "about
the
> Finder" menu to see what system you're using.

yes, while you are in desktop mode, go up to the Atari symbol (where the
desk accessories are and click on 'About Atari...' or something like that.

-Jason Heideloff
heidelj@alleg.edu

2792. Re: Yet again: undeletable folder.

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 23:36:01 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar19.183601.14777@mailer.cc.fsu.edu>
Source record: 224269

In article <86010010@hpbbrd.bbn.hp.com>, jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:
>/ hpbbrd:comp.sys.atari.st / marshall@cs.uq.oz.au (Marshall Harris (G.M.)) / 8:20 pm Mar 16, 1992 /
>> I believe my posting was munged again, so here goes:
>> I edited the root directory (where the undeletable folder was) by changing
>> the first char of the folder to hex E5. This got rid of the baddie from the
>> desktop, but I have cross-linked clusters, and I'm nervous about fixing them.
>> Does anyone have any ideas about reasonably harmless ways to fix cross-linked
>> clusters? Thanks.
>
>You did WHAT ? That way you may have got rid of the directory entry, but
>did you free the clusters taken up by the folder ?
>

Heehee, I had the same reaction. I think Jens needs to get a copy of
CleanupST (ICD software, very very nice), or even the PD fsck on atari.archive.
I used the PD fsck for a long time, and it seems to work fine for me (Mega2,
ICD host adaptor, Seagate ST296n, TOS 1.2).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

2793. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 23:42:43 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar19.184243.15180@mailer.cc.fsu.edu>
Source record: 224500

In article <1992Mar19.174835.12042@mdd.comm.mot.com>, friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
>With all this talk regarding TOS 1.0, 1.4, 2.06, etc. I have a
>question.
>
>Is there a way to tell what TOS you have in your machine, without any
>special extra program? Like on the Mac, you simply pull down the "about the
>Finder" menu to see what system you're using.
>

You guessed it, pull down the "desk" menu and look under "desktop info".

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

2794. Re: foldrxxx.prg

Newsgroup: comp.sys.atari.st
Date: 1992-03-19 23:44:45 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar19.184445.15217@mailer.cc.fsu.edu>
Source record: 224260

In article <1992Mar19.163601.20352@sae.com>, malay@sae.com writes:
>
>I have a 1040STe using a Quantum 105 MB hard drive and ICD Host Adapter - do I
>need to use foldrxxx.prg??? If so why?

Probably not. The version of ICD software I have allocates extra memory for
folders at bootup (you can select how much). Check out your manual, and if
you don't have this feature, you should download the latest ICD stuff from
their board (or maybe from atari.archive, if it is there).

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

2795. ATARI ST C Compiler and Book for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 02:18:52 UTC
From: patf@silvlis.com
Message-ID: <1992Mar20.021852.15989@silvlis.com>
Source record: 224272
Cross-posted to: comp.sys.atari.st,ba.market.computers

```
For Atari ST or STE :

C development package
-----------------------

Laser C compiler and shell
Laser C symbolic debugger

Book "Application Programming on the Atari ST"
- explains how to use the system calls
- contains example programs

Asking 50$ for everything.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale ) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.
```

2796. Re: Flash 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 03:23:19 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar19.212320.25571@doug.cae.wisc.edu>
Source record: 224413

In article <A47682@HB.maus.de> Matthias_Murra@hb.maus.de (Matthias Murra) writes:
>Hi there!
>
>There've been a few rumours floating around about a new version of Flash.
>Can anyone confirm these to be true and if so, what are its features?
>Where can it be ordered? Any information will be highly appreciated.
>
>Personally I'm sick and tired of all the squealing and the gibberish
>spread about the not-so-great RUFUS, Trapido or whatever and I wanna
>see once again what a *real* terminal program ought to look like.
>
>Greets, Matt
>
>---
>| Matthias Murra | D-2800 Bremen 1 | E-Mail: Matthias_Murra@hb.maus.de |
>---

I got to see a beta version of Flash II at the Chicago Show the weekend
before Thanksgiving Holiday.

I wasn't impressed all that much actually. However, if any of you can
remember way back. The MOST promising terminal program I think was
ST-Talk?? So long ago, I can't remember. A friend of mine bought a copy
but it was as buggy as hell, not very useful. But, wow, PERFECT VT220
emulation. It also supported color.

It never got upgraded...a truly massive piece of software though, 250 K for
a terminal program!!! Goodness!

I think it was Timothy Purves that was working on it. I got to talk with him
at the show in Detroit where we bought the copy. HE LOOKED TIRED.

We talked about event management, problems with the NEW TOS...1.2 at that time.

Anyone have a copyof this program. It had everything but the kitchen sink.

-Greg

2797. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 03:50:11 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Mar20.035011.8723@csi.uottawa.ca>
Source record: 224431

In article <CJP.92Mar14222452@csrrgrsc.aber.ac.uk> cjp@aber.ac.uk (Chris Price) writes:
>It cost a quid more than usual, but came with an extra disk, containing
>a full copy of WriteNOW (still retailing at 45 quid). I assume that STFormat
>did some deal with the people who make it, giving them 30,000 quid or so for
>the rights to distribute it, and still making a profit on the deal.

I was wondering: Which issue is it that has Write On? I was in at my
local Atari establishment today, and they had Jan and March '92. Neither of
which contained Write On. Should I look further to find February? (March's
"feature" was Minter's "Revenge of the Mutant Camels", definitely a good
game, but not needed, since I've already registered. I won't bother "boasting"
about my low-scores!) Or is Write-On in the April issue (Time warp time!)?

>I gues this should have a UK distribution, but I thought the rest of you
>wqould be interested in what you are missing.

No, I actually DO appreciate hearing about it, because us colonials don't
ALWAYS miss these things - I've actually seen ST Format on some fairly
ordinary newsstands here in Ottawa, Canada!

This sounds kind of like the late days of STart Magazine. For a few months,
they had some pretty decent commercial software on the disks-of-the-month.
Then they went out of business... Hopefully that won't happen here!
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

2798. Wordperfect/HP III incompatibility? Need help.

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 04:25:59 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1992Mar20.042559.22128@sactoh0.sac.ca.us>
Source record: 224427

Does anyone have a setup of WordPerfect(last release for the Atari)
and an HP III? I have this setup and I'm having a heck of time
trying to get my documents to print up correctly. If anyone does
have this setup can you e-mail me and let me know if you had
any problems with the WP printer drivers?

Thanks, in advance.

--

- jhp@sactoh0.SAC.CA.US What else can I say? -

2799. TOS 1.62 looses memory

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 05:31:34 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <10292@chalmers.se>
Source record: 224405

I noticed something very annoying yesterday!!
When I switch resolution I loose memory.
Whith no memory resident programs (Autos or Accessories) I loose
17-18 (17.5?) kb of ram when I switch resolution.
Accessories will make the problem even worse since the memory used
for the accesories will be lost every time to.
That is if I have accesories that take up 82 kb of the memory I will
loose 100kb every time I change resolution and eventually I will not
have any left.

My question to you out there is if this happens to you too.
I have a STe with TOS 1.62 (Swedish).
My old ST with TOS 1.2(Swedish) don't have this problem.

/Patrick

--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

2800. Re: IP number for atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 06:46:29 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <56104@cup.portal.com>
Source record: 224433

Dominic Leary asked about the Internet address for atari.archive...

The address for Terminator, the host with the archives is:
141.211.164.8

BobR

2801. Re: MultiTOS really exists - thanks to Eric S.

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 07:50:43 UTC
From: univwa@rz.uni-sb.de
Message-ID: <17327@sbsvax.cs.uni-sb.de>
Source record: 224483

From article <mboen.700996513@offbeat>, by mboening.pad@sni.de (Martin Boening):
> In <17037@sbsvax.cs.uni-sb.de> univwa@sbusol.rz.uni-sb.de (Bernhard Stumpf) writes:
>
>>The Multitos runs at the moment as a program, but it will be distributed in
>>ROMs. The Atari guy I spoke had to avoid that it bases on Eric Smith's work,
>>they only added the GEM surface. He said that the development now will be
>>continued on Atari side and will surely make another way than Eric's MiNT.
>
> What do you mean, had to avoid that it's based on MiNT? If the Atari guy
^^^^^^^^
Sorry, the last few days, I spoke more French than English, so I had the french
word "avouer" in another corner of my brain...

As the french word says: I naturally meant :
... had to admit...

Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.sub.org*
* /____/ ___/ /_. ++49-681-302-4626 | *
****

2802. Kermit for ATARI STE

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 09:06:31 UTC
From: louis@slig.ucl.ac.be
Message-ID: <1992Mar20.090631.23996@info.ucl.ac.be>
Source record: 224429

Hello,

Does anyone have a version of Kermit for ATARI STE, which
WORKS on a IBM through a 7171 inteface?

Thanks

Guy LOUIS
University of Louvain-la-Neuve, Belgium

louis @ slig.ucl.ac.be

2803. Re: ST Virtual Reality S/W sighted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 09:59:03 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Mar20095903@zappa.FtCollins.NCR.com>
Source record: 224450

>>>>> On 19 Mar 92 19:17:09 GMT, bill@mwca.UUCP (Bill Sheppard) said:

Bill> Yesterday I saw an interesting looking package for the ST from
Bill> Domark, something like "3D Construction Kit". It claims to let
Bill> you build 3D objects (cars, houses, etc.) and then very easily
Bill> manipulate the universe you've created, such as walking inside the
Bill> house, having the car drive down the street, etc. It also said
Bill> the package is suitable for games, as it includes an "engine" to
Bill> make use of the objects you create. The software was about $80,
Bill> and had some impressive looking screen shots.

This is actually a fairly old product that was (is?) produced in Europe.
I had a demo version of it from a UK disk mag circa 1990. It was
developed using the same system Domark used for the "VR" game
Castlemaster.

IMHO, after seeing the demo, I didn't find it terribly exciting. The
graphics were kind of weak and cruising around a 3D polygon
yard and building becomes exceedingly boring after about the first 30
seconds.

Bill> I saw a paragraph about this product being released for PC's, but
Bill> had no idea it was available for the ST.

You're thinking of their "Virtual Reality Construction Kit". I
think this is a newer/better 3DCK and to my knowledge is only being
supported on the PC and Amiga.

Bill> It looked quite intriguing - nothing you couldn't do
Bill> with CAD 3D, but probably much less effort to produce and
Bill> manipulate objects.

3DCK lets you create an interactive environment with a kind of
customized user interface, CAD 3D couldn't do this without a whole bunch
of custom software. That's really the whole point of 3DCK.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/***/
I'm dressing up in an ill-fitting IVY-LEAGUE SUIT!! Too late...

2804. >> SITE LISTING FOR ATARI SOFTWARE <<

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 10:00:46 UTC
From: woocm@essex.ac.uk
Message-ID: <2573@sersun1.essex.ac.uk>
Source record: 224430

Atari Users,

One of the most FAQ's is a list of sites for atari software
and most responses just list a series of internet addresses. Well
i thought how about a more informative posting.

This list is just a temporary list, in a couple of weeks i
shall add details of the major software at each site and addresses
of mail servers. Hopefully producing a complete listing of when and
where, and how to get your atari software.

This list was initially started by using the archie database
and BITFTP to chaeck the directory's and get a basic look at the
software on offer. Obviously archie doesn't know every site, well
lets face it atari.archive wasn't on it!! So if anyone else woul;d
like to inform me of any other sites for inclusion, just the
address will do i'll do the rest, i'll pop it in and update it
as oftern as possible. Come to think of it twitterpatter is one
already that isn't in here, you have to wait a couple of weeks
until i get it sorted.

Anyway this is a little teaser to get you started. These
sites are all in my opinion good, and definitely worth checking
out. I shall enhance and revise and repost in a week or so if
all goes well, Hopefully with the (almost) complete picture! :-)
ENJOY.

Chris Wood. (woocm@essex.ac.uk)

SITE LISTING FOR ATARI-ST SOFTWARE - Date: 20/03/92.
****

Host biome.bio.ns.ca (142.2.20.2)
Location: /pub/atari-st

Host cs.uni-sb.de (134.96.252.31)
Location: /pub/atari

Host f.ms.uky.edu (128.163.128.6)
Locations: /pub/atari /pub2/atari

Host faui43.informatik.uni-erlangen.de (131.188.1.43)
Location: /portal/atari

Host forwiss.uni-passau.de (132.231.20.10)
Locations: /pub/atari /pub/local/usenet/loc/atari

Host ftp.uni-kl.de (131.246.9.95)
Location: /pub/atari

Host nic.funet.fi (128.214.6.100)
Location: /pub/atari

Host plains.nodak.edu (134.129.111.64)
Location: /pub/atari

Host reseq.regent.e-technik.tu-muenchen.de (192.48.107.50)
Location: /informatik.public/atari

Host sol.cs.ruu.nl (131.211.80.5)
Location: /ATARI-ST

Host star.cs.vu.nl (192.31.231.42)
Location: /atari

Host sun1.ruf.uni-freiburg.de (132.230.1.1)
Location: /atari

Host sun8.ruf.uni-freiburg.de (132.230.1.56)
Location: /atari

Host titania.mathematik.uni-ulm.de (134.60.66.21)
Location: /soft/tools/atari

Host terminator.cc.umich.edu (141.211.164.8)
Location: /atari

Host tolsun.oulu.fi (130.231.96.16)
Location: /pub/atarist

Host tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
Location: /pub/atari

Host walhalla.germany.eu.net (192.76.144.129)
Location: /pub/comp/atari-st

Host watserv1.waterloo.edu (129.97.129.140)
Location: /micro/atari-st

Host wuarchive.wustl.edu (128.252.135.4)
Locations: /usenet/comp.binaries.atari.st
/usenet/comp.sources.atari.st

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

2805. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 10:23:02 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Mar20.102302.24728@unix.brighton.ac.uk>
Source record: 224407

friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
> With all this talk regarding TOS 1.0, 1.4, 2.06, etc. I have a
> question.
>
> Is there a way to tell what TOS you have in your machine, without any
> special extra program? Like on the Mac, you simply pull down the "about the
> Finder" menu to see what system you're using.
>

I have TOS 1.2 and I don't think there is *ANY* indication at that from the
desktop - very bad.

2806. Re: Yet again: undeletable folder.

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 10:34:10 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Mar20.103410.24871@unix.brighton.ac.uk>
Source record: 224267

I think you have 'Lost cluster' not cross-linked ones.

Lost clusters are ones (in a chain) that don't have a directory entry connecting them to a file (or directory) - there 'lost'.

Crossed cluster are where you have 2 directory entries using the same chain (in the FAT) or part of it.

Anyway you're happy about loosing the directory (+contents) so try running 'fschk' - I wrote the whole of the root dir with 0's on one partition after a crash with 're-org' and this cleaned up the fat nicely.

Generally it would have been nicer to search for the ACTUAL address of the directory and reset the directory entrys cluster pointer to be where it should, but anyway try fschk and see what happens.

Dom De Vitto, ddv@uk.ac.bton.unix

(but don't sue me if it all goes wrong - mail me for advice first at least!)

2807. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 10:49:23 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Mar20.104923.22886@email.tuwien.ac.at>
Source record: 224258

In article <1992Mar18.170600.23899@ccu.umanitoba.ca>, ens@ccu.umanitoba.ca writes:
>In article <1992Mar18.084404.27839@spc.nl> stefan@spc.nl (Stefan Posthuma) writes:
>>
>>Yeah! And did you try 'Revenge of the Mutant Camels'?? I'd say an equal
>>experience. More megablasting! More insane samples! More shareware!
>>
>
>Where can I get it?
>

Check a.a for revenge.zoo ...

>>
>>My Llamatron highscore is 1,200,000 or something, getting to level 80 or so
>>and I do 50,000,000 on Revenge. Just try and beat that! (forgive my childish
>>attitude here, I get carried away easily)
>>--

Ha! I know someone who has a record of 2,700,000 in single player mode (no
droid!) in llamatron.

>
>I usually get demolished in the low 70's (level) but to my enduring
>frustration, my 5 year old has made level 87 (score also about 1.2M).
>He delights in keeping me off the top-10 list.
>
>Werner Ens
>Winnipeg
>
>
Marinos Yannikos

2808. Re^2: Help - 1040ST memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 12:09:57 UTC
From: vince@sci.kun.nl
Message-ID: <1992Mar20.120957.9838@sci.kun.nl>
Source record: 224486
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>ladasky@netcom.com (John J. Ladasky II) writes:
>
>
>> O.K., I finally got enough desk accessories and needed a large
>>enough RAM disk so that I'm starting to get "out of memory" errors from
>>my 1.0 Meg 1040ST. I went down to my local retailer and asked about
>>upgrading to 2.0 Meg. He said I would need a $139 upgrade board, *AND*
>>that the memory on the motherboard would be invalidated by the addition
>>of the piggyback board - so I would need 2 SIMMs at $50 each.
>
>> Does this seem right? Isn't there a cheaper way?
>You will have to lose at least 512K on the main board winding
^^^^^^^^^^^^^^^^^^

This problem was solved some time ago. There are boards now containing
2 Megs and a smart GAL which hooks the two .5M banks together, thus
yielding the full 3 MB. These boards are quite cheap also (about 300DM)
but require quite a bit of soldering.

>up with a 2.5 Meg machine. Not all memory expansions use SIMMS.
>Zubair's board can be got for around $100 now. If you remove all
>mother board chips you can go to 4 meg.

Sander SToks

2809. Re: ST Virtual Reality S/W sighted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 12:58:10 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar20.125810.23647@sun.pcl.ac.uk>
Source record: 224489

In article <1973@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>
>Yesterday I saw an interesting looking package for the ST from Domark,
>something like "3D Construction Kit". It claims to let you build 3D objects
>(cars, houses, etc.) and then very easily manipulate the universe you've
>created, such as walking inside the house, having the car drive down the
>street, etc. It also said the package is suitable for games, as it includes
>an "engine" to make use of the objects you create. The software was about
>$80, and had some impressive looking screen shots.
>
>I saw a paragraph about this product being released for PC's, but had no idea
>it was available for the ST. Has anyone used it or seen it? It looked quite
>intriguing - nothing you couldn't do with CAD 3D, but probably much less
>effort to produce and manipulate objects.
>
>
>--
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ################

I have it.

Its pretty good... basically just create an object, resize it with obvious
buttons, and place it. Each object can be colored individually, with a whole
load of colors, some stippled, some solid. There is also a simple language
to allow you to create games and animations.

Recommended.

I built a model of my girlfriends house with it, and gave her a guided tour.
She was quite impressed...

Edd Deegan (Tinklebeat)
vatec@uk.ac.pcl.sun

2810. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 13:36:04 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Mar20.133604.152144@rrz.uni-koeln.de>
Source record: 224444

In <1992Mar19.174835.12042@mdd.comm.mot.com> friedric@mdd.comm.mot.com (Bernd Friedrich) writes:

>With all this talk regarding TOS 1.0, 1.4, 2.06, etc. I have a
>question.

>Is there a way to tell what TOS you have in your machine, without any
>special extra program? Like on the Mac, you simply pull down the "about the
>Finder" menu to see what system you're using.

Basically, it is possible to tell the TOS version from the years that
appear in the copyright info when clicking on the "about" in the DESK
menu:
1985 -> TOS 1.0
1986, 1987 -> TOS 1.02
1985, 86, 87, 88, 89 -> TOS 1.04
..... 1991 -> TOS 2.06

At least, these are the numbers known to me. Please correct me if I'm wrong
anywhere

Greetinx,
Jan Kim X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de
Internet: kim@vax.mpiz-koeln.mpg.dbp.de

2811. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 14:22:47 UTC
From: frank@dec16.informatik.uni-wuerzburg.de
Message-ID: <1992Mar20.142247.24910@informatik.uni-wuerzburg.de>
Source record: 224419

In article <1992Mar16.112243.22560@lth.se> newsuser@lth.se writes:

>Yep it is!!!!

> Two friends of mine bought the last machines in France and Sweden. The
>price in France was a little program to make screen-shots of the LYNX
>(they wrote it for Atari France) and the price for the swedish ATW was
>SEK 5000 (less than USD 1000). The swedish ATW had 5 Transputers (one
>as you describe it, with 4 MB of memory and 4 with 1 Mb each). The French
>ATW was plain vanillia as you describe it.

[stuff deleted]

> As you see the price is VERY low, but on the other hand - there are
>no programs to it, and there will never be.

That sounds strange to me! Six month ago, Atari Germany offered me a
ATW with 5 Transputers and 48MB SCSI HD for 12000 DM (more than USD 8000)!!
Of course, I didn't buy one, but it's something like a joke...

> Personally I am prepared to pay about USD 800, for a vanillia ATW, but
>that includes shipping! The fact is that it is unsupported and almost also
>useless.

I would take one, too.

> If you get any further info on the subject, please mail me, I just love
>that old dinosaur Atari have made;-) (an ATW is heavy, about 30 kg). Also
>mail if you decide to sell one for me...

Me, too, please.

>/Jerker
>--
> - Jerker Nilsson, email d91jn@efd.lth.se -
> ---- My opinion may change, but not the fact that I am right! ----
> Insert own toughts here. The above is mine, and only mine!

sf

Stefan Frank "no RISC no fun?"
Department of Computer Science
University of Wuerzburg Tel: +49/931/888 5514
Am Hubland FAX: +49/931/888 4601
8700 Wuerzburg, Bavaria, Germany e-mail: frank@informatik.uni-wuerzburg.de
---

2812. Fiendish Freddy

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 14:47:07 UTC
From: malay@sae.com
Message-ID: <1992Mar20.144707.21926@sae.com>
Source record: 224443

I bought "Fiendish Freddy's Big Top O' Fun" from someone off the net. The program is unprotected and includes instructions on how to install it on the hard disk - but when I attempt to do this one of the files cannot be copied due to 2 bad sectors. Does anybody have this program? If so I need the file:

Disk 3 : S\JBOWL.4B

so I can "repair" the disk.

Thanks,
Bob Malay

2813. Town's Guide To Tos Revisions

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 14:49:30 UTC
From: malay@sae.com
Message-ID: <1992Mar20.144930.21991@sae.com>
Source record: 224408

Recently in Z*Net Issue 92-08 there was a short blurb about this file. Where is it and how can I get it? Maybe some kind soul could email me a copy??

Bob Malay

2814. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 14:51:01 UTC
From: holger@zelator.in-berlin.de
Message-ID: <SLI1L0I@zelator.in-berlin.de>
Source record: 224421

In <1992Mar19.155415.4154@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:

>Help!!!! I just tried installing Spectre GCR on to my last partition on
>my hard drive which had/has nothing on it. I formatted the last partition
>to GCR format, the computer rebooted and now I can't access anything on my
>hard drive though I know it is still there. I loaded Spectre back up to
>tried and look at the format menu. It still knows that I have all of the
>partitions but I can't access it. Is there any way to reformat the last
>partition back to ST format and how can I access the HD again?

Hi !

I had the same problem while installing Spectre... the solution was to
reinstall an executable root-sector on my harddisk.. after this both the
ST and the "MAC" were able to access the disk.

Holger
--

##
Holger Lesch email (privat) :
Sybelstrasse 23 holger@zelator.in-berlin.de
W-1000 Berlin email (non-privat):
Tel. (030) 3243615 holger@kom.sietec.de
##

2815. loading fonts for CrackArt

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 14:55:31 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7168@laas.laas.fr>
Source record: 224423

Hello,
I've just one remaining question about the Crack Art drawing
program:

has anybody succeeded in loading fonts and using them ?
(this is in the TEXT function parameters)...
if any, I'd like to hear from him...

(I wonder if GDOS -- or equivalent -- should be there or not ?)

Thanks for any answer.

JED.

==
Jean-Etienne DOUCET doucet@laas.laas.fr
LAAS-CNRS, Toulouse, FRANCE. doucet@laas.laas.fr
==

2816. > > > > > Atari ST Hardware FOR SALE < < < < < <

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 14:57:37 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9276@vice.ICO.TEK.COM>
Source record: 224497
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale,misc.forsale.computers

```
==========================

Atari 1040ST
with Monochrome Monitor
*** asking $275 ***

Atari Mega2 ST (I have two of these to sell)
with monochrome monitor
*** asking $475 ***

Supra 20Mb HD $175
Atari 20Mb HD $175
Toad 85Mb HD $350

All in excellent working
condition.

Shipping costs are negotiable

Keith
keithr@icogem3.ICO.TEK.COM
```

2817. Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 14:59:04 UTC
From: malay@sae.com
Message-ID: <1992Mar20.145904.22128@sae.com>
Source record: 224262

Rhetorical question: why would somebody be interested in the 68030 SST or the TinyTurbo '030 at $599 when the new Falcon is rumored to be priced very nicely?? Will an SST-upgraded ST running Tos 2.06 be "better" than the new Falcon machine? Looks like to me the '030 add-on industry is going to be short-lived - just my opinion.

Bob Malay

PS Maybe Fast Technology and/or David Small ought to lower their prices - 1040STe at $380 + '030 upgrade $600 + Tos 2.06 upgrade $60 + additional memory + plus all the "cutting and pasting" - the Falcon sure looks a lot easier to deal with!

2818. TLC Play

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 15:02:48 UTC
From: malay@sae.com
Message-ID: <1992Mar20.150248.22192@sae.com>
Source record: 224495

I'm lookin' for the shareware program "TLC_PLAY" or "TLC The Sound Machine" - where can I get it? I looked for it at a.a but couldn't find it.

Bob Malay

2819. file transmission to PC and TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 15:07:22 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <701167490.F00001@tdkt.kksys.com>
Source record: 224252

In a message of <Mar 18 23:27>, richardson (1:282/31) writes:
>From: richardson@vaxr.sscl.uwo.ca
>Newsgroups: comp.sys.atari.st
> By the way, I'd love to hear from others who still have an antique such
>as the machine I have, I sometimes feel, amidst the tech-talk of TT's,
>ST-BOOK's etc. that I'm the only person left with a pre-internal drive
>machine!
> IS THERE ANYONE ELSE OUT THERE...ANYWHERE...WITH TOS 1.0

Oh, yeah, there are still a few of us around. I run a 1986 STm. No internal drive, but it's got a RF Modulator! (Whoppie.) No internal clock, so I ran DeskCart! until the battery died last summer. Now I have the computer read the Supra Hard Drive's clock. Oh, yeah, TOS 1.0. Ye Olde Standard. Heck, I'm even running my original Atari Mouse! (See guys, they do last sometimes.)

'Course the whole darn system is _badly_ in need of a bath. You can tell what keys I use most often from the lack of grime on them. One of these days I'll clean it. Probably when I get a TT or something.

* Origin: FlightLine PointNet (1:282/47.1)

2820. Hard drive problems

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 15:13:42 UTC
From: rdf@pinet.aip.org
Message-ID: <1992Mar20.151342.20015@pinet.aip.org>
Source record: 224434

For the n-th time my hard drive has become corrupted. This time the
partition table vanished. Does anyone know of a utility to replace it
without destroying all the data on the disk?
I am using two Seagate 221(?) 65meg drives formatted with AHDX 3.01.
The interface is from Berkeley Microsystems and an Adaptac controller.

I would like to avoid having to read back in ~ 50 floppies. Thanks...

--
Robert Feinman rdf@pinet.aip.org
American Institute of Physics rdf@aip.bitnet

2821. Flash 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 15:21:37 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <701167490.F00002@tdkt.kksys.com>
Source record: 224425

In a message of <Mar 18 19:15>, Matthias Murra (1:282/31) writes:
>From: Matthias_Murra@hb.maus.de (Matthias Murra)
>Newsgroups: comp.sys.atari.st
>There've been a few rumours floating around about a new version of Flash.
>Can anyone confirm these to be true and if so, what are its features?
>Where can it be ordered? Any information will be highly appreciated.

A company called 'MissionWare' is developing it. It's not on the market yet, but is expected soon. Here's something about it from GEnie:

Category 8, Topic 2
Message 122 Mon Mar 09, 1992
J.TRAUTSCHOL [jtrautschold] at 21:50 EST

Well, maybe it's time to post a list of Flash II features. We're within a month of release now. The plans are to offer it for sale for the first tim at the Toronto Atari Show, April 4 & 5th. Quite honestly, we've been so busy getting everything ready, I haven't had the time to put together a list of Flash II's features. So, here we go. Mind you, this isn't an official press release (that'll come later). Here we go...

* DO scripts are enhanced. Old script files continue to work with new features added for support of Flash II's new features.

* DO scripts are no longer needed, however, for automating your logon process. All board parameters are now set via dialogs. These parameters are saved in the board configuration file and automatically configure Flash II when the board is activated.

* Now permits the use of up to 30 function key macros. 10 macros are considered global, and are accessed by holding down the Control key and F1 thru F10 keys. The other 20 macros can be programmed separately for each board and are accessed with the unshifted and shifted function keys. The macros automatically load when the board is activated.

* Flash II can be used to display, either on- or off-line RLE and GIF pictures. (Particularly handy on CIS which permits the use of online graphics viewing.)

* Includes a new Review Mode. Save your online session to disk and later review it as if you were online!

* Supports the following terminal emulations: TTY, VIDTEX, VT52, ANSI, VT100, VT101, VT102, VT200, VT300 & Prestel.

* Supports ST, IBM and DEC characters sets.

* Flash II is designed to work on any ST or TT, in any resolution, from 80 to 132 columns, and 24, 29 or 48 lines.

* A new type ahead buffer is included. It supports up to three lines of text which is fully editable using the cursor, delete and backspace keys. The [Return] key and [Enter] key perform different functions, depending on the configuration. One can be used to enter forced carriage returns into your message, the other is used to send the message.

* You can configure the amount of memory you wish Flash II to grab at startup. Older versions of Flash grabbed everything available. With multitasking on the horizon, you don't necessarily want to do that. You can continue to <Free> unwanted memory once in the program.

* Includes command support for an automatic answer mode.

* New, full-featured GEM text editor with more flexible block commands (you can now start and end blocks anywhere in a line), cut & paste commands, search & replace function, paragraph reformatting, user tab settings and page widths, automatic word wrap & text wrap modes, and much more.

* The editor now permits you to select the type of display mode desired. Whereas older version of Flash always displayed carriage returns, you can now turn those on or off, as well as all other control characters.

* Almost all menu functions have keyboard equivalents, such as Alt-L to "Load" a file. Where appropriate, these keyboard equivalents match the terminal mode keyboard equivalents.

* Includes Silent Line, a new background file transfer program (replaces "Shadow").

* Internally supports the following protocols: ASCII, Xmodem, Ymodem, Ymodem-G, Zmodem, Modem7, WXModem, CIS B+, Kermit, SEAlink, and Telesoftware (for Discovery/Prestel systems).

* Includes a new "Statistics" feature. Keeps track of all of your online time and upload/download information, and calculates your fees based on the BBS' rates.

* Includes built-in timing functions. Flash II will
autostart an online session using this timer.

* Includes a totally rewritten, 226 page manual, fully
indexed along with a table on contents. The manual
includes a tutorial, detailed section on all functions
of the program, and a 50-page section explaining (with
examples) the DO script language.

There are a bunch more features too, but this highlights the
majority of them. The program will be sold for the introductory
price of $49.95. (It'll probably go up to $59.95 four to six
months later.) We also plan on offering upgrades to existing
owners. The price will be $30 to upgrade, and you'll have to
send in your original Flash disk in order to qualify. The
upgrade offer will last for a limited time only, and although
that period hasn't been set yet, it'll probably be about 3
months after the official release. Naturally, as upgrades to
Flash II become available, we'll make those available to all
registered users at greatly reduced prices.

Hope that covers it all. (I'm sure this will generate a whole
slew of newquestions now! :-)
John T.

* Origin: FlightLine PointNet (1:282/47.1)

2822. Re: foldrxxx.prg

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 16:01:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar20.160144.28341@actrix.gen.nz>
Source record: 224422

In article <1992Mar19.163601.20352@sae.com> malay@sae.com writes:
>
> I have a 1040STe using a Quantum 105 MB hard drive and ICD Host Adapter - do I
> need to use foldrxxx.prg??? If so why?
>
> Bob Malay

The ICD software has a folder fix included in it, there is not real
nead for it as you will be warned any way..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2823. G++

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 16:21:26 UTC
From: elendir@ulysse.enst.fr
Message-ID: <1900@ulysse.enst.fr>
Source record: 224417

Hello.

Thanks for your answer regarding G++.

Somebody answered me, saying that it was impossible to run
G++ without 4 Mb memory.

Is that true ?

Ciao.

Vincent.

2824. Re: VDI drivers, how do I write one?

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 16:38:40 UTC
From: dba@jet.uk
Message-ID: <1992Mar20.163840.4640@jet.uk>
Source record: 224488

In <13399@star.cs.vu.nl> rfschaa@cs.vu.nl (Schaaf RF) writes:

>I am trying to write a VDI driver for some device (not a DVI driver,
>but a VDI driver!!). The problem is that I have no idea where to start.

May I recommend the following two items:

1) COMPUTE!'s Technical Reference Guide Vol 1 VDI
Author Sheldon Leemon ISBN 0-87455-093-9
(contains all VDI calls)

2) Fontkit Plus V3.4 Sterling Pounds 19.99
Author Jeremy Hughes
The ST Club, 2 Broadway, Nottingham, NG1 1PS UK
This has a 250 page A5 binder describing in great detail the use of fonts
and conversion programs for the popular wp programs. The Fontkit program
is required for designing and converting fonts, and it allows you to load
and unload drivers.

>- what functions should the driver perform (lines/circles, ...)?
whatever your output device is capable of.

>- what is the structure of a driver?

The VDI driver program is a subroutine.

The driver program is entered with the value of $73 in register d0 this is the
VDI call command, register d1 contains a pointer to a block of 5 longword
pointers (contrl,intin,ptsin,intout and ptsout).
contrl is a table of 16 bit ints.
contrl(0) contains the command to execute (ie v_opnwk opcode 1)
contrl(1) number of points in ptsin
intin(0) Device ID number (defined in the ASSIGN.SYS file)

The driver will have to find the required command and execute it. For
example the v_opnwk command could reset a printer and do a form feed.
It should also return information about the capabilities of the device. As well
as contrl(6) - device handle for the device. (copied from intin(0) perhaps?)

If you write the driver in assembler just compile it and change the file name
to MYDRIVER.SYS or whatever.

If you write the driver in C you will require a startup stub to link with your
C code. ie in LATTICE C the default 16 bit is a short.

```
mydriver(short *contrl, short *intin, short *ptsin,
short *intout,short *ptsout)
{
```

```
/* all the good stuff here */
}
```
The startup stub will have to sort out the pointers and put them on the stack
or whatever your compiler does before calling your routine.

> - how do I force VDI to use my driver?

You will require the GDOS program or something similar (AMCGDOS, NVDI etc)
In the ASSIGN.SYS file include your driver and fonts that the driver requires,

```
; screen drivers are 0 to 10 and reserved by ATARI
; printer drivers 20 to 30
21p NB15.SYS ; the driver for the NB15 printer
GGGG10.FNT
GGGG12.FNT ; fonts the NB15 driver requires
;
22p MYDRIVER.SYS ; the driver for your device
MYDRV10.FNT
MYDRV12.FNT ; fonts for your driver
```

It should be possible to replace an atari screen driver with a driver
for your screen device (ie for ST medium resolution -> 3p MYDRIVER.SYS)
perhaps you could have a SVGA DOS machine connected to the serial port!
All things are possible with a VDI.

I hope this helps, Any inaccuracies are entirely my own no help from ATARI
at all!!!
All corrections welcome.


```
--
_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 528822 Ex 4871
~-----~ +----+ +-+ dba@jet.uk
```

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2825. Re: IP number for atari.archive?

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 17:19:57 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992Mar20.172326.12862@arbi.informatik.uni-oldenburg.de>
Source record: 224412

learyj@p4.cs.man.ac.uk (Dominic Leary) writes:

>Just a quickie: What is the IP number of atari.archive as my FTP server doesn't seem to recognise the name.

>Cheers,

>Dominic Leary.

... lookup .... lookdown .... lookaway ......

here it is :

atari.archive.umich.edu (terminator.cc.umich.edu) = 141.211.164.8

--
==========
CS Student | I may be late,
Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
----------->Fascinating.<----------
a fool with a tool is still a fool

2826. Re: Free software in ST Format Magazine (UK)

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 17:41:29 UTC
From: cjp@aber.ac.uk
Message-ID: <CJP.92Mar20174129@csrrgrsc.aber.ac.uk>
Source record: 224493

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>I was wondering: Which issue is it that has Write On? I was in at my

Sorry, I should have been more precise. It is April's time-warped issue of ST Format that has WriteOn. They always seem to bring these things out quite a long while before, so that they stay on the newsstands for longer.

Aside: several people have rightly bemoaned the demise of ST World. One theory why I died is that not enough of us were interested in real software. Another is that there wasn't enough real ST software to keep a mag going. I think there is some truth in each of those. A third reason it died was that you could never find a copy of it in the shops - ST User seems to be going the same way at the moment (just hope I can find next month's issue with the free copy of Harlekin).

Cheers,

Chris Price

--

Chris Price, Department of Computer Science, University College of Wales,
Aberystwyth, Dyfed, SY23 3BZ, United Kingdom.
email: cjp@uk.ac.aber (within UK) cjp@aber.ac.uk (rest of world?)
Telephone: 0970-622444

NOTE:
Change of address, ".cs" dropped so our mail doesn't go to Czechoslovakia.

2827. Atari MegaST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 17:42:24 UTC
From: haines@CS.ColoState.EDU
Message-ID: <1992Mar20.174224.8666@yuma.acns.colostate.edu>
Source record: 224271
Cross-posted to: co.general,comp.sys.atari.st

```
Computer For Sale:

o Atari Mega ST4
- Motorolla 68000 cpu
- 4 MB RAM (no 640K DOS limits)
- 30 MB External Hard Drive with ICD FAST DMA/SCSI Card
- 3.5" Floppy Disk Drive
- Monochrome monitor
- Blitter Graphics Chip
- MIDI Interface (In and Out)
- Serial, Parallel, SCSI, and Joystick ports
- Graphical Operating System (TOS)
- Gnu software (gcc, make, ...)
- Assorted Software (games, shells, ...)
- Original Software and Manuals

o $700/obo.

Contact haines@cs.colostate.edu
--
Matt Haines | <haines@cs.colostate.edu>
Computer Science Department |
Colorado State University | "Why waste time learning when ignorance is
Fort Collins, CO 80523 | instantaneous" - Hobbes
```

2828. Big screen for MGR/MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 17:55:07 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar20.175507.23316@a.cs.okstate.edu>
Source record: 224420

I'm hoping to set up a 1280x960 mono (or color if it's easy) screen
for MGR. I tried using MONSTER and QuickST but that failed (besides
the screen was to have been virtual...)

Now I'm looking at moniter cards:

card max rez comment $US Mfgr/Imptr
1) ISSAC (I hear) 1024x768 550 Dover
2) ReSolution 1024x768 will do a virtual 1280x960 600 Rio
3) Omnimon ??? ? ?
4) Matrix ??? ? ?
5) Moniterm ??? ? ?
6) CrazyDots ??? 950 Gribnif
7) SST add-on ??? ? Gadgets

Can someone (anyone) add some details to this?
Or maybe a few more cards?
I'd like to be able to use the card for GEM also (when not running MiNT/MGR)
so ST mode compatability is a plus....

jc cummins@a.cs.okstate.edu

2829. WANTED: benchmark program sources

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 19:15:38 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992Mar20.191538.9557@informatik.uni-erlangen.de>
Source record: 224481
Cross-posted to: alt.sources,comp.sys.atari.st,comp.sources.atari.st.d

```
Hi folx,

I need the sources of some benchmark programs, like
MIPS, whetstone, drystone, or other interesting ones.

Are these sources ftp'able ?
---
----------------------------- cut here -----------------------------
----------------------------- cut here -----------------------------
Larry

+-----------------------------------------+-----------------------+
| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+-----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |
| at University of Erlangen/Germany | when you look at it. |
+-------------------------------------+--------------------------+
```

2830. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 19:33:26 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar20.193326.18565@pellns.alleg.edu>
Source record: 224428

In article ??? Pierre_Hansen@mz.maus.de (Pierre Hansen) writes:
> Why don't you just use CALAMUS like everyone else. :-)
>
> Regards Pierre (@DMC)

I beg your pardon? Like everyone else? I don't think that everyone else uses Calamus. I hate Calamus, and I know that many other people do not like Calamus. It never got very good reviews in the articles which I read. It is a matter of preference, but I do not believe that your statement that everyone uses it is acurate in the least.

-Jason Heideloff
heidelj@alleg.edu

2831. Re: Kermit for ATARI STE

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 19:34:47 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar20.193447.18625@pellns.alleg.edu>
Source record: 224490

In article <1992Mar20.090631.23996@info.ucl.ac.be> louis@slig.ucl.ac.be (Guy LOUIS) writes:
> Hello,
>
> Does anyone have a version of Kermit for ATARI STE, which
> WORKS on a IBM through a 7171 inteface?
>
> Thanks
>
> Guy LOUIS
> University of Louvain-la-Neuve, Belgium
>
> louis @ slig.ucl.ac.be

I have a version of C-Kermit which I believe is UNIX compatible. I transfer stuff using C-kermit on both the STE and the NeXT (same version for both computers). It works!

Jason Heideloff
heidelj@alleg.edu

2832. Re: Flash 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 19:42:55 UTC
From: twright@umaxc.weeg.uiowa.edu
Message-ID: <11713@ns-mx.uiowa.edu>
Source record: 224435

Re: ST-Talk Professional 2.0

Yeah, I bought ST-Talk Pro. I does have tons of features, but also a corresponding number of bugs. For one, the VT-100 emulation doesn't work most of the time. Also, the capture buffer likes to drop characters, NOT GOOD for uuencoded files. On the other hand, it has the most complete macro language I've ever seen, you could write a BBS system with it! All in all, though, I'm going to stick with UniTerm. At least it always works...

2833. Re: Calamus -> HP laserjet disk image

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 20:07:06 UTC
From: rincewind@discworld.uucp
Message-ID: <H.lJwtROYzBWk@discworld.uucp>
Source record: 224254

No, this would not work. Calamus sends its data directly to the printer port, so you cannot redirect it by catching Bios/Gemdos calls. The only way would be to disassemble the printer driver and modify it to dump the data to a disk file.

cu
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: tornado!discworld!rincewind@urmel.informatik.rwth-aachen.de
Maus: Michael Schwingen@AC3 IRC: Rincewind

2834. New Robugs 1.3

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 20:13:04 UTC
From: cs4gp6am@maccs.dcss.mcmaster.ca
Message-ID: <1992Mar20.201304.27054@maccs.dcss.mcmaster.ca>
Source record: 224445

I've uploaded a new version of my Robugs game to atari.archive.umich.edu.
It is version 1.3 beta and the file is called robugs13.zoo (You will need
zoo 2.1 to "un-zoo" it). I have recieved some positive responses to Robugs
version 1.2 which I released in January so here is the next version :-).

For those of you who haven't heard of it before, its a freeware game I have
been working on for the past year or so. It should run on any ST or TT,
colour or monochrome (though I can't guarentee it). The following is a
brief discription of what it is:

First of all the game is a proto-type. There are lots of things I want to
do with it, including porting it to Microsoft Windows.

The basic concept is to build little robots (called robugs) out of various
components. The components include effectors, detectors and logic gates.
The effectors make the robots move, turn, fire a gun etc. The detectors
naturally detect things such as a bumper with detects when a robot bumps
into something or an enemy radar which detects enemy robots. The logic gates
tie it all together. They include AND, OR, XOR and NOT gates. Everything is
done with binary logic. For example, a detector outputs 1 (true) if it
detects something or 0 (false) if it doesn't. An effector does something if
its input is 1 or nothing if its input is 0.

So detectors provide a robug with the means to sense its surrounding,
effectors provide a means for it to take action
Logic gates provide the logic, or brains of the robug.

The entire game is GEM based and you can do everything with the mouse.
You can build many robots, make many copies of them and let them interact
on a playfield. The robots are also capable of reproducing by themselves.

enjoy...

Brad Heide Department of Computer Science
cs4gp6am@maccs.dcss.mcmaster.ca McMaster University
heide@SSCvax.CIS.McMaster.CA Ontario, Canada.

2835. IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 20:49:02 UTC
From: cs902117@juno.ariel.yorku.ca
Message-ID: <1992Mar20.204902.9143@newshub.ariel.yorku.ca>
Source record: 224447

I have had some replies on this topic, which I am grateful for, yet I am not closer to my goal since I started this quest.

What IBM emulators are out there (I have heard of PC Ditto I & II, Access-16 (don't remember if that's the correct name), and that's about it) and which one is the best? How can I get them? Are they public domain or shareware or commercial? PLEASE HELP!

____
/ o n y.

2836. Re: Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 21:17:35 UTC
From: schram@ucsu.Colorado.EDU
Message-ID: <1992Mar20.211735.20287@ucsu.Colorado.EDU>
Source record: 224446

malay@sae.com (Bob Malay) writes:

>Rhetorical question: why would somebody be interested in the 68030 SST or the
>TinyTurbo '030 at $599 when the new Falcon is rumored to be priced very nicely??
>Will an SST-upgraded ST running Tos 2.06 be "better" than the new Falcon machine?
>Looks like to me the '030 add-on industry is going to be short-lived - just my
>opinion.

Why haven't I heard anything about this "Falcon"? Is it what it sounds like, a
68030 Atari ST? You've got my curiosity peaked now...
--
Steven Schram -- schram@ucsu.colorado.edu

2837. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 21:47:54 UTC
From: cmk57122@uxa.cso.uiuc.edu
Message-ID: <1992Mar20.214754.7425@ux1.cso.uiuc.edu>
Source record: 224263

heidelj@alleg.edu (Jason Heideloff) writes:

>In article ??? Pierre_Hansen@mz.maus.de (Pierre Hansen) writes:
>> Why don't you just use CALAMUS like everyone else. :-)
>>
>> Regards Pierre (@DMC)

>I beg your pardon? Like everyone else? I don't think that everyone else
>uses Calamus. I hate Calamus, and I know that many other people do not
>like Calamus. It never got very good reviews in the articles which I
>read. It is a matter of preference, but I do not believe that your
>statement that everyone uses it is acurate in the least.

Could you show me the articles in witch Calamus got BAD reviews??
Anyway, I don't think people should be comparing Calamus with PageStream
and the like. PageStream is a general purpose DTP, easy to use,
inexpansive, and with postscript output. It is intended for home,
and for people who do something else besides DTP. I have seen
PageStream and will probably buy it in a near future, because it is
much easier than Calamus. But future-wise I don't think that you
can even compare them. My father has a small desktop publishing
studio and he uses Calamus, and he just upgrated to Calamus SL.
It has tons of features, its very complex and big, and he loves it.
I think it's like comparing QuarkExpress and PageMaker on the Mac.
If you don't want all the extra features, buy PageStream, if you
want top of the line, buy Calamus (SL).

>-Jason Heideloff
>heidelj@alleg.edu
--

| Christopher Kmiec | Send E-mail to: |
| Atari, gotta have it! | cmk57122@uxa.cso.uiuc.edu |

2838. Re: Flash 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 21:52:02 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Mar20.215202.29213@mnemosyne.cs.du.edu>
Source record: 224401

About Flash 2.0

MissionWare Software is marketing the "upgrade." In fact, Flash 2.0
will debute at the Toronto show in Canada on April 4 & 5th.

Features include:
Xmodem/Ymodem/Zmodem and SEALink and Kermit protocols.
Full Flash DO file compatibility
Independent configuration setting for each "board"
Ability to autodial multiple boards
automatically keep track of online costs for pay services

MissionWare Software can be reached at 354 N.Winston, Palatine, IL
60067 (ph: 708-359-9565).

Pattie Rayl (Atari Interface)

2839. What is a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 22:29:51 UTC
From: jared@midiline.la.ca.us
Message-ID: <goHyHB1w164w@midiline.la.ca.us>
Source record: 224261

Is it a computer made by someone else, a game system by Atari (there was rumor Atari was still deciding on a name for their 32 (or was it 64) bit game system), an upgraded version of Spectrum Holobyte's Falcon, or...?

Please reply in Email...

jared@midiline.la.ca.us

2840. Re: Formatting PC-readable disks on older STs

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 22:56:24 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Mar20.225624.2296@lmpsbbs.mot.com>
Source record: 224411

In article <1992Mar19.144808.21298@newstand.syr.edu>
ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>There seems to be a fair amount of confusion about this whole
>topic, based on what I've seen discussed rectntly. All TOS
>versions can READ PC format disks, but only TOS 1.4 (and
>above) can format a disk so that a PC can read it.

It is strange that no one ever wrote a program that would just add an MS-DOS-compatible boot sector to any 720K Atari disk. This can be done, even when the disk is already formatted and has data on it!

I know that DC FORMATTER does this, but Double-Click doesn't seem to want to publicize the fact. Perhaps the only hackers left in the ST world are the ones who hate MS-DOS and refuse to have anything to do with it? Or they've all upgraded to TOS 1.4 and no longer care...

-George

2841. Re: ST Virtual Reality S/W sighted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 23:13:26 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <10319@chalmers.se>
Source record: 224485

In article <1973@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>Yesterday I saw an interesting looking package for the ST from Domark,
>something like "3D Construction Kit". It claims to let you build 3D objects
>(cars, houses, etc.) and then very easily manipulate the universe you've
>created, such as walking inside the house, having the car drive down the
>street, etc. It also said the package is suitable for games, as it includes
>an "engine" to make use of the objects you create. The software was about
>$80, and had some impressive looking screen shots.

I've seen it on the PC (someone else was trying it) and it looked quite OK but
"reality" isn't the word I'd use since the cars could fly and enter the houses
and so on.
There was no real connection between the objects and you could even pass
through a computer in one of the houses.

/Patrick
--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

2842. Re: Timeworks DTP

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 23:14:54 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Mar20.231454.2394@lmpsbbs.mot.com>
Source record: 224253

In article <A37561@MS.maus.de>
Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>
>>You could rotate and twist any frame you want any degree you want.
>
>But not with Timeworks 2.0! It was very disappointing for me to hear this on
>CEBIT. It should have been no problem for the programmers to implement text
>rotating - because VDI supports it! And, using FSMGDOS, you could even rotate
>text by any degree - not just in steps of 90 degree.

It is my understanding that Timeworks Publisher 2.0 is a clone of the MS-DOS
version, Publish-It 2.0, and so does not support anything that can't be done
on the IBM platform also. It does not support FSMGDOS, at least at present.
I don't know how difficult it would be for them to add this capability in
the future.

There is one advantage though. The ST files are fully compatible with the
MS-DOS version, so DTP work can easily be ported between a PC at work and
an ST at home, templates created for the PC version can be used, etc.

-George

2843. Re: Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 23:38:58 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Mar20.233858.2666@lmpsbbs.mot.com>
Source record: 224494

In article <1992Mar20.145904.22128@sae.com>
malay@sae.com (Bob Malay) writes:
>
>Rhetorical question: why would somebody be interested in the 68030 SST or the
>TinyTurbo '030 at $599 when the new Falcon is rumored to be priced very nicely??

Because if you need the speed, they are available now.

We'll probably be lucky to see the Falcon available for purchase in the year
2000, at a time when every other new computer is boasting a 68090 or whatever.

Presumably the Falcon will also contain Atari's long-awaited CD-ROM drive?
Or perhaps that still won't be ready by the year 2000...

2844. For Sale: VideoKey

Newsgroup: comp.sys.atari.st
Date: 1992-03-20 23:57:17 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Mar20.235717.18396@rice.edu>
Source record: 224440

For Sale:

Pratical Solution's VideoKey
- This is a RGB to NTSC converter (converts to RF and composite video).
- It also has audio out ports for connection to an stereo amplifier system.
- Excellent in low resolution and very good in medium when hooked to a T.V.

$65 (including shipping) or best offer.

If interested, send email.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

2845. Re: Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 00:46:58 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Mar21.004658.16262@usenet.ins.cwru.edu>
Source record: 224416

In a previous article, malay@sae.com (Bob Malay) says:

>
>Rhetorical question: why would somebody be interested in the 68030 SST or the
>TinyTurbo '030 at $599 when the new Falcon is rumored to be priced very nicely??
>Will an SST-upgraded ST running Tos 2.06 be "better" than the new Falcon machine?
>Looks like to me the '030 add-on industry is going to be short-lived - just my
>opinion.
>
>Bob Malay
>
>PS Maybe Fast Technology and/or David Small ought to lower their prices - 1040STe
> at $380 + '030 upgrade $600 + Tos 2.06 upgrade $60 + additional memory + plus
> all the "cutting and pasting" - the Falcon sure looks a lot easier to deal with!
>
>

Maybe Atari will not release it for another 6 months BECAUSE these
products are on the market.

Also, these rumors mean NOTHING. I think the Falcon 030 rumor is
getting out of hand. I wish everyone would wait until it is publicly
announced before getting excited about it.

--

2846. hard disk problems continue...

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 00:56:23 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992Mar21.005623.12972@CS.ORST.EDU>
Source record: 224442

The other day I posted to the .tech group about this, but either most people are on spring break, the .tech newsgroup isn't received everywhere, or I am just plain screwed.

I am hoping not to fall into the last of those categories, so I'll ask again:

A couple of days ago, I had just ftp'd dmjgif, the .gif --> spectrum converter, and was moving a file from d: to e:. I get an alert box that says drive e: doesn't exist. When I open up the directory window for d: the next time, all of the files that used to be in e: now are showing up in d:, and the files that were in d: appear to be gone!

The system auto-booted fine, and my FSMGDOS stuff was on d:, so the files seemed to be intact, but I couldn't access them. Some helpful people suggested I try the ICD accesory and try to shuffle the partitions around. Didn't help. The I used ICDFORMAT to look at the partitions. The d: partition was still there, but it's volume name was gone. I tried to rewrite the partition info, but that didn't help.

I got frustrated and re-formatted and re-partitioned the whole thing. I started to restore the files, when I thought I'd boot FLASH and check my mail. Two bombs. I tried some others. All the executables give two bombs when launched from the desktop. I looked at some of the ascii files, and they appeared to be intact. I erased everything and started over.

Before I began to restore everything, I used the HDUTIL to set up for autoboot off of c:. The .SYS file on c: got written just fine, but it wouldn't boot. At this time I gave up and started writing this plea for help.

Sorry about the long-windedness, but I didn't want to leave out any (potentially important) steps.

Many thanks to those who responded the first time, and many thanks in advance to those who espnd to this,

deskt
--
+---+
John Thaanum thaanuj@prism.cs.orst.edu
"A better tomorrow takes your best today..." -Triumph
+---+

2847. Re: MiNT's copyright status (was: MiNT and MTOS)

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 00:57:16 UTC
From: ziggy@grafted.UUCP
Message-ID: <6PLyHB1w161w@grafted.UUCP>
Source record: 224410

<ONM07@DMSWWU1A.BITNET> writes:

> Coming back from the CeBit fair in Hannover: the rumour, that Atari
> uses MiNT as multitasking kernel for their new MultiTOS turned out to
> be TRUE. They showed it on large 29 inch color monitors :-)
>
>
But how could you tell???
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

2848. Re: Printing from PCDITTO I

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 04:07:48 UTC
From: steveg@cseic.saic.com
Message-ID: <5794819@MVB.SAIC.COM>
Source record: 224251

As far as I know, you can't use either of the SLM804/605 emulators
(Diablo, Epson) from a software based emulator like PC-Ditto or
Spectre GCR as they kick TOS out of the system when they start up.
When TOS goes, so do any auto programs or DAs. Spectre allows
printing to the SLM with its OWN driver that emulates an imagewriter
(very slow - I'm still waiting for someone to do an Ultrascript to SLM
from within Spectre program). Sounds like your
Diablo-->disk/reboot/print solution is the way to go. With GCR I go
postscript-->disk/reboot/print via Ultrascript.

--
Stephen Goldstein steveg@cseic.saic.com
My first Atari system? A 24K Atari 800, Rev. A ROMS, C(not G)TIA graphics
Currently: Mega 4, ICD AdSpeed 16Mhz Accelerator, SLM804 Laser, Spectre GCR
Disclaimer: That's not what I said.

2849. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 04:50:13 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Mar21.045013.27760@usenet.ins.cwru.edu>
Source record: 224492

```
- Yah, its true. There are allready boards for the Amiga that give
- you 32MB, 64MB, or 128MB of RAM. Quite costly however.

Yep. Everyone seems to forget the TT can have 128MEG of FAST-RAM...
It wouldn't make sense for Atari to limit their new computers to less
RAM...
--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18
```

2850. Re: Formatting PC-readable disks on older STs

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 05:13:21 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Mar21.051321.28460@usenet.ins.cwru.edu>
Source record: 224482

In a previous article, fergus@areaplg2.corp.mot.com (George Fergus) says:

>
>It is strange that no one ever wrote a program that would just add an
>MS-DOS-compatible boot sector to any 720K Atari disk. This can be done,
>even when the disk is already formatted and has data on it!
>
>I know that DC FORMATTER does this, but Double-Click doesn't seem to
>want to publicize the fact. Perhaps the only hackers left in the ST
>world are the ones who hate MS-DOS and refuse to have anything to do
>with it? Or they've all upgraded to TOS 1.4 and no longer care...
>
>-George
>
I noticed I sometimes had trouble with disk that weren't originally
formatted with DC Format.

Just put "EB3490" with a sector editor in the first part of the bootsector.
That will make it readable.
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

2851. For Sale: VideoKey

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 05:57:17 UTC
From: Vinay.Julapalli.Rao@fquest.FidoNet.Org
Message-ID: <701368766.10@fquest.FidoNet>
Source record: 224480

Organization: Rice University

For Sale:

Pratical Solution's VideoKey
- This is a RGB to NTSC converter (converts to RF and composite video).
- It also has audio out ports for connection to an stereo amplifier system.
- Excellent in low resolution and very good in medium when hooked t

2852. PostScript interpreter (news release)

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 07:56:48 UTC
From: steve@thelake.mn.org
Message-ID: <A253237365@thelake.mn.org>
Source record: 224498

I ran across the following news release. I haven't seen the product.

CompoScript

Goldleaf Publishing, Inc. is proud to announce the arrival of
CompoScript, the state of the art PostScript interpreter for your
Atari ST/TT. CompoScript enables you to print PostScript files on
non-PostScript printers. In addition, a PostScript file can be shown
on the screen and there is an option to convert it to a graphic file,
so that you can subsequently import it into a graphics or DTP program
which does not support PostScript.

If you use DTP, Text, CAD, Graphics, Music Notation or Presentation
software, then you will almost certainly benefit from CompoScript.
Many programs can produce PostScript files, and by using CompoScript
you know you will get the best quality possible, both on screen and
printer. If you use programs on other operating systems, such as
Macintosh, MS-DOS, Amiga, or Windows, you can save your files to disk
and print them with CompoScript, providing flexibility and compatibility.

CompoScript obsoletes other PostScript interpreters with its
amazing features :

Compatibility - high degree of compatibility means no specialized
fonts or customizing your software for the interpreter;

Flexibility - CompoScript can be configured to automatically print
selected files without any user input, and automatically delete
files after printing. It can drive your printer directly or
through the operating system. You may configure memory usage and
the built-in virtual memory, and edit resolution for file
conversion or screen display; even edit screen angle and
frequency for grey scale output!

Typefaces - CompoScript uses hinted PostScript Type 1 fonts, the
highest quality font format available. It includes the standard
35 font set (designed by Bitstream) and not only can these fonts
be used by other applications, but any Type 1 font may be used in
CompoScript as a built-in font, simply by telling CompoScript the
font location! In addition, the entire Bitstream Typeface Library
of Type 1 fonts is available - over 1000 fonts!

Screen Preview - Optionally view your file onscreen, at any
resolution up to 600 dpi. Then press a key to immediately print

the file.

File conversion - Convert PostScript files or clip art to GEM Image (.IMG) or TIFF, popular file formats supported by almost all applications.

Font Control - Define or edit font aliases for printing files with fonts you don't own, or for changing font definitions.

Printer Support - CompoScript supports the following printers :
Atari SLM 804/605 laser printer
Epson, Star, NEC, Panasonic, OKI, Seikosha & compatible
9 & 24 pin printers
Canon BubbleJet and compatible bubble jet printers
HP DeskJet, DeskJet Plus, and DeskJet 500 ink jet printers
HP, Epson, NEC and compatible laser printers

CompoScript supports 360x360 dpi printing, data compression, and unidirectional / bidirectional printing for printers that include these features.

Price - Despite it's incredible feature list, CompoScript has a SRP of only $349.95.

CompoScript runs on any Atari ST/STe/TT with at least one megabyte of memory and a hard disk. For more information, please contact us.

Goldleaf Publishing, Inc.
700 Larkspur Landing Circle Suite 199
Larkspur California 94939
Tel : 415/257-3515
Fax : 415/454-8106

*** SETTING NEW STANDARDS ***

2853. Joppa FAX software

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 08:03:08 UTC
From: steve@thelake.mn.org
Message-ID: <A274995317@thelake.mn.org>
Source record: 224265
Body handling: HTML body converted to readable text

Here's an edited transcript of a GEnie realtime conference (RTC)
about Joppa FAX software for the ST. It's more than 28K, so skip
this now if you're not interested.

==========
(C) 1991 by Atari Corporation, GEnie, and the Atari Roundtables. May be
reprinted only with this notice intact. The Atari Roundtables on GEnie
are *official* information services of Atari Corporation.

To sign up for GEnie service, call (with modem) 800-638-8369. Upon
connection type HHH (RETURN after that). Wait for the U#= prompt. Type
XJM11877,GEnie and hit RETURN. The system will prompt you for your
information.
==========

March 18, 1992

<[Sysop] JEFF.W>
On behalf of the Atari ST Roundtable, I welcome all of you to the Joppa
Software RealTime Conference. Before getting started, some business
about how an RTC works.

While the RTC room is in Listen-Only mode, you can only address our guest
when I let you talk.

To get my attention, just /RAIse your hand. Just enter this from your
keyboard: /rai

I'll acknowledge your raised hand as soon as I can, but please be
patient. I -WILL- let you know when your turn is coming up.

Some other RTC commands are:

? - Lists all RTC commands.
/sta - Status (list) of everyone in
the RTC room.
/exi - Exit the RTC, but you remain
logged onto GEnie.
/bye - Log off of GEnie directly from
the RTC.
/rai - Raise your hand. Lets me know
you wish to address our guest.

And now, let's get started.

In this world of instant access and communication, FAX machines have
become a necessary tool of business.

With the growing popularity and increasing affordability of FAX machines, they are turning up in more and more households all the time.

Personally, it knocks me out that I can order a pizza by sending a fax! It probably won't be too much longer before FAX machines become as common place as telephone answering machines.

But with modems, computers, answering machines, caller ID boxes, and FAX machines all vying for your consumer electronics dollars (not to mention desk and counter space), it's no small wonder that some of these products are being integrated. Which brings us to FAX modems for computers and tonight's Conference guests:

Joining us tonight are Mark Carver and Charles Smeton of Joppa Software.

Joppa has been marketing a Receive Only Fax/Data modem/software package called JOPPA FAX and now they are about to release a new software product called "Straight FAX", a send and receive software package for Atari computers and Class 2 compliant FAX/Modems.

"Straight FAX" is expected to debut at the TAF Show in Toronto next month, but Mark and Charles are here with us now to give us a preview of a product that many have been impatiently waiting for on the Atari computer platform.

And one lucky attendee this evening will win a free copy of "Straight FAX" later on courtesy of Joppa Software, so make sure to stick around!

Welcome, Mark and Charles! Thank you for being with us tonight. Before I open the room to questions, do you have any opening remarks you'd like to make?

<[Joppa-Tech] C.S.SMETON>
Yes one sec...

Joppa Software Development proudly announces...STraight FAX!

Send/Receive FAX Software for the Atari ST/TT Computers

Manufacturer's Suggested List Price $89.95

The STraight FAX! software works with industry standard "Class 2" compliant FAX/modems to bring Group III send and receive FAX capability to the Atari ST/TT Computers. STraight FAX! can also work with Send FAX modems that comply to the Sierra SendFAX command set, to provide Group III send FAX capability to the Atari ST/TT Computers.

STraight FAX! Features
======================

Compatible with all Atari ST/TT Computer models:

- 1 Megabyte of RAM Required
- 2 Megabytes of RAM and a Hard Drive Recommended.
- Shielded RS-232 cable required.
- Compatible with Class 2 Compliant Send/Receive FAX modems.

- compatible Send/Receive FAX Modems include:
- Supra 96/24, 96/96 and 14.4/14.4 FAX modems
- Zoom FMC 9624
- other Class 2 Compliant modems based on the Rockwell chipset
- Compatible with Send FAX modems that use the Sierra SendFAX command set.
- compatible Send FAX Modems include:
- Zoom and Zoom Generic 4800 baud Send FAX modem
- Zoom and Zoom Generic 9600 baud Send FAX modem
- Joppa FAX! SF-01 4800 baud Send FAX modem
- Joppa FAX! SF-02 9600 baud Send FAX modem

The STraight FAX! can be used with all standard serial ports on ST, STe, Mega STe and TT/030 computers and peripheral serial ports tat support the "Bconmap" specification for additional serial ports.

- Note: Some options are not available on serial ports that do not support all RS-232 signals.

The STraight FAX! supports all TOS versions 1.00, 1.02, 1.04, 1.06, 1.062, 2.05/6 and 3.05/6.

- Note: Supplied patch programs from Atari are required to be installed when using TOS 1.04, TOS 2.05 and TOS 3.05.

The STraight FAX! supports all supports all ST/TT graphic resolutions with a minimum screen width of 80 characters, including Moniterm and software large screen emulators.

I don't know how that came out.........

<[Sysop] JEFF.W>
It came out fine here.

<[Joppa-Tech] C.S.SMETON>
But that is a brief overview of the product.

The software allows the T/TT to send or receive FAX documents from any Class 2 compliant FAX/modem.

There are many fax/modems now available and soon available that will work with the STraight FAX!

I guess we can start taking questions.......

<[SDS] S.SANDERS2>
Does the Fax software work in the background and will there be a FSM-GDOS or Calamus driver for it?

<[Joppa-Tech] C.S.SMETON>
The FAX software does not operate in the background at this time. With the release of Multi-TOS background capability will be investigated.

Yes, there are drivers for both Calamus and FSM GDOS as well as PageStream.

<[SDS] S.SANDERS2>
Great!

<[Joppa-Tech] C.S.SMETON>
Let me add one more thing...

The software as it is written will allow scheduled outgoing FAXes while waiting for incoming FAXes, while waiting other Desk Accessories may be used. However, if these Desk Accessories block GEM events, then a scheduled FAX may be delayed or an incoming call not answered.

I have the Joppa SF-02. What upgrade path is available for me?

<[Joppa-Tech] C.S.SMETON>
Mickey we have several upgrade paths that include buying an enhanced send only version, the full software or the full software and a send/receive FAX modem.

Mark, can you give the upgrade prices?

Also, registered Joppa FAX! owners will be receiving a letter shortly with the options.

Thank you. That is all.

<[Mark @ Joppa] JOPPA-SOFT>
Ok.

Option #1 Send Only enhanced version is $20.00.

Option #2 Send and Receive Software is $40.00 and you'll need a Class 2 FAX/Modem such as the new Supra/FAX line

Option #3 is a:
BOCA Research 2400/9600 S/R FAX @ $129
Supra 9600/9600 and software @ $269.00
Supra 14400/14400 and Software @ $329.00

<[Joppa-Tech] C.S.SMETON>
These options are only for registered Joppa FAX! owners.

We are now selling the software as a stand alone product and letting the user choose from the many compatible FAX modems available.

<[Sysop] JEFF.W>
Will you also make modem/software bundles (special prices) available to new customers?

<[Joppa-Tech] C.S.SMETON>
Joppa Software Development will not, however Joppa Computer Products is another RTC. :-).

<[Lindle] L.ROMERO6>
I will be setting up a Turbo BBS real soon and will be getting a Supra Fax modem.....will I be able to put a command in my bbs so my users will have access to it (i.e. from a door)?

<[Joppa-Tech] C.S.SMETON>
Not at this time, the software will only allow FAX mode.

<[Lindle] L.ROMERO6>
Okay, Appreciate it.

<[Joppa-Tech] C.S.SMETON>
It may be possible for the BBS to detect that a FAX is calling and run
the STraight FAX!

<[Lindle] L.ROMERO6>
You mean via a fax switch?

<[Joppa-Tech] C.S.SMETON>
No, actually the modem will indicate a FAX is calling with a result code.

<[Lindle] L.ROMERO6>
Okay....will have to look in the docs for the bbs software, thanks.

can it send to a HP fax at 300 dpi?

<[Joppa-Tech] C.S.SMETON>
G.ZEPKA1, current Group III fax supports resolutions of 203 x 196 and 203
x 98 DPI. The HP may be able to scale this to 300 DPI as it prints.

This is the basic method the STraight FAX! uses to print received FAXes,
via FSM-GDOS drivers.

Thank you.

<[Sysop] JEFF.W>
What kind of file is created for the incoming fax and are software and
printer drivers provided to print them? Are you going to be a licensed
distributor of FSM-GDOS?

<[Joppa-Tech] C.S.SMETON>
The received FAX file is in the same format that outgoing FAX files are
in. It may be FAXed out as is.

The received file can be converted to .IMG format, printed via a GDOS
driver or viewed on screen at different scaling.

At this time we have a license agreement to the FAX FSM GDOS driver. You
will need to contact Atari about purchasing FSM GDOS.

<[Sysop] JEFF.W>
So, what exactly will the user need to have in addition to Straight FAX
and a compatible modem? FSM-GDOS and what else?

<[Joppa-Tech] C.S.SMETON>
FSM GDOS is required to print FAX files, however any program that can
print .IMG files can be used, since you can convert the FAX file to an
IMG file. We also support the ScanLite Desk Accessory from Dr. Bobware
for direct scanning of FAX output.

Minimum memory required is 1 Meg and we recommend a Hard Drive and 2 Meg.
We also recommend a good shielded RS-232 cable.

<[Sysop] JEFF.W>
The FAX-to-IMG feature is part of Straight FAX?

<[Joppa-Tech] C.S.SMETON>
Yes, the program will convert from FAX to IMG, so that a user without
GDOS or FSM GDOS can use Calamus or PageStream or what ever to print the
IMG file.

With Jeff asking the questions we really don't need other users.

What scanners does Scan-Lite support? Does it support the antique
Navarrone, for example?

<[Joppa-Tech] C.S.SMETON>
ScanLite supports Migraph, Golden Image, DAATAScan and Geniscan Hand
Scanners. We are researching support of full page scanners such as the
Canon/Navarone.

Thanks, that is all for now.

<[Joppa-Tech] C.S.SMETON>
If anyone has the technical information on any full page scanner let us
know.

would U tell me what U need to use this software i.e.; supra 2400 and...
etc.? what reads the fax that U send what prints the fax U receive. I am
a electronics tech. not a comp or comm tech. and I am fairly new to modem
world.

<[Joppa-Tech] C.S.SMETON>
OK, the program will take IMG, DEGAS, ASCII Text files and convert them
to a format we call FAX format, this file can then be sent to any Group
III FAX machine.

Received FAX files may be viewed, converted to IMG format or printed via
a GDOS or FSM GDOS printer driver.

Compatible FAX modems include all Class 2 compliant FAX modems such as
the Zoom and Supra.

Also, this is not 100% official but the FONT GDOS program and the
available printer drivers should be available very soon.

<[Sysop] JEFF.W>
Anything else, CN?

So a group III mach. does the send/rec through a zoom/supra and you need
nothing else.

<[Joppa-Tech] C.S.SMETON>
The FAX machine on the other end does not know what type of FAX/modem you
are using.

The FAX/Modem and ST/TT call the destination FAX just as a real FAX machine does. Receive is the same thing, but in the opposite direction.

You go from your ST via Zoom/Supra to a Group III FAX machine and vice-versa.

we seem to be talking a different lang. so I will wait until it is out and on the dealers shelf.

<[Sysop] JEFF.W>
The FAX/Modem, software, and computer take the place of an actual FAX machine on your side, CN. Anything else?

<[Joppa-Tech] C.S.SMETON>
You do not need a FAX machine on your end, that is what the STraight FAX! program and FAX/Modem function as.

Thank you.

<[Dr. Bob] W.PARKS3>
Charles, John, with the plethora of FAX-modems available is there something that we should look for in the way of compatibility or can we safely (or near-safely) assume that just about all the FAX-modems we see advertised would work?

oops- that was supposed to be "Charles, Mark" ... sorry ;-)

<[Joppa-Tech] C.S.SMETON>
Good Question. The latest technology FAX/modems will indicate that they comply with an EIA/TIA standard. STraight FAX! supports FAX/Modems that are "Class 2" compliant, this is an EIA/TIA standard.

Some FAX modems also support an older standard called "Class 1". This is not supported at this time, but is being looked into. The new Supra FAX/modems are both Class 1 and Class 2.

There is a simple test to find out what Class a FAX/modem is:

Type AT+FCLAS=? from a terminal program.

If the response is (0,2) or (0,1,2) the modem should work.

If it says ERROR or (0,1) then it either is not a FAX/modem, an older FAX modem standard or a Class 1.

<[Mark @ Joppa] JOPPA-SOFT>
One other point about the NEW Supra line of FAX/Modems is that they will have as option at a later date of Caller-ID and Voice-Mail, which is being looked into by JSD.

<[Dr. Bob] W.PARKS3>
I see. So it would then be wise to ask the salesperson if the modem is "Class-2" compliant.

<[Joppa-Tech] C.S.SMETON>
This should be on the box, we will post a list of what we know works,

such as the Zoom, and Supra.

<[Dr. Bob] W.PARKS3>
Thanks.

Charles, is there some form of redundancy checking in the FAX modems?
How well does this reduce the effect of line interference?

<[Joppa-Tech] C.S.SMETON>
Current Group III FAX does not support a block protocol with error
checking such as Zmodem, Xmodem, etc.

Thanks.

<[Joppa-Tech] C..SMETON>
Group III FAX has a self recovery algorithm that allows a raster line to
be lost because of line noise, but it re-syncs on the next line. We have
a special method of compensating for line noise of this type, to enhance
the image. We also have a clean up algorithm to remove stray dots from
the image.

Can I send/Save Faxes directly from programs like Pagestream?

<[Joppa-Tech] C.S.SMETON>
The printer drivers that we supply for PageStream, Calamus and GDOS
programs allow you to print to disk from these apps directly as FAX
files. You then exit the app and run STraight FAX! to send out the FAX
file(s).

The quality of computer generated FAX files is quite nice. It is not far
behind a Laser Printer.

Great! Where can I get one?

<[Mark @ Joppa] JOPPA-SOFT>
Joppa Software Development's new address is:

PO Box 214
Dallastown, PA 17313-0214
(717)428-3231 / (717)428-0424 FAX

<[Sysop] JEFF.W>
That all for you, CB?

Yes, Thanks!

<[Sysop] JEFF.W>
We'll take another question, then pause briefly to give away a copy of
Straight FAX.

If I have A SEND/RECEIVE FAX modem; do I only need the software or do I
have to send you the modem?

<[Joppa-Tech] C.S.SMETON>
Yes, if it is Class 2 compliant you only need the software.

Use the test listed previously or Call us and tell us what FAX/modem you have. We will step you through the method to verify it.

Thanks.

<[Sysop] JEFF.W>
Okay, now for the neat stuff. Thanks to Joppa Software, we have a copy of Straight FAX (the software only, no modem) to give away.

You will need your own hardware so if you don't plan on buying a fax modem, please let the others have a chance to win.

<[Joppa-Tech] C.S.SMETON>
Jeff, this will be sent to the winner once the product ships on April 7th.

<[Sysop] JEFF.W>
Good point, Charles.

Here's what we'll do...

I'm going to ask a question and you have to answer it. Everyone will have a chance to type in their guesses before I take the room out of Listen Only mode.

The first person whose correct answers show up will win. Mark and Charles will be the judges of who has answered correctly.

Remember, type in your answers, but don't hit ENTER until you see the room has been opened up for talking.

Now the question...

Name three (3) features of the Straight FAX software package.

JEFF.W> I'll give you 20 more seconds from now before I let y'all fire away with your answers.

[Twenty seconds later...]

Room is now in the talk mode.

Kidpublisher Professional, Kidpainter, Super Kidgrid...

send, receive, store F

Receive Capability, All Class 2 MOdems, GDOS or FSM GDOS Printout

Send and receive faxes, convert img

SEND, Receive, transmit pagestream on

<[Dr. Bob] W.PARKS3>
It works with ScanLite!
It works with ScanLite!
It works with ScanLite!

That's three for me! ;-)

It does the dishes? :)

<[Joppa-Tech] C.S.SMETON>
It looks like J.D.BARNES is the winner, what do you think Mark?

<[Mark @ Joppa] JOPPA-SOFT>
I guess it's JD Barnes.

<[Joppa-Tech] C.S.SMETON>
Congrats JD

<[Sysop] JEFF.W>
Congrats, JD!

Congrats JD

Congrats, JD

Thanks, you made it too easy.

Gosh...

You mean it don't do the dishes?

:)

<[Sysop] JEFF.W>
I think Dorothy and Dr. Bob had good answers too, but not quick enough.

<[Joppa-Tech] C.S.SMETON>
Well JD, if you give you name and address to us privately we will send it
out when it ships.

YO! My answer was first!

<[Sysop] JEFF.W>
JD...Send email with your mailing address. Congrats again!

Now we'll resume...

Hello, I purchased a Joppa FAX modem & Just the FAX software about a year
ago and they have performed very well (unsolicited testimonial).

What upgrade path are you offering to Owners of Just the FAX and what are
the upgrade procedures?

<[Joppa-Tech] C.S.SMETON>
Thank You.

The upgrade options were presented earlier in the conference, we will
have a transcript and a Press Release with the full details.

You can call us at the number listed and also we will be sending out
letters to the current owners.

<[Mark @ Joppa] JOPPA-SOFT>
Also, please make sure the registration card is sent in, we have more out
then registered.

<[Sysop] JEFF.W>
Anything else, Bob?

I ALWAYS send my registration cards in :-) That's all thanks.

<[Dr. Bob] W.PARKS3>
First, off: Happy Birthday, Jeff! Many returns!

<[Sysop] JEFF.W>
Thank you, Dr. Bob!

<[Dr. Bob] W.PARKS3>
Mark & Charles, you'd mentioned that FSM-GDOS is required for printing
and we covered that pretty well, I don't mean to repeat anything.

BUT.... did I see mentioned that ordinary old regular GDOS will work too?

<[Joppa-Tech] C.S.SMETON>
Yes, if you have a older style FSM driver.

<[Dr. Bob] W.PARKS3>
How about good ol' G+Plus?

<[Joppa-Tech] C.S.SMETON>
Also the newer FSM Drivers will function with the older GDOS and
compatibles.

The FAX FSM Driver we include will work with ANY GDOS

<[Dr. Bob] W.PARKS3>
Ok thanks. That's ALL FOR ME.

<[Joppa-Tech] C.S.SMETON>
The only problem for the non-FSM GDOSes is a source of bit mapped fonts
at the proper resolution.

Happy B-day, Jeff. Now my questions:

Since I just got here, I'm probably asking things that have previously
been answered. In order to use this, do I simply need the software and a
SEND/RECEIVE FAX modem? About how much would a set up like this cost?
Will it work with ANY printer? And, will it work with ALL Atari
machines?

<[Joppa-Tech] C.S.SMETON>
If everyone will pause a moment i will upload some more tech info........

The STraight FAX! User Interface Features:

- Full GEM Application
- Drop Down Menus with keystroke command equivalents.
- On screen movable Function Key Bar for most common commands.
- Context sensitive On-line Help available by pressing Help Key.
- Popup Menus make system preferences easy to choose.
- Optional sound effects.
- Enhanced Dialog Box Interface:

Alternate Key button selection
Arrow Key selector list movement
Position Text cursor with mouse over any character of any text edit field.
Undo Feature
Insert/Type over Text entry modes.
Delete to end of Line
Insert any GEM character using Alternate Key and Numeric Key Pad (on any TOS version).

FAX Features:

- Supports from 2400 to 14400 Baud Send and Receive FAX rates (maximum baud rate depends on the FAX/Modem utilized).
- Fine Resolution (203 x 196 DPI) and Normal Resolution (203 x 98 DPI) FAX modes supported.
- Tone or Pulse Dial.
- Full control of FAX Modem speaker and speaker volume.
- Displays 20 character FAX Identification string of Remote FAX.
- Allows specification of 20 character FAX Identification that is sent to remote FAX.

Send FAX Features:

- 100 Number FAX Dialing List.
- Automatic Cover Page Generation.
- Multi-Page FAX Documents of up to 255 pages.
- ASCII, Image and DEGAS file formats supported.
- Full GEM Character set supported for ASCII to FAX conversions.
- Send Logs indicates status of all FAX documents transferred.
- Broadcast FAX documents to up to 100 destinations per FAX document.
- Schedule FAX transmission at a delayed time.
- Schedule up to 30 Multi-Page Multi-Destination FAX documents for delayed transmission.
- Scale Image/DEGAS files during conversion with page positioning options.
- Automatic optional Page Heading added to the top of each page.
- Automatic Redial upon busy or failed FAX transfer.

Receive Features:

- Receive Logs indicates status of all FAX documents received.
- Automatic Receive FAX can be active while waiting for scheduled outgoing FAX documents to be transmitted.
- Manual FAX Receive.

FAX View Features:

- View up to a total of four Image, DEGAS or FAX files each in a separate GEM window.
- Reduced 50% size view.
- Stray pixel clean up.
- Save portion of graphic in view window as an Image or FAX file.

- Auto correction of detected errors in received FAX (due to line noise).
- Scan into a window using a Hand Scanner and Dr. Bobware's ScanLite (Migraph, Golden Image, DAATAScan and Geniscan Hand Scanners supported).

Printing Features:

- Print Image or FAX files to any printer supported by user supplied GDOS or FSM-GDOS printer driver (GDOS, GDOS compatible, FONT-GDOS, or FSM-GDOS required along with the appropriate printer driver).
- Special support for Atari Laser Printers (SLM-804/SLM-605).
- Convert FAX Files to Image format with optional GEM metafile for printing via GEM OUTPUT program or importing into any application that supports Image format files.
- Auto correction of detected errors in received FAX (due to line noise).

Printer Drivers:

- "Print to Disk" FAX Files from the following applications:
- Calamus 1.09x
- Calamus S/SL
- PageStream 1.8x
- PageStream 2.1
- FSM-GDOS driver for applications that support GDOS or FSM-GDOS printing.
- Printer driver output file path set program/desk accessory allows the destination FAX filename to be set any valid file path.

Utilities:

- Time Set Utility for ST's without battery backed clock.
- Line Impedance Trimmer adjustment utility for Send FAX modems.

OK that's it!

<[Joppa-Tech] C.S.SMETON>
any more questions?

<[Sysop] JEFF.W>
Jeff - Did that answer your questions? Anything else?

I saw it said 'works with any TOS', does this include the new Multi-TOS?

<[Joppa-Tech] C.S.SMETON>
Multi-TOS has not been released yet. It may or may not work. We try to follow all the rules and work closely with Atari.

BTW, I would like to thank Atari's Bill Rehbock and Mike Fulton for helping us get the FSM driver built.

<[CANUK] B.KLASSEN>
Hi, will this software work with UIS III, Multi-desk?

<[Joppa-Tech] C.S.SMETON>
Yes, we have tested many other utilities and there should be no problem.

One utility that caused a problem has been the Neodesk Control Panel, however.

<[CANUK] B.KLASSEN>
Will it work as a Desk Acc?

<[Joppa-Tech] C.S.SMETON>
Currently it is a program, a desk accessory version would be made available, but it will require 2+ megs of RAM

<[CANUK] B.KLASSEN>
How about a TT with 8MB? more when I put in the RAM!

I assume it will work in TT MED!! (hope!)

<[Joppa-Tech] C.S.SMETON>
TT/030 should be fine. We will announce enhancements like Desk Accessory and Multitasking when available.

The program requires a graphics mode that supports 80 columns minimum.

<[Sysop] JEFF.W>
Okay. It's time to draw this RTC to a close.

I want to thank Charles and Mark for being with us tonight and everyone who attended.

Congratulations again to J.D. Barnes, our Straight FAX winner.

Any closing words, Charles?

<[Joppa-Tech] C.S.SMETON>
Yes...

We thank the owners of our earlier products (Joppa FAX!) and look forward to April 4th and the debut of the STraight FAX!

As we now say.......

Get the
STraight FAX!
for your Atari ST/TT Computer!

Thank You.

2854. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 11:04:24 UTC
From: d91jn@efd.lth.se
Message-ID: <1992Mar21.110424.7178@lth.se>
Source record: 224448

frank@dec16.informatik.uni-wuerzburg.de (Stefan Frank) writes:
>
>> As you see the price is VERY low, but on the other hand - there are
>>no programs to it, and there will never be.
>
>That sounds strange to me! Six month ago, Atari Germany offered me a
>ATW with 5 Transputers and 48MB SCSI HD for 12000 DM (more than USD 8000)!!
>Of course, I didn't buy one, but it's something like a joke...

A few people have told me that ATari UK still sell ATW. Is the same true for
Atari Germany? Can one find program there? My friends would love to get a
Occam-compiler, can Atari Germany/UK fix that??

/Jerker
--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

2855. Re: WANTED: benchmark program sources

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 11:23:18 UTC
From: hohr@cernvax.cern.ch
Message-ID: <10088@cernvax.cern.ch>
Source record: 224439

```
In article <1992Mar20.191538.9557@informatik.uni-erlangen.de|
lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:
|Hi folx,
|
|I need the sources of some benchmark programs, like
|MIPS, whetstone, drystone, or other interesting ones.
|
|Are these sources ftp'able ?

Contact Reinhold P. Weicker at Usenet: ..!mcvax!unido!estevax!weicker

Regards.

|---
| Larry
|
|+-----------------------------------------+-----------------------+
|| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
|| Lars "Larry" Michael +---+-----------------------+
|| Graduate Student of Computer Science | Live's a piece of shit, |
|| at University of Erlangen/Germany | when you look at it. |
|+--------------------------------------+-------------------------+

Roger hohr@cernvax.cern.ch
```

2856. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 11:58:12 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Mar21.115812.20732@terminator.cc.umich.edu>
Source record: 224438

```
drwxrwxr-x atari 1024 Mar 15 21:10 .
drwxrwxr-x jon 5120 Mar 15 22:44 ./games
drwxrwxr-x jon 1536 Mar 15 22:47 ./languages
drwxrwxr-x weiner 1024 Mar 15 22:38 ./applications/math
drwxr-xr-x weiner 512 Mar 15 22:38 ./applications/math/anleit
drwxrwxr-x atari 1024 Mar 17 07:13 .
drwxrwxr-x jon 5120 Mar 16 08:04 ./games
-rw-rw-r-- weiner 10297 Mar 16 08:05 ./games/Index
-rw-r--r-- weiner 57714 Mar 16 08:04 ./games/robugs13.zoo
-rw-r--r-- weiner 11945 Mar 16 09:06 ./utilities/Index
drwxrwxr-x jon 3584 Mar 16 08:59 ./graphics
-rw-r--r-- weiner 36769 Mar 16 08:59 ./graphics/fantasia.zoo
-rw-r--r-- weiner 10136 Mar 16 08:59 ./graphics/spiro_gr.zoo
-rw-r--r-- weiner 6979 Mar 16 09:01 ./graphics/Index
-rw-r--r-- weiner 25819 Mar 16 08:45 ./graphics/elmrsesn.zoo
-rw-r--r-- weiner 21374 Mar 16 08:45 ./graphics/tuxntail.zoo
drwxrwxr-x jon 1536 Mar 16 08:59 ./music
-rw------- weiner 28318 Mar 16 08:59 ./music/chip_mus.zoo
-rw-rw-r-- weiner 376789 Mar 16 08:56 ./music/inst_22k.zoo
-rw-rw-r-- weiner 138556 Mar 16 08:56 ./music/inst_33k.zoo
-rw-rw-r-- weiner 620670 Mar 16 08:57 ./music/inst_od1.zoo
-rw-rw-r-- weiner 358808 Mar 16 08:57 ./music/inst_od2.zoo
-rw-r--r-- weiner 12352 Mar 16 08:01 ./music/sync_swt.lzh
-rw-r--r-- weiner 2104 Mar 16 09:05 ./music/Index
drwxrwxr-x jon 2048 Mar 16 08:42 ./telecomm
-rw-r--r-- weiner 27324 Mar 16 08:42 ./telecomm/gemkermit.arc
-rw-r--r-- weiner 3462 Mar 16 08:43 ./telecomm/Index
drwxrwxr-x jon 3072 Mar 16 13:43 ./diskutils
-rw-r--r-- weiner 11776 Mar 16 13:43 ./diskutils/metados2.lzh
-rw-rw-r-- weiner 6033 Mar 16 13:44 ./diskutils/Index
-rw-r--r-- weiner 19685 Mar 16 08:49 ./diskutils/ghost.arc
-rw-rw-r-- weiner 6029 Mar 16 09:08 ./applications/Index
drwxrwxr-x weiner 1024 Mar 16 08:55 ./applications/math
-rw-r--r-- weiner 20098 Mar 16 08:55 ./applications/math/turbofac.zoo
drwxrwxr-x weiner 512 Mar 16 08:00 ./applications/finance
-rw-r--r-- weiner 44672 Mar 16 08:00 ./applications/finance/tax91ldw.arc
drwxrwxr-x weiner 512 Mar 16 09:07 ./applications/wordproc
-rw-r--r-- weiner 44672 Mar 16 09:07 ./applications/wordproc/stwel45.arc
drwxrwxr-x jrd 4096 Mar 16 09:11 ./8bit
-rw-rw-rw- jrd 36761 Mar 16 09:11 ./8bit/bashdrum.arc
drwxr-xr-x jrd 512 Mar 16 09:11 ./8bit/demos
-rw-rw-rw- jrd 41989 Mar 16 09:11 ./8bit/demos/raindemo.arc
drwxrwxr-x jon 1536 Mar 16 08:44 ./printing
-rw-r--r-- weiner 10643 Mar 16 08:43 ./printing/prntcms2.lzh
```

```
-rw-rw-r-- weiner 2919 Mar 16 08:45 ./printing/Index
drwxrwxr-x weiner 512 Mar 16 07:54 ./sound/players
-rw-r--r-- weiner 78769 Mar 16 07:54 ./sound/players/play20.zoo
-rw-r--r-- weiner 2521 Mar 16 07:55 ./sound/Index
-rw-rw-r-- weiner 130615 Mar 17 07:13 ./Index
drwxrwxr-x weiner 512 Mar 16 08:52 ./tt
-rw-r--r-- weiner 16996 Mar 16 08:52 ./tt/rr_11h.lzh
-rw-rw-r-- weiner 566 Mar 16 08:53 ./tt/Index
drwxrwxr-x weiner 1024 Mar 17 07:11 ./mint
-rw-rw-r-- weiner 2148 Mar 17 07:12 ./mint/Index
-rw-r--r-- weiner 70835 Mar 17 07:10 ./mint/mntinc19.zoo
-rw-r--r-- weiner 176076 Mar 16 21:39 ./mint/tcsh.zoo
-rw-r--r-- weiner 221770 Mar 17 07:10 ./mint/mntlib19.zoo
-rw-r--r-- weiner 203528 Mar 17 07:10 ./mint/mntolb19.zoo
drwxrwxr-x weiner 512 Mar 16 08:50 ./emulators
-rw-r--r-- weiner 637 Mar 16 08:51 ./emulators/Index
lrwxrwxrwx weiner 22 Mar 16 08:50 ./emulators/ghost.arc -> ../diskutils/ghost.arc
-rw-rw-r-- weiner 59447 Mar 16 13:47 ./ls-lR.Z
-rw-rw-r-- weiner 60403 Mar 17 07:13 ./CompInd.Z
drwxrwxr-x atari 1024 Mar 17 11:55 .
drwxrwxr-x jon 1536 Mar 17 11:53 ./languages
-rw-r--r-- weiner 122221 Mar 17 11:52 ./languages/j_41_st.zoo
-rw-rw-r-- weiner 3540 Mar 17 11:54 ./languages/Index
-rw-rw-r-- weiner 6033 Mar 17 18:03 ./applications/Index
drwxrwxr-x weiner 512 Mar 17 18:02 ./applications/persutls
-rw-r--r-- weiner 142548 Mar 17 18:02 ./applications/persutls/atz234d.zoo
drwxrwxr-x jon 1536 Mar 18 21:05 ./languages
-rw-r--r-- weiner 202694 Mar 18 21:05 ./languages/modula2.zoo
drwxrwxr-x jon 512 Mar 21 00:33 ./magazines
drwxrwxr-x jon 2560 Mar 21 00:32 ./magazines/streport
-rw-r--r-- weiner 64317 Mar 21 00:32 ./magazines/streport/str811.txt.Z
drwxrwxr-x jon 2048 Mar 21 00:32 ./magazines/znet
-rw-r--r-- weiner 43310 Mar 21 00:32 ./magazines/znet/znet9211.txt.Z
drwxrwxr-x weiner 1024 Mar 21 00:31 ./mint
-rw-rw-r-- weiner 2099 Mar 21 00:32 ./mint/Index
-rw-r--r-- weiner 238528 Mar 21 00:29 ./mint/mint093b.zoo
-rw-r--r-- weiner 275317 Mar 21 00:29 ./mint/mint093s.zoo
-rw-r--r-- weiner 168708 Mar 21 00:29 ./mint/mntutl93.zoo
```

2857. MiNT 0.93

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 12:51:10 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Mar21.075110.1067@uwovax.uwo.ca>
Source record: 224432

MiNT 0.93 is now available for anonymous FTP from atari.archive.umich.edu.
The files are: mint093b.zoo (binaries) and mint093s.zoo (sources).
Docs are included with both files. The new version has a lot of bug fixes,
some more compatibility enhancements, and (of course) some new features like
better cursor key support.

I've also uploaded a revised set of utilities (mntutl93.zoo). If you already
have the MiNT 0.9 utilities (mntutl9b.zoo) then you won't need these, since
the new/changed utilities are included in the MiNT 0.93 archive; mntutl93
is there only for people who are getting the utilities for the first time.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

2858. Full kermt (command line version) wanted

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 13:20:52 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Mar21.132052.21306@vlsi.louisville.edu>
Source record: 224404

I'm looking for a full kermit (preferably the modified source for such) that supports sliding windows, extended packets, server mode, and all that jazz. I'm looking for a non-gem version that can simply be launched from a CLI, do it's work and exit. VT100 emulation would be nice but not necessary. These things exists for those (inferior) PC-Clones. Is there one for the ST?

Thanks and all that.

Robert Royar

2859. TimeWorks DTP 2.0 ???

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 13:28:53 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Mar21.132853.21437@vlsi.louisville.edu>
Source record: 224437

Is this really available for the ST? Where can I find out? I have the PC version at work and would love to be able to transfer from home to there because I've got a much better printer in the office, but the olde TW DTP compatibility was file format only--fonts were sized differently and required a lot of work to reformat an eight-page newsletter.

Robert Royar

2860. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 14:45:50 UTC
From: wabe@ukc.ac.uk
Message-ID: <700@hobby.ukc.ac.uk>
Source record: 224406

In article <10213@ncrcan.Canada.NCR.CA> bgervin@ncrcan.Canada.NCR.CA () writes:
>
>
>Could somebody please tell me, if you know, what an ATARI ATW 800 and
>about how much one of these is worth. It seems to be some sort of ST.
>It accepts an SM1224 Monochrome monitor (and probably also a color), accepts
>Atari Floppy Input, has one floppy built in, has a SCSI built in, has
>MIDI IN/OUT Ports, RS232C, PARALLEL and what looks like a MEGA Keyboard
>INPUT (RJ11 Jack). It is housed in a very heavy big tower case with a
>make shift ATARI Sign on it. It boots up in GEM, although without a
>MEGA Keyboard I can't examine it much further.
>
You describe the Atari Transputer Workstation which, at one time
was planned for volume production - specialising particularly in Fast
Graphics or anything demanding fast floating point numbercrunching power.
The SCSI port would also be useful - but nowadays you get those on the
Mega STE's

> Deleted description of boards etc.
>
>The third board on the very bottom is about twice the size as the ATARI Board.
>It is labelled ATW800 by Pelicon or something in England. It has an INMOS
>chip and what looks to be 4 Megs of SIPPS. Off of this board are 4 ports
>labeled Link 0 thru Link 3. Also coming off the 1st or 2nd board are
>BNC Connectors, 3 Labelled R, G and B and a fourth unlabeled.
>
For Pelicon, read Perihelion (the hardware Co. was based in Cambridge
England (Richard Miller, now with Atari USA used to be one of their team
and the "boss" was Jack Lang). This company was charged with developing the
ATW. They developed Transputer Boards (called Farmcards) to house the
Inmos T-800 Transputers (you describe such a board - and the links are the
four T-800 links). Initially they housed these in what was called a
Polyhedron - we bought one in 1987 or so with 21 T-800 on board for the
purposes of parallel Molecular Dynamic simulations. This continues to
serve us well - when all T-800's are going in parallel we have the
equivalent of about 20 MegaFlops (or about half the speed of an old Cray 1-S
Supercomputer). Of course, since then there are better, faster transputers
- which are also used in our field of research. Oh, I mustn't forget the
Software side of Perihelion which still exists (based at Shepton Mallett
England). I "think" the team there were headed by Tim King & included
Charles Grimshaw and others. They developed the "Helios" operating system
for Transputers - a Unix-like system that used Parallel C and Parallel
Fortran. We had the earliest version of Helios for our Polyhedron and,
as we were not interested in Graphics or Communications, our interfacing

requirements were adequately met be a simple Kuma Board. The interfacing program (called SERVER.PRG) was I believe compiled uniquely for us by Perihelion Software. Suffice to say after many teething problems (which was to be expected I suppose) we got our system working very well for our rather specialist kind of Application. Perihelion Software continue to support Helios - but now concentrate mainly on PC-interfaces - for which there is a bigger market. Overall the system is quite similar to a Meiko Transputer Surface (or whatever they called it) but with a much more ambitious operating system that did not force you to work in Occam.

>The machine was made in Germany in 1989. I can maybe get a hold of five of
>these babies for sale. I believe the SCSI's to be 105 Mb NEC's. The
>power supply is switchable 110, 220 and takes a standard IBM style
>Power Cord.
>
>Any suggestions, comments, inquiries invited. Perhaps it is the lost
>Transputer?!?!

Well they are a bit out of date, but we'd like a few to enhance our Polyhedron Based system and, of course, we have a Helios software license which might be expensive to get anew.

So, if you cannot think what to do with them, send us a few - I'm sure we could afford the shipping costs!!

Seriously, on a practical note, you have to be able to develop your own software, of course. Don't expect "Packages" to be available. Also the Parallel (or Meiko) Fortran is very bare (no additional embellishments to the F77-ANSI standard) but if your requirement is sheer number crunching power, this delivers the goods. The parallel "C" is probably better equipped than the Fortran - it being the language used by the developers of Helios themselves. Oh, and by the way, the offered editor in Helios, is our familiar Public Domain MicroEmacs compiled in Helios "C", of course - it is very satisfactory.

We were sad when Perihelion (Hardware) ceased to be involved with Atari - I don't know the politics - but there were some bad feelings around. Perhaps the writing was on the wall when Richard Miller (who, in those days, was designing the Fast Graphics Chip - name forgotten, sorry!) left for Atari, USA. We take comfort in the fact that the hardware purchased off them has no moving mechanical parts - the Hard Disk etc. are all normal Atari Hard Disks and the interface is via a Kuma Board that plugs into the Cartridge Port on any ST (we use a Mega ST-4 - but a 1040-ST would do almost as well! - Still it is nice to load a 2 Mbyte RDY ramdisk which has all of Helios and its tools on it - and of course "other" RDY ramdisks can be used to receive the results of our simulations - enabling the hard disk to be turned off during overnight runs - although in case of mains failure we generally keep the hard disk going.

Well I hope this is some interest to you and others.

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

2861. Re: Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 15:36:04 UTC
From: darling@cellar.org
Message-ID: <T7sZHB3w164w@cellar.org>
Source record: 224259

fergus@areaplg2.corp.mot.com (George Fergus) writes:

> Presumably the Falcon will also contain Atari's long-awaited CD-ROM drive?
> Or perhaps that still won't be ready by the year 2000...

George, Atari announcemd months ago that it wasn't going to make a CD-ROM drive. Since it was going to just put it's name on another manufacturer's drive anyway (I believe it was Sony), they're just telling folks that when the time comes, they can just buy a Sony drive and use that.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2862. Re: ST Virtual Reality S/W sighted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 16:48:00 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Mar21.164800.122222@link-1.ts.bcc.ac.uk>
Source record: 224426

In article <1973@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>
>Yesterday I saw an interesting looking package for the ST from Domark,
>something like "3D Construction Kit". It claims to let you build 3D objects
>(cars, houses, etc.) and then very easily manipulate the universe you've
>created, such as walking inside the house, having the car drive down the
>street, etc. It also said the package is suitable for games, as it includes
>an "engine" to make use of the objects you create. The software was about
>$80, and had some impressive looking screen shots.
>
>I saw a paragraph about this product being released for PC's, but had no idea
>it was available for the ST. Has anyone used it or seen it? It looked quite
>intriguing - nothing you couldn't do with CAD 3D, but probably much less
>effort to produce and manipulate objects.
>

This program is the in-house development tool used by Incentive Software for the FreeScape games (Driller etc). The team who developed Freescape have now moved on and are now developing full virtual reality systems (hardware + software) which sell for 10's of thousands of pounds.

(I happen to know this cos I went to school with one of the team, Sean Ellis. Oops.. I seem to have dropped a name there!)

>
>--
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ################

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

2863. Re: ST Book

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 16:51:09 UTC
From: adamd@rhi.hi.is
Message-ID: <4707@krafla.rhi.hi.is>
Source record: 224285

In <1992Mar11.204832.17591@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

>cstdxas@warwick.ac.uk (Leo Hendry) writes:
>:[stuff deleted]
>: Try the 68K newsgroup, I can't remember its name, but a search for "68K" will
>: find it.

>I've already asked in that newsgroup and no one answered :-(

I made this enquiry some time ago. A Motorola employee said that Motorola never made a faster 68010 than 12.5 MHz, all the Motorola 68010 were NMOS chips and they never made a CMOS version either. Also it seems that Motorola have stopped making 68010's so there is just some old stock or secondhand parts to choose from.

Therefore the best option is to find a second source manufacturer who does make 68010 chips, one of them is bound to be specced at 16 MHz, and likely to be CMOS. Failing that get several 12 MHz 68010 chips and find out by trial and error which one runs best at 16 MHz. With some decent cooling on the CPU you could not go far wrong, though I understand that CMOS parts are less likely to fail at higher speeds than their NMOS counterparts.

The only real reason to use a 68010 instead of a 68020 is would be to plug it into an existing CPU socket on a 68000 accelerator or the ST motherboard. It is possible to run a 16 MHz 68020 at 8 MHz with no adverse effects, and the extra benefits of the 68020 far outweigh the slightly higher CPU cost and the hassles of connecting the 68020 to a 68000 system.
--
Adam David.
(adamd@rhi.hi.is)

2864. Mail Archives

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 17:14:31 UTC
From: ziggy@grafted.UUCP
Message-ID: <wyuZHB2w161w@grafted.UUCP>
Source record: 224484

Hello,
Allof this FTP stuff is nice, but I have verry limited access to
the internet, so the question is : how about a mail server list? (BTW,
I am into IBM and UNIX too, so addresses for these sites would be nice.)
Feeel free to E-Mail non Atari info (hate to waste bandwidth...)

Thanks,
Ziggy.

** the white zone is for loading and unloading only **

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

2865. Re: MiNT's copyright status (was: MiNT and MTOS)

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 17:16:43 UTC
From: ziggy@grafted.UUCP
Message-ID: <k3uZHB3w161w@grafted.UUCP>
Source record: 224409

>
> So what *else* did Atari show at CeBit? There's an extremely interesting
> posting in comp.sys.amiga.advocacy about a new 68030-based STE+ with a
> cery aggressive price. Did you see it?
>
> - Laird
> laird@think.com

what does "aggressive mean"? I hope it is true I cant $$ a TT yet!
Someone let me know where/$$/when too!!!

Ziggy

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

2866. Re: Flash 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 17:24:22 UTC
From: harryk@csa.bu.edu
Message-ID: <82219@bu.edu>
Source record: 224255

In article <A47682@HB.maus.de> Matthias_Murra@hb.maus.de (Matthias Murra) writes:
...
>Personally I'm sick and tired of all the squealing and the gibberish
>spread about the not-so-great RUFUS, Trapido or whatever and I wanna
>see once again what a *real* terminal program ought to look like.
>
>Greets, Matt
>
Have tried UniTERM yet?

>--
>| Matthias Murra | D-2800 Bremen 1 | E-Mail: Matthias_Murra@hb.maus.de |
>--

==
Author of ATZENTA2 Harry Karayiannis ________E-Mail________
15 N.Beacon, #316 Boston Univ. |INTERnet:
** || ATARI ** Allston, MA 02134 Computer Sc. | harryk@csa.bu.edu
** /||\ MegaST ** U.S.A. |BITnet:
===| cscrzcc@buacca.bu.edu

2867. Atari mega 2 st and Hard drive - 325.00

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 20:15:29 UTC
From: rick@jpusa1.chi.il.us
Message-ID: <1992Mar21.201529.28535@jpusa1.chi.il.us>
Source record: 224414

Atari Mega st 2
tos 1.2
ICD Advantage+ host adaptor
Adaptec 4000a SCSI/MFM adapter
10 meg drive

All the standard stuff - mouse, keyboard, joystick.
Hard drive and adapters in an old XT style case w/ power supply

PD stuff on request, one commercial game(Eye of Horis).

Good shape - have had zero problems with it.

325.00, or maybe a trade for a FAST cd-rom drive.

Call Rick at (312)989-6354
--
rick

2868. Mac 128K Roms for sale!

Newsgroup: comp.sys.atari.st
Date: 1992-03-21 22:59:52 UTC
From: chuck@umbc5.umbc.edu
Message-ID: <1992Mar21.225952.14430@umbc3.umbc.edu>
Source record: 224424

I have a few sets of 128K Mac ROMs that I am selling for $150
each set. It's just what you need for your new Spectre GCR!

If interested, please contact me at the address below.

Thanks!

--

Chuck Rickard
(chuck@umbc5.umbc.edu)

2869. Re: TOS 2.06 prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 00:31:50 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992Mar22.003150.4106@demon.co.uk>
Source record: 224286

In article <11178@ecs.soton.ac.uk>, dah90@ecs.soton.ac.uk (Halls DA)
writes:
>
>Can anyone tell me how much TOS 2.06 is here in the UK?
>I don't know cause I haven't bought a magazine for ages (I
>abject to paying 4 quid for one with some rubbish software
>on the disk)
>
>Thanks a lot.
>
>Dave
>
>dah90@uk.ac.soton.ecs
>David Halls
>2nd Year Computer Science Undergraduate
>Southampton University
>England
>
It's priceless at the moment, Dave, as you can't buy it here yet!
According to Rob Katz on CiX it is "Real Soon Now". They ought to
copyright that phrase..... :-)

Keith

2870. Re: Is it possible to output a PS file from Timeworks

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 00:31:58 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992Mar22.003158.4191@demon.co.uk>
Source record: 224287

In article <1992Mar19.143552.4388@syscon.rn.com>, miked@syscon.rn.com
(Mike DeMetz) writes:
>I have TWDTP on my hardisk and have no option to print a PS
>file. I must use PSCAPT.
>
>
I have used versions 1.12 and 2.0 and both allow it for drives
other than A or B. Which version are you using?

Keith

2871. Re: Timeworks DTP

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 01:53:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37764@MS.maus.de>
Source record: 224273

fergus@areaplg2.corp.mot.com, Sat 21.03.92 00:14:

>It is my understanding that Timeworks Publisher 2.0 is a clone of the MS-DOS
>version, Publish-It 2.0, and so does not support anything that can't be done
>on the IBM platform also. It does not support FSMGDOS, at least at present.
>I don't know how difficult it would be for them to add this capability in
>the future.

All versions of VDI are able to rotate text in steps of at least 90 degrees!
Even on the PC platform.

So long,
Patrick

2872. Re: TimeWorks DTP 2.0 ???

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 02:57:27 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <52640@hydra.gatech.EDU>
Source record: 224436

In article <1992Mar21.132853.21437@vlsi.louisville.edu> r0mill01@ulkyvx.louisville.edu writes:
>Is this really available for the ST? Where can I find out? I have the PC
>version at work and would love to be able to transfer from home to there
>because I've got a much better printer in the office, but the olde TW DTP
>compatibility was file format only--fonts were sized differently and
>required a lot of work to reformat an eight-page newsletter.
>
>Robert Royar

There is a review of TimeWorks DTP 2.0 in the March issue of Current Notes. From that article I understand that there is not a US distributor at present and it is avaiable from companies who carry imports.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

2873. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 03:28:00 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Mar22.032800.10915@pbhya.PacBell.COM>
Source record: 224491

In article <1992Mar20.204902.9143@newshub.ariel.yorku.ca> cs902117@juno.ariel.yorku.ca writes:
>What IBM emulators are out there (I have heard of PC Ditto I & II, Access-16

I use the supercharger (by condor) when I need to run PC software. It works quite well. It is hardware based, no modification needed. The only problem I've had is "extra" characters coming in the COMM port (that's modem to us ST types).

I have successfully compiled and tested _HUGE_ PC programs under Turbo-C. My company thinks they were developed on a PC (haha).

Dan Suthers, Systems Analyst, Payroll & Personnel Systems
(510) 823-8753
UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

2874. Re: Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 06:25:05 UTC
From: Alex.Valdez@bbs.actrix.gen.nz
Message-ID: <1992Mar22.062505.8416@actrix.gen.nz>
Source record: 224280

In article <T7sZHB3w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
> fergus@areaplg2.corp.mot.com (George Fergus) writes:
>
> > Presumably the Falcon will also contain Atari's long-awaited CD-ROM drive?
> > Or perhaps that still won't be ready by the year 2000...
>
> George, Atari announcemd months ago that it wasn't going to make a CD-ROM
> drive. Since it was going to just put it's name on another manufacturer's
> drive anyway (I believe it was Sony), they're just telling folks that when
> the time comes, they can just buy a Sony drive and use that.
>
> ^~^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~^~

2875. Sozobon C compilers

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 10:45:00 UTC
From: b790zbc@utarlg.uta.edu
Message-ID: <22MAR199204453110@utarlg.uta.edu>
Source record: 224281

I have a few questions about the various Sozobon C compilers floating around on the various ftp sites. First of all, which one is the most recent? I have seen archive names SOZOBONx.ZOO, SCxxx20.ZOO, AND SOZO133I.ZOO. I've tried the SCxxx20.ZOOs with no problems. The index listing at atari.archive says SOZOBONx.ZOO is the "latest" release, yet it's date is earlier than SCxxx20.ZOO. Also, are the bins included with version 2.0 more recent than the bins included in v1.33i?

Another question I have is regarding the GEMFAST.H file found in SOZO133I.ZOO. Are the routines included in the libraries? If so, which library file?

Finally, to all the people using either Sozobon or Gnu C compilers, what shell do you recommend for the least errors and the most free memory? I have a 1 meg 520ST with TOS 1.4 and I couldn't get Gnu to work very well with Gulam. I've had a few other problems with Gulam, but the only other shell I've tried is PCOMMAND.

Feel free to respond via e-mail to B790ZBC@UTARLG.UTA.EDU.

2876. Re: Big screen for MGR/MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 10:47:40 UTC
From: awin@bytos.toppoint.de
Message-ID: <0214.03.92@bytos.toppoint.de>
Source record: 224283

cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:

>I'm hoping to set up a 1280x960 mono (or color if it's easy) screen
>for MGR. I tried using MONSTER and QuickST but that failed (besides
>the screen was to have been virtual...)

>Now I'm looking at moniter cards:

> card max rez comment $US Mfgr/Imptr
>[...]
>6) CrazyDots 1664x1200 950 Gribnif
^^^^^^^^^
when using mono or up to 16 colors,
less (because of memory usage) at 256 colors.

CU
Achim
--
Achim Held, Kronshagener Weg 1a, W-2300 Kiel 1, Germany, +49 431 671194
awin@bytos.toppoint.de
- Another fine product of the Frobozz(tm) Magic Signature Company -

2877. Re: Falcon at CeBit?

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 13:05:00 UTC
From: Werner_Schneider@ac.maus.de
Message-ID: <A41501@AC.maus.de>
Source record: 224274

hello,

yes, it's True with this Big amount of Memory, but there is a bug in Gemdos,
who makes Problem with i belive more then 20MB of RAM.

(at least in TOS 3.05) Werner

2878. ATARI CD-ROM (Was: Re: Falcon '030 vs 68030 SST)

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 14:26:46 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.10@sofus.dhhalden.no>
Source record: 224282

In article <T7sZHB3w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:

>fergus@areaplg2.corp.mot.com (George Fergus) writes:

>> Presumably the Falcon will also contain Atari's long-awaited CD-ROM drive?
>> Or perhaps that still won't be ready by the year 2000...

>George, Atari announcemd months ago that it wasn't going to make a CD-ROM
>drive. Since it was going to just put it's name on another manufacturer's
>drive anyway (I believe it was Sony), they're just telling folks that when
>the time comes, they can just buy a Sony drive and use that.

Well, the drive in question was a Chinon mechanism as far as I remember.
Atari skipped it because it would end up some $50 more expensive with their
packaging and badging than the same non-Atari badged Chinon drive already on
the market. They would release MetaDOS as Freeware instead, giving everyone
with a SCSI port/adapter the ability to use a CD-ROM drive with their Atari.
MetaDOS v2.0 has just been uploaded to the Archive, I found it there a
couple of days ago. IMHO, Atari would be better off releasing the drive with
their badging, as more people would know that there was such a peripheral
available to the ST/TT machines. Apple sell buckets of overpriced CD-ROM
drives based on a common SONY mech., so why not. If they think that people
shouldn't pay more than necessary for their stuff, OK, but I think that an "
official" Atari CD-ROM would be a good idea, then we'd have something
to base disc production on...

Anyway, wasn't PLI supposed to have their stuff ST/TT compatible or at least
advertise about that. They have large HD's, removables, opticals AND CD-ROM
drives. Any news on this one?

>^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

2879. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 15:26:26 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar22.102626.12722@mailer.cc.fsu.edu>
Source record: 224275

In article <1992Mar20.102302.24728@unix.brighton.ac.uk>, ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:
>friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
>> With all this talk regarding TOS 1.0, 1.4, 2.06, etc. I have a
>> question.
>>
>> Is there a way to tell what TOS you have in your machine, without any
>> special extra program? Like on the Mac, you simply pull down the "about the
>> Finder" menu to see what system you're using.
>>
>
>I have TOS 1.2 and I don't think there is *ANY* indication at that from the
>desktop - very bad.

Sure there is! Look under "desk", "desktop info", and you will see that it says "TOS version 1.02" (which is the correct name for TOS 1.2, BTW). TOS 1.4 and above have a scrolling rainbow effect on the fuji within this dropdown (on a color monitor, of course).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

2880. Znet subscription info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 15:30:24 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar22.103024.12856@mailer.cc.fsu.edu>
Source record: 224276

My subscription to Znet is no longer mailing me the issues :-(. Is this normal (and am I supposed to be ftping them from atari.archive), or did I somehow get deleted. How do I start up a new subscription (if this is appropriate)??

Thanks in advance.

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2881. Re: Formatting PC-readable disks on older STs

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 15:41:27 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar22.104127.12928@mailer.cc.fsu.edu>
Source record: 224277

In article <1992Mar20.225624.2296@lmpsbbs.mot.com>, fergus@areaplg2.corp.mot.com (George Fergus) writes:
>
>It is strange that no one ever wrote a program that would just add an
>MS-DOS-compatible boot sector to any 720K Atari disk. This can be done,
>even when the disk is already formatted and has data on it!

Most of the formatting utilities I have seen do more than this (and surpass the built in desktop format). I always use one of these utilities to format my disks (either the Neodesk format, or Universal Item Selector's), because they format faster and better (I use twisted sector formatting for my ST disks, as I would hope everyone else does). The MS-DOS bootsector is just icing on the cake, so to speak.

BTW, I think there are a couple of tiny MSDOS bootsector writting programs, but I never paid any attention to them.

>I know that DC FORMATTER does this, but Double-Click doesn't seem to
>want to publicize the fact. Perhaps the only hackers left in the ST
>world are the ones who hate MS-DOS and refuse to have anything to do
>with it? Or they've all upgraded to TOS 1.4 and no longer care...

I'm not sure what you mean. My docs for DCFormatter say quite clearly that the button marked "MS-DOS" under the "Bootsector Options" menu means exactly what it says.

>
>-George

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2882. WANTED: Sinclair ZX Spectrum emulator, is it out there?

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 16:36:39 UTC
From: zonnevel@dutiws.tudelft.nl
Message-ID: <1154@dutiws.tudelft.nl>
Source record: 224284

Hi, I got hold of the ZX 81 emulator from an ftp site. It looks really great
and now I was wondering if anyone here on the net knew of a Sinclair
ZX Spectrum emulator. If you know of a ftp site or something else please
mail me about it!

Thanxxx,

Greetings from a funkee dude ..
--
To sig or not to sig,
that's no question,
it's a flame-war.

```
YOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYO
YO /~~~~ / "Freedom is free of the need to be free YO
YO /___ ) Free your mind and your ass will follow" YO
YO / /___\ / YO
YO / / / /) / / \ \ ) ~~/~~ /_ YO
YO / (___/ / (/ / \ \/ / * / ) YO
YO / / /_ /\_/ "Life is a parade YO
YO WO HA HEE ) / / ) / / and love is the music YO
YO WO HA HO / / / / / we dance to" YO
YO email zonnevel@dutiws.tudelft.nl or afsta021@duticai.tudelft.nl YO
YOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYOYO
```

2883. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 17:50:00 UTC
From: Martin_Koehling@un.maus.de
Message-ID: <A5917@UN.maus.de>
Source record: 224278

In article <1992Mar20.102302.24728@unix.brighton.ac.uk>
ddv@unix.brighton.ac.uk (Domenico De Vitto) wrote:

>> Is there a way to tell what TOS you have in your machine, without any
>> special extra program? Like on the Mac, you simply pull down the "about the
>> Finder" menu to see what system you're using.
>>
>
>I have TOS 1.2 and I don't think there is *ANY* indication at that from the
>desktop - very bad.

While it is possible to determine the version by looking at the copyright
dates in the "About..." box in the DESKTOP (as someone suggested recently),
these dates may differ from country to country!

The easiest way: install a copy of XCONTROL.ACC, open the "General" CPX
and click on "Status" - this will display some memory statistics and the
TOS version...

Martin
[Martin_Koehling @ un.maus.de]

2884. For Sale: 520ST,color monitor,software

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 19:53:08 UTC
From: vjrao@owlnet.rice.edu
Message-ID: <1992Mar22.195308.18431@rice.edu>
Source record: 224288

I am posting this message for a friend who does not have access to Internet.

For Sale:

Atari 520ST (512K)
Color monitor
2 disk drives
Deskcart cartridge
3 joysticks

Many back issues of COMPUTE and START! with disks.

$450 or best offer.

If interested, please reply to my address and I will inform him of all offers.

--
****
Vinay Julapalli Rao vjrao@owlnet.rice.edu
****

2885. Emacs 18.5[57]

Newsgroup: comp.sys.atari.st
Date: 1992-03-22 22:39:58 UTC
From: waal@cwi.nl
Message-ID: <5743@charon.cwi.nl>
Source record: 224279

Hi,

I'm having problems with gnuemacs (both versions 18.55 and 18.57).

With regard to version 18.55 I seem to be unable to get C-g (Control-g) to work properly. According to the manual this key is supposed to be bound to keyboard-quit (and apropos: keyboard-quit says that it is indeed bound to that key), but that does not work. Pressing C-g has no effect whatsoever, which is quite annoying since it makes it impossible for instance to abort a find-file. If anyone from sol.cs.ruu.nl is listening: I downloaded the emacs.ttp from that archive (which looks like a dumped emacs executable to me) to compare it with the copy that I have and that version had the same problem.

With regard to version 18.57 I can make a dumped executable (with working C-g), but as soon as I try to read a file, I get two bombs.

Since I use gnuemacs at work (on a Sparc) and like it a lot, I would love to have a decent copy on my Atari too. I would appreciate if anyone could help me with this.

I have a 1040 STf, TOS 1.2. The contents of my autofolder does not make any difference in the above described behaviour.

--- Peter de Waal, CWI, Amsterdam <waal@cwi.nl> ---

2886. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 06:10:12 UTC
From: admiral.uucp!slammy@uunet.uu.net
Message-ID: <PBs3HB5w164w@admiral.uucp>
Source record: 224289

ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:

> friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
> > With all this talk regarding TOS 1.0, 1.4, 2.06, etc. I have a
> > question.
> >
> > Is there a way to tell what TOS you have in your machine, without any
> > special extra program? Like on the Mac, you simply pull down the "about the
> > Finder" menu to see what system you're using.
> >
>
> I have TOS 1.2 and I don't think there is *ANY* indication at that from the
> desktop - very bad.

Well, there is a way to tell if you do NOT have TOS 1.0. Double click a
text file from the desktop. If the Cancel button is the return-default
button (there's a slightly darker outline around it) then you have 1.0.
If the Show button is the return-default button, then you have at least
1.2. Also, if you check the About... dialog, and the Atari symbol has
rainbow colors running down it, then you have TOS version 1.4, at least.

"Dammit Jim, I'm a free man, not a number!"

This is a chain .sig. Yes, you too can have great wealth and good fortune
if you, (and 20 of your friends) copy this line into their .sig files...

2887. Re: PostScript interpreter (news release)

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 08:05:20 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <68910@ut-emx.uucp>
Source record: 224290

In article <A253237365@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>I ran across the following news release. I haven't seen the product.
>--

[Long description of CompoScript PostScript interpreter deleted.]

>Price - Despite it's incredible feature list, CompoScript has a
> SRP of only $349.95.
>

This sounds quite nice, but do these guys know about ghostscript?
It may not be quite as slick, but it can do most of the things
in the 'incredible feature list' for incredibly less money (it is
free). I would personally find it hard to justify the extra expense.

This might be a good time to mention that I have made some improvements
to GS 2.3 that I will be posting soon (as soon as a small bug is fixed).

- The improved sceen driver uses the vdi to determine the screen
resolution, so it should work on most MONOCHROME (still no color)
screens. It reportedly works on a TT hi-res mono monitor. I don't
know for sure about anything else. If you would like to do some
tests for me, let me know. Unfortunately, the small bug mentioned
above is in this screen driver. It crashes alot under certain
circumstances. By the way, is there anyone out there who has
any idea of how to write a color driver for this beast?

- Output can now be redirected to the printer. Thanks to Bammi for
fixing the gcc libraries.

- Chris Strunk (of CS-TeX fame) donated some code to speed up printer
output. For heavy graphics, print speed to my DeskJet can increase
by almost a factor of 4.

- The clist bug has been fixed. This means that the virtual memory
feature of ghostscript can be used by people who have limited memory.

Then GS 2.4 will be released in a few days and all of this will be
obsolete. Oh well ...

Tim Gallivan
timg@landau.ph.utexas.edu

2888. TT and spectre.....

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 08:23:39 UTC
From: charles@aurora.unice.fr
Message-ID: <1992Mar23.082339.7265@taloa.unice.fr>
Source record: 224291

Hi atari user

I look for spectre user on TT/STE in order to exchange experiences. For the moment I have big problems to avoid spectre not to crash on my TT !!!!

I think it could be nice to start checking all software that make spectre crashes (and minor problems.....) on ST/STE and..TT. In my opinion it could be useful to get a such list in order to facilitate the hard life of spectre user (I personnaly check spectre with more than 200 software on STE/TT).

Don't hesitate to mail me

charles@aurora.unice.fr

Tony.

2889. Re: HD's & STE's DMA

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 09:35:53 UTC
From: elendir@inf.enst.fr
Message-ID: <1905@ulysse.enst.fr>
Source record: 224292

-> > I had a STE with faulty DMA-chip some time ago and when I tested
-> > it with a special program it ran fine for almost 4 hours. The program

-> last time I had to reset the boot partition... now when I get to
-> the time when things go wrong, I get a little <write error 0001>
-> or something like that on the top right side of the screen, and the
-> HD survives intact :-)

The problem with the DMA chip is located in the internal FIFO of the chip.
There seems to be some kinda internal timing problem ; the result is that
sometimes (this is surely deterministic, but what is the cause ?) the 32th
byte in the FIFO is lost. Then, if the block read is part of FAT or a sub-
directory, then all the informations get shifted... and when it is written
back, all the structure is lost.

Atari never said why this problem arose... but it does !

Enjoy,

Vincent.
--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot

2890. Re: TOS 1.62 looses memory

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 09:43:54 UTC
From: elendir@inf.enst.fr
Message-ID: <1906@ulysse.enst.fr>
Source record: 224293

God dag,

I heard when TOS 1.6 had just appeared about a bug in the TOS routine MALLOC. They say it has been corrected, but may be you've got a buggy version...

Anyone to confirm this ?

Tusen bug... (I dunno the plural of bug in Svenska).

Vincent.

--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot

2891. IBM Emulator for TT wanted !

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 09:59:47 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <1992Mar23.095947.12542@informatik.uni-erlangen.de>
Source record: 224294

Hi all !

I am searching for an IBM Emulator for my TT (hardware Emulator)
since I sold my 286. Now: In the VME-Port is the OverScan TT, so
it should be possible to have it on the board or so. And: the Emulator
should not confront with my 32MB Expansion. Is there something like
that out there ?

Thanx for infos !

Ciao
Atarico

2892. Atari ST - Book and Software package deal for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 11:46:16 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Mar23114616@zappa.FtCollins.NCR.com>
Source record: 224295

I'm offering the following Atari ST software packages for sale:

STOS BASIC, The Pawn, Jinxter, Infidel, Suspect, and the Rings of
Zilfin, Batman: The Caped Crusader.

and the following book:

Learning C: Programming Graphics on the Amiga and the Atari ST.

$45 takes them ALL, I will NOT sell in pieces. Shipping is free, if you
want COD it is $4 extra.

All disks originals with docs, all have original packaging, also, except
STOS and The Pawn.

--
Sales pitch follows:

The book: Presents the C programming language and its application in
graphics. Discusses wire frame techniques, polygon filling, hidden line
removal, clipping, more. All examples are designed to run on both the
Amiga and the ST.

STOS Basic: Extremely powerful BASIC programming language that lets you
control the graphics, sound, and animation capabilities of your
computer. Great for writing your own games and demos. IMHO, this by
itself is worth the $45 asking price!

The Pawn: Fantasy Graphics Adventure from Magnetic Scrolls. An excellent
Graphics adventure, the graphics are still very high quality and the
parser is top-notch, includes online hints.

Jinxter: A Mystery/Comedy Graphics Adventure from Magnetic Scrolls. See
comments on The PAwn above.

Suspect: A classic murder mystery from Infocom. An Extremely challenging
game.

Infidel: An Egyptian archeology adventure from Infocom. This one was
written by novelist Michael Berlyn and has good imagery and an
interesting twist at the end.

Rings of Zilfin: An animated graphics role playing fantasy game from
SSI.

Batman: The Caped Crusader: Excellent comic book style action-adventure.
Includes two separate adventures to complete. The Graphics and animation
on this one are top notch.
--

```
/*************************************************************************/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * */
/* 2001 Danfield Ct. MS470A * */
/* Fort Collins, Colorado 80525 * (303) 223-5100 X-319 */
/*************************************************************************/
HAIR TONICS, please!!
```

2893. Re: Hard drive problems

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 12:19:22 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar23.121922.2203@actrix.gen.nz>
Source record: 224296

In article <1992Mar20.151342.20015@pinet.aip.org> rdf@pinet.aip.org (Robert Feinman) writes:
>
> For the n-th time my hard drive has become corrupted. This time the
> partition table vanished. Does anyone know of a utility to replace it
> without destroying all the data on the disk?
> I am using two Seagate 221(?) 65meg drives formatted with AHDX 3.01.
> The interface is from Berkeley Microsystems and an Adaptac controller.
>
> I would like to avoid having to read back in ~ 50 floppies. Thanks...
> Robert Feinman rdf@pinet.aip.org
> American Institute of Physics rdf@aip.bitnet

What you nead is Mirror2, I don't know if this is on A.A..??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2894. Re: Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 12:25:06 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar23.122506.2304@actrix.gen.nz>
Source record: 224297

In article <1992Mar20.233858.2666@lmpsbbs.mot.com> fergus@areaplg2.corp.mot.com (George Fergus) writes:
> In article <1992Mar20.145904.22128@sae.com>
> malay@sae.com (Bob Malay) writes:
> >
> >Rhetorical question: why would somebody be interested in the 68030 SST or the
> >TinyTurbo '030 at $599 when the new Falcon is rumored to be priced very nicely??
>
> Because if you need the speed, they are available now.
>
> We'll probably be lucky to see the Falcon available for purchase in the year
> 2000, at a time when every other new computer is boasting a 68090 or whatever.
>
> Presumably the Falcon will also contain Atari's long-awaited CD-ROM drive?
> Or perhaps that still won't be ready by the year 2000...

You don't read the Atari News, the CD-ROM was droped last year, the software MetaDos2 is on A.A for those that would like to make there own CD-ROM..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2895. TOS version from the desktop

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 14:44:43 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar23.094443.26698@mailer.cc.fsu.edu>
Source record: 224298

I recently posted that one could read the TOS version directly from the "desktop info" menu entry on the Atari Desktop. As was somewhat rudely pointed out to me in email, this is not correct. I realize now that I was sticking Neodesk and the Atari desktop together in my mind while visualizing this. Sorry about that (and this says something for Neodesk!). The way to tell TOS versions from the desktop is by using the copyright dates and mapping them to the TOS version with the table recently posted to this group.

I went ahead and exited out of Neo for a bit to refresh my memory, and boy am I glad I bought Neodesk!

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2896. Re: IBM Emulators

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 14:46:53 UTC
From: ma_hende@csd.brispoly.ac.uk
Message-ID: <1992Mar23.144653.6193@csd.brispoly.ac.uk>
Source record: 224299

> In article <1992Mar20.204902.9143@newshub.ariel.yorku.ca> cs902117@juno.ariel.yorku.ca writes:
> What IBM emulators are out there (I have heard of PC Ditto I & II, Access-16)

I use AT-SPEED C16 (distributed by Compo S/W in Uk ~250 pounds) made by Sack GmBh (same lot as GCR?)
its a '286 based Hardware board that sit's on the CPU inside. Bit of a job to install in most ST's (ye soldering iron etc!)but you plug it straight in on an STe.

It's very fast on my ICD 65MB HardDisk (faster than the ST on its own in fact!) and runs MS-Windows3
about the same speed as the GEM Desktop (impressive -I think) -though for Windows you really need 2MEG
of ram at least. Only one or two compatability problems with obscure S/W. It Emulates VGA Mono Graphics-
Well in window's case but badly in most other things for some reason, mainly because of Bios calls to
non existant VGA Hardware which 'proper' PC's have. CGA emulation is Rock solid - have yet to upset that.
Sound is there but a bit slow- Sample playback- Forget it, but the usual bleeps etc are there.

With 2Meg Ram you can Task Switch from GEM -> MS-DOS, but DOS reboots when you switch to it and
stops the GEM program where it is.

One of my friends uses Supercharger (8086 based 4.77mhz) the Latest version allows multitasking between
GEM & DOS and they even supply m/c source and programs to communicate with it from GEM. it has 1Meg ram on
board which my AT-SPEED doesnt and its own internal expansion bus -though in the UK there is nothing
available to fit it as yet. Condor do a faster 286 (SC plus or something) which runs at 16/20 Mhz
depending on the size of your wallet, it's got real PC Expansion slots too so you could wop a VGA card
or Hard Card in it too. Again it comes as a sealed box that you put on to the DMA port.

Someone (Vortex?) do a 386 board too that plugs on the CPU, but at the money and the fact that the
ST H/W slows it down- the ST can only run at 8Mhz (I think) so a 20Mhz processor just has to wait!

Right hope thats nice and unbiased, to summarise: I really wanted a SC Plus'286 but couldnt afford it!
(boo hoo)

Martyn Henderson -> ma_hende@uk.ac.bristol-polytechnic.csd

Any other Emulating types out there (AT_SPEED C16??)

2897. Atari.archive article in Current Notes

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 14:53:14 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar23.095314.26906@mailer.cc.fsu.edu>
Source record: 224300

I just wanted to point out that the article on Atari.archive.umich.edu which appeared in this month's Current Notes magazine (written by Jeff Weiner) was very nice. Hats off to Jeff for informing the Atari community in general about the services a.a can provide! After using and contributing to this site for years, it is nice to know some of its history.

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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2898. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 15:04:57 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar23.150457.24697@syscon.rn.com>
Source record: 224301

friedric@mdd.comm.mot.com (Bernd Friedrich) writes:

>With all this talk regarding TOS 1.0, 1.4, 2.06, etc. I have a
>question.

>Is there a way to tell what TOS you have in your machine, without any
>special extra program? Like on the Mac, you simply pull down the "about the
>Finder" menu to see what system you're using.

I low/med rez the Atari symbol will change colors when you pull down the
DESK on TOS 1.4. Also the dates on the copyright notice will give you
an idea. TOS 1.0 1985, TOS 1.4 198x,,1989.

2899. WANTED: ZXSpectrum tape loader (Was: WANTED: Sinclair...

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 15:15:21 UTC
From: drushall@cs.man.ac.uk
Message-ID: <drushall.701363721@cs.man.ac.uk>
Source record: 224302

> Hi, I got hold of the ZX 81 emulator from an ftp site. It looks really great
> and now I was wondering if anyone here on the net knew of a Sinclair
> ZX Spectrum emulator. If you know of a ftp site or something else please
> mail me about it!

Yes there is a ZX Spectrum emulator - a German one that is really good. I got my copy from a UK PD library (Riverdene PDL, if I remember right) after it was featured in 'ST Format'.

It looks as good as the ZX81 emulator and is similar in use. It runs at about 30% of the speed of a genuine Spectrum (on my STFM that is), and needs ~800K free memory. To me, the colours dont look quite the right intensities and the sound is not very good (but I hardly expected it to be). A great plus is the fact that it runs on a monochrome monitor.

I very definitely recommend this program - but I have a slight problem... loading tapes! The emulator came with a game, 'Pool', but Id like to load some of my old software that I wrote many years ago. Does anyone have a program that can load spectrum tapes through a sampler (plugged into the printer port) or through a small bit of electronics to convert audio levels into TTL?

Dave.

2900. Kawai K1 II and Atari MIDI Software forsale

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 15:38:22 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14343@vela.acs.oakland.edu>
Source record: 224303
Cross-posted to: misc.forsale,misc.forsale.computers,rec.music.synth,comp.sys.atari.st

```
Kawai K1 II - 61 note keyboard, 8 part polyphony + drum kit
64 single patches and 32 multi for stacks and splits
Stereo output, damper, headphone, MIDI in/out/thru
pitchbend, modulation, and joystick voice controllers

will include ibm/atari disk with 11 patch banks and
pd editors. One of the patch banks includes a custom
bank I have created to match the first 64 tones of
the MIDI standard for playing standard midi files

keyboard mechanism recently serviced to make sure
all parts were in working order (standard maintenance)
current list is approximately one thousand dollars

Asking $600 / shipping (o.b.o.)

Master Trax Pro - sequencing software for the Atari ST computer
Full midi sequencing, playback, sysex and sync/smpte control
Multiple windows for tempo, tracks, step editing, etc.
All original materials, boxes, and manuals in top shape.
Includes many sample GS format midi1 and midi0 song files

current list price is about $400!!

Asking $150 / shipping

UltraMIDI - total control workstation from MIDIMouse music
Allows for complete control over your midi environment
control from either the computer or use remote midi
commands from you synthesizer(s) controls. Allows for
manipulating some keyboard displays (Roland D series and
Yamaha DX series - supposedly more if you contact MIDIMouse)
Send sysex, patch dumps, song files or set up entire sets
for playback. Use with parts of songs, and keyboard control
for on the spot arrangement.

Manufacturer suggested list is $249!!!

Asking $100 / shipping

Will give additional discounts for combinations of the above. Send me email
and lets talk!! Thanks

swood
--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
```

Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2901. GDOS infos

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 16:12:35 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1992Mar23.161235.23092@lut.ac.uk>
Source record: 224304

Could someone please answer my following GDOS related questions ?

1. What is the meaning of "GDOS ERROR : INVALID HANDLE" from the GDOS clone AMCGDOS ? This error apears when I try to run some programs (Cards & Tetris both Mono games, GPLOT a shareware graph plotting program which I've downloaded from atari.archive [only when saving Metafile option is selected from the FILE menu]).

2. The alternate desktop program GEMINI 1.21 UK runs ok with AMCGDOS, but doesnot load the monospaced screen fonts (BAGE08, BAGE09 & BAGB09) when GDOS, instead of AMCGDOS is loaded. With GDOS loaded, the GPLOT doesnot run at all. What could be the reasons ?

I was using a Mega 2 and a monochrome monitor.

- Rahin


```
--------------------------------------------------------------------------------
_ _ _ __ _ __ |
' ) ) ) / ) ' ) ) / | Janet : M.A.Rahin@uk.ac.lut
/ / / /--/ /--' __. /_ o ____ | Internet : M.A.Rahin@lut.ac.uk
/ ' (_/ (_ / \_(_/|_/ /_<_/ / <_ |
```

2902. Re: file transmission to PC and TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 16:39:29 UTC
From: psurge@cs.utexas.edu
Message-ID: <kss2e1INNk1d@sahara.cs.utexas.edu>
Source record: 224305

In article <1992Mar18.192724.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca writes:
>
> IS THERE ANYONE ELSE OUT THERE...ANYWHERE...WITH TOS 1.0
>
> T.T.F.N.
> JR.

I happen to still use TOS 1.0. I use all the original hardware I got with it also, mouse, monitor, etc. I have a 1040STF, which has slight cosmetic problems due to a floppy replacement I had to do. The Disk drive is the only piece of equipment I have had to replace. Even the mouse which has been dropped oogles of times is original. I have not run across any obvious software incompatabilities, but only in the share/free ware I pull off of atari.archive have I had crashes (which might not be due to the TOS anyway).

Yes, those of us with TOS 1.0 are still around!

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2903. OverScan TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 16:51:04 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Mar23.165104.9978@noose.ecn.purdue.edu>
Source record: 224306

Hello Everyone,
Someone from Germany mentioned something called "OverScan TT"
which plugs into the VME port. Could one of you guys
over there give us a few details about this? Does it work with
MSTEs? What does it cost, what resolutions does it offer?
Thanks,
Jim
--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

2904. Re: ST Virtual Reality S/W sighted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 17:57:23 UTC
From: bill@mwca.UUCP
Message-ID: <1974@mwca.UUCP>
Source record: 224307

In <1992Mar20.125810.23647@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan) writes:

>In article <1973@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:

>>Yesterday I saw an interesting looking package for the ST from Domark,
>>something like "3D Construction Kit"...

>...Its pretty good... basically just create an object, resize it with obvious
>buttons, and place it. Each object can be colored individually, with a whole
>load of colors, some stippled, some solid. There is also a simple language
>to allow you to create games and animations.

>Recommended.

>I built a model of my girlfriends house with it, and gave her a guided tour.
>She was quite impressed...

Can you get fairly detailed with the interior of the house (say, create a
staircase, go upstairs, look around a room, perhaps put pseudo-paintings on
the wall, have vaulted ceilings, etc.) or are you basically just looking at a
bunch of connected cubes? Is speed a problem (on an MHz ST) - is it sluggish?
What would you say is its biggest shortcoming?

Thanks for your insight!

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

2905. Re: Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 18:01:05 UTC
From: bill@mwca.UUCP
Message-ID: <1975@mwca.UUCP>
Source record: 224308

In <1992Mar20.145904.22128@sae.com> malay@sae.com (Bob Malay) writes:

>Rhetorical question: why would somebody be interested in the 68030 SST or the
>TinyTurbo '030 at $599 when the new Falcon is rumored to be priced very nicely??
>Will an SST-upgraded ST running Tos 2.06 be "better" than the new Falcon machine?
>Looks like to me the '030 add-on industry is going to be short-lived - just my
>opinion.

Strictly speculation here, but if the Falcon uses an 68EC030 (the low-cost
68030 designed for embedded applications) it will not be able to do virtual
memory or hardware-based process protection due to the EC030's lack of an MMU.
This could be important for Unix or other multi-tasking OS's, and if virtual
memory on the SST or TinyTurbo works well, might become a very useful feature
under TOS.
--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

2906. Re: DTP advice needed

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 19:24:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A7229@MZ.maus.de>
Source record: 224309

h>uses Calamus. I hate Calamus, and I know that many other people do not
h>like Calamus. It never got very good reviews in the articles which I
I just love emotional statements!
Just ask ISD to whom they sold all those CALAMUS 1.09N. I'm quite sure we sold
more DTP-software than all the others together (in the ATARI market of course).
Regards Pierre

2907. Re: Calamus -> HP laserjet dis

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 19:32:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A7230@MZ.maus.de>
Source record: 224310

>No, this would not work. Calamus sends its data directly to the printer
>port, so you cannot redirect it by catching Bios/Gemdos calls. The only way
This is not quite true. The newer drivers allow you to print through the OS.
Just select "other" instead of "parallel" as a printing port.

Regards Pierre (@DMC)

2908. WANTED: Old ST Magazines

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 19:52:33 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1992Mar23.195233.23429@usenet.ins.cwru.edu>
Source record: 224311

Hi. I'm looking for any and all back issues of ST magazines that have
information which would help me learn how to program on the ST.
I am running a 1040 STfm with TOS 1.02, soon to have a hard drive,
and I use Sozobon 1.33I. If you have any old 'zines that you might want
to unload, contact me.
Brian Jepson
iby223@uriacc.uri.edu
###

2909. Keytbl() (Was: EMACS 18.57, M-X compile and MiNT)

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 20:27:09 UTC
From: bk568@cleveland.Freenet.Edu
Message-ID: <1992Mar23.202709.25612@usenet.ins.cwru.edu>
Source record: 224312

Julian F. Reschke writes:

> In article <1992Mar17.164102.1041@uwovax.uwo.ca>, 7103_2622@uwovax.uwo.ca (Eric
> Smith) says:
> [...]
> >A suggestion for anyone writing programs for use under MiNT: don't
> >use Keytbl() in any application if MiNT is active. Why? Because it's
> >a global change to the whole system, and other programs may not be
> >happy about such a change (e.g. consider two editors with two different
> >ideas about how function keys should be re-mapped, running in different
> >windows at the same time).
> >&...a
>
> Don't forgetthat you _need_ Keytbl() to _read_ the actual mapping (if you
> need to use alternate keys in GEM programs).
> [...]

As far as I know, the VDI always maps (keyboard dependent) scan codes to
standard VDI scan codes so that GEM programs don't have to care about the
actual mapping of the keyboard: They always get VDI standard scan codes
from the AES event services (as listed in the Profibuch).

As you are the author of the Profibuch, I wonder if I talk about something
completely different... At least, I never needed Keytbl() when I used
alternate keys in my GEM programs. At the other hand, I never remapped
my keyboard with Keytbl()...

Greetings,
Michael

--
Internet: hohmuth@freia.inf.tu-dresden.de

2910. Font filters from various formats => PageStream

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 20:42:56 UTC
From: r3akw@VAX1.uakron.edu
Message-ID: <1992Mar23.204256.24014@news.uakron.edu>
Source record: 224313
Cross-posted to: comp.fonts,comp.sys.atari.st

I recently purchased PageStream 1.8 (yes - I am aware its old but it
was cheap) and am reasonably impressed. I am now looking for a program(s)
to convert fonts from other formats (Adobe Type 1, Corel Draw .WFN,
Calamus, GDOS) to PageStream. Do any such beasties exist? I recall seeing
a commerical package that, I believe, converted Adobe Type 1 to GDOS, but
I can't be sure.

Anyone know more?

Thanks -

--
###
Andy Weaver Kernan Computer Services 216/762-9127
r3akw@vax1.cc.uakron.edu Printing Concepts, Inc. 216/688-5133
"I'm a guitar player-a wabbit swayer-wif a nasty habit-kill the wabbit!"

2911. 520 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 21:00:36 UTC
From: lawrence@techpub3.isc-br.com
Message-ID: <3598@isc-br.ISC-BR.COM>
Source record: 224314

Atari 520 ST $200.
1 Meg RAM (not expandable)
First Word Word Processr
BASIC, LOGO
RF Modulator
DD-DD External Floppy (720 K) $ 75.
SM-124 Monochrome Monitor $100.
Supra 32 Meg Hard Drive $300.

Panasonic 1092 9-pin printer $ 90.

Miscelaneous Software
Phasar Home Accounting $ 20.
Gold Rush (game) $ 15.
Outrun (game) $ 5.
Tanglewood (game) $ 5.
Universal Item Selector, Ver 3 $ 10.
More

The whole package (hardware & software) for $675 or I will piece it out
as priced above. All prices are in U.S. dollars. I will ship UPS
C.O.D. Buyer pays shipping and C.O.D. charges. No reasonable offer
will be refused.

Everything sold as is. All hardware is in good working order. All
software worked the last time I used it. I am intent on selling this
and you may as well buy it.

I can be reached via the following

e-mail lawrence@access.isc-br.com

Voice (509) 927-5600 x5413 (7-4 M-F PST)

--
****

The opinions expressed herein are purely fictional. Any resemblence to real
opinions, mine or anyone else's is strictly coincendental.

2912. Mouse/Joystick switch for ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 23:18:45 UTC
From: bb693@cleveland.Freenet.Edu
Message-ID: <1992Mar23.231845.8280@usenet.ins.cwru.edu>
Source record: 224315

Like all students, I need some cash, and like all (?) Atari users, I have to cope with Atari's stupidity in locating the joy/mouse ports. Having solved this problem myself by building my own switch, I would like to start making and selling this switch. I will fully guarantee my product or I will replace it for you for free. But before I start buying the necessary components, I would like to get a rough idea of the potential market. At a VERY rough estimate I will offer the switch at a price of $9.00-$11.00, plus shipping. But as I said this is a rough estimate and may go up or down slightly Please e-mail me to tell me if you're interested, BUT NOT TO ORDER, for now I just need to know how many people are interested.

The switch I envision connects to the mouse/joy port, with about 12-16 inches of 9-wire cable which goes into a small box which holds the switch and two sockets, one for the mouse and the other for the joystick. I will be using 9-wire cable, so theoritically the switch should work with other devices connected to the ports, but i will NOT guarantee that, since I have tested it only with a mouse and a joystick.
However, if anyone would like some other configuration, such as more sockets, I can do that too, but I will have to get back to you about the price since a different configuration would cost me a different amount.

Later!
--

S. Erick Shammas {:-) | bb693@cleveland.Freenet.Edu | Laughter is like
| shammas@ecn.purdue.edu | medicine to the heart

2913. Stacker&ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1992-03-23 23:18:54 UTC
From: sakari@laureline.cs.hut.fi
Message-ID: <1992Mar23.231854.442@nntp.hut.fi>
Source record: 224316

The Stacker program (for PC's) seems a nice way of doubling one's disk space.
However, it probably does some very low-level things. I wonder whether
anyone has used it with ATSpeed C16?

At the same time, I wonder whether anyone has succeeded in corresponding
with the makers of ATSpeed, that is,

Sack Elektronik GmbH
Bleichstr. 49
D-4792 Bad Lippspringe

I have written them several times since buying my ATSpeed. They haven't
answered once. My letters haven't bounced, so I presume the address is
correct.
--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

2914. Re: G++

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 00:45:23 UTC
From: n160ao@tamuts.tamu.edu
Message-ID: <11117@tamsun.tamu.edu>
Source record: 224317

In article <7263@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>For those using G++, let's share some class libraries!!! I have a very nice
>IMG file loader, image modification, saving class, and some Atari-specific
>game-style modules (sprites, etc.)

For those of use getting into G++, lets have simply a howto on what is
required to configure G++ and possibly assorted tips on how to use it with
MiNT.

Mark Lehmann
n160ao@tamuts.tamu.edu

2915. Mega-4 for sale... !!!!! C H E A P !!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 01:37:00 UTC
From: kar7481@cuphub.cup.edu
Message-ID: <39301@cuphub.cup.edu>
Source record: 224318
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,pa.forsale

```
An associate has a MEGA-4 he would like to sell.
Purchased new in 1990.
Tos 1.2 onboard.

He is asking $400.00 o.b.o

He also has a Supercharger PC Emulator
with 1-meg. $300.00 o.b.o.

Please contact me via the net or at home: (412)929-4023.
or him at : (412)832-9280.

I am in S.W. Pennsylvania about 30 mi. S. of Pittsburgh.
He could probably deliver it to you via UPS or (distance permitting) in person.

Please do not hesitate to call...
Thanx.

--
+-------------------------------------------------------------------------+
! uucp: kar7481@pitt!cuphub.cup.edu !
! Dan Karbowsky, 102 Lee Drive , Belle Vernon, PA 15012-2016 !
!"...One by one by the star-dogged moon, too quick for groan nor sigh, !
! Each turned his face with a ghastly stare and cursed me with his eye !
! .....``Do we REALLY NEED Linear Algebra? '' " !
+-------------------------------------------------------------------------+

--
+-------------------------------------------------------------------------+
! uucp: kar7481@cuphub.cup.edu !
! Dan Karbowsky, 102 Lee Drive , Belle Vernon, PA 15012-2016 !
!"...One by one by the star-dogged moon, too quick for groan nor sigh, !
! Each turned his face with a ghastly stare and cursed me with his eye !
! .....``Do we REALLY NEED linear algebra? '' " !
+-------------------------------------------------------------------------+
```

2916. Re: Mouse/Joystick switch for ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 01:52:43 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7285@uqcspe.cs.uq.oz.au>
Source record: 224319

bb693@cleveland.Freenet.Edu (Sarmed E. Shammas) writes:

>more sockets, I can do that too, but I will have to get back to you
>about the price since a different configuration would cost me a
>different amount.

If someone wants three things selectable, let them buy two... :-)

Warwick
--
_-_|\ warwick@cs.uq.oz.au / argons groans /
/ * <-- Computer Science Department, / nagors orangs /
_.-._/ University of Queensland, / organs sarong /
v Brisbane, Australia. / ------ ------ /

2917. FOR SALE: 520ST with 1 meg and 65 meg HD

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 03:48:34 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Mar24.034834.17281@murdoch.acc.Virginia.EDU>
Source record: 224320

Atari 520ST + HD for sale: $500 + shipping

520ST (+ memory upgrade to 1 megabyte)
mono monitor
BSD 65 megabyte harddrive (Seagate 277R)
1 SS floppy (*)
Abacus book on GEM programming
Classic 1985 Atari Development Docs
Empire: Wargame of the Century
... and random stuff.

I bought this machine in 1986 and it's spent 2/3 of its life in my closet; too many Suns at work to enjoy playing around with my toy. The memory upgrade can go to 2.5 megs by just plugging in chips (but it's one of the older cards, so these are not simms, these are honest-to-god chips); you can go to 4mb with a small motherboard modification.

(*) The only problem with the system is that my floppy power connector is kaput. The drive itself seems to work fine.

First come first serve; send email or leave a message for me at home (804) 971-5887 or work 924-4914.

2918. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 06:07:10 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Mar24.060710.7733@watserv1.waterloo.edu>
Source record: 224321
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, I have an opportunity to do some programming, but here's the part that hurts: It's for a mac.. Guess what - I've got an ST and a PC...
So, my question is this: How good is Spectre GCR at emulating a Mac? Will it run _ALL_ software a normal mac will? Are there any 'gotcha's??
Does it just use my built-in memory, so that I would need to get more than my current 1 meg to do anything useful?
What's the general feeling of the Spectre community? Can GCR replace a MAC?
I would appreciate any and all e-mail or postings..
Thanks,

--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

2919. MiNT SIGTSTOP question

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 06:36:47 UTC
From: dstailey@gsfc.nasa.gov
Message-ID: <1992Mar24.063647.4914@nsisrv.gsfc.nasa.gov>
Source record: 224322
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm trying to port ASH, the public domain Bourne shell clone, to the MiNT environment. Job control is supported, but none of the job control related builtins are giving any results. After activating the debugging routines for jobs.c, I got the following results when sending the pause-jove command to a MiNT port of JOVE. Since this is my port of JOVE, I know this does a SIGTSTOP.

```
JOVE (Text) Buffer: Main "[No file]" - (00:01)
wait returns 98, status=4641
Changin status of proc 98 from 0xffffffff to 0x1221
Job 1: changing state from 0 to 2
Signal 33
showjobs(1) called
dowait(0) called
wait returns 0, status=1212144
```

Note that the exit status returned from wait3() is 4641, indicating that JOVE was sent signal "33," which falls outside of the maximum count of signals in wait.h. However, in wait.h I do notice the line:

```
#define WSTOPPED 33 /* fake "signal" for stopped processes */
```

The code to ASH contains no explicit reference to WSTOPPED, but perhaps this is coded into wait3(). Should I add extra code to handle this exit status, or is there something I'm missing?

Thanks for any help.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

2920. Re: Flash 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 08:48:29 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <iBu5HB1w164w@ersys.edmonton.ab.ca>
Source record: 224323

Matthias_Murra@hb.maus.de (Matthias Murra) writes:

> Hi there!
>
> There've been a few rumours floating around about a new version of Flash.
> Can anyone confirm these to be true and if so, what are its features?
> Where can it be ordered? Any information will be highly appreciated.
>
> Personally I'm sick and tired of all the squealing and the gibberish
> spread about the not-so-great RUFUS, Trapido or whatever and I wanna
> see once again what a *real* terminal program ought to look like.
>
> Greets, Matt
>
> --
> | Matthias Murra | D-2800 Bremen 1 | E-Mail: Matthias_Murra@hb.maus.de |
> --

The program is called Flash II (not 2.0, since the upcoming release will
be the first release of the program) and it is not connected with the
Antic program Flash. I'm not sure why it is named so closely, but it jus
is. I don't know about the features, but I would like to here them if
anyone knows?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

2921. Re: file transmission to PC and TOS 1.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 08:48:56 UTC
From: vic@sci.kun.nl
Message-ID: <vic.701426936@severus>
Source record: 224324

psurge@cs.utexas.edu (Troy Carpenter) writes:

>In article <1992Mar18.192724.1@vaxr.sscl.uwo.ca> richardson@vaxr.sscl.uwo.ca writes:
>>
>> IS THERE ANYONE ELSE OUT THERE...ANYWHERE...WITH TOS 1.0
>>
>> T.T.F.N.
>> JR.

>I happen to still use TOS 1.0. I use all the original hardware I got with it
Yep: 520ST, 2.5Mb (home brew), Tos1.0, 20Mb shoebox hd. Works fine for me.

Vic.

2922. Re: TOS 2.06 prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 09:06:36 UTC
From: cs@ib.cc.rl.ac.uk
Message-ID: <cs.13@ib.cc.rl.ac.uk>
Source record: 224325

In article <1992Mar22.003150.4106@demon.co.uk> kjackson@cix.compulink.co.uk (Keith Jackson) writes:

>In article <11178@ecs.soton.ac.uk>, dah90@ecs.soton.ac.uk (Halls DA)
>writes:
>>
>>Can anyone tell me how much TOS 2.06 is here in the UK?
>>I don't know cause I haven't bought a magazine for ages (I
>>abject to paying 4 quid for one with some rubbish software
>>on the disk)
>>
>It's priceless at the moment, Dave, as you can't buy it here yet!
>According to Rob Katz on CiX it is "Real Soon Now". They ought to
>copyright that phrase..... :-)

According to Gasteiner Technologies the chips (ie. straight replacement for those in an old STe) cost around 100 pounds. I've no idea about the upgrade board for normal STs.

Chris.

| All that is gold does not glitter | Chris Stratford |
| Not all those who wander are lost. | cs@uk.ac.rl.ib |

2923. Motorola 68030 and 68882 and 25 MHz crystal for sale $315

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 09:37:10 UTC
From: darius@cbmvax.commodore.com
Message-ID: <29655@cbmvax.commodore.com>
Source record: 224326
Cross-posted to: misc.forsale.computers,amiga.general,comp.sys.amiga,comp.sys.atari.st,comp.sys.mac,pa.forsale,nj.forsale

********* CHIPS FOR SALE ************

The following components were used less than 40 hours before I upgraded
my system to 33 MHz:

1> Original Motorola 25 MHz 68030 CPU (contains memory management unit).$175
2> Original Motorola 25 MHz 68882 floating point math co-processor.$150
3> Raltron 28.322 MHz crystal.$5

I would like to sell the chips as a package ($315) but will consider breaking
them up. I will ship them UPS COD or US Mail prepaid inside a jewel case seated
on an anti-static pad. We'll split shipping/COD.

Darius Taghavy | Not affiliated with Commodore or Ensoniq anymore
(215)430-7040 EST | ---> Speaking for myself <---
darius@cbmvax | This gun's for hire (computer-music software eng)

2924. Re: MiNT's copyright status (was: MiNT and MTOS)

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 11:10:34 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92084.111034ONM07@DMSWWU1A.BITNET>
Source record: 224327

```
In article <6PLyHB1w161w@grafted.UUCP>, ziggy@grafted.UUCP (anthony lewis) says:
>
><ONM07@DMSWWU1A.BITNET> writes:
>
>> Coming back from the CeBit fair in Hannover: the rumour, that Atari
>> uses MiNT as multitasking kernel for their new MultiTOS turned out to
>> be TRUE. They showed it on large 29 inch color monitors :-)
>>
>>
> But how could you tell???
> Ziggy.
>

Because Eric's copyright was visible in at last two places (AUTO folder
and AES startup).

>
>--
>anthony lewis
>The Grafted Branch BBS
>317-881-4369
>internet: ziggy@grafted.UUCP
>uucp: ..!uunet!grafted.UUCP!ziggy
> -= newsfeeds available, contact robert@towers.rn.com =-
```

2925. Re: WANTED: Sinclair ZX Spectrum emulator, is it out there?

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 11:19:12 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010011@hpbbrd.bbn.hp.com>
Source record: 224328

/ hpbbrd:comp.sys.atari.st / zonnevel@dutiws.tudelft.nl (622622) / 9:36 am Mar 22, 1992 /

> Hi, I got hold of the ZX 81 emulator from an ftp site. It looks really great
> and now I was wondering if anyone here on the net knew of a Sinclair
> ZX Spectrum emulator. If you know of a ftp site or something else please
> mail me about it!

atari/emulators/spectrum.lzh on atari.archive.umich.edu

Have fun !

Jens Kilian.

--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

2926. Re: Keytbl() (Was: EMACS 18.57, M-X compile and MiNT)

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 11:28:34 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992Mar24.112834.20379@infoserver.th-darmstadt.de>
Source record: 224329

```
bk568@cleveland.Freenet.Edu (Michael Hohmuth) writes:
>
> Julian F. Reschke writes:

[ stuff deleted (eric's orig. msg) ]

> > Don't forgetthat you _need_ Keytbl() to _read_ the actual mapping (if you
> > need to use alternate keys in GEM programs).
> > [...]
>
> As far as I know, the VDI always maps (keyboard dependent) scan codes to
> standard VDI scan codes so that GEM programs don't have to care about the
> actual mapping of the keyboard: They always get VDI standard scan codes
> from the AES event services (as listed in the Profibuch).
>
> As you are the author of the Profibuch, I wonder if I talk about something
> completely different... At least, I never needed Keytbl() when I used
> alternate keys in my GEM programs. At the other hand, I never remapped
> my keyboard with Keytbl()...

I think what Julian means, is the following:

As Eric stated it is probably unwise to CHANGE to keybord table when several
programs are running since they might get rather confused.

On the other hand is is prefectly permissable to use Keytbl to INQUIRE the
current setting of the keyboard table to map scancode to acctual keys.

It is a problem of some program comming from the states to us poor people in
Europe which have a hardwired keyboard table built in, so that certain keys are
not where they should be (e.g. Y and Z in germany or the pound sign in the UK).
The same problem arrises if someone reacts to keypresses with alternate
(which do not return a ASCII code) by simply comparing the scancode.

So the obvious, world compatible and MiNT allowed method should be:

long key=Cconin(); /* or something with evnt_mesag */

if( Kbshift()&K_ALT ) {
switch(Keytbl((void*)-1,(void*)-1,(void*)-1)->unshift[(unsigned char)key]) {
case 'y':
break:
....
default: /* arrow keys, F-keys etc. */

}
} else {
```

```
switch( (char)key ) {
case 'y':
break;

case 'Y':
break;

case 25: /* ^Y */
break;
....
default: /* as above */
}
}
```

(please forgive me for any bug in this 'program' it typed it from the memory)

bye ... Alexander Lehmann
--
Alexander Lehmann | "Wopp" - lots of white, deadly robots
alexlehm@iti.informatik.th-darmstadt.de| from Krikkit (THHGTTG Pt.3)

2927. Re: VDI drivers, how do I write one?

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 12:38:54 UTC
From: schavema@fwi.uva.nl
Message-ID: <1992Mar24.123854.14208@fwi.uva.nl>
Source record: 224330

The german profibuch as you mentioned has been translated to
the Dutch language but I bet your Dutch is as worse as your
German. I don't know nothing about a English translation of
it but maybe your local computer store can help.
B.t.w. for the Dutch readers : I noticed that at the bookstore
'De Slegte' in Amsterdam they offered this translation of the
profibuch and some other Atari ST related books for some
remarkable low prices. They had almost all 'Databecker' books
and others for up to 6 times cheaper as normal ! I am not
connected to 'De Slegte' but if you were always willing to
buy one of these but you thought they were to expensive you
should now have a look overthere.

John Schavemaker
schavema@fwi.uva.nl

2928. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 13:03:29 UTC
From: ak237@cleveland.Freenet.Edu
Message-ID: <1992Mar24.130329.29342@usenet.ins.cwru.edu>
Source record: 224331

I have been using a ST (with Spectre) and programming with Think C without any problems (the debugger in Think C needs to be modified, but that is not a big problem). However, for any serious use you need more than one meg of memory (I have 4 meg). The compatibility is pretty good, with virtually all major programs running without a hitch. However, one serious disadvantage is that the ST cannot run System 7 of the Mac operating system.

2929. MIDI playback program is ready

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 13:30:13 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Mar24.133013.1712@echo.philips.nl>
Source record: 224332

```
================================================
I tried to crosspost, but it failed (once again).
So sorry, if you see this posting more than once.
================================================

Hi everybody,

The MIDI PLAYBACK program Version 1.0 is born!

For the time being it is available for the Atari ST/STE/MEGA STE only.
I have plans to port it to MSDOS as soon as Windows 3.1 is available.

The program can load and play standard MIDIFILES.
It can adjust a lot of parameters to adjust the file
to your personal keyboard(s)/synthesizer(s)/sound module(s)
/drumcomputer(s) needs. It is based on GEM, however, I
have given it my personal style (I am an artist:-).

It can be used in color (medium res.) and monochrome (high res.).
It will probably work with the newer screen modes as well, but I
have no possibility to test it. The program comes with a help
function, however a manual can be ordered (see below).

You'd better subscribe to comp.binaries.atari.st now, as
I posted it to the moderator of that USENET newsgroup

For those who have no access to that news group,
I have posted it to the cs.ruu.nl archive too.

This archive can be reached either by
anonymous ftp: archive.cs.ruu.nl [131.211.80.5]
or its
mail-server: mail-server@cs.ruu.nl
For more info about this archive contact its
moderator Ate Brink: ate@cs.ruu.nl

My American friend Bill Sheppard will most likely
send it to atari.archive this week (Hi Bill:-).

For those who missed the initial posting in december, here is some
detailed information again:

The program can play the songs stored in midifile format 0 and 1 (*.MID).
When format 0 midifile is loaded, midi events using different
midi channels will be handled as being on different tracks.
The program can handle up to 99 tracks.
The program allows certain events to be filtered.
Tracks can be muted.
```

Each track can be assigned to a midi channel for fast converting.
Each track can initialise the sound by transmitting a program change event.
Each track can initialise volume setting of the connected midi device.
Each track can have its notes transposed.
Each track can have its notes converted via mapping (for drum tracks).
The program holds two mappings which can be modified, loaded and saved.
Each track can be analysed with an event editor showing all the midifile
events loaded (incl. all midifile specific stuff like meta events).
Tempo of the song can be initialised.
Tempo of the song can be relatively changed (still following all
tempo changes which might be in the midifile already).
During midifile loading, events can be filtered for min. memory usage,
in case of 512kB systems.

As written above, the program includes a help function
which gives some information how to use the program.
However, I am writing a manual (in English, German and Dutch)
which goes in the details of the program and gives hints how
to use the program in a practical way. The manual comes with
appendices, which includes the following:
- An introduction for novice midi users;
- A list and explination of midi events;
- An explanation (in detail) of midifiles.

Version 1.0 is free, but not the manual. You do not necessarily
need the manual to use the program, however, ordering the manual
will also result in the newest version of the program, as there
are several features planned for future versions. See the help
function within the program for more details.

So watch out for: PLAYBACK.PRG

John
--
John Janssen Email: johnj@echo.philips.nl
The Netherlands or: john@atehv.bso.nl
Work: +31 40 756588
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

2930. Re: ST Virtual Reality S/W sighted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 13:33:10 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar24.133310.4825@sun.pcl.ac.uk>
Source record: 224333

In article <1974@mwca.UUCP> bill@mwca.UUCP (Bill Sheppard) writes:
>
>Can you get fairly detailed with the interior of the house (say, create a
>staircase, go upstairs, look around a room, perhaps put pseudo-paintings on
>the wall, have vaulted ceilings, etc.) or are you basically just looking at a
>bunch of connected cubes? Is speed a problem (on an MHz ST) - is it sluggish?
>What would you say is its biggest shortcoming?
>
>Thanks for your insight!
>
>--
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ##############

Ummm.. it depends on what your idea of 'detailed' is, and how patient you
are. Let me expand further....

The 'World Area' is large, but not infinite. Therefore after you have created
a cube, and its hovering there in mid air in front of you, you have to decide
what sort of scale the model you are building is going to be.

Now, if you are just designing a room, you can get *very* detailed - stripey
towels, quite accurate taps, light switches (you could even have a light switch
that turns the virtual light on and off, and by going right up to the wall and
looking down at the switch, you could see it protruding from the surface of
the wall slightly - now thats detailed!) and so on.

If you are building a whole house, you have to build on a smaller scale,
but you can still get a highly detailed view.

It has to be said that the 3DCK will [quick break while I answer a talk
request - isnt UNIX wonderful!] only give out what you put in. If you
are arty, and use well defined shapes then you will be pleasently surprised.
The interface is a joy to use, if a little slow.

Screen updating is directly related to the number of visible objects.
So the more detail = less speed. I'm afraid it gets quite slow sometimes,
but the feeling of "Being there" is unsurpassed!

Edd Deegan

2931. Re: Stacker&ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 14:51:30 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Mar24.095130.14818@newstand.syr.edu>
Source record: 224334

In article <1992Mar23.231854.442@nntp.hut.fi> sakari@niksula.hut.fi (Sakari Aaltonen) writes:
>The Stacker program (for PC's) seems a nice way of doubling one's disk space.
>However, it probably does some very low-level things. I wonder whether
>anyone has used it with ATSpeed C16?
>
I wouldn't want to be the one to try it out! My experience in
the past is that programs that do things to the hard disk are
apt to trash it...I found this to be the case with every disk
cache that I tried. Also, the tech person at the place where
I bought my ATSpeed (only 8mhz) told me to be wary of all
programs that access hard disks directly, e.g. things like
PCTools compress and backup, etc.

I'd be interested in hearing, too...don't take me wrong. I
just would be VERY reluctant to do it!
--Gerry
ggreenbe@rodan.acs.syr.edu

2932. Old PC-HD on the ST? Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 15:20:44 UTC
From: d91jn@efd.lth.se
Message-ID: <1992Mar24.152044.8186@lth.se>
Source record: 224335

I have been offered a old PC-harddrive very cheap. Is there a way to
connect it to my ST?. I have controller to the PC, but that might not
do any good. Are there host-adaptors to other than SCSI-drives out there?

Thanks

/Jerker
--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

2933. Re: TOS 2.06 prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 16:00:21 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Mar24160021@solb1.essex.ac.uk>
Source record: 224336

In article <cs.13@ib.cc.rl.ac.uk> cs@ib.cc.rl.ac.uk (Chris Stratford) writes:

>In article <11178@ecs.soton.ac.uk>, dah90@ecs.soton.ac.uk (Halls DA)
>writes:
>>
>>Can anyone tell me how much TOS 2.06 is here in the UK?
>>I don't know cause I haven't bought a magazine for ages (I
>>abject to paying 4 quid for one with some rubbish software
>>on the disk)
>>
>It's priceless at the moment, Dave, as you can't buy it here yet!
>According to Rob Katz on CiX it is "Real Soon Now". They ought to
>copyright that phrase..... :-)

According to Gasteiner Technologies the chips (ie. straight replacement
for those in an old STe) cost around 100 pounds. I've no idea about the
upgrade board for normal STs.

A few weeks back I saw (and tried out) TOS 2.06 at a show (the 16-Bit Show
if you must know). It was being sold by a third party retailer (German, I
think). I can't quite remember how much it cost, but I'm sure it was nowhere
near 100 pounds (more like 60).

--
email: okes@essex.ac.uk
#
##
##
#
Analysis of television viewing figures has shown that 80% of people in this
country are crap.

2934. TOS 2.06 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 16:15:17 UTC
From: malay@sae.com
Message-ID: <1992Mar24.161517.27880@sae.com>
Source record: 224337

Ok, I got my TOS 2.06 chips in the mail (from Codehead) - I opened up my 1040STe and the "older" TOS roms are soldered-in AND they seem to be two pins smaller. The jumpers are also soldered. Has anybody upgraded to TOS 2.06 with this STE setup. The docs from Codehead implied it would be a simple "pop out the old - push in the new" but I'm a little hesitant to get in there with the old solder-sucker.

Bob Malay

2935. Sudden View vs. Intel

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 16:58:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1464014968@thelake.mn.org>
Source record: 224338

Motorola partisan alert:

Below you'll find one of the all-time great anti-Intel screeds from someone who not only knows how to rant, but also how to write, how to code and how to make good computers and software. Rod Coleman founded Sage Microcomputers and wrote Sudden View, a new text processor for the Atari ST that Jerry Pournelle is calling the best editor for any computer, anywhere.

Rod was asked by a user on GEnie's Jerry Pournelle Roundtable whether Sudden View might be ported to PCs. His reply follows.

==========

Category 4, Topic 37
Message 273 Sun Mar 22, 1992
R-COLEMAN at 12:13 EST

Mr. Nash,

In regards to your interest for a port of Sudden View to the Intel processor: Sure! no problem. All I need is a widely accepted true 32-bit operating system with a reasonable Modula-2 compiler running on the PC and I'll get right to it. You see, Sudden View is a true 32-bit product. It allows a contiguous file of a megabyte in size (or many megabytes for that matter). MS-DOS running on Intel chips have a real (no pun intended) problem with this.

As Jerry can tell you, I used to be the counterpoint man (anti-Intel) on some of the industry panels back before Apple was using the 68000; so I've made this case before. Now that Apple defends the cause, I spend my time quietly programming the 68000.

It isn't JUST that I don't like the Intel parts (I've spent years coding for them). It's that they are not real computer processors; they are actually control processors. You know, like the ones running your washing machine. The Motorola 68000 is a cross between a VAX and an IBM 370, which are large architecture machines. It has 16 true 32-bit registers.

On the other hand, a 486 is a 386 with some optimized instructions and a cache. A 386 is a 286 with a sort of 32-bit machine wrapped around it, like a bun around a hotdog. A 286 is a poorly extended 8086 (brain-dead according to Bill Gates; and he should know).

The 8086 (and 8085) were the response to the Zilog Z-80 if you remember back that far. It maintained object code compatibility with the

older 8080 (the now famous 8088 was the 8086's 8-bit little brother).

And of course, the 8080 was an extended version of the 8008, the worlds first 8-bit control processor. Actually it goes back a little further with the 4004, but I don't want to push it.

The point is, that deep in the heart of the Intel 486 there still resides the logical register set of the 8008. To be fair, most PC software (MS-DOS) takes advantage of the 8088 extensions, but they are only extensions. Remember, that 8088 was object code compatible with the 8080 which would only address 64 KBytes with an extenion of the 8008's logical register set. Now you know why a compiler running in MS-DOS in 1992 is still constrained to 64 KByte data structures and very few logical registers. It's because of a washing machine controller originally defined in 1972. Amazing, isn't it?

This has already gotten out hand, and I'm sure I in the wrong topic, but I haven't had that button pushed for some time now. Actually, if someone would write a true 32-bit version of MS-DOS for the 386 and above, with a Modula-2 compiler, Sudden View should be a fairly easy port (are you listening Bill? What! Window 3.1? We'll see). Without that option, it will require a little "adapter" board containing at least a 68020 and a couple of megs of RAM to plug into the PC along with Sudden View.

Maybe if I don't tell anyone what's on the adapter card, they'll be amazed at how well I can make their Intel processor run. For now, you'll have to buy a real computer like the Atari ST. I've already had DOS developers who have done just that: bought a mono Atari 520 ST as an editing station, and just pop the disks back and forth.

Still think the Atari's a game machine? Well, then you'll have to wait for the MAC port which will be done if I sell enough copies on the Atari. Other than that, you'll just have to accept that there is a program running on the slowest computer currently in production (8 Mhz Atari ST) that will do things faster than you can do them on some of the fastest personal computers in production (any 50 Mhz 486 Intel part).

Sorry about the flame, I know your question was ask in good faith. It's just that I find the whole Intel/IBM perversion of technology so frustrating. Anyway, thanks for the question. I hope the answer's clear.

Rod

2936. Re: Motorola 68030 and 68882 and 25 MHz crystal for sale $315

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 18:04:05 UTC
From: augi@cbmvax.commodore.com
Message-ID: <29672@cbmvax.commodore.com>
Source record: 224339
Cross-posted to: misc.forsale.computers,amiga.general,comp.sys.amiga,comp.sys.atari.st,comp.sys.mac,pa.forsale,nj.forsale

In article <29655@cbmvax.commodore.com> darius@cbmvax.UUCP (Darius Taghavy - CATS) writes:
>
> 1> Original Motorola 25 MHz 68030 CPU (contains memory management unit).$175
> 2> Original Motorola 25 MHz 68882 floating point math co-processor.$150

To anyone considering this, note that the following is standard quantity 1
pricing on these items from Motorola (higher quantities are available at
significant discounts):

68030, 25 MHz PGA package: $178.96
68882, 25 MHz PGA package: $ 92.64

The source is the January 1992 price book.

FYI, Joe

--

This is the sort of thing that people who like this sort of thing really like
---
Joe "Augi" Augenbraun ucp: {uunet|ihnp4|rutgers}!cbmvax!augi
System Engineering arpa: cbmvax!augi@uunet.uu.net
Commodore Business Machines Phone: 215-431-9332

2937. Artworx Bridge 5.0 problems

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 18:41:11 UTC
From: jwu@zeus.calpoly.edu
Message-ID: <1992Mar24.184111.1562460@zeus.calpoly.edu>
Source record: 224340
Cross-posted to: rec.games.bridge,comp.sys.atari.st

Has anyone tried Artworx's Bridge 5.0 for the Atari ST?
I recently purchased this program and the hands begin to repeat
themselves after several rounds. I thought maybe the randomizer
was using the time/date of the computer, but the problem still
occurs after changing the time/date. I have a Atari St 1040 if it
is any help. What's going on? How do I fix the problem?

On a somewhat related note, was Bridge 6.0 ever released for the
Atari? I know they have it for the IBM and Macs.

--
==
John S. Wu (Engr Mgt. / Mech Engr) ===> jwu@nyx.calpoly.edu
California Polytechnic State Univ., School of Business, MBA Program
San Luis Obispo, CA 93401

2938. Re: Keytbl() (Was: EMACS 18.57, M-X compile and MiNT)

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 18:43:26 UTC
From: bk568@cleveland.Freenet.Edu
Message-ID: <1992Mar24.184326.19790@usenet.ins.cwru.edu>
Source record: 224341

Alexander Lehman writes:

> bk568@cleveland.Freenet.Edu (Michael Hohmuth) writes:
> >
> > Julian F. Reschke writes:
> [...]
> > > Don't forgetthat you _need_ Keytbl() to _read_ the actual mapping (if you
> > > need to use alternate keys in GEM programs).
> > > [...]
> >
> > As far as I know, the VDI always maps (keyboard dependent) scan codes to
> > standard VDI scan codes so that GEM programs don't have to care about the
> > actual mapping of the keyboard: They always get VDI standard scan codes
> > from the AES event services (as listed in the Profibuch).
> >
> > As you are the author of the Profibuch, I wonder if I talk about something
> > completely different... At least, I never needed Keytbl() when I used
> > alternate keys in my GEM programs. At the other hand, I never remapped
> > my keyboard with Keytbl()...
>
> I think what Julian means, is the following:
>
> [...]
>
> On the other hand is is prefectly permissable to use Keytbl to INQUIRE the
> current setting of the keyboard table to map scancode to acctual keys.
>
> It is a problem of some program comming from the states to us poor people in
> Europe which have a hardwired keyboard table built in, so that certain keys are
> not where they should be (e.g. Y and Z in germany or the pound sign in the UK).
> The same problem arrises if someone reacts to keypresses with alternate
> (which do not return a ASCII code) by simply comparing the scancode.
>
> So the obvious, world compatible and MiNT allowed method should be:
>
> long key=Cconin(); /* or something with evnt_mesag */
>
> [...]

Your method is OK if you read keystrokes with Cconin(). But I think it's
another story if you read them with the VDI (or with the AES, which itself
calls VDI): VDI scancodes are independent from the keyboard layout since
VDI converts them to a standard mapping.

(I'm really not sure about that, but my programs always worked fine this way.)

Michael.

--
Internet: hohmuth@freia.inf.tu-dresden.de

2939. bbses with uucp support

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 19:02:53 UTC
From: wmagro@uiuc.edu
Message-ID: <1992Mar24.190253.19648@ux1.cso.uiuc.edu>
Source record: 224342

How can I tell if a bbs can send mail to an internet site? In particular
I am looking for a bbs in the dayton, ohio area that has this capability.
I logged onto a few atari bbses, as well as some messy dos and mac ones,
but I couldn't find any mention of this capability. anyone who is aware
of such a bbs, please mail me!

Thanks,

Bill

2940. Revised Big Screen info... More still wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 20:09:47 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar24.200947.23121@a.cs.okstate.edu>
Source record: 224343

I'm compiling info on monitor cards available for the ST. I plan to
be using MGR with an accellerator (40Mhz SST?) and need more screen for
multiple tasks! So far, the Crazy Dots looks real nice. Any question
marks below indicate that I've "heard of" the card, but havn't even heard
a rumor(sp?) of the question marked feature.

card max rez comment $US Mfgr/Imptr
1) ISSAC 1024x768 550 Dover
2) ReSolution 1024x768 will do a virtual 1280x960 600 Rio
3) Omnimon ??? ? ?
4) Matrix ??? ? ?
5) Moniterm ??? ? ?
6) CrazyDots 1664x1200 <=16 colors 1280x800 w 256 colors 850 Gribnif
7) CrazyDots 1664x1200 <=16 colors 1280x800 w 32k colors 999 Gribnif
8) SST add-on ??? ? Gadgets
9) Reflex A3 mono only L250uk ?

Can someone (anyone) add some details to this?
Or maybe a few more cards?
Who imports Reflex, Omnimon, Matrix, or Moniterm? Anybody sell these in the
USA? Are any Specs available on the Gadgets "SST add on"?

jc cummins@a.cs.okstate.edu

2941. Memory speed for 40Mhz SST?

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 20:24:43 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Mar24.202443.24567@a.cs.okstate.edu>
Source record: 224344

For those considering building an SST, I ask:

What is the minimum memory speed to get maximum throughput from a 40Mhz
68030 (for instance in the Gadgets SST board)???

How about the same question, but a 50Mhz 68030 and crystal?

I need to budget for expansion, and I plan on going with MiNT, GNU, and
a lot more screen. Please post or e-mail responses! Short answers welcome!!!
(since a few short answers will contain the info I need!!!)

2942. Re: Emacs 18.5[57]

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 21:20:56 UTC
From: waal@cwi.nl
Message-ID: <5754@charon.cwi.nl>
Source record: 224345

waal@cwi.nl (Peter de Waal) writes:

>I'm having problems with gnuemacs (both versions 18.55 and 18.57).

>With regard to version 18.57 I can make a dumped executable (with working
>C-g), but as soon as I try to read a file, I get two bombs.

Well I solved the problem. I decided to try to create a dumped executable by running dumpemac.ttp from the desktop. I made sure that the environment variables were set by environ.prg in my auto folder. Running dumpemac gave me xemacs.1 and xemacs.2 but it did not not succeed in making a dumped xemacs.ttp. So next I run dumpfix from the desktop (using the dumps created by dumpemac) and I finally got my xemacs.ttp.

This executable, however, when run from the desktop does not automagically loads the startup file, so I rewrote the source of a minimal shell that I have to run gcc and voila. If anybody is interested in this source, just drop me a line.

Well, now I can finally delete all the gemacs 18.55 stuff and reclaim some space on my harddisk.

--- Peter de Waal, CWI, Amsterdam <waal@cwi.nl> ---

2943. Re: GDOS infos

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 22:51:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A37936@MS.maus.de>
Source record: 224346

M.A.Rahin@lut.ac.uk, 23.03.92:

>1. What is the meaning of "GDOS ERROR : INVALID HANDLE" from the GDOS
> clone AMCGDOS ? This error apears when I try to run some programs
> (Cards & Tetris both Mono games, GPLOT a shareware graph plotting
> program which I've downloaded from atari.archive [only when saving
> Metafile option is selected from the FILE menu]).

These programs are buggy because they use wrong handles (f.e. 0,1)
while calling vdi functions. AMCGDOS, rather than original GDOS,
informs you about this.

>2. The alternate desktop program GEMINI 1.21 UK runs ok with AMCGDOS, but
> doesnot load the monospaced screen fonts (BAGE08, BAGE09 & BAGB09) when
> GDOS, instead of AMCGDOS is loaded. With GDOS loaded, the GPLOT doesnot
> run at all. What could be the reasons ?

As mentioned some days ago, GDOS.PRG expects the program to open the
virtual workstation with work_in[0] = 2+Getrez(). This is a silly bug.
1.) Don't use GDOS.PRG!
2.) If you do nevertheless, copy the fontlist to the 01p entry of your
ASSIGN.SYS.

BTW: In the german "ST-Magazin" 4/92 one can find my fix for this
problem of (FSM/)GDOS.

Regards,
Patrick

2944. Re: Sudden View vs. Intel

Newsgroup: comp.sys.atari.st
Date: 1992-03-24 22:52:06 UTC
From: dmatiske@debussy.helios.nd.edu
Message-ID: <1992Mar24.225206.5186@news.nd.edu>
Source record: 224347

In article <A1464014968@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
|>
|> Motorola partisan alert:
|>
|> Below you'll find one of the all-time great anti-Intel screeds from
|> someone who not only knows how to rant, but also how to write, how to code
|> and how to make good computers and software. Rod Coleman founded Sage
|> Microcomputers and wrote Sudden View, a new text processor for the Atari
|> ST that Jerry Pournelle is calling the best editor for any computer,
|> anywhere.
|>
|> Rod was asked by a user on GEnie's Jerry Pournelle Roundtable whether
|> Sudden View might be ported to PCs. His reply follows.
|>
|> ==========
|>
|> Category 4, Topic 37
|> Message 273 Sun Mar 22, 1992
|> R-COLEMAN at 12:13 EST
|>
|> Mr. Nash,
|>
|> In regards to your interest for a port of Sudden View to the Intel
|> processor: Sure! no problem. All I need is a widely accepted true 32-bit
|> operating system with a reasonable Modula-2 compiler running on the PC
|> and I'll get right to it. You see, Sudden View is a true 32-bit product.
|> It allows a contiguous file of a megabyte in size (or many megabytes for
|> that matter). MS-DOS running on Intel chips have a real (no pun
|> intended) problem with this.
|>
|> As Jerry can tell you, I used to be the counterpoint man (anti-Intel)
|> on some of the industry panels back before Apple was using the 68000; so
|> I've made this case before. Now that Apple defends the cause, I spend my
|> time quietly programming the 68000.
|>
|> It isn't JUST that I don't like the Intel parts (I've spent years
|> coding for them). It's that they are not real computer processors; they
|> are actually control processors. You know, like the ones running your
|> washing machine. The Motorola 68000 is a cross between a VAX and an IBM
|> 370, which are large architecture machines. It has 16 true 32-bit
|> registers.
|>
|> On the other hand, a 486 is a 386 with some optimized instructions
|> and a cache. A 386 is a 286 with a sort of 32-bit machine wrapped around

|> it, like a bun around a hotdog. A 286 is a poorly extended 8086
|> (brain-dead according to Bill Gates; and he should know).
|>
|> The 8086 (and 8085) were the response to the Zilog Z-80 if you
|> remember back that far. It maintained object code compatibility with the
|> older 8080 (the now famous 8088 was the 8086's 8-bit little brother).
|>
|> And of course, the 8080 was an extended version of the 8008, the
|> worlds first 8-bit control processor. Actually it goes back a little
|> further with the 4004, but I don't want to push it.
|>
|> The point is, that deep in the heart of the Intel 486 there still
|> resides the logical register set of the 8008. To be fair, most PC
|> software (MS-DOS) takes advantage of the 8088 extensions, but they are
|> only extensions. Remember, that 8088 was object code compatible with the
|> 8080 which would only address 64 KBytes with an extenion of the 8008's
|> logical register set. Now you know why a compiler running in MS-DOS in
|> 1992 is still constrained to 64 KByte data structures and very few
|> logical registers. It's because of a washing machine controller
|> originally defined in 1972. Amazing, isn't it?
|>
|> This has already gotten out hand, and I'm sure I in the wrong topic,
|> but I haven't had that button pushed for some time now. Actually, if
|> someone would write a true 32-bit version of MS-DOS for the 386 and
|> above, with a Modula-2 compiler, Sudden View should be a fairly easy
|> port (are you listening Bill? What! Window 3.1? We'll see). Without
|> that option, it will require a little "adapter" board containing at least
|> a 68020 and a couple of megs of RAM to plug into the PC along with Sudden
|> View.
|>
|> Maybe if I don't tell anyone what's on the adapter card, they'll be
|> amazed at how well I can make their Intel processor run. For now, you'll
|> have to buy a real computer like the Atari ST. I've already had DOS
|> developers who have done just that: bought a mono Atari 520 ST as an
|> editing station, and just pop the disks back and forth.
|>
|> Still think the Atari's a game machine? Well, then you'll have to
|> wait for the MAC port which will be done if I sell enough copies on the
|> Atari. Other than that, you'll just have to accept that there is a
|> program running on the slowest computer currently in production (8 Mhz
|> Atari ST) that will do things faster than you can do them on some of the
|> fastest personal computers in production (any 50 Mhz 486 Intel part).
|>
|> Sorry about the flame, I know your question was ask in good faith.
|> It's just that I find the whole Intel/IBM perversion of technology so
|> frustrating. Anyway, thanks for the question. I hope the answer's
|> clear.
|>
|> Rod
Well the only thing wrong is that in 7 days IBM is shipping os/2 version 2.0 which is a 32

bit system with a flat memory model. I know one company that makes a modula 2 compiler for v1.x and I assume they will make one for 2.0. Of course you can still complain the graphic system is complex at best, desing by a drunken moron at worst.

2945. CrackArt: Did anyone put together a collection of all the postings?

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 00:30:03 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <+8ltzcq@rpi.edu>
Source record: 224348

Hi there.
I am trying to figure out CrackArt. I had (thought) saved all
the postings that were being sent here, but none of them, except
for one seemed to actually have been saved. Here's my problem.
I have no clue on most of the funntions, since I was saving them,
I planned to read them later when I had the time. Now they
are gone. If anyone has these, or is a CrackArt god, could you
do me a favor and post some hints here? I think there is at least
a five dozen people who might be interested, most likely more.

Regards,

___ ___
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

2946. e-mail address correction for Darius's for sale ads of last night

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 01:38:47 UTC
From: dart@lock60.UUCP
Message-ID: <783@lock60.UUCP>
Source record: 222643
Cross-posted to: comp.sys.amiga,comp.sys.atari.st,rec.music.synth,misc.forsale.computers,rec.audio,pa.forsale,nj.forsale

Newsgroups: amiga.general,comp.sys.amiga,comp.sys.atari.st,rec.audio,rec.music.synth,misc.forsale.computers,pa.forsale,nj.forsale
Subject: e-mail return address correction for Darius Taghavy's FOR SALE st
Expires:
References:
Sender:
Reply-To: dart@lock60.UUCP (Darius Taghavy)
Followup-To:
Distribution: usa
Organization: Lock #60 on the Schuylkill Canal, Mont Clare, PA, USA
Keywords:

Last night I posted a bunch of for sale ads in above newsgroups. I posted this from a Commodore account. Since I haven't worked there for over a year I was threatened before to lose my account. That was months ago. It turns out that they finally went through with it sometime TODAY! So all your replies to darius@cbmvax wil end up in/dev/null or something.

Please re-reply your e-mail to the above path (dart@lock60.UUCP) which is a secondary account I have for safety. Now my PRIMARY and only account.

I am very sorry for the confusion. Stuff for sale: Amiga '020 board $350, '030 board $750, 2 meg RAM $185, AT bridgeboard $425, GVP controller $50, Motorola 68030 and 68882 (25 MHz both) w/ 28 MHz crystal $315 or seperate, EMU Proteus SR $590, Lexicon LXP-1 $370, Roland VP-70 $500, Commodore SX 64 $250, Passport MIDI transport $135, MIDI Gold Insider (A2000 MIDI interface) $45, Dr T's KCS 3.0 $55, Intelligent MUsic Realtime 1.1 $20, Dr T's Tiger Cub Amiga $35, various Amiga Sounquest editors $35 each, MIDI Quest 1.0 $45.

Again darius@cbmvax is dead --- dart@lock60.UUCP is CORRECT.

Thanks,
dart

2947. Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 02:41:09 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar25.024109.23534@umbc3.umbc.edu>
Source record: 224349

Morning all... just a few quick questions...

A little while ago I was talking to someone who was writing their own tape driver, and to someone porting some GNU tape stuff to the St. Could they get in touch as I am getting a tape drive this week or so.. I seem to have lost the address and don't know where to find it.. :(

Oh.. and does anyone know if there is a program to play .MED songs on the ST? They seem to be popular, and some are quite long...

Thanks all...

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

2948. Do you have a scanner?

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 04:11:49 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Mar25.041149.17397@usenet.ins.cwru.edu>
Source record: 224350

If you would like to help provide Atari users with articles to read,
you can do it by scanning hard copies of articles into ASCII form.

The Cleveland Free-Net Atari SIG has permission from Atari Explorer
and other publications to post articles on Free-Net.

If you have a scanner or have access to one, you and your organization will
be given credit for scanning it.

Thank you.

Len Stys at aa399@cleveland.Freenet.Edu

--

2949. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 04:44:04 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar24.224404.1349@doug.cae.wisc.edu>
Source record: 224351
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Mar24.060710.7733@watserv1.waterloo.edu> ec333way@sail.uwaterloo.ca writes:
>Ok, I have an opportunity to do some programming, but here's the part that
>hurts: It's for a mac.. Guess what - I've got an ST and a PC...
>So, my question is this: How good is Spectre GCR at emulating a Mac? Will it
>run _ALL_ software a normal mac will? Are there any 'gotcha's??
>Does it just use my built-in memory, so that I would need to get more than my
>current 1 meg to do anything useful?
>What's the general feeling of the Spectre community? Can GCR replace a MAC?
>I would appreciate any and all e-mail or postings..
>Thanks,
>
>--
>Mattias Hembruch
>mghembruch@electrical.watstar.uwaterloo.ca
>or ec333way@sail.uwaterloo.ca

For programming, Think C V4.0. is fine. I made a few inits with it, did
some larger projects. It works very well.

The debugger, source debugger that is, has to be modified with RESEDIT
to map out some checks for a floating point unit, otherwise the source
debugger will dump the Spectre into oblivion.

I could post the resource fork modifications so it works 100%.

Comments about Pascal:

The only problem I have is with Think Pascal's editor...its buggier
than hell on a real Mac too.

--Greg

2950. UNIX on the TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 05:23:10 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.701500990@ee.ualberta.ca>
Source record: 224352

I remember hearing somewhere that there would be a port of UNIX to
the TT. Could anyone say whether this is more than a rumor? If not, is it
under development as we speak, and just _what_ UNIX are we talking about, old
version, current version, hacked up Atari implementation, what? I would like
to be investing in a UNIX development platform before too much time goes by,
but I definitely don't have the money to invest in a workstation. Will
Atari ever be an option, or will I have to go with something like a NEXT?

Robert Morrison
morrison@bode.ee.ualberta.ca

2951. Amiga bridgeboard featur correction - 68030/68882 pricing

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 06:41:38 UTC
From: dart@lock60.UUCP
Message-ID: <788@lock60.UUCP>
Source record: 224353
Cross-posted to: misc.forsale.computers,comp.sys.amiga,comp.sys.atari.st,pa.forsale,nj.forsale

I am not submitting a (F)ollowup to the two flames I got because the damn amiga.general newsgroup is not available here.

1> I stand corrected. Amiga bridgeboards don't include serial port emulation out of the box because the janus.library does not support it. You may however utilize inexpensive PC serial/multifunction boards plugged in a PC slot on the A-2000 which is THE great advantage you get with a bridgeboard over the other pc solutions.

2> My 68030/68882 pricing is based on an approxiamtely 30% discount on typical mailorder prices plus a free crystal (some $10 worth). E.g. April 92 Amiga World: the Grapevine Group lists the 25 MHz version of those chips for $249.95/208.95 respectively.

I refuse to be flamed by an industry person who obviously gets wholesale prices because he has access to that. If he wants to start a side business with that it's fine with me.

I only have this ONE SET for sale and I believe my original set price of $315 including crystal is fair. However, I will give you 30% of the best VERIFIABLE mail-order price and throw in the 25 Mhz crystal for free.

Just because I happen to know Commodore's dealer/OEM pricing and don't flame people for selling their used Amiga's for slightly less then that. Besides I have better things to do with my time than scan every newsgroup for trivialities every day...

Darius Taghavy (215) 430-7040 days-eves EST

PS I have no interest in a flame war, especially since I'm kermitting files back and forth between my 1200 baud UNIX login session and my Amiga to avoid this godforbidden vi editor.

2952. Re: bbses with uucp support

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 07:26:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <56361@cup.portal.com>
Source record: 224354

Bill Magro asked:

>How can I tell if a bbs can send mail to an internet site? In particular
>I am looking for a bbs in the dayton, ohio area that has this capability.
>I logged onto a few atari bbses, as well as some messy dos and mac ones,
>but I couldn't find any mention of this capability. anyone who is aware
>of such a bbs, please mail me!

Not very many small BBSs are connected to the InterNet...

You might want to consider using CompuServe for this ability...

For only $7.95 a month, you can join CIS and have InterNet mail capability.
InterNet mail is an extra cost option (although it doesn't cost very
much), and CIS is accessible almost everywhere.

The $7.95/month basic services include unlimited use of several basic
CIS resources including regular CIS E-Mail (but not InterNet mail).

Also, for $12.95 per month, flat rate, Portal offers complete InterNet
access, both Mail and Newsgroups... but from Dayton, you'd have to
either call long-distance, or use PC Pursuit ($30/month by itself).

BobR

2953. Re: Amiga bridgeboard featur correction - 68030/68882 pricing

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 08:27:26 UTC
From: cython@irie.ais.org
Message-ID: <NNc+sG@engin.umich.edu>
Source record: 224356
Cross-posted to: misc.forsale.computers,comp.sys.amiga,comp.sys.atari.st,pa.forsale,nj.forsale

In article <788@lock60.UUCP> dart@lock60.UUCP (Darius Taghavy) writes:
>I am not submitting a (F)ollowup to the two flames I got because the damn
>amiga.general newsgroup is not available here.
>
>1> I stand corrected. Amiga bridgeboards don't include serial port emulation
> out of the box because the janus.library does not support it. You may
> however utilize inexpensive PC serial/multifunction boards plugged in a PC
> slot on the A-2000 which is THE great advantage you get with a bridgeboard
> over the other pc solutions.
>
I for one, did not mean that as a flame, only pointing out that the BB's
don't have serial port emualtion. Due to the nature of your site (and not
knowing that you were not still working from CBM) I took the oppertunity to
express my feelings toward the lack of serial port access via the
janus.library. I do agree that a multi-fuction card is the way to go if you
have the extra slots, however my A3000 only comes with 2 AT slots, of which
one is used by the BB, leaving me with a mear 1 slot for expaning the BB, I
placed a multi-function card in it, that gave me 2 serial ports, along with
alot of other things, however I have no more slots, and would like to add
one of the better sound cards to my BB. If I had known about the A3000T
when I bought my A3000 (I got it in Sept. of 90 and had no idea there would
be a tower version) I would have gotten it for its expantion. The point
was, that if CBM would have included access to the amiga serial port via
janus, I would have one less then to have to add a card for.

Your privce on the chips look good to me, if I needed em Id get em :)

Most used 286 BB's are going for around $250-300, if yours is still new and
in the box and all, your price on it is also fair.

Sorry to hear that you lost your CBM account, 1200 baud?? ACK! You have my
sympthy!

--
Internet/Bitnet: cython@irie.ais.org
CompuServe: 76217,1372 (via Internet) 76217.1372@compuserve.com
GEnie: T.Devlin2 BIX: Cython P-LINK: Opps! it died!

2954. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 08:34:12 UTC
From: martini@cloud9.in-berlin.de
Message-ID: <H.HwAVYKIO_Uk@cloud9.in-berlin.de>
Source record: 224355

In <A8170@B.maus.de>, Dieter Linde writes:
( ) > I don't mind learning the German language to be able to use programs, but
( ) > I do mind not having the knowledge of how to adequately re-imberse shareware
( ) > and commercial authors for their efforts.
( ) Same apply to us here in good-old Germany. The only one who made money is the
( ) bank as they take amounts of money for transferring the currency and so on...

If the amount is not too big, I think sending cash in the paper mail is the
most efficient way for transatlantic transactions in this electronic age.
sigh
--
|||| ~~~~ ALWAYS ~~~~ | Martin P Ibert, Westendallee 100d | __ ||||
|\/| ~~~~ LOOK ON ~~~ | D-1000 Berlin 19, Germany, Europe | ( )__ |\/|
|/\| ~~ THE BRIGHT ~~ |-----------------------------------| (9)_ |/\|
|||| ~ SIDE OF LIFE ~ | Mail: martini@cloud9.in-berlin.de | (_________) ||||

2955. My setup for G++ is:

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 08:48:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7304@uqcspe.cs.uq.oz.au>
Source record: 224357

Well, there have been a few requests for this: a working setup for G++.

Extract of my environment:

```
GCCEXEC=e:\bin\gcc-
GNUINC=e:\include\gcc
GNULIB=d:\lib,e:\usr\lib
GXXINC=e:\usr\include,e:\include\g++
```

some other usefuls:

```
HOME=D:\home
MAKEFILES=D:\lib\default.mak
PATH=D:\bin;E:\bin;D:\mup;.;D:\mint\bin
TEMP=g:
TMP=g:
TMPDIR=g:\
```

I don't think these do anything, but they were in gnu.g:

```
ar=e:\bin\gcc-ar.ttp
as=e:\bin\gcc-as.ttp
cc=e:\bin\gcc.ttp
cc1=e:\bin\gcc-cc1.ttp
cpp=e:\bin\gcc-cpp.ttp
gas=e:\bin\gcc-as.ttp
gcc=d:\bin\gcc.ttp
ld=e:\bin\gcc-ld.ttp
link=e:\bin\link.ttp
```

Now my files:

```
e:\usr\lib\*.olb (my own libraries)
e:\usr\include\*.h (my own headers)
e:\include\g++\patchlev.h
e:\include\g++\xincreme.h
e:\include\g++\abs.h
e:\include\g++\bool.h
e:\include\g++\bstring.h
e:\include\g++\builtin.h
e:\include\g++\compare.h
e:\include\g++\complex.h
e:\include\g++\filebuf.h
e:\include\g++\generic.h
e:\include\g++\istream.h
e:\include\g++\libc.h
e:\include\g++\malloc.h
```

```
e:\include\g++\max.h
e:\include\g++\min.h
e:\include\g++\minmax.h
e:\include\g++\new.h
e:\include\g++\ostream.h
e:\include\g++\random.h
e:\include\g++\regex.h
e:\include\g++\std.h
e:\include\g++\stdio.h
e:\include\g++\strclass.h
e:\include\g++\stream.h
e:\include\g++\streambu.h
e:\include\g++\swap.h
e:\include\g++\values.h
e:\include\g++\xacg.h
e:\include\g++\xallocri.h
e:\include\g++\xbinomia.h
e:\include\g++\xbitset.h
e:\include\g++\xbitstri.h
e:\include\g++\xcomplex.h
e:\include\g++\xcursesw.h
e:\include\g++\xdiscuni.h
e:\include\g++\xerlang.h
e:\include\g++\xfile.h
e:\include\g++\xfilebuf.h
e:\include\g++\xfix.h
e:\include\g++\xfix16.h
e:\include\g++\xfix24.h
e:\include\g++\xfmodes.h
e:\include\g++\xgeom.h
e:\include\g++\xgetopt.h
e:\include\g++\xhypgeom.h
e:\include\g++\xinteger.h
e:\include\g++\xlognorm.h
e:\include\g++\xmlcg.h
e:\include\g++\xnegexp.h
e:\include\g++\xnormal.h
e:\include\g++\xobstack.h
e:\include\g++\xplotfil.h
e:\include\g++\xpoisson.h
e:\include\g++\xrandom.h
e:\include\g++\xrationa.h
e:\include\g++\xregex.h
e:\include\g++\xrndint.h
e:\include\g++\xrng.h
e:\include\g++\xsfile.h
e:\include\g++\xsmplhis.h
e:\include\g++\xsmplsta.h
e:\include\g++\xstring.h
e:\include\g++\xuniform.h
```

```
e:\include\g++\xweibull.h
e:\include\gcc\patchlev.h
e:\include\gcc\aesbind.h
e:\include\gcc\alloc.h
e:\include\gcc\assert.h
e:\include\gcc\basepage.h
e:\include\gcc\compiler.h
e:\include\gcc\ctype.h
e:\include\gcc\curses.h
e:\include\gcc\device.h
e:\include\gcc\dirent.h
e:\include\gcc\errno.h
e:\include\gcc\fcntl.h
e:\include\gcc\file.h
e:\include\gcc\float.h
e:\include\gcc\ftw.h
e:\include\gcc\gemdefs.h
e:\include\gcc\gemfast.h
e:\include\gcc\gnu-ar.h
e:\include\gcc\grp.h
e:\include\gcc\ioctl.h
e:\include\gcc\keycodes.h
e:\include\gcc\limits.h
e:\include\gcc\linea.h
e:\include\gcc\locale.h
e:\include\gcc\macros.h
e:\include\gcc\math-688.h
e:\include\gcc\math.h
e:\include\gcc\memory.h
e:\include\gcc\minimal.h
e:\include\gcc\mintbind.h
e:\include\gcc\mouse.h
e:\include\gcc\obdefs.h
e:\include\gcc\obstack.h
e:\include\gcc\osbind.h
e:\include\gcc\param.h
e:\include\gcc\process.h
e:\include\gcc\pwd.h
e:\include\gcc\regexp.h
e:\include\gcc\resource.h
e:\include\gcc\screen.h
e:\include\gcc\setjmp.h
e:\include\gcc\sgtty.h
e:\include\gcc\siglist.h
e:\include\gcc\signal.h
e:\include\gcc\st-out.h
e:\include\gcc\stab.h
e:\include\gcc\stat.h
e:\include\gcc\stdio.h
e:\include\gcc\stdarg.h
```

e:\include\gcc\stddef.h
e:\include\gcc\stdlib.h
e:\include\gcc\string.h
e:\include\gcc\strings.h
e:\include\gcc\support.h
e:\include\gcc\sysvars.h
e:\include\gcc\tchars.h
e:\include\gcc\termcap.h
e:\include\gcc\time.h
e:\include\gcc\times.h
e:\include\gcc\types.h
e:\include\gcc\unistd.h
e:\include\gcc\unixlib.h
e:\include\gcc\varargs.h
e:\include\gcc\vdibind.h
e:\include\gcc\vt52.h
e:\include\gcc\wait.h
e:\include\gcc\widget.h
e:\include\gcc\xbra.h
e:\include\gcc\stab.def
e:\include\gcc\save\math.h
e:\include\gcc\save\curses.h
e:\include\gcc\save\dir.h
e:\include\gcc\sys\errno.h
e:\include\gcc\sys\dir.h
e:\include\gcc\sys\resource.h
e:\include\gcc\sys\file.h
e:\include\gcc\sys\ioctl.h
e:\include\gcc\sys\param.h
e:\include\gcc\sys\signal.h
e:\include\gcc\sys\stat.h
e:\include\gcc\sys\time.h
e:\include\gcc\sys\times.h
e:\include\gcc\sys\types.h
e:\include\gcc\sys\wait.h
e:\bin\gcc-cc1.ttp
e:\bin\g++.ttp
e:\bin\gcc.ttp
e:\bin\gdb.ttp
e:\bin\cnm.ttp
e:\bin\fixstk.ttp
e:\bin\gcc-ar.ttp
e:\bin\gcc-as.ttp
e:\bin\gcc-cpp.ttp
e:\bin\gcc-ld.ttp
e:\bin\gcc-nm.ttp
e:\bin\gcc-size.ttp
e:\bin\gprof.ttp
e:\bin\printstk.ttp
e:\bin\size68.ttp

```
e:\bin\toglclr.ttp
e:\bin\sym-ld.ttp
e:\bin\gcc-cc1+.ttp
d:\lib\crt0.o
d:\lib\curses.olb
d:\lib\curses16.olb
d:\lib\flexlib.olb
d:\lib\g++.olb
d:\lib\gcrt0.o
d:\lib\gem.olb
d:\lib\gem16.olb
d:\lib\gnu.olb
d:\lib\gnu16.olb
d:\lib\iio.olb
d:\lib\iio16.olb
d:\lib\pml.olb
d:\lib\pml16.olb
d:\lib\readline.olb
d:\lib\termcap.olb
d:\lib\termcap1.olb
d:\lib\widget.olb
d:\lib\widget16.olb
```


```
Warwick
--
_-_|\ warwick@cs.uq.oz.au / enosis eosins /
/ * <-- Computer Science Department, / essoin noesis /
\_.-._/ University of Queensland, / noises nosies /
v Brisbane, Australia. / ossein sonsie /
```

2956. Re: PostScript interpreter (news release)

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 10:36:34 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92085.103634HAC041@DJUKFA11.BITNET>
Source record: 224360

In article <68910@ut-emx.uucp>, timg@ncsa.uiuc.edu (Tim Gallivan) says:

>This sounds quite nice, but do these guys know about ghostscript?
>It may not be quite as slick, but it can do most of the things
>in the 'incredible feature list' for incredibly less money (it is
>free). I would personally find it hard to justify the extra expense.

I can't speak for Goldleaf, but I do know a lot about CompoScript
(I was involved in its development) and something about
GhostScript (from a user's point of view). Of course my opinions
can't be unbiased, so I won't say much, but I would like to point
out that there are substantial differences when you actually want
to *use* both programs for something useful (as opposed to talking
about theoretical feature lists).
Therefore my advice for anyone who is interested in a PostScript
emulator and does not in general reject the idea of paying something
for software is to take a long hard look at all programs
available and consider their relative merits for his/her
purposes.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

2957. Re: GDOS infos

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 11:01:38 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92085.110138ONM07@DMSWWU1A.BITNET>
Source record: 224358

In article <1992Mar23.161235.23092@lut.ac.uk>, M.A.Rahin@lut.ac.uk (Mohammad A. Rahin) says:
>
>Could someone please answer my following GDOS related questions ?
>
>1. What is the meaning of "GDOS ERROR : INVALID HANDLE" from the GDOS clone
> AMCGDOS ? This error apears when I try to run some programs (Cards &
> Tetris both Mono games, GPLOT a shareware graph plotting program which
> I've downloaded from atari.archive [only when saving Metafile option is
> selected from the FILE menu]).

This appears when a program tries to access a VDI workstation with handle 0 (which is a bug).

>
>2. The alternate desktop program GEMINI 1.21 UK runs ok with AMCGDOS, but
> doesnot load the monospaced screen fonts (BAGE08, BAGE09 & BAGB09) when
> GDOS, instead of AMCGDOS is loaded. With GDOS loaded, the GPLOT doesnot
> run at all. What could be the reasons ?
>

Only AMCGDOS allows to use font files in Motorola format. You'll have to convert them to Intel format to use them with other GDOS versions (I am not sure which font editor allows the conversion).

>I was using a Mega 2 and a monochrome monitor.
>
>- Rahin
>
>--
> _ _ _ __ _ __ |
>'))) /) ')) / | Janet : M.A.Rahin@uk.ac.lut
> / / / /--/ /--' __. /_ o ____ | Internet : M.A.Rahin@lut.ac.uk
>/ ' (_/ (_ / _(_/|_/ /_<_/ / <_ |

2958. Re: Keytbl() (Was: EMACS 18.57, M-X compile and MiNT)

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 11:05:05 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92085.110505ONM07@DMSWWU1A.BITNET>
Source record: 224359

In article <1992Mar23.202709.25612@usenet.ins.cwru.edu>,
bk568@cleveland.Freenet.Edu (Michael Hohmuth) says:
>As far as I know, the VDI always maps (keyboard dependent) scan codes to
>standard VDI scan codes so that GEM programs don't have to care about the
>actual mapping of the keyboard: They always get VDI standard scan codes
>from the AES event services (as listed in the Profibuch).

No, it doesn't. You need Keytbl() to process things like Alt-A correctly.

2959. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 11:21:22 UTC
From: frank@informatik.uni-wuerzburg.de
Message-ID: <1992Mar25.112122.28643@informatik.uni-wuerzburg.de>
Source record: 224361

From article <1992Mar21.110424.7178@lth.se>, by d91jn@efd.lth.se (Jerker Nilsson):
> A few people have told me that ATari UK still sell ATW. Is the same true for
> Atari Germany? Can one find program there? My friends would love to get a
> Occam-compiler, can Atari Germany/UK fix that??
>
This is what Atari Germany told me, when I asked for an ATW (~4 months ago):

q: info material? a: nothing available
q: software? a: ATW is delivered with Helios 1.3 and X11R4
q: dealers/support a: none/none (ATW is only sold directly from Atari)

(source: Mr. Mester, Atari, Raunheim, Germany, Phone +49 6142 209163 or
+49 6142 209129 from 9-12h and 16-17h)

But there was a T*-card for STs from Kuma (?), shipped with an Occam-Compiler.
Perhaps someone can supply more accurate info on this topic?

> /Jerker
> --
> - Jerker Nilsson, email d91jn@efd.lth.se -
> ---- My opinion may change, but not the fact that I am right! ----
> Insert own toughts here. The above is mine, and only mine!

sf

Stefan Frank "no RISC no fun?"
Department of Computer Science
University of Wuerzburg Tel: +49/931/888 5514
Am Hubland FAX: +49/931/888 4601
8700 Wuerzburg, Bavaria, Germany e-mail: frank@informatik.uni-wuerzburg.de
---

2960. Re: Artworx Bridge 5.0 problems

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 11:21:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar25.112156.28453@actrix.gen.nz>
Source record: 224362
Cross-posted to: rec.games.bridge,comp.sys.atari.st

In article <1992Mar24.184111.1562460@zeus.calpoly.edu> jwu@zeus.calpoly.edu (John Shih Jen Wu) writes:
> Has anyone tried Artworx's Bridge 5.0 for the Atari ST?
> I recently purchased this program and the hands begin to repeat
> themselves after several rounds. I thought maybe the randomizer
> was using the time/date of the computer, but the problem still
> occurs after changing the time/date. I have a Atari St 1040 if it
> is any help. What's going on? How do I fix the problem?
>
> On a somewhat related note, was Bridge 6.0 ever released for the
> Atari? I know they have it for the IBM and Macs.
>
> --
> ==
> John S. Wu (Engr Mgt. / Mech Engr) ===> jwu@nyx.calpoly.edu
> California Polytechnic State Univ., School of Business, MBA Program
> San Luis Obispo, CA 93401

There is a good UK Bridge program for the Atari, can't remember the name off hand, but some thing about the School of Bridges or some thing like that..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

2961. Atari ST Developer service phone

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 11:58:51 UTC
From: sarnila@kalikka.jyu.fi
Message-ID: <SARNILA.92Mar25135851@kalikka.jyu.fi>
Source record: 224363

Has the Developer service phone number changed?
I've got 408 745 2568

--

Pekka Sarnila, University of Jyvaskyla Finland
sarnila@tukki.jyu.fi

2962. Re: UNIX on the TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 12:05:20 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Mar25.120520.28534@rhrk.uni-kl.de>
Source record: 224364

morrison@ee.ualberta.ca (Robert Morrison) writes:

> I remember hearing somewhere that there would be a port of UNIX to
>the TT. Could anyone say whether this is more than a rumor? If not, is it
>under development as we speak, and just _what_ UNIX are we talking about, old
>version, current version, hacked up Atari implementation, what? I would like
>to be investing in a UNIX development platform before too much time goes by,
>but I definitely don't have the money to invest in a workstation. Will
>Atari ever be an option, or will I have to go with something like a NEXT?

I have been using the Atari System V for 2 months now, it really exists.
To get more information it's the best to contact Atari directly.

Bye Uwe

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

2963. Re: TimeWorks DTP 2.0 ???

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 13:06:31 UTC
From: miked@syscon.rn.com
Message-ID: <1992Mar25.130631.6522@syscon.rn.com>
Source record: 224366

r0mill01@ulkyvx.louisville.edu (Robert Delius Royar) writes:

>Is this really available for the ST? Where can I find out? I have the PC
>version at work and would love to be able to transfer from home to there
>because I've got a much better printer in the office, but the olde TW DTP
>compatibility was file format only--fonts were sized differently and
>required a lot of work to reformat an eight-page newsletter.

According to ST Informer it is availible from a place in Canada. PC
version compatibility is one of its features.

2964. Re: Keytbl() (Was: EMACS 18.57, M-X compile and MiNT)

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 13:37:09 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92085.133709ONM07@DMSWWU1A.BITNET>
Source record: 224365

In article <1992Mar24.184326.19790@usenet.ins.cwru.edu>,
bk568@cleveland.Freenet.Edu (Michael Hohmuth) says:
>stuff deleted>
>VDI converts them to a standard mapping.
>
>(I'm really not sure about that, but my programs always worked fine this
>way.)
>
>Michael.
>
>--
>Internet: hohmuth@freia.inf.tu-dresden.de

Did you ever try them on a non-german keyboard? Did you use Alt-combinations?

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

2965. GDOS driver wanted for a LQ-400 or LQ-850

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 13:44:57 UTC
From: andre@sluis.wilt.aha.nl
Message-ID: <1992Mar25.134457.23101@sluis.wilt.aha.nl>
Source record: 224367

I am looking for a GDOS driver for a LQ-400 or a driver LQ-850 (24pin printer).
Does such a beast exist, or is there anybody who can tell how to build it
myself.

Thanx.

Reply to: andre@sluis.wilt.aha.nl or
andre@maestro.htsa.aha.nl

[.signature under construction]

2966. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 14:36:02 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Mar25.143602.20547@cbfsb.cb.att.com>
Source record: 224368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>
> The debugger, source debugger that is, has to be modified with RESEDIT
> to map out some checks for a floating point unit, otherwise the source
> debugger will dump the Spectre into oblivion.
>
> I could post the resource fork modifications so it works 100%.
>
> --Greg

Please do post the modifications.
It will make Think C a very useful adjunct for Spectre.

Personal Note.

I bought Spectre to protect my ST hardware investment.
So far all "meaningful " programs run just fine.

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

2967. Re: TOS 2.06 prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 16:47:03 UTC
From: dba@jet.uk
Message-ID: <1992Mar25.164703.13853@jet.uk>
Source record: 224369

In <OKES.92Mar24160021@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:

>In article <cs.13@ib.cc.rl.ac.uk> cs@ib.cc.rl.ac.uk (Chris Stratford) writes:

> >In article <11178@ecs.soton.ac.uk>, dah90@ecs.soton.ac.uk (Halls DA)
> >writes:
> >>
> >>Can anyone tell me how much TOS 2.06 is here in the UK?
> >>I don't know cause I haven't bought a magazine for ages (I
> >>abject to paying 4 quid for one with some rubbish software
> >>on the disk)
> >>
> >It's priceless at the moment, Dave, as you can't buy it here yet!
> >According to Rob Katz on CiX it is "Real Soon Now". They ought to
> >copyright that phrase..... :-)

> According to Gasteiner Technologies the chips (ie. straight replacement
> for those in an old STe) cost around 100 pounds. I've no idea about the
> upgrade board for normal STs.

>A few weeks back I saw (and tried out) TOS 2.06 at a show (the 16-Bit Show
>if you must know). It was being sold by a third party retailer (German, I
>think). I can't quite remember how much it cost, but I'm sure it was nowhere
>near 100 pounds (more like 60).

I was also at the computer show and bought Tos 2.06 for 50 pounds from the
exhibitor:-

JOTKA COMPUTING B.V.
Postbus 8183 - 6710 AD Ede (Holland)
Tel (Holland) 08380-38731
Fax (Holland) 08380-21675

It's working well, the upgrade was easy just removed the old tos 1.6
and inserted the new eproms.

--

_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 528822 Ex 4871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

2968. ST System For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 17:53:00 UTC
From: ywrpiero@ubvmsc.cc.buffalo.edu
Message-ID: <1992Mar25.175139.29806@acsu.buffalo.edu>
Source record: 224370

Posting this for a friend who hopes to upgrade to a Mega STE:

For Sale: 1040 ST with 4 Megabytes RAM
MegaFile 30 Hard Drive
124 Mono Monitor

$600.00 Firm

If you are interested, please contact:

Lew Kruger
236 Losson Road
Cheektowaga, NY 14227 (suburb of Buffalo)
(716) 668-2453

2969. Mouse/Joystick Switch for ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 20:31:59 UTC
From: bb693@cleveland.Freenet.Edu
Message-ID: <1992Mar25.203159.17990@usenet.ins.cwru.edu>
Source record: 224371

Like all students, I need some cash, and like all (?) Atari users, I have to cope with Atari's stupidity in locating the joy/mouse ports. Having solved this problem myself by building my own switch, I would like to start making and selling this switch. I will fully guarantee my product or I will replace it for you for free. But before I start buying the necessary components, I would like to get a rough idea of the potential market. At a VERY rough estimate I will offer the switch at a price of $9.00-$11.00, plus shipping. But as I said this is a rough estimate and may go up or down slightly Please e-mail me to tell me if you're interested, BUT NOT TO ORDER, for now I just need to know how many people are interested.

The switch I envision connects to the mouse/joy port, with about 12-16 inches of 9-wire cable which goes into a small box which holds the switch and two sockets, one for the mouse and the other for the joystick. I will be using 9-wire cable, so theoritically the switch should work with other devices connected to the ports, but i will NOT guarantee that, since I have tested it only with a mouse and a joystick.
However, if anyone would like some other configuration, such as more sockets, I can do that too, but I will have to get back to you about the price since a different configuration would cost me a different amount.

Later!
--

S. Erick Shammas {:-) | bb693@cleveland.Freenet.Edu | Laughter is like
| shammas@ecn.purdue.edu | medicine to the heart

2970. ST mouse flaky; easy fix?

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 21:11:05 UTC
From: woodcock@utdallas.edu
Message-ID: <1992Mar25.211105.25418@utdallas.edu>
Source record: 224372
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My axels are spinning properly but the optical detecor unit (or something farther up the line) is not registering the rotation of the disk! I am experiencing symptoms like only bing able to move up/left/right (not down) or not being able to move verticaly at all (neither up nor down). The mouse has had *very* moderate use and is only about a month old (no receipt to return it). Is there a way to fix this short of getting a whole new mouse? Is there someone that sells replacement optical units cheap? Is this in the FAQ? Is there a FAQ? Am I annoying you yet?
--
Gregg Woodcock = woodcock@utdallas.edu or bn202@medina.freenet.edu
--
Gregg Woodcock = woodcock@utdallas.edu or bn202@medina.freenet.edu

2971. GEMulator (was Re: Sudden View vs. Intel)

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 23:07:01 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Mar25.230701.1432@lmpsbbs.mot.com>
Source record: 224373

Rod Coleman was asked by a user on GEnie's Jerry Pournelle Roundtable whether Sudden View might be ported to PCs. His reply was:

> In regards to your interest for a port of Sudden View to the Intel
> processor: Sure! no problem. All I need is a widely accepted true 32-bit
> operating system with a reasonable Modula-2 compiler running on the PC
> and I'll get right to it. You see, Sudden View is a true 32-bit product.
> It allows a contiguous file of a megabyte in size (or many megabytes for
> that matter). MS-DOS running on Intel chips have a real (no pun
> intended) problem with this.
>
> ...if someone would write a true 32-bit version of MS-DOS for the
> 386 and above, with a Modula-2 compiler, Sudden View should be a fairly
> easy port... Without that option, it will require a little "adapter"
> board containing at least a 68020 and a couple of megs of RAM to plug
> into the PC along with Sudden View.
>
> ...you'll just have to accept that there is a
> program running on the slowest computer currently in production (8 Mhz
> Atari ST) that will do things faster than you can do them on some of the
> fastest personal computers in production (any 50 Mhz 486 Intel part).

Why, you just run Sudden View using Darek Michoka's GEMulator on any fast MS-DOS machine, right?

All sarcasm aside, the GEMulator sounded like a real stupid idea in the first place, but do these comments of Rod's mean that the GEMulator can't possibly work as advertised, and is really pretty much worthless?

2972. SLIP for ST(E)/TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-25 23:43:32 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Mar25.234332.24414@tdb.uu.se>
Source record: 224374

Does anyone know if there is some kind of SLIP-package avaliable for the ST(E)/TT? I've looked around a bit, but I couldn't find a single program that looked like SLIP.

Any help or advice is welcomed!

Daniel Eriksson Internet : m91der@tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72901

2973. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 00:10:27 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Mar26.001027.1944@lmpsbbs.mot.com>
Source record: 224375

In article <1992Mar23.122506.2304@actrix.gen.nz>
Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>You don't read the Atari News, the CD-ROM was droped last year, the software
>MetaDos2 is on A.A for those that would like to make there own CD-ROM..

Well, all I read was that Atari only decided not to sell CD-ROM "hardware".

They announced some agreement with PLI ("a leading manufacturer of high-performance, SCSI-based peripherals"), who would sell CD-ROMs, rewritable magneto-optical drives, 88-Meg removable-media drives, and suchlike, primarily for the TT market. And presumably one could hook up any SCSI CD-ROM drive to any ST with the appropriate host adapter.

I didn't see any announcement from Atari (at least in the major magazines) about the software. I have been waiting 6 1/2 years for Atari to release the CD-ROM software they demonstrated at the 1985 Consumer Electronics Show! If Atari has really thrown up its hands and released it into the public domain, is MetaDos2 actually "usable" software for the unsophisticated user like me? (Apparently the editor of CURRENT NOTES doesn't think so. He recently editorialized about having to buy a PC solely for the purpose of reading CD-ROM disks.)

Perhaps you need a PC emulator to usably access data on PC-format CD-ROMs? Even then, can you display the pictures as well as the text? Has anyone ever tried it? Has this already been written up somewhere?

Does anyone in the Atari community care about this CD-ROM business, anyway?

-George

2974. Re: Amiga bridgeboard featur correction - 68030/68882 pricing

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 00:39:15 UTC
From: augi@cbmvax.commodore.com
Message-ID: <29751@cbmvax.commodore.com>
Source record: 224376
Cross-posted to: misc.forsale.computers,comp.sys.amiga.misc,comp.sys.atari.st,pa.forsale,nj.forsale

In article <788@lock60.UUCP> dart@lock60.UUCP (Darius Taghavy) writes:
> 2> My 68030/68882 pricing is based on an approxiamtely 30% discount on typical
> mailorder prices plus a free crystal (some $10 worth).
> I refuse to be flamed by an industry person who obviously gets wholesale
> prices because he has access to that. If he wants to start a side business
> with that it's fine with me.

Sheesh, I was just trying to inform people that the price was high relative
to what they cost new. As far as I know the Motorola quantity one price is
not a wholesale price, its a price that they will sell to joe-blow-off-the-
street for. Apologies if that's not true.

Joe

--

This is the sort of thing that people who like this sort of thing really like
---
Joe "Augi" Augenbraun ucp: {uunet|ihnp4|rutgers}!cbmvax!augi
System Engineering arpa: cbmvax!augi@uunet.uu.net
Commodore Business Machines Phone: 215-431-9332

2975. Hard Drive for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 01:55:22 UTC
From: may-j@cis.ohio-state.edu
Message-ID: <1992Mar26.015522.11508@cis.ohio-state.edu>
Source record: 224377

```
40 Meg Hard drive with ICD's FA-ST Hard Drive Host Adaptor
-only two months old
-original box and manual
-540 KB/second maximum transfer rate
-ICD's host adaptor utilities
-ICD's Cleanup ST!
-cost $553 new
I am asking $500 + C.O.D. shipping (or best reasonable offer). I
would be willing to format the drive to your preferred setup and
download any P.D. software that is on atari.archive.umich.edu
(e.g. Mint, Gulam, etc.).
Reason for selling: upgrading to a TT
```

2976. ATARI ST FOR SALE!

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 02:54:57 UTC
From: megamax@maple.circa.ufl.edu
Message-ID: <1992Mar26.025529.15433@math.ufl.edu>
Source record: 224378

atari 1040 st for sale, includes:

Color monitor - atari sc1224
3.5 double sided drive
1200 baud modem
okimate 20 color printer
mouse and pad
midi keyboard w/cables
joystick and trackball
100's of programs
run s IBM program <pc-ditto>

If someone could mail me or the alternate address I give
I'd appreciate if someone could update me with pcditto
or softpc... mine is REALLY slow.

anywayze.. check atari 8 bit for my 8 bits for sale..

the above system is $750 OBO

mail me or for faster response maiL:

synthgenius@maple.circa.ufl.edu

no resonable offer <which is any> refused!

thanx, later

megamax

-=-=-=

2977. ftp sites!

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 03:16:50 UTC
From: megamax@maple.circa.ufl.edu
Message-ID: <1992Mar26.031722.15719@math.ufl.edu>
Source record: 224379

Can someone send em a list IN MAIl of all the atari st FTP sites
to me? Thanx alot! - Megamax.

ALso: a program/the program to convert the stuff on binaries would
also be helpful. thanx again!

pelase send ASAP!

-=-=-=

2978. Steve Grimm: Will you send me mail?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 03:17:18 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Mar26.031718.26257@cdsmn.mn.org>
Source record: 224380

Steve Grimm, can you send me some email so that I can get a valid path to sun.com? Thanks, Doug

2979. Book Wanted: Pgming Graphics on Amiga/ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 03:46:33 UTC
From: plummer@hercules.cs.uregina.ca
Message-ID: <1992Mar26.034633.10067@regina.cs.uregina.ca>
Source record: 224381
Cross-posted to: comp.sys.amiga.misc,comp.sys.amiga.marketplace,comp.sys.atari.st

I'm looking for a book I bought about 4 years ago (and subsequently lost..).
I believe it may have been published by Compute!, but I do know the name
was "Programming Graphics on the Amiga and Atari ST". It was ring-bound with
a white cover.

If you have this book and would like to part with it (admit, you never use
it!), please email me. I'm more interested in the linear algebra portions,
since the graphics info was not that useful, and would like to get ahold
of another copy.

Thanks,
Dave

_ /	ACK!	"I'm not a programmer,	David Plummer
\'o.O' NAK!	but I play one on TV."	Tempus Wasted Emeritus
=(___)= NUL!		Standard Disclaimers Apply
U EOT!	IBMUBMWEALLBM4IBM	plummer@hercules.cs.uregina.ca

2980. Atari ST GIF viewers

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 03:51:07 UTC
From: daniel@ucscb.ucsc.edu
Message-ID: <31376@darkstar.ucsc.edu>
Source record: 224382
Cross-posted to: comp.sys.atari.st,alt.binaries.pictures.erotica.d

I'm hoping someone can give some suggestions as to some good GIF viewers for the atari. Specifically, I'm looking for something that can view the gifs at their normal resolution, leaving the rest of the image accessible with the slider bars. Also, the smaller size the program the better. Anyway, any suggestions would be greatly appreciated.

2981. SCSI Hard Disk Info - and -

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 03:59:03 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Mar26.035903.26540@cdsmn.mn.org>
Source record: 224383

I have a question and some information to share. First the info:

Alot of people have asked questions about hard disks, partition sizes, etc. Well, I had the opportunity to get my hands on an Iprimis Elite I, 1.2Gbyte (yes, that's Gigabyte) SCSI disk over the last weekend. I'm not posting this to say, "my disk is bigger than yours" as I only had it on loan. I've just never heard anyone here talking about any disks this big on the ST yet.

I have an ICD AdSCSI Plus adapter and I am using ICD ver. 5.1.0 software. The ICD wasn't able to see the entire disk, it was able to deal with one gigabyte of it. This is not so bad considering that an Adaptec AHA1740 EISA SCSI host adapter (for PC) currently has this same limitation.

I could have partitioned it as one huge chunk using the BGM partition type (anyone tell me what BGM stands for?), but the cluster size was too large using big partitions. I did go ahead and partition it in to two equal chunks of 512k each, but even then the cluster size was 16kbytes. I think that's a little impractical. When I partitioned it down into six chunks, I got down to more usable 4k clusters.

Of course, in order to boot from the disk, I had to make the bootable partition GEM size (I think 33.?? was the magic number).

I tried to partition this disk with HPX (ver. 5.0), but it told me to get a different WIN.CAP. The HDX docs said "should be able to handle anything... Only uses WIN.CAP for ST506", but I guess I shouldn't believe everything I read!

If this is all common knowledge, sorry.

Now, MY QUESTION: Totally unrelated to hard disks. I have found that when using the VT52 emulator, stevie, or vanterm, my cursor does not go to where I'm trying to point. I just figured out a moment ago that it is TurboST that is causing the trouble (TurboST installed = bad cursor, TurboST removed = good cursor). Now I saw something on atari archive called cons_fix to "Fix console output from TurboST and QuickST". Is this what I need? Kinda sounds like I'm answering my own question!

p.s. Craig Shore, thanks! My mail to you has been bouncing, but I'll keep trying.
(*)
(*) Doug Plate)("I feel more like I do now, (*)
(*) plate@cdsmn.mn.org)(than I did when I first got here." (*)
(*)

2982. SimAnt on the ST???

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 05:06:24 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14400@vela.acs.oakland.edu>
Source record: 224384

My brother just got SimAnt for his PC, but had to exchange it, as his system
does not have enough memory to run it. I thought the concepts and detail
of the game was fascinating, and I was wondering if it was available for
the ST or if I was going to have to get an emulator after all.

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

2983. 3D Construction Kit/VR???

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 06:12:36 UTC
From: chan@pyramid.unr.edu
Message-ID: <3186@equinox.unr.edu>
Source record: 224385

There are a few posts concerning a software package that lets you place objects and then animate/or journey through your design... (etc).

Is it availible in the U.S.?

If so, then how is it?

What resolution does it work in? Is it fast? Does it take a lot of time to render different P.O.V.s? Does it render a frame at a time or is it real time animation (through the constructed (?)...)?

Cost (U.S.)?

Thanks in advance!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

2984. MutliTOS info from GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 07:25:05 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Mar26.072505.29903@usenet.ins.cwru.edu>
Source record: 224386

There's some great MultiTOS discussion going on at GEnie. I can't post the messages here as they are copyrighted by GEnie (gack!) but I'll tell you what the latest news is.

There is no offical date or cost for MultiTOS yet.

MultiTOS is completely based on MiNT.

Most GEM programs should run as-is.

There is no limit to windows in MultiTOS. They are "allocated dynamically". You can open as many windows as you have RAM for.

You can run as many GEM programs you have RAM for. There is _NO_ limit!

Applications will be listed under the desk accessories, and you can switch to a one by clicking on it's window to "top" it, or clicking on it's name under the DA area.

MultiTOS will automatically cut the time slice of any program that is "idleing". CPU time is given out in a "on demand" type basis, where active programs get time, and inactive ones do not. CPU time is NOT given out on a "xx% for this program" type basis. MultiTOS maintains MiNT's provisions for given more or less priority to certain programs.

--

That's it for now. I hope this is informitive, and helps to stop some rumors. It _will_ run on a 68000 fine.
--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners, devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

2985. Re: Better Floppies (Was: That new floppy chip?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 07:59:43 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.701596783@gideon>
Source record: 224387

ljdickey@watmath.waterloo.edu (L. J. Dickey) writes:

>I have had several occasions when I have received data that was
>destined for my Atari Mega ST2 that had been written on a 1.44 megabyte
>floppy. Of course my ST has only a 720 kilobyte floppy drive. One
>solution to this problem I have found is to bother a friend who as a PC
>and ask (gasp) to copy the file a 720 K disk.

>I am wondering if perhaps there might be a supplier who has made
>a floppy drive that would allow either

> (1) daisy chain to the DMA port, or
> (2) attach to the SCSI port on the back of my ICD hard drive.

>Any suggestions or other alternatives?

I know that TEAC has a SCSI floppy (goes up to 2.88 MB), but
I do not know if it can be used with ICD host adater,
perhaps you need some driver?
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

2986. Re: ST Virtual Reality S/W sighted!

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 08:01:07 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7199@laas.laas.fr>
Source record: 224388

In article 1973@mwca.UUCP, bill@mwca.UUCP (Bill Sheppard) writes:
>
>Yesterday I saw an interesting looking package for the ST from Domark,
>something like "3D Construction Kit". It claims to let you build 3D objects
>(cars, houses, etc.) and then very easily manipulate the universe you've
>[... some lines deleted...]
>I saw a paragraph about this product being released for PC's, but had no idea
>it was available for the ST. Has anyone used it or seen it? It looked quite
>intriguing - nothing you couldn't do with CAD 3D, but probably much less
>effort to produce and manipulate objects.
>

3D Construction Kit is available for ST/STE in France since last autumn.
Price is FF450 (~US$75).

Moreover, I've seen a demo of it on a cover disk from an UK mag
(I can't remember which one for now, floppy is at home)
together with a demo of RezRender and a converter 68000asm -> GFA Basic.
(And other things I don't remember).

You really can create and animate 3D scenes, and there's possibilities
to incorporate those ones in your own programs...
Apart from the demo, I've never used it for real.
>
>--
> ##
> # Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill #
> # Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201 #
> ############### Opinions expressed are my own and usually wrong ###############

==
Jean-Etienne DOUCET doucet@laas.laas.fr
LAAS-CNRS, Toulouse, FRANCE. doucet@laas.laas.fr
==

2987. Re: Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 09:15:08 UTC
From: wd@pcsbst.pcs.com
Message-ID: <wd.701601308@tukan>
Source record: 224390

ac999108@umbc5.umbc.edu (ac999108) writes:

>Morning all... just a few quick questions...

>A little while ago I was talking to someone who was writing their own
>tape driver, and to someone porting some GNU tape stuff to the St. Could
>they get in touch as I am getting a tape drive this week or so.. I seem
>to have lost the address and don't know where to find it.. :(

It is me.

My version of a SCSI streamer tape driver is considered to be
ready. If there is any interest I will post it (to
comp.sources.atari.st?). At the moment there is the driver, tar
and a full disk backup/restore utility. The driver is clean, the
rest is a little bit ugly because I only implemented it to test
the driver - I only wanted to test the driver in a standalone
environment before including it into Minix.

It is based on the old sources by Paul Moreau.

There was someone else who said he did the same thing plus
porting GNU-tar. He did not show up again.

Wolfgang

==========
Name : Wolfgang Denk (+49)-89-68004-288
Company : PCS GmbH, Pfaelzer-Wald-Str. 36, 8000 Munich, Germany.
UUCP : ..[pyramid ;uunet!unido]!pcsbst!wd (PYRAMID PREFERRED!!)
DOMAIN : wd@pcsbst.pcs.[COM From rest of world; DE From Europe]

##########
"UNIX was not designed to stop you from doing stupid things,
because that would also stop you from doing clever things."
-- Doug Gwyn
##########

2988. Re: UNIX on the TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 09:16:56 UTC
From: martini@cloud9.in-berlin.de
Message-ID: <H.hpyRCc7bpy_@cloud9.in-berlin.de>
Source record: 224389

I talked about an Atari person on CeBIT about that TT UNIX thing.
His comments were:

1) Available to end users in two or three month's time
2) UNIX System V Release 4
3) No end user price fixed yet
4) Shipping to developers now
5) Developer's set (hard&soft) for about 8000 DM (+14% tax, I presume)

I left a business card, and now I'm waiting for a quote.

--
|||| ~~~~ ALWAYS ~~~~ | Martin P Ibert, Westendallee 100d | __ ||||
|\/| ~~~~ LOOK ON ~~~ | D-1000 Berlin 19, Germany, Europe | ( )__ |\/|
|/\| ~~ THE BRIGHT ~~ |-----------------------------------| (9)_ |/\|
|||| ~ SIDE OF LIFE ~ | Mail: martini@cloud9.in-berlin.de | (_________) ||||

2989. Re: TOS 2.06 prices

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 09:46:39 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Mar26.094639.20306@aber.ac.uk>
Source record: 224391

In article <1992Mar25.164703.13853@jet.uk> dba@jet.uk (dennis armstrong) writes:
>In <OKES.92Mar24160021@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
>
>>In article <cs.13@ib.cc.rl.ac.uk> cs@ib.cc.rl.ac.uk (Chris Stratford) writes:
>
>> >In article <11178@ecs.soton.ac.uk>, dah90@ecs.soton.ac.uk (Halls DA)
>> >writes:
>> >>
>> >>Can anyone tell me how much TOS 2.06 is here in the UK?
>> >>I don't know cause I haven't bought a magazine for ages (I
>> >>abject to paying 4 quid for one with some rubbish software
>> >>on the disk)
>> >>
>> >It's priceless at the moment, Dave, as you can't buy it here yet!
>> >According to Rob Katz on CiX it is "Real Soon Now". They ought to
>> >copyright that phrase..... :-)
>>
>>A few weeks back I saw (and tried out) TOS 2.06 at a show (the 16-Bit Show
>>if you must know). It was being sold by a third party retailer (German, I
>>think). I can't quite remember how much it cost, but I'm sure it was nowhere
>>near 100 pounds (more like 60).
>
I'd like to know why Atari UK havn't officially announced TOS 2.06 for the
UK while the rest of the world has had it for a while now? Come on Atari UK
get your act together!

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

2990. Re: GDOS infos

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 11:38:46 UTC
From: M.A.Rahin@lut.ac.uk
Message-ID: <1992Mar26.113846.2124@lut.ac.uk>
Source record: 224393

```
In article <92085.110138ONM07@DMSWWU1A.BITNET> ONM07@DMSWWU1A.BITNET writes:
>In article <1992Mar23.161235.23092@lut.ac.uk>, M.A.Rahin@lut.ac.uk (Mohammad A.
>Rahin) says:
>>
>>2. The alternate desktop program GEMINI 1.21 UK runs ok with AMCGDOS, but
>> doesnot load the monospaced screen fonts (BAGE08, BAGE09 & BAGB09) when
>> GDOS, instead of AMCGDOS is loaded. With GDOS loaded, the GPLOT doesnot
>> run at all. What could be the reasons ?
>>
>
>Only AMCGDOS allows to use font files in Motorola format. You'll have to
>convert them to Intel format to use them with other GDOS versions (I am
>not sure which font editor allows the conversion).
>

I did that using, Jackfont but the result is still the same.

- Rahin
--------------------------------------------------------------------------------
_ _ _ __ _ __ |
' ) ) ) / ) ' ) ) / | Janet : M.A.Rahin@uk.ac.lut
/ / / /--/ /--' __. /_ o ____ | Internet : M.A.Rahin@lut.ac.uk
/ ' (_/ (_ / \_(_/|_/ /_<_/ / <_ |
```

2991. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 11:45:48 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Mar26.124549.1@neptune.kingston.ac.uk>
Source record: 224394

In article <1992Mar26.001027.1944@lmpsbbs.mot.com>, fergus@areaplg2.corp.mot.com (George Fergus) writes:
> In article <1992Mar23.122506.2304@actrix.gen.nz>
> Roger.Sheppard@bbs.actrix.gen.nz writes:
>>
>>You don't read the Atari News, the CD-ROM was droped last year, the software
>>MetaDos2 is on A.A for those that would like to make there own CD-ROM..
>
> Well, all I read was that Atari only decided not to sell CD-ROM "hardware".
>
> They announced some agreement with PLI ("a leading manufacturer of high-
> performance, SCSI-based peripherals"), who would sell CD-ROMs, rewritable
> magneto-optical drives, 88-Meg removable-media drives, and suchlike,
> primarily for the TT market. And presumably one could hook up any SCSI
> CD-ROM drive to any ST with the appropriate host adapter.
>
> I didn't see any announcement from Atari (at least in the major magazines)
> about the software. I have been waiting 6 1/2 years for Atari to release
> the CD-ROM software they demonstrated at the 1985 Consumer Electronics Show!
> If Atari has really thrown up its hands and released it into the public
> domain, is MetaDos2 actually "usable" software for the unsophisticated
> user like me? (Apparently the editor of CURRENT NOTES doesn't think so.
> He recently editorialized about having to buy a PC solely for the purpose
> of reading CD-ROM disks.)
>
> Perhaps you need a PC emulator to usably access data on PC-format CD-ROMs?
> Even then, can you display the pictures as well as the text? Has anyone
> ever tried it? Has this already been written up somewhere?
>
> Does anyone in the Atari community care about this CD-ROM business, anyway?
>
> -George

While I was at the 16 bit show at Wembley, England (Atari Corp put on a good show) I asked some bloke who wasdemonstrating the TT about when the CD-ROM would be available. He said that Atari Corp had developed most of the accessories needes for CD-ROM including a read/write version, but they had cold feet on which mechanism to adopt and where waiting to see which type would become the market leader. (Either commodore or Phillips). Which ever company was the market leader Atari would adopt a similar mechanism. He ended by saying that it would n't be available until late this year !
Maybe he was full of bull shit but it sounded quite convincing . . . . . .

-Simon Y

2992. Re: EMACS 18.57, M-X compile and MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 12:08:22 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92086.120823ABADDON@LIVERPOOL.AC.UK>
Source record: 224395

In article <1992Mar17.042453.21047@nsisrv.gsfc.nasa.gov>, dstailey@gsfc.nasa.gov (Douglas Stailey) says:
>Your configuration sounds close to my own. Do M-X compile/next-error
>work? Do they work with MiNT active? I have done some work on a
>MiNT-based port of JOVE, and I have these features working. I will
>switch to emacs, if I don't have to sacrifice them.
>
No compile doesn't work, though I think it is fixable. I get a 'start-process is void' message. Once I get a copy of the emacs lisp reference manual I'm going to have a go at fixing it.

Kev
----
kebab@uk.co.compulink.cix| D'you wear a black armband when they shot the man
abaddon@uk.ac.liv.ibm | who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

2993. Re: MGR, TeX

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 12:15:53 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92086.121553ABADDON@LIVERPOOL.AC.UK>
Source record: 224396

In article <1992Mar17.102508.5410@newcastle.ac.uk>, Craig.Graham@newcastle.ac.uk
(Craig Graham) says:
>You have MGR set up wrong. Cann't get a pty means that the program cann't find
>(or hasn't got enough memory to run) a command line program. I've got MGR set p
>
Just to clarify that a bit, you'll be able to make mgr work by simply setting
up your shell variable, ie adding something like 'set shell=f:\bin\shell.prg'
to your shell'l startup file.

Kev
------

kebab@uk.co.compulink.cix| D'you wear a black armband when they shot the man
abaddon@uk.ac.liv.ibm | who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

2994. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 12:19:30 UTC
From: protonen@daimi.aau.dk
Message-ID: <1992Mar26.121930.26377@daimi.aau.dk>
Source record: 224397

admiral.uucp!slammy@uunet.uu.net (Dave Litchman) writes:

>ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:
>> [There is no indication of TOS version]

>Well, there is a way to tell if you do NOT have TOS 1.0. Double click a
>text file from the desktop. If the Cancel button is the return-default
>button (there's a slightly darker outline around it) then you have 1.0.
>If the Show button is the return-default button, then you have at least
>1.2. Also, if you check the About... dialog, and the Atari symbol has
>rainbow colors running down it, then you have TOS version 1.4, at least.

Another few features of different TOSes:
If you choose (a menupoint with the meaning of) "save set-up" from menu
"Options", TOS 1.0 will save the set-up immediately whereas TOS 1.2 and
higher come up with a dialog box asking if you want to save set-up.
TOS 1.4 and higher can be known by their ability to MOVE files instead
of copying (just as copy, but you hold down control on the keyboard).

But of course there ought to have been a version number in the About
dialog.

>--
>"Dammit Jim, I'm a free man, not a number!"
>--
>This is a chain .sig. Yes, you too can have great wealth and good fortune
>if you, (and 20 of your friends) copy this line into their .sig files...

+--+
| Lars J|dal | (put your favourite quotation here) |
protonen@daimi.aau.dk	
Computer Science Department - Aarhus University - Aarhus - Denmark
+--+

2995. Re: SCSI Hard Disk Info - and -

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 12:36:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Mar26.123600.29330@rhrk.uni-kl.de>
Source record: 224398

plate@cdsmn.mn.org (Doug Plate) writes:

>I have a question and some information to share. First the info:

>Alot of people have asked questions about hard disks, partition sizes,
>etc. Well, I had the opportunity to get my hands on an Iprimis Elite I,
>1.2Gbyte (yes, that's Gigabyte) SCSI disk over the last weekend. I'm
>not posting this to say, "my disk is bigger than yours" as I only had
>it on loan. I've just never heard anyone here talking about any disks
>this big on the ST yet.

>I have an ICD AdSCSI Plus adapter and I am using ICD ver. 5.1.0 software.
>The ICD wasn't able to see the entire disk, it was able to deal with
>one gigabyte of it. This is not so bad considering that an Adaptec
>AHA1740 EISA SCSI host adapter (for PC) currently has this same limitation.

This is because ACSI only supports block numbers up to 21 Bits long.

>I could have partitioned it as one huge chunk using the BGM partition type
>(anyone tell me what BGM stands for?), but the cluster size was too large
>using big partitions. I did go ahead and partition it in to two equal
>chunks of 512k each, but even then the cluster size was 16kbytes. I think
>that's a little impractical. When I partitioned it down into six chunks,
>I got down to more usable 4k clusters.
BGM is BIG GEM I think. Maximum partition size is restricted to 256 Mbyte.

>Of course, in order to boot from the disk, I had to make the bootable
>partition GEM size (I think 33.?? was the magic number).
You can boot from BGM partitions, too.

```
*******************************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
*-----------------------------------------------------*
* I hate this machine, I wish that they would sell it. *
* It doesn't do what I want but only what I tell it. *
* (Programmer's lament) *
*******************************************************
```

2996. Re: SCSI Hard Disk Info - and -

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 12:36:44 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92086.123644ONM07@DMSWWU1A.BITNET>
Source record: 224392

In article <1992Mar26.035903.26540@cdsmn.mn.org>, plate@cdsmn.mn.org (Doug Plate) says:
>Of course, in order to boot from the disk, I had to make the bootable
>partition GEM size (I think 33.?? was the magic number).

Why 'of course'. AHDI and some other drivers do not have this limitations (they can use BGM partitions as boot drive).

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong ______________________________

2997. Re: Flash 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 12:59:04 UTC
From: darling@cellar.org
Message-ID: <69u9HB5w164w@cellar.org>
Source record: 224399

mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> The program is called Flash II (not 2.0, since the upcoming release will
> be the first release of the program) and it is not connected with the
> Antic program Flash. I'm not sure why it is named so closely, but it jus
> is.

I think part of the reason is that even though it's a completely new program, many aspects of its operation are the same and will be familiar to users of Flash 1.x. Thus, a better chance of selling to users of the old program.

For instance, DO scripts are supposed to be compatible (although the script language on the new version apparently adds many more commands).

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

2998. Re: 3D Construction Kit/VR???

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 13:42:06 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Mar26.134206.17499@sun.pcl.ac.uk>
Source record: 224400

In article <3186@equinox.unr.edu> chan@pyramid.unr.edu (Kaho Chan) writes:
>There are a few posts concerning a software package that lets you place
>objects and then animate/or journey through your design... (etc).
>
>Is it availible in the U.S.?

I dont know, but here in England its been out for months and months.

>
>If so, then how is it?
>
>What resolution does it work in? Is it fast? Does it take a lot of time
>to render different P.O.V.s? Does it render a frame at a time or is it real
>time animation (through the constructed (?)...)?

Low resolution only. Different POV speed depends on the number of objects, but
in general its pretty fast.

I think you have the wrong idea about it... its isnt a 'frame by frame' thing
at all, EVERYTHING, from the creation,manipulation and setting of objects is
done in realtime, fully 3D, right in front of your eyes.

Its pretty remarkable. It could be better I think if they really went to town
optimising it, but it doesnt really have any competition, and its quite useable,
robust and has great results, so why bother.

A typical 'play' might consist of...

Load it up. Click on the 'cuboid' icon. Click on 'Create'. Blam! A cube appears.
Now, drag it round the screen, change the viewpoint of the user, color the
cude, resize it in X Y and Z dimensions. Translate (move) it to where you
want it. Now create another object and repeat.

Of course, you can always come back to the object later and move, re-adjust
kill or whatever it.

EXACTLY like lego really, except with no nobbly bits on top!
Unless you put them there yourself....

You can have several methods of interaction. During the creation of your
virtual world, you can use the mouse to move around (click on direction)
. You can then 'rubber band' a viewport, and select 'test'. The screen is
blanked except for that viewport, and you can use the joystick to zoom
about with.

You can define logic... eg you can create one world, then 'link' it to anther
via an object (say a doorhandle), so the size is limited only by the number of
worlds you have memory for. Each world is of finite (though huge) size.

You can also define interaction.. for example make walls impervious so you cant walk though them, gravity so you can make a skyscraper and jump off, looking at a tiled floor rushing up at you.

Its all rather fun really!!!!

>
>Cost (U.S.)?
>
>Thanks in advance!
>
> _____ _____
> / _____() Kaho Chan(man) / /
> / /_____ University of /* /
> / /_/_____() Nevada, Reno \ /
> /_____ Internet: \ /
> L_____() chan@cs.unr.edu \/^

Edd Deegan
vatec@uk.ac.pcl.sun
--
/ | / \ \ _-~~~~~ / \ |
if (| _____(~~~) (two_descs)) ========== ( ) . |Edd Deegan
\ . |_____/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun

2999. 2.8 Meg Floppy

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 15:10:55 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar26.151055.12782@umbc3.umbc.edu>
Source record: 224201

If anyone has info on hooking the 2.8 meg SCSI floppy up to the ST with an ICD adapter, please drop me a message (or post it here) too. I would be interested in this.. it would be great for backups.. :)

--

/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

3000. Uploading text files to Unix Servers

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 15:42:51 UTC
From: psurge@cs.utexas.edu
Message-ID: <kt3s7rINNgo@sahara.cs.utexas.edu>
Source record: 224202

Is there any way to strip the line feeds off a text file for sending to a server or mainframe? My case in point is this:

I have created postscript files in Pagestream (v1.8) and want to send them to my computer account at the University for printing. If I use Kermit, then I have no problem, but zoo'ing a PS file can yield up to 90% compression. However, when unzoo'ed on the mainframe, all the line feeds are still there.

This is not only a problem with Post script files, but with any text file I would like to send. Is there any way, either on the UNIX or ST side of the process where I can strip the line feeds from a text file.

Thanks,

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3001. Zmodem won't send .ARC or .ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 15:49:35 UTC
From: psurge@cs.utexas.edu
Message-ID: <kt3skfINNgu@sahara.cs.utexas.edu>
Source record: 224203

I have been having a problem sending .ARC and .ZOO files to my Unix account.
I am using XYZ 2.1 (?) sending any of the above type programs using the Unix
rz command. This is what happens:

```
--------
ST>xyz -u filename.ARC

[Header info deleted]
Sending filename.ARC
[progress info deleted]

Switching to offset 0
[progress info deleted]

timed out

ST>
--------
```

This also happens with filename.ZOO, however text files will be sent without
any problem and I did not try to send any uncompressed applications (non-text).

If anyone has any idea, please let me know. Thanks in advance.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3002. 1040ST System for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 16:56:02 UTC
From: b5sb@jupiter.sun.csd.unb.ca
Message-ID: <1992Mar26.165602.8834@jupiter.sun.csd.unb.ca>
Source record: 224204
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

```
Complete computer system for sale:
----------------------------------

o Standard 1040ST (1M RAM/Internal 3.5" floppy)
o Monochrome monitor
o Colour monitor
o Monitor switcher
o ATI 2400etc/e external modem (w/MNP)
o Spectre GCR (Great 128K ROM Mac emulator)
o Seagate 277N 65 Meg external drive (w/ Supra controller)
o 100+ disks of utilities, games, applications
(Most store-bought, some PD stuff)
o Panasonic "Near Letter Quality" dot-matrix printer
o Mouse and a couple of joysticks included
o A ton o' manuals

The system has never given me a day of trouble (except for that day I
accidentally crushed the mouse under a bookshelf [don't worry, I bought
a new one]), but I'm buying a larger system upon graduation (next month,
hopefully...).

Best offer gets it...

email Scott at b5sb@jupiter.sun.csd.unb.ca
```

3003. C++ - Compiler

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 17:31:27 UTC
From: news@drsrv1.hmi.de
Message-ID: <3572@drsrv1.hmi.de>
Source record: 224205
Cross-posted to: de.comp.sys.st,comp.sys.atari.st

Hallo,

ich moechte C++ lernen und das ginge ja am besten, wenn ich
zu Hause auf meinem Atari eine Compiler dafuer haette. Ich
besitze derzeit PURE-C und habe daher den entsprechenden
Menschen auf der CeBIT gefragt, ob seine Firma gedenkt C++ fuer
den ST herauszubringen, und er meinte fruehestens naechstes Jahr
wuerde es eine Vorabversion geben, solange moechte ich aber nicht
warten !
Zwar weiss ich, dass es den GNU++-Compiler gibt, aber dessen Instal-
lation war mir bisher bei weitem zu muehsam, zudem ich auch auf
keinem ftp-Server eine vernuenftige (wenn moeglich auch noch deutsche:-)
Installationsanleitung gefunden habe.
Meine Frage ist nun : Gibt es noch irgend einen anderen C++-Compiler,
oder existiert wenigstens irgendwo eine ohne groessere Muehen
installierbare Version des gcc und g++ ?

MfG

--
| markusd@opal.cs.tu-berlin.de |
| news@dsun4.hmi.de |
| djc@dsun3.hmi.de |
--
| "Every time you try to operate one of these weird black controls that |
| are labeled in black on a black background, a little black light |
| lights up to let you know you've done it" |
| |
| "The Restaurant at the End of the Universe", Douglas Adams |
--

3004. Re: Keytbl() (Was: EMACS 18.57, M-X compile and MiNT)

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 17:40:17 UTC
From: bk568@cleveland.Freenet.Edu
Message-ID: <1992Mar26.174017.1662@usenet.ins.cwru.edu>
Source record: 224206

<ONM07@DMSWWU1A.BITNET> writes:
> In article <1992Mar23.202709.25612@usenet.ins.cwru.edu>,
> bk568@cleveland.Freenet.Edu (Michael Hohmuth) says:
> >As far as I know, the VDI always maps (keyboard dependent) scan codes to
> >standard VDI scan codes so that GEM programs don't have to care about the
> >actual mapping of the keyboard: They always get VDI standard scan codes
> >from the AES event services (as listed in the Profibuch).
>
> No, it doesn't. You need Keytbl() to process things like Alt-A correctly.

I finally have to contradict myself.

In the meantime I tried again with appl_* and found out that it returns
exactly the same keyboard scan codes like the BIOS.

Forgive me if I confused you... I must have misunderstood the Profibuch
in some way... And I've never noticed any problems since my scancode.h is
fixed to a German keyboard (and not, as I thought before, to the VDI
standard). Surprise for me.

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

3005. Re: Sudden View vs. Intel

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 17:41:36 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1992Mar26.174136.15388@ccu.umanitoba.ca>
Source record: 224207

Could someone provide a few details on Sudden View. Where is it
available? How much? What's so great/not so great about it?
Graphics support? Postscript? Will it wash dishes?

Thanks, BBB
--
Bob Bright | E-mail: bright@ccu.umanitoba.ca
Dept. of Philosophy | FAX: (204) 261-0021
University of Manitoba | Voice: (204) 474-9105
Winnipeg, Man R3T 2M8 |

3006. Wanted: Abacus book

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 18:06:51 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Mar26.180651.3070@usenet.ins.cwru.edu>
Source record: 224208

I'm looking for an old Abacus book called "Atari ST 3D Graphics Programming". If anyone has it, and is willing to sell it, please contact me. Thanks.

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners, devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

3007. Re: Uploading text files to Unix Servers

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 18:49:22 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.701635762@groucho.phil.ruu.nl>
Source record: 224209

psurge@cs.utexas.edu (Troy Carpenter) writes:

>Is there any way to strip the line feeds off a text file for sending to a
>server or mainframe? My case in point is this:

Every decent text editor has an option to replace text. You should replace all the linefeeds with -nothing-. I suppose this is best done at the Unix-side, not on the ST (for obvious reasons). Ask your sysop how to 'find and replace' using the available text-editor at your site.

Hendrik Jan Veenstra

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * the best email is F-email *

3008. Re: Zmodem won't send .ARC or .ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 18:53:11 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.701635991@groucho.phil.ruu.nl>
Source record: 224210

psurge@cs.utexas.edu (Troy Carpenter) writes:

>I have been having a problem sending .ARC and .ZOO files to my Unix account.
>I am using XYZ 2.1 (?) sending any of the above type programs using the Unix

You'd probablyu best get yourself decent arc/lzh/zoo/zip programms. they can be obtained by anonymous FTP from atari.archive.umich.edu, directory atari/archivers (or a variation on this dir's name :-) I myself use ARC_602.TTP, ZOO2_1.TTP, LHARC.TTP and STZIP.TTP. They all work fine, although LHARC needs some updating.

Hendrik Jan Veenstra

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * the best email is F-email *

3009. Re: SLIP for ST(E)/TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 19:28:40 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar26.142840.10374@miavx1.acs.muohio.edu>
Source record: 224211

In article <1992Mar25.234332.24414@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes:
> Does anyone know if there is some kind of SLIP-package avaliable for
> the ST(E)/TT? I've looked around a bit, but I couldn't find a single
> program that looked like SLIP.
>
> Any help or advice is welcomed!

KA9Q at atari.archive is supposed to do this. (But I've never had
the chance to try.)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
Atari Computers: "The Game is never over" rlcollins@miavx1.BITNET
Power Without The Price R.COLLINS1 on GEnie
-----=======}}}}}}}}((((((My 1040STF Rocks!!))))))))}}}}}}}}=======--------

3010. Re: SLIP for ST(E)/TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 19:50:36 UTC
From: soderg@wsu-eng.eng.wayne.edu
Message-ID: <1992Mar26.195036.10492@cs.wayne.edu>
Source record: 224212

In article <1992Mar25.234332.24414@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>Does anyone know if there is some kind of SLIP-package avaliable for
>the ST(E)/TT? I've looked around a bit, but I couldn't find a single
>program that looked like SLIP.
>
>Any help or advice is welcomed!

There is an atari port of the KA9Q package available at atari.archive.umich.edu
and several other places. This prog handles SLIP, SLFP (some versions), and
various other protocols such as AX25. It provides you with telnet, ftp,
smtp and other types of connections.

Side note: Anyone know if there's a ver. of KA9Q for the ST that supports
PPP (point-to-point protocol)? The new vers of ka9q for the msdos machines
support it nicely, but the latest ST port I've found is from '88 or so and
does not include PPP support...

--
- jason sodergren, soderg@ss0.eng.wayne.edu |v:313-972-5932
soderg@trace.eng.wayne.edu |

3011. Re: Zmodem won't send .ARC or .ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 20:01:32 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Mar26.200132.13669@netfs.dnd.ca>
Source record: 224213

In article <kt3skfINNgu@sahara.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>I have been having a problem sending .ARC and .ZOO files to my Unix account.
>I am using XYZ 2.1 (?) sending any of the above type programs using the Unix
>rz command. This is what happens:
>
>--------
>ST>xyz -u filename.ARC
>
>[Header info deleted]
>Sending filename.ARC
>[progress info deleted]
>
>Switching to offset 0
>[progress info deleted]
>
>timed out
>
>ST>

You're probably seeing the effects of a comm line that isn't completely 8-bit transparent. From the unix host, try invoking rz with the -v (verbose) option to cause it to generate debugging output:

$ rz -vvv { more v's increase the verbosity level }

After the transfer, check /tmp/rzlog to see what sort of error it reported. What you may need to do is turn on the "escape all control characters" option, either at the sending or receiving side. The newest Unix rz doesn't support the -e option (so you'll have to use it on the sending side), but I think the previous version did. If XYZ 2.1 supports the option (I know for sure that STalker 3 does) then it may be enough to let you transfer the file.

Eric

3012. Atari Stacy 4 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 20:07:24 UTC
From: eggert@sun.lclark.edu
Message-ID: <1992Mar26.200724.29402@lclark.edu>
Source record: 224214
Cross-posted to: comp.music,comp.sys.atari.st

As much as I hate to do this, I am selling my Stacy.

Atari Stacy 4 computer:
4 meg RAM
40 meg Hard Drive
3.5" 720K disk drive
TOS 1.4 (Rainbow TOS)
Mouse and joystick ports
Expansion port
Parallel port
Serial port
MIDI ports
DMA port
Monitor port
Floppy drive port
Power Supply
Original box

Accessories:
Atari Mouse
VIDI ST real-time digitiser
IMG scanner
VideoKey for TV/VCR hookup
Monochrome Monitor
Color Monitor (top and bottom of screen distort on color monitor
should be a fairly minor repair)

Software:
Cyber Paint
Laser C compiler
Laser C Debugger
GST C comiler
Personal Pascal
Dungeon Master
Dungeon Master II: Chaos Strikes Back
Elite
Carrier Command
Captain Blood
Gone Fishin'
Starglider II
Falcon
Lots and lots of Public Domain software

All of this equipment has been taken care of very well. I hate to part with it, but I haven't used it much since I started college and I can't really justify letting it sit here.

$1700 takes everything

This is a good price if you consider all of the hardware that comes in the deal. The programming software is also very expensive. The Stacy also has some advantages over the new STBook that is coming out (such as a backlit LCD display and a floppy drive built in - plus normal MIDI ports)

I will sell the Stacy without any of the extras for $1200. I will also sell the monitors separately for $100 each. The Digitiser, scanner, and VideoKey could also go separately if the Stacy sells first.

Send e-mail to: eggert@lclark.edu
Or call Jon at: (503) 768-8745 or (503) 390-8629
^weekdays^ ^weekends^
Or write to: Jonathan Eggert
L.C. Box 1151
Lewis and Clark College
Portland, OR 97219

3013. Atari Stacy 4 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 20:10:39 UTC
From: eggert@sun.lclark.edu
Message-ID: <1992Mar26.201039.29623@lclark.edu>
Source record: 224215

As much as I hate to do this, I am selling my Stacy.

Atari Stacy 4 computer:
4 meg RAM
40 meg Hard Drive
3.5" 720K disk drive
TOS 1.4 (Rainbow TOS)
Mouse and joystick ports
Expansion port
Parallel port
Serial port
MIDI ports
DMA port
Monitor port
Floppy drive port
Power Supply
Original box

Accessories:
Atari Mouse
VIDI ST real-time digitiser
IMG scanner
VideoKey for TV/VCR hookup
Monochrome Monitor
Color Monitor (top and bottom of screen distort on color monitor
should be a fairly minor repair)

Software:
Cyber Paint
Laser C compiler
Laser C Debugger
GST C comiler
Personal Pascal
Dungeon Master
Dungeon Master II: Chaos Strikes Back
Elite
Carrier Command
Captain Blood
Gone Fishin'
Starglider II
Falcon
Lots and lots of Public Domain software

All of this equipment has been taken care of very well. I hate to part with
it, but I haven't used it much since I started college and I can't really

justify letting it sit here.

$1700 takes everything

This is a good price if you consider all of the hardware that comes in the deal. The programming software is also very expensive. The Stacy also has some advantages over the new STBook that is coming out (such as a backlit LCD display and a floppy drive built in - plus normal MIDI ports)

I will sell the Stacy without any of the extras for $1200. I will also sell the monitors separately for $100 each. The Digitiser, scanner, and VideoKey could also go separately if the Stacy sells first.

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Or write to: Jonathan Eggert
L.C. Box 1151
Lewis and Clark College
Portland, OR 97219

3014. SLIP packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 20:46:05 UTC
From: cliff@jarthur.claremont.edu
Message-ID: <1992Mar26.204605.15949@muddcs.claremont.edu>
Source record: 224216

Are there any SLIP packages for the Atari ST that will run through the serial port, as opposed to ethernet? I'd like something that is public domain, or perhaps shareware or freeware (if it's good, I don't mind paying some...)

--Cliff Stein
---
cliff@jarthur.claremont.edu | "Ted Striker? Never heard of him. Wait!
cliff@jarthur.uucp | That's not exactly true. We were like
...uunet!jarthur!cliff | brothers."
cstein@hmcvax.bitnet | --Buck Murdoch

3015. Re: Silly TOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 22:29:51 UTC
From: shore@equinox.gen.nz
Message-ID: <goL0HB1w164w@equinox.gen.nz>
Source record: 222614

Martin_Koehling@un.maus.de (Martin Koehling) writes:

> While it is possible to determine the version by looking at the copyright
> dates in the "About..." box in the DESKTOP (as someone suggested recently),
> these dates may differ from country to country!
>
> The easiest way: install a copy of XCONTROL.ACC, open the "General" CPX
> and click on "Status" - this will display some memory statistics and the
> TOS version...

Hmm, I just tried as you said, and it told me i've got TOS version
01.06 ... is that right for an STE ??? I thought it was 1.6 ?

+----------+---+------------+
| | Craig Shore, ChCh, New Zealand. | |
| | Email: INTERNET - shore@equinox.gen.nz | |
+----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

3016. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 22:36:16 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92Mar26153616@piano.adept.ih.att.com>
Source record: 224218

>You don't read the Atari News, the CD-ROM was droped last year, the software
>MetaDos2 is on A.A for those that would like to make there own CD-ROM..

Does anyone in the Atari community care about this CD-ROM business, anyway?

I would probably buy one of the online encyclopedia CD-ROMS for my Atari if
1. I was confident in the software.
2. I could get a drive at a reasonable price that was guarenteed by
the vendor to work on my Atari (w/ICD AdSCSI)

I also want a SCSI tape backup device. I am unwilling to get ICD's backup device
because of its incompatability with everything else. 1/4 inch tape, 8mm or dat
are viable products for my needs.

3017. Any Children's SW?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 23:06:14 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750125@hpsad.HP.COM>
Source record: 224219

And now for something completely different. :)

I read this group all the time and love the information I get from it.
But, there is something I seldom see here. That is children's software.
I can imagine that most on the net are students or whatever and don't
have children. But I do, and I would like to know if any of you out
there might have any share/free/pdware children's software that you've
just been waiting for a reason to upload it to atari.archive. ;)

Well now is your chance!!!

Seriously, if anyone could help me I would really appreciate it.
I have 3 DA Brumleave progs (potato, aikin drum and kid_mixup) so I
don't need those.

Thanks alot,
Randy
~~~~~~

____
\		_	Randy Hosler	
/	-	/\ <	[] /\ randyh@hpsad.sad.hp.com	Visualize Whirled Peas!
\ .		\/ _>	_	(707) 794-3677 |_____________________

~~~~~~

3018. Re: Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 23:14:27 UTC
From: fortinp@bwdls56.bnr.ca
Message-ID: <1992Mar26.231427.23917@bwdls61.bnr.ca>
Source record: 224220

```
In article <wd.701601308@tukan>, wd@pcsbst.pcs.com (wd) writes:
|> ac999108@umbc5.umbc.edu (ac999108) writes:
|>
|> My version of a SCSI streamer tape driver is considered to be
|> ready. If there is any interest I will post it (to
|> comp.sources.atari.st?).

Post away, or e-mail, or ftp are all fine for me. I have a "usable"
driver/code for image backups, but it ain't tar...

|> Wolfgang

--
Cheers,
Pierre Fortin fortinp@bnr.ca (613)763-2598 fax: (613)763-3283
```

3019. Re: Book Wanted: Pgming Graphics on Amiga/ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 23:16:42 UTC
From: skip@tacky.cs.olemiss.edu
Message-ID: <1992Mar26.231642.27756@riacs.edu>
Source record: 224221
Cross-posted to: comp.sys.amiga.misc,comp.sys.amiga.marketplace,comp.sys.atari.st

In article <1992Mar26.034633.10067@regina.cs.uregina.ca> plummer@hercules.cs.uregina.ca (Dave Plummer) writes:
>I'm looking for a book I bought about 4 years ago (and subsequently lost..).
>I believe it may have been published by Compute!, but I do know the name
>was "Programming Graphics on the Amiga and Atari ST". It was ring-bound with
>a white cover.
>
>If you have this book and would like to part with it (admit, you never use
>it!), please email me. I'm more interested in the linear algebra portions,
>since the graphics info was not that useful, and would like to get ahold
>of another copy.

I have it and will give it to you if you will pay the shipping. If you want just the linear algebra portions, be a little more specific and I will clip the wires and send you just those chapters, but the whole book would probably more useful.

>Thanks,
>Dave

Skip Sauls // Graduate Student & Instructor
skip@tacky.cs.olemiss.edu \X/ CS Department, University of Mississippi

3020. Re: TOS 2.06 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 23:32:32 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.tstSwRWF3e_@discworld.oche.sub.org>
Source record: 224217

In <1992Mar24.161517.27880@sae.com>, Bob Malay writes:
>Ok, I got my TOS 2.06 chips in the mail (from Codehead) - I opened up my 1040STe
>and the "older" TOS roms are soldered-in AND they seem to be two pins smaller. The
>jumpers are also soldered. Has anybody upgraded to TOS 2.06 with this STE setup. The
>docs from Codehead implied it would be a simple "pop out the old - push in the new"
>but I'm a little hesitant to get in there with the old solder-sucker.

Well, I just updated an 1040STE with socketed ROMs. The old ROMs are indeed 4
pins smaller. Once you have the new ones succesfully inserted, you have to move
two of the three (soldered-in) jumpers, this are the two which are next to the
ROMs. I do not see any easier solution than de-soldering the old ROMs - but if
you have a little bit experience, it should be no problem. The ST boards are
easy to de-solder if compared to some other computers - they have nice big
holes around the IC pins, so you can get the solder out easy.

cu
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind

3021. Uniterm Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-03-26 23:58:38 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <#7nt=1a@rpi.edu>
Source record: 224222

Hi.
I have the new Uniterm program, and it seems to have a bunch
of fonts along with the other files. How do I use these when
I run the program? Are they designed for that purpose?
Thanks for the info. Reply here or e-mail:

___ ___
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

3022. Assembly programming?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 00:00:58 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <-7nts3a@rpi.edu>
Source record: 224223

Greetings.
I would like to do some assembly programming on my
Atari 1040ST, but I am not sure what I need. Is
there any program out there that assembles 68000?
Any info would be appreciated.
Thanks!

___ ___
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

3023. Re: Old PC-HD on the ST? Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 00:08:55 UTC
From: techno@lime.in-berlin.de
Message-ID: <APP17AX@lime.in-berlin.de>
Source record: 224224

d91jn@efd.lth.se (Jerker Nilsson) writes:

>I have been offered a old PC-harddrive very cheap. Is there a way to
>connect it to my ST?. I have controller to the PC, but that might not
>do any good. Are there host-adaptors to other than SCSI-drives out there?

If it is RLL there should be a way. The *original* Atari Megafile 30
was such a beast. Maybe get a broken one ?

Hope this helps,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

3024. Re: UNIX on the TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 00:12:28 UTC
From: techno@lime.in-berlin.de
Message-ID: <DPP1VDX@lime.in-berlin.de>
Source record: 224225

morrison@ee.ualberta.ca (Robert Morrison) writes:

> I remember hearing somewhere that there would be a port of UNIX to
>the TT. Could anyone say whether this is more than a rumor? If not, is it
>under development as we speak, and just _what_ UNIX are we talking about, old
>version, current version, hacked up Atari implementation, what? I would like
>to be investing in a UNIX development platform before too much time goes by,
>but I definitely don't have the money to invest in a workstation. Will
>Atari ever be an option, or will I have to go with something like a NEXT?

I saw a TT030/8 run Unix System V Release 4.0 with X at the CeBit computer
fair. As this question has been done to death here, anyone interested
email me. And no, you will not need a NeXT.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

3025. Modular compilation in Personal Pascal

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 01:06:02 UTC
From: youngmw2@mentor.cc.purdue.edu
Message-ID: <42538@mentor.cc.purdue.edu>
Source record: 224226

I need to compile a link module in personal pascal but whenever
the main program is compiled I get an "undefined symbol" error.
What's up?

the module has the format:

```
---------------------------------
{$M+,E+}
program the_module ;

procedure the_actual_module( avariable : long_integer ) ;
...

begin
end.
---------------------------------
```

and in the program it is called by

```
---------------------------------
program main_program ;

procedure the_actual_module( avariable : an array of something ) ;

EXTERNAL ;

begin
...
end.
---------------------------------
```

The idea is to pass the pointer to the array to the module so that the module
will receive it as a long integer for purposes of putting graphics on the
screen (an XBIOS(5) call).

I have version 1 of personal pascal if that matters and I've done everything
that I can find in the manual and I am getting very frustrated so any help
would be greatly appreciated.

Thanks,
Mike

3026. Re: SLIP packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 02:34:26 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Mar27.023426.17778@elroy.jpl.nasa.gov>
Source record: 224227

In article <1992Mar26.204605.15949@muddcs.claremont.edu> cliff@jarthur.claremont.edu (Clifford Stein) writes:
>Are there any SLIP packages for the Atari ST that will run through the
>serial port, as opposed to ethernet? I'd like something that is public
>domain, or perhaps shareware or freeware (if it's good, I don't mind paying
>some...)

As posted elsewhere, get KA9Q from atari.archive.umich.edu.

Someone else asked about PPP - I ported the version of KA9Q that's currently on atari.archive. I have been working on a newer version (from NOS) with PPP but haven't had much time for it.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3027. info about atari mega st2

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 02:52:24 UTC
From: laroh00@DMI.USherb.CA
Message-ID: <1992Mar27.025224.4199@DMI.USherb.CA>
Source record: 224228

Comparitively to other ataris, is the mega st2 a worth while purchase.

I need this information because I am considering purchasing one of these machines.

Please e-mail me the answer.

Hans@therock.sherb.cam.org

3028. Re: Amiga bridgeboard featur correction - 68030/68882 pricing

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 02:55:41 UTC
From: robart@agora.uucp
Message-ID: <1992Mar27.025541.24063@agora.uucp>
Source record: 224229
Cross-posted to: misc.forsale.computers,comp.sys.amiga,comp.sys.atari.st,pa.forsale,nj.forsale

In article <NNc+sG@engin.umich.edu> cython@irie.ais.org (Tim Devlin) writes:
>In article <788@lock60.UUCP> dart@lock60.UUCP (Darius Taghavy) writes:
>>I am not submitting a (F)ollowup to the two flames I got because the damn
>>amiga.general newsgroup is not available here.
>>
>>1> I stand corrected. Amiga bridgeboards don't include serial port emulation
>> out of the box because the janus.library does not support it. You may
>> however utilize inexpensive PC serial/multifunction boards plugged in a PC
>> slot on the A-2000 which is THE great advantage you get with a bridgeboard
>> over the other pc solutions.
>>
>I for one, did not mean that as a flame, only pointing out that the BB's
>don't have serial port emualtion. Due to the nature of your site (and not
>knowing that you were not still working from CBM) I took the oppertunity to
>express my feelings toward the lack of serial port access via the
>janus.library. I do agree that a multi-fuction card is the way to go if you
>have the extra slots, however my A3000 only comes with 2 AT slots, of which
>one is used by the BB, leaving me with a mear 1 slot for expaning the BB, I
>placed a multi-function card in it, that gave me 2 serial ports, along with
>alot of other things, however I have no more slots, and would like to add
>one of the better sound cards to my BB. If I had known about the A3000T
>when I bought my A3000 (I got it in Sept. of 90 and had no idea there would
>be a tower version) I would have gotten it for its expantion. The point
>was, that if CBM would have included access to the amiga serial port via
>janus, I would have one less then to have to add a card for.
>
>Your privce on the chips look good to me, if I needed em Id get em :)
>
>Most used 286 BB's are going for around $250-300, if yours is still new and
>in the box and all, your price on it is also fair.
>
>Sorry to hear that you lost your CBM account, 1200 baud?? ACK! You have my
>sympthy!
>
>
>--
>Internet/Bitnet: cython@irie.ais.org
>CompuServe: 76217,1372 (via Internet) 76217.1372@compuserve.com
>GEnie: T.Devlin2 BIX: Cython P-LINK: Opps! it died!

Please post these for sale messages in the proper group.

3029. Re: Sudden View vs. Intel

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 04:45:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Mar27.044512.25298@csi.uottawa.ca>
Source record: 224230

In article <1992Mar26.174136.15388@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>Could someone provide a few details on Sudden View. Where is it
>available? How much? What's so great/not so great about it?
>Graphics support? Postscript? Will it wash dishes?

I'll include with this a pared-down version of some release information from ST-Report (8.10).

1) Where available?

a) Check the atari.archive, in /atari/editors/sudden.lzh (or something HIGHLY similar). This is the "demo" edition. It's somewhat painful to use (Sudden View is NOT shareware, but rather that peculiar variant sometimes known as "crippleware." It STRONGLY encourages you to order the "real" version.), but can definitely give you a feel for the "proof of concept." If you spend a couple of hours with the demo, you'll either love it (and HATE the author for crippling it!), or realize you don't really want it.

b) From the author in Las Vegas. 1-800-something. Check the "release info."

There are TWO versions: "Student" ($25.00) and "Personalized" ($65.00). The "student" edition is apparently still slightly crippled, but includes a real manual, and is apparently much less restrictive than the "demo" edition.

FYI, I've got a "student" copy on order. I'm sufficiently impressed that I'm willing to go half-way. If it's really for real, I'll probably spring for the full edition.

2) "What's so good about it?"

Speed, speed and speed. It reacts REALLY fast. Great for browsing files.

The keyboard control system is more sensible than anything I've ever seen in an editor before.

It's simple to use fairly well.

It is NOT a word processor. That's fine with me - I use LaTeX for text formatting, and would be quite happy to use the SAME editor for both programming and "word processing." No, it doesn't know PostScript. If YOU know PostScript, it can handle PS stuff. (This being a facetious comment.)

Now, for the "press release." I'm not certain to what extent this is a "review" or to what extent it is "propaganda." Based on the demo edition, I would say that none of it is verifyably UNtrue.

Sudden View In Final Release
Reno, Nevada - March 1st, 1992

According to Rod Coleman of Sudden Incorporated, the final release of Sudden View has just been shipped to dealers. After several months in Beta test, 126 changes and enhancements have been made to produce the final version for the Atari ST. It now supports Moniterm and TT high resolutions, as well as 8 X 8 font on monochrome monitors.

Sudden View is remarkable for its fresh approach to editing fundamentals. It uses something called Virtual Control, which allows the user to have the feeling of virtually touching his text as he edits and arranges it.

Sudden View's most obvious feature is its ability to dynamically scroll text and move text blocks. These functions occur in real time and in direct response to the user's movements. The program responds quickly enough to move the text as the user moves his hand.

>cbb.comment: VERY real-time. Rather fast.

Even though Sudden View only edits ASCII files, they are internally indexed so that the user can display any part of the file instantly. This is true whether the file is two Kbytes or two megabytes long. Another difference is that Sudden View has no "Insert" or "Replace" modes. Editing action is cursor-position dependent, allowing the user to just place the cursor and type. If the cursor is over a space to the left of any text, it will insert; otherwise it will replace.

All deletes and changes are kept in a twenty-element buffer stack so that the user can restore something that was deleted some time ago. This buffer stack also works in concert with Dynamic Text Arrangement as a scratch pad.

Sudden View has no margin bar, yet can support as many different formats as the user wishes. Each line is its own format. Therefore, the format conforms to the user's actions, and not the other way around. It is also very flexible in setting and adjusting word-wrap.

The Power Menu is another unique feature of Sudden View. It is a multiple-level menu system that can be keyboard- or mouse-activated. Even though it is as fast as normal power key combinations, it requires no memorization. Learning it is very natural.

>cbb.comment: The "Power Menu" IS a neat idea.

Quick Find in Sudden View allows the user to do a partial-key dynamic search for any character string. It searches as the pattern is being entered at over 100,000 characters per second. Normally, the string is

found before the user completes the pattern entry.

Sudden View's copy, cut, paste, and move features are its real strengths. It defines four different types of text blocks which can be selected and manipulated without using any menus. The block types are Character, Sentence, Field and Line. They allow for a very direct and powerful arrangement of text.

The user can drag a Sentence through a paragraph as it dynamically re-formats in real time. A group of Fields or a column can be deleted, replicated or moved as the user directs. The text becomes an extension of the user's thoughts; control is virtual.

Since Sudden View presents a significant number of new concepts, a Student version is available at $24.95 suggested retail. It has all of the standard features and complete one-hundred page manual as well as occasional study breaks for learning the program.

>cbb.comment: I just hope that the breaks show a HELP screen rather >than the annoying commercial of the "Demo" edition.

The Master version has several extra features for the advanced user but no study breaks. Owners of the Student version can upgrade to the Master version for $40.00, or both versions can be purchased initially for a suggested retail of $64.95. Sudden View files are not copy protected.

>cbb.comment: One positive thing: NO premium for starting with the >student edition, and then upgrading. $24.95+$40.00=$64.95.

The Student version is available from Atari ST dealers now. Either version can also be ordered directly from Sudden. For more information, contact Rod Coleman, Sudden Incorporated, 5081 South McCarran Blvd., Reno, Nevada, 89502, or call 800-421-4228 for orders or 702-827-2996 for support or other questions.

--- End of possible advertising propaganda section ---

I hope that the product succeeds. It seems a little quirky, but definitely has some areas of brilliance.
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3030. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 05:00:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Mar27.050010.25435@csi.uottawa.ca>
Source record: 224231

There's been a LOT of talk about MultiTeX, most of it being fairly vague on availability and pricing. Could we get some hard data to work with?

If someone has a copy of the "Readme" file, it would probably bear posting (unless it's some 15K monster... If so, then there must be SOME information that can be removed in order to make it shorter).

I'd like to know:
1) Where would I send money to?
2) How many DM is it? Conversion/transfers of funds are not THAT big an issue. I can get money orders at my bank, as can most people. The currency translation rates are published in the paper, so that I'm not afraid to hear the cost in Marks, Pounds, or (even) US $. All are foreign currencies to me :-).
3) Is there a specific listing of new features?
I have this nagging suspicion that I'll probably not bother to upgrade until LaTeX 3.0 comes out. The current set of software does my documents quite well right now. I don't NEED to upgrade, but would consider it if it was really worthwhile.

It should probably be noted that TUG (the TeX Users Group) is in the process of setting up a "clearing house" that provides MANY versions of TeX for various computers. (Notably: EmTeX (80x86), PasTeX (Amiga), OzTeX (Mac), CS_TeX (Atari)). Most of this stuff is being offered as "Public Domain" (or some rough equivalent - I'm NOT talking in any strict way about copyright law).

TUG would be a fairly natural "second source" for MultiTeX. I expect that there could be some sort of distribution agreement with them.

I'm a little tired of seeing really vague information about MultiTeX. Could we get some HARD information, please?
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3031. Re: Uploading text files to Unix Servers

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 05:51:46 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar27.005146.22433@mailer.cc.fsu.edu>
Source record: 224232

In article <kt3s7rINNgo@sahara.cs.utexas.edu>, psurge@cs.utexas.edu (Troy Carpenter) writes:
>Is there any way to strip the line feeds off a text file for sending to a
>server or mainframe? My case in point is this:
>
>I have created postscript files in Pagestream (v1.8) and want to send them to
>my computer account at the University for printing. If I use Kermit, then I
>have no problem, but zoo'ing a PS file can yield up to 90% compression.
>However, when unzoo'ed on the mainframe, all the line feeds are still there.

I do this all the time, and the printers do not care about the extra line
feeds.

>
>
>This is not only a problem with Post script files, but with any text file I
>would like to send. Is there any way, either on the UNIX or ST side of the
>process where I can strip the line feeds from a text file.
>

See "man dos2unix", or if that fails, "man tr".

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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3032. Re: Old PC-HD on the ST? Is it possible?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 05:57:18 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar27.005718.22507@mailer.cc.fsu.edu>
Source record: 224233

d91jn@efd.lth.se (Jerker Nilsson) writes:
>I have been offered a old PC-harddrive very cheap. Is there a way to
>connect it to my ST?. I have controller to the PC, but that might not
>do any good. Are there host-adaptors to other than SCSI-drives out there?
>

No, but what you can do is get a SCSI controller card for MFM-RLL drives
(the Adaptec 4050 is popular). So, your host adaptor connects to the
SCSI controller, which connects to your PC hard drive(s) (you can connect
more than one to most SCSI controllers). This is doable, but it would
probably be better to go straight SCSI (better performance, less complexity).
If, on the other hand, the PC hard disk you are being offered is very large
(or if you can get a big box of them :-) you might want to try this one.

Here is a file I typed long ago about "rolling your own" ST hard disk.
Enjoy!

----begin included text----

Newsgroups: comp.sys.atari.st
Subject: Re: HardDrives
References: <bg258s1421.03a3@sycom.mi.org>
Distribution:
Followup-To:
Reply-To: boyd@nu.cs.fsu.edu
Organization: Florida State University Computer Science Department

In article <bg258s1421.03a3@sycom.mi.org>, bg258s1421@sycom.mi.org (Burley Good) writes:
>I am looking for an inexpensive HD a starters HD. I am looking for a used
>maybe 20m or more CHEAP!!!

You might want to try rolling your own. It is very easy for the ST. You
need:

A host adaptor
A power supply
An enclosure
A SCSI drive

I recommend the ICD Host adaptor. It has (IMHO) the best software, which is
updated frequently (and available free). They also provide a very easy way
to add a battery backed up clock to your ST (if you don't have one already,
they can be bought with or without the clock). I also like ICD's because they
report any "sense codes" the drive communicates to the user. I have only
seen one ("read error with recover", induced by dropping something heavy on
the desk while the hard disk was reading), but I find it reassuring that
any weirdness at the device level is reported directly to me (it pops up in

the corner of the screen, by the way). Price is about $80 at last look. Without the clock, you save $10. Order the SCSI connector cable whereever you get the host adaptor, and make sure to ask for a dual drive one with a red wire denoting pin one (to make the installation easier).

Power supplys are cheap. Just pick up an old XT power supply for ~$30 from computer shopper. If you can find a junked PC, you can get one for free.

Enclosures can also be cheap. You can buy one of those huge old style XT cases for about $30 from computer shopper. This will hold all the hard drives you will ever want! Buy a tower stand for $5 and stick it on the floor (the ICD cable is nice and long for this). You can also go all out and buy an enclosure which will fit under your monitor (mine houses 2 5.25" devices, has a front mounted lit power switch, mates perfectly with the ICD board, etc) with power supply for about $125. There are several places that sell these for the ST, two being Toad Computers and D&P Computer Supply. Email if you want their 1-800 numbers. Again, a junked PC is the absolute cheapest way to do this. If you can get ahold of grannys old IBM XT, you are in fat city. A nice side bonus is that the old PC motherboards make great wall hangings (big fat traces, lots of chuncky looking components). Old PC's are really easy to find, now that everyone is going to 80x86 machines.

Now, the SCSI drive. These can be bought from computer shopper. All you need is a bare SCSI device, no other boards or anything. The ICD host will work with just about anything, but there is a very large list of already tested drives that comes with the host adaptor (which I could probably email to you also). Drives are very cheap nowadays, and if you want to really save money you can get a refurb. Several of the refurb places will guarentee their drives for X number of years (X varies with the particular company), so they can really be the way to go.

Anyway, you will now have your hard disk. You bolt down the drive and host adaptor (you can drill some extra holes in the case, or use wire-ties or whatever), connect the two, plug in the power cords (the ICD comes with a little splitter which connects to a standard PC type power cord), hook up the DMA, and boot up. It is very simple, and is not easily botched up. You only need to pay attention to:

SCSI id jumpers set to some reasonable value
SCSI terminator pack plugged into the drive
SCSI connector from drive to DMA is right side up on both ends
Nothing wiggling around

The first two can be checked via the manual that will accompany the drive (make sure you ask for one, some places assume you already have one), usually a 1 page Xerox. The third can be verified by checking that the red wire side of the ribbon cable is near pin one (which is marked on the board either by a number or by a square solder hole instead of a round one). If the cable is in backwards, the red end will be at the other end of the connection (quite often it is pin 2 that is marked, but you only need to know which end of the connector the numbers start on, and match it with the red wire). These

are the only two possibilities. You cannot mess up the power connections or the DMA connection (they won't go in wrong).

The reason you wanted a dual drive cable is so you can easily add another device in the future. You merely have to plug it into the other receptacle on the cable, remove the terminating resistor pack off the middle drive on the cable (the one on the plug closer to the computer), and check to see that the SCSI id jumpers are set to two different numbers. Oh, by the way, the ICD supports the Syquest SQ555 (the 44mb removeable cartridge drive) without any special concerns. Since the Syquest is a SCSI device, you can hook one of these up just a easily as you could a regular fixed disk drive. These only cost about $320 bucks nowadays, with 44mb cartridges going for ~$60.

It really is easy, and there are plenty of computer tinkerers around to look over your shoulder and verify what you do. You can also use a setup consisting of a host adaptor, SCSI controller board, and ordinary PC type hard disks, but you add complexity to the system and lose performance this way. Straight SCSI is much cleaner, and usually much faster (SCSI devices have their controller boards "built in", comunicating with the SCSI standard).

If you do get a hard disk, you should immediately buy Neodesk 3 and the Universal Item Selector III. They will make life much nicer. Also, beware of buying too small a hard disk. Megabytes are like potato chips. I have a buddy with a 105mb quantum drive, a 320mb Hitachi, and a Syquest SQ555 with 6 cartridges all hooked to his ST, and he still complains about not having enough disk space! I have not yet gone that apeshit, but I think Mr. Visa might have to talk to Syquest Corp. pretty soon. Oh, notice the my friend above has three SCSI devices hooked to his ICD. This just requires a 3 plug cable. The ICD can support 8 SCSI devices, and you can hook up multiple host adaptors if you really need to (like if you get given a box of 10mb SCSI drives :-).

Please feel free to email questions. The above is IMHO, direct flames elsewhere.

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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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3033. Re: Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 06:01:59 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar27.010159.22591@mailer.cc.fsu.edu>
Source record: 224234

```
In article <wd.701601308@tukan>, wd@pcsbst.pcs.com (wd) writes:
>ac999108@umbc5.umbc.edu (ac999108) writes:
>
>My version of a SCSI streamer tape driver is considered to be
>ready. If there is any interest I will post it (to
>comp.sources.atari.st?). At the moment there is the driver, tar
>and a full disk backup/restore utility. The driver is clean, the
>rest is a little bit ugly because I only implemented it to test
>the driver - I only wanted to test the driver in a standalone
>environment before including it into Minix.
>

Please do post it (and stick it on atari.archive, if possible)!! This
sounds great. Thanks in advance for such a significant contribution
(a PD streamer driver would be GREAT for those of us that still back up
HD's with floppies).

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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```

3034. Re: Assembly programming?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 06:03:13 UTC
From: boyd@pipe.cs.fsu.edu
Message-ID: <1992Mar27.010313.22625@mailer.cc.fsu.edu>
Source record: 224235

In article <-7nts3a@rpi.edu>, dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) writes:
>Greetings.
>I would like to do some assembly programming on my
>Atari 1040ST, but I am not sure what I need. Is
>there any program out there that assembles 68000?
>Any info would be appreciated.
>Thanks!
>

If you read German, you might want to go for TurboAss, a very good PD (or
Shareware, I cannot recall) assembler/debugger. If not, I hear DevPac2 is
the cream of the ST crop in commercial assemblers.

--
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Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
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3035. Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 09:00:34 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <NVeaiB1w164w@ersys.edmonton.ab.ca>
Source record: 224236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi. I wrote a terminal program for the ST a while back called DataLink. I am now re-writing it (still in Personal Pascal) and I would like to improve it. One of the improvements I would like to make is a status bar at the bottom of the terminal screen that shows information about what the program is doing, how it is set up, time online, etc. There are two ways I could do this:

1. Keep track of the incomming data, and actually scroll the screen myself when the data reaches the bottom. This is not the preferred way since it would slow the system down and waste program space and memory.

2. Convince the system that the screen is one line shorter than it actually is. I've seen this done, but do not know how to do it. This has the advantage of not wasting code, not slowing down the system, and not flickering. I need to know how to do this using system calls (BIOS, XBIOS, AES, VDI, or whatever it takes.) Personal Pascal doesn't provide internal support for aline calls, though (which I have heard have something to do with it) so I would have to find a way around that.

Thanks for any help offered.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

3036. Re: SLIP for ST(E)/TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 09:15:46 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Mar27.091546.140749@link-1.ts.bcc.ac.uk>
Source record: 224237

In article <1992Mar25.234332.24414@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>Does anyone know if there is some kind of SLIP-package avaliable for
>the ST(E)/TT? I've looked around a bit, but I couldn't find a single
>program that looked like SLIP.

I believe KA9Q supports SLIP, a copy (I don't know how old it is) is
available via ftp from pdsoft.lancs.ac.uk. username: pdsoft password pdsoft.

>
>Any help or advice is welcomed!
>
>---
>Daniel Eriksson Internet : m91der@tdb.uu.se
>Gardskarsvagen 6B Fidonet : 2:205/218 (The Assembly Room)
>814 93 SKUTSKAR IRC : DDF ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72901

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

3037. Re: Mint and Neodesk

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 11:03:51 UTC
From: univwa@sbusol.rz.uni-sb.de
Message-ID: <17524@sbsvax.cs.uni-sb.de>
Source record: 224238

In article <PRAU.92Mar25114534@laureline.hut.fi>, prau@niksula.hut.fi (Petri Jaakko Rauhamaa) writes:
>
> Can I use Neodesk with Mint? I trid to run Neodesk, but it didn't work.
> --
> ==
> Petri Rauhamaa 90 - 135 6554 Petri.Rauhamaa@hut.fi
> ==

With MiNT 0.92 you could use it without diffuculties; calling neoload.prg was enough.
With MiNT 0.93 must must use a cheap trick:

- put mint.prg in your auto folder
- put neoload.prg in your auto folder (physically before MiNT!!!)
- put mint.cnf, mintshel.rc, mintshel.prg, gem.prg at c:\
- the last line in mint.cnf must be:
INIT=gem.prg
- in your desktop.inf/newdesk.inf, you initialize
mintshel.prg
to be autostarted after GEM is present
- in mintshel.rc, the last lines must be:
cd c:\neo3
neodesk.exe

This starts NeoDesk as application under MiNT; it can be looked at as a process at u:\proc\neodesk.xxx (xxx = pid).

File selectors mmust also be loaded via mintshel.rc because MiNT steals something away from TOS wich disables file selectors which were loaded as TSR in the auto folder.

Mail me if you got difficulties.

At my system, I am even able to start other mintshels, shells in bgacc *and* GEM programs at the same time!!!

MiNT is great!

Bernhard

rzsbs@rz.uni-sb.de

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de *

```
* /____/ ___/ /_. ++49-681-302-4626 | *
**************************************************************************
```

3038. Re: Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 11:13:25 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Mar27111325@nsx.kagaku.se.fujitsu.co.jp>
Source record: 224239

It says usenet here. Does this mean that people like me with only usenet capability can get software from atari.archive? Does it have a mail-server? If so, how is it used? Thanks for any help.

Paul

3039. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 11:13:58 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar27.111358.4286@actrix.gen.nz>
Source record: 224240

Well I don't think any one nead to worry about this as I don't see
Atari being here much longer, there support here has droped to -100%
and from what I here is the same in OZZ, from what I have bean reading
its all wishfull thinking, why are they running down all there devisions
world wide..??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3040. ST mouse flaky; easy fix?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 12:19:10 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010012@hpbbrd.bbn.hp.com>
Source record: 224241

/ hpbbrd:comp.sys.atari.st / woodcock@utdallas.edu (Gregg E. Woodcock) / 2:11 pm Mar 25, 1992 /
> My axels are spinning properly but the optical detecor unit (or something
> farther up the line) is not registering the rotation of the disk! I am
> experiencing symptoms like only bing able to move up/left/right (not down)
> or not being able to move verticaly at all (neither up nor down). The

I never saw this in the FAQ, but I had this problem myself. In my mouse,
it was a badly soldered pin on the SMD chip inside the mouse that had broken
loose from the PCB board. After resoldering it, the mouse worked like a charm.
I could also imagine the following causes giving the same symptoms:

- broken LED or optical detector
- broken conductor lines (what's the ENglish term for this ?) on the
PCB
- broken wires in the cable.

I suggest you go over the whole PCB carefully, with a magnifying glass ...

Jens.

Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

3041. Re: TOS 2.06 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 12:58:51 UTC
From: dba@jet.uk
Message-ID: <1992Mar27.125851.11924@jet.uk>
Source record: 224242

In <1992Mar24.161517.27880@sae.com> malay@sae.com (Bob Malay) writes:

>Ok, I got my TOS 2.06 chips in the mail (from Codehead) - I opened up my
>1040STe and the "older" TOS roms are soldered-in AND they seem to be two pins
>smaller. The jumpers are also soldered. Has anybody upgraded to TOS 2.06 with
>this STE setup. The docs from Codehead implied it would be a simple "pop out
>the old - push in the new"
>but I'm a little hesitant to get in there with the old solder-sucker.

>Bob Malay

It looks as though I just got lucky with my upgrade to TOS 2.06!
My 1.6 and 2.06 tos versions were both the same type (32 pin type 27C010A)
Here follows the jumper settings for other ROM/EPROM types:
From the STE Computer Field Service Manual (C302481-001 REV A Aug 91)

ROM Jumper settings:

ROM/EPROM Part type W102 W103 W104
27256 Don't care 1 and 2 N/C
27512 2 and 3 2 and 3 N/C
571001/27C1000/531000 2 and 3 2 and 3 2 and 3 (the default setting)
27010/571000/27C1001 1 and 2 2 and 3 1 and 2

The jumpers are located next to the HI eprom

W104 W103
1-2-3 1-2-3

```
----------------. W102
1 | 1-2-3
|
-
HI |
-
|
|
----------------
```

Hope this helps

--

```
_. .________________________. ._____________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 528822 Ex 4871
```

~-----~ +----+ +-+ dba@jet.uk
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

3042. Re: Brill TOS !(?)

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 13:07:36 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Mar27.140736.1@neptune.kingston.ac.uk>
Source record: 224243

In article <goL0HB1w164w@equinox.gen.nz>, shore@equinox.gen.nz (Craig Shore) writes:
> Martin_Koehling@un.maus.de (Martin Koehling) writes:
>
>> While it is possible to determine the version by looking at the copyright
>> dates in the "About..." box in the DESKTOP (as someone suggested recently),
>> these dates may differ from country to country!
>>
>> The easiest way: install a copy of XCONTROL.ACC, open the "General" CPX
>> and click on "Status" - this will display some memory statistics and the
>> TOS version...
>
> Hmm, I just tried as you said, and it told me i've got TOS version
> 01.06 ... is that right for an STE ??? I thought it was 1.6 ?
>
>
> +----------+---+------------+
> | | Craig Shore, ChCh, New Zealand. | |
> | | Email: INTERNET - shore@equinox.gen.nz | |
> +----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
> | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
> +-----------------------------------+-----------------------------------+

I would say that it is still correct. Having not used XCONTROL.ACC I am not certain but the TOS versions have some times been used interchangeably such as TOS 1.4 Rainbow is TOS 1.04 and same as TOS 1.02. I would say that it is wrong to quote TOS versions in this way, but it happens . . ..

Simon

3043. ftp -> atari via pc clone: How ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 13:33:04 UTC
From: skershaw@loki.une.edu.au
Message-ID: <2396@loki.une.edu.au>
Source record: 224244
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi Guys and Gals,

I've spent the last two days ftp'ing stuff onto our unix (ultrix actually) machine here at une and then copied the files across to atari formatted discs inserted into a pc clone. I took them home to my atari (mega2st) and tried to un-arc them and my version of arc didn't want to know about them. I think I have v5.0 (or there abouts).

The question is, is there anything that I may not be doing or that I may be doing wrong (I am setting all the various file types for transfer to binary, could this be the problem?)?

e-mail responses gratefully accepted although I do read these groups regurlarly.

Thanks again,

Shane.
--
| "Life! Don't talk to me about life!" Douglas Adams via Marvin |
| Shane Kershaw Internet: skershaw@loki.une.edu.au |
\ University of NewEngland - Northern Rivers, Lismore NSW Australia /
==

3044. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 14:53:05 UTC
From: martin@matisse.nlp.physik.th-darmstadt.de
Message-ID: <1992Mar27.145305.17270@infoserver.th-darmstadt.de>
Source record: 224245

In article <1992Mar27.050010.25435@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Cristopher Brown) writes:
> There's been a LOT of talk about MultiTeX, most of it being fairly vague
> on availability and pricing. Could we get some hard data to work with?

Ok, here are some facts:
No longer PD, price 75.-DM.
(If you already ordered the PD-version from MAXON, the price reduces to 60.-DM. In this case you have to include the old MAXON-PD-Disk #390.)
Distributor: MAXON Computer, Schwalbacher Str.52, W-6236 Eschborn, Germany
Tel.: +49 6196/481811 Fax: +49 6196/41885
For orders from foreign countries you have to pay in advance, shipping is included.

There is no brief readme, so I may give some items on the differences to the old CS-TeX, which was PD:
- supports a limited multitasking provided by MultiGEM (not included, saled seperately for 159.-DM from the same distributor, lower prices [<130.-DM] from other distributors). Offers parallelism of preview and editing or printing or ``TeXing''.
- runs on every (monochrome?) platform (ST,STe,TT, arbitrary resolutions)
- special TT versions supporting FPU included.
- customizing of the large version of TeX possible.
- multitude of printers supported (9pin, 24pin, 48? inkjet, Laserjet, Laserjet II, Deskjet(+/500), Sharp JX LaserPrinter, Atari SLM, Postscript, file)
- new graphics commands (CSG Level 2) including Bezier-curves of order 2 and 3, circles, elliptical arcs, filled circles and elliptic arcs, adjusting of line thickness. (IMG, GEM and for Postscript-drivers EPSF supported as before).
- no support of fontlibraries or NFSS
- shipped with mEmacs and a GEM-based shareware editor capable of folding.

My personal experiences:
For an effective multitasking the old ST is too slow, and the resolution of the good ol' SM124 too poor. The offered multitasking reduces to a parallel preview of, say, complex formulas with typos of the syntax in it and the editing of the approriate passage in the sources. But this may be completely different on a TT and a screen-resolution of 1280*960.
Nearly all other virtues (and some disadvantages) remain as before.

Hope these information will brighten up things a little

Martin

Martin Wiesenfeldt, Inst.f.Angewandte Physik, Schlossgartenstr. 7
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email: martin@matisse.nlp.physik.th-darmstadt.de

3045. Need help with new 1040STe

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 14:56:34 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Mar27.145634.29817@u.washington.edu>
Source record: 224246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Dear Net-Gods:

I have been following most of the threads here for the last several months. Even though I have owned an Atari ST now since it was first introduced, I have recently purchased a 1040STe. At the moment, it is merely a STOCK machine, but I have had a few problems/questions. If these are FAQs, please bear with me:

#1. I have some trouble running older entertainment type software on this new system (ie. StarGlider). For some reason, it will not go any further than the opening screen. The version of TOS is unknown to me except that I am sure it is "Rainbow TOS". I have yet had the time to experiment with many other titles but was wondering if this is normal and if so, if there is a quick fix.

#2. Some of the files I have FTP'ed and then downladed have an extension of TAR.Z. All references I can find in UNIX on this describe it as a tape utility. How can I uncompress this?

#3. I am considering obtaining the necessary hardware to allow my ST to run IBM software. I have considered the following items:
-PC Ditto II (quoted at $199)
-Spectre (quoted at $299)
-Turbo Charger? (quoted at $500)

If anyone could comment on thier experiences with these items, or better prices and where I might obtain them, please let me know. Also, am not familiar with the features peculiar to each item.

#4. (Lengthy, ain't I?) I have a HP-48sx calculator and would like to be able to transfer programs to it via a cable. Those have this model calculator and an ST probably know what I am talking about. I have the cable, but am still having problems. Can you recommend a kermit package, etc? Any help would be appreciated.

Well, that's it for now (I know, most of you are thinking "THANK GOD!). I thank you for your help in advance.

Roger McGhee (automan@milton.u.washington.edu)

"Electrical Engineers do it with less resistance" (Source unknown)

3046. GCR & AutoDoubler

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 15:43:13 UTC
From: malay@sae.com
Message-ID: <1992Mar27.154313.1677@sae.com>
Source record: 224247

I recently installed AutoDoubler but it doesn't seem to do anything on the GCR - it installed correctly and all the programs, inits, cdevs, etc are in place but it doesn't want to do its auto compressing magic. Has anybody used this on the GCR - I know it works on a MAC! Very well, too!

Bob Malay

3047. Re: Zmodem won't send .ARC or .ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 15:49:08 UTC
From: psurge@cs.utexas.edu
Message-ID: <kt6gvkINN5k7@sahara.cs.utexas.edu>
Source record: 224248

In article <hjv.701635991@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>
>You'd probablyu best get yourself decent arc/lzh/zoo/zip programms. they can be
>obtained by anonymous FTP from atari.archive.umich.edu, directory
>atari/archivers (or a variation on this dir's name :-) I myself use
>ARC_602.TTP, ZOO2_1.TTP, LHARC.TTP and STZIP.TTP. They all work fine, although
>LHARC needs some updating.
>
>Hendrik Jan Veenstra
>
>

Those are the same compression utilities I have, do they do something for you
that they don't do for me?

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3048. Re: Brill TOS !(?)

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 16:13:06 UTC
From: bossoj@vccsouth18.its.rpi.edu
Message-ID: <yspt_2_@rpi.edu>
Source record: 224249

In article <1992Mar27.140736.1@neptune.kingston.ac.uk>, bd_g710@neptune.kingston.ac.uk writes:
|> In article <goL0HB1w164w@equinox.gen.nz>, shore@equinox.gen.nz (Craig Shore) writes:
|> > Martin_Koehling@un.maus.de (Martin Koehling) writes:
|> >
|> >> While it is possible to determine the version by looking at the copyright
|> >> dates in the "About..." box in the DESKTOP (as someone suggested recently),
|> >> these dates may differ from country to country!
|> >>
|> >> The easiest way: install a copy of XCONTROL.ACC, open the "General" CPX
|> >> and click on "Status" - this will display some memory statistics and the
|> >> TOS version...
|> >
|> > Hmm, I just tried as you said, and it told me i've got TOS version
|> > 01.06 ... is that right for an STE ??? I thought it was 1.6 ?
|> >
|> >
|> > +----------+---+------------+
|> > | | Craig Shore, ChCh, New Zealand. | |
|> > | | Email: INTERNET - shore@equinox.gen.nz | |
|> > +----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
|> > | Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
|> > +-----------------------------------+-----------------------------------+
|>
|> I would say that it is still correct. Having not used XCONTROL.ACC I am not
|> certain but the TOS versions have some times been used interchangeably such
|> as TOS 1.4 Rainbow is TOS 1.04 and same as TOS 1.02. I would say that it is
|> wrong to quote TOS versions in this way, but it happens . . ..
|>
|> Simon

Correct me if I am wrong but, from what I have been told, TOS 1.02 and TOS 1.2 are the same, TOS 1.04 and TOS 1.4 are the same, and (I assume) TOS 1.06 and TOS 1.6 are the same. This confused me also for awhile, and I still haven't found out why they are all referred to with different numbers!

Joe

3049. Re: WANTED: ZXSpectrum tape loader (Was: WANTED: Sinclair...

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 16:24:06 UTC
From: shore@equinox.gen.nz
Message-ID: <VeZaiB4w164w@equinox.gen.nz>
Source record: 222615

drushall@cs.man.ac.uk (David Rushall(IW PhD)) writes:

> I very definitely recommend this program - but I have a slight problem...
> loading tapes! The emulator came with a game, 'Pool', but Id like to load
> some of my old software that I wrote many years ago. Does anyone have
> a program that can load spectrum tapes through a sampler (plugged into the
> printer port) or through a small bit of electronics to convert audio levels
> into TTL?

The other way is to get an RS232 intreface for your spectrum.

Craig.

+----------+---+------------+
| | Craig Shore, ChCh, New Zealand. | |
| | Email: INTERNET - shore@equinox.gen.nz | |
+----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

3050. SLIP and UUCP

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 16:28:18 UTC
From: robin@castle.ed.ac.uk
Message-ID: <19591@castle.ed.ac.uk>
Source record: 224250

OK so I am very ignorant, but can someone tell me exactly what SLIP and UUCP do, I've sussed they are some kind of comms thing.

Thanks

Robin Smith

3051. Atari Mega ST4 For Sale CHEAP

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 16:36:56 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Mar27.163656.12245@usenet.ins.cwru.edu>
Source record: 224151

Atari Mega ST4: TOS 1.2. In excellent condition, works great!
Has socketed 68000, for easy addition of an accelerator or other
mods. Asking $450 or makee offer.

If interested, please email me or call me voice at 804-971-6919.
Please leave a message on my machine if I'm not around. Thanks!

Rob

3052. Mouse/Joystick switch for ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 17:14:26 UTC
From: bb693@cleveland.Freenet.Edu
Message-ID: <1992Mar27.171426.14173@usenet.ins.cwru.edu>
Source record: 224152

Like all students, I need some cash, and like all (?) Atari users, I have to cope with Atari's stupidity in locating the joy/mouse ports. Having solved this problem myself by building my own switch, I would like to start making and selling this switch. I will fully guarantee my product or I will replace it for you for free. But before I start buying the necessary components, I would like to get a rough idea of the potential market. At a VERY rough estimate I will offer the switch at a price of $9.00-$11.00, plus shipping. But as I said this is a rough estimate and may go up or down slightly Please e-mail me to tell me if you're interested, BUT NOT TO ORDER, for now I just need to know how many people are interested.

The switch I envision connects to the mouse/joy port, with about 12-16 inches of 9-wire cable which goes into a small box which holds the switch and two sockets, one for the mouse and the other for the joystick. I will be using 9-wire cable, so theoritically the switch should work with other devices connected to the ports, but i will NOT guarantee that, since I have tested it only with a mouse and a joystick.
However, if anyone would like some other configuration, such as more sockets, I can do that too, but I will have to get back to you about the price since a different configuration would cost me a different amount.

Later!
--

S. Erick Shammas {:-) | bb693@cleveland.Freenet.Edu | Laughter is like
| shammas@ecn.purdue.edu | medicine to the heart

3053. Re: TOS 2.06 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 17:40:28 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kt6ngcINNdna@aludra.usc.edu>
Source record: 224153

You know, if you decide to de-solder the ROMs, you might want to go out and buy a nice low-impedence (high quality), low-profile socket so that you can still install 2.06 by "plug-N-go", and when Multi-TOS (or whatever the latest-greatest ROMs are that) comes out, you won't have as many headaches (or oportunities to trash your computer).

3054. Networking software for ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 18:48:47 UTC
From: pm@fortec.tuwien.ac.at
Message-ID: <pm.701722127@fortec.tuwien.ac.at>
Source record: 224154

Hello,

some time ago we purchased a "Riebl-Card plus" ethernet card from Atari
to connect our Mega-ST to our LAN.
As we couldn't find convenient software to communicate to our Suns we
started to write our own. Meanwhile we have adapted it to be compatible
to the Atari ANS TCP/IP specifications.

Our software package currently includes
- a multi window telnet program
- a ftp server program, both useable as .ACC or .PRG
- an ANS compatible TCP/IP protocol stack
- an ethernet driver for Atari Riebl-Card plus

Anybody interested in this stuff drop me a mail.

--
Dipl.-Ing. Peter Mayer Rehabilitation Engineering Group
Institute for Electronics Technical University Vienna, Austria
Email: pm@fortec.tuwien.ac.at phone: +431 58801 3967

3055. > > > > > > > > > Atari ST Computers FORSALE

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 18:53:17 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9321@vice.ICO.TEK.COM>
Source record: 224155
Cross-posted to: comp.sys.atari.st,tek.forsale,pdx.forsale,or.forsale,misc.forsale.computers

==========

Atari 1040ST
with Monochrome Monitor
*** asking $275 ***

Atari Mega2 ST (I have two of these to sell)
with monochrome monitor
*** asking $475 ***

All in excellent working
condition.

Shipping costs are negotiable

Keith
keithr@icogem3.ICO.TEK.COM

3056. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 19:06:39 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Mar27.130639.12800@doug.cae.wisc.edu>
Source record: 224156
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <NVeaiB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>Hi. I wrote a terminal program for the ST a while back called DataLink.
>I am now re-writing it (still in Personal Pascal) and I would like to
>improve it. One of the improvements I would like to make is a status bar
>at the bottom of the terminal screen that shows information about what
>the program is doing, how it is set up, time online, etc. There are two
>ways I could do this:
>
>1. Keep track of the incomming data, and actually scroll the screen
>myself when the data reaches the bottom. This is not the preferred way
>since it would slow the system down and waste program space and memory.

For my communications system, I wrote my own screen driver in C for managing windows. Works fine with a stripped down TOS 1.0 machine.

Actually, with all the rig a marole' TOS 1.0 text output is bad, but not bad enough to resort to ASM for serial applications.

Its also quite portable between TOS's too.

If you would like a discussion on it, email me.

I might even be gracious enough to show you how to do ANSI.

>
>2. Convince the system that the screen is one line shorter than it
>actually is. I've seen this done, but do not know how to do it. This
>has the advantage of not wasting code, not slowing down the system, and
>not flickering. I need to know how to do this using system calls (BIOS,
>XBIOS, AES, VDI, or whatever it takes.) Personal Pascal doesn't provide
>internal support for aline calls, though (which I have heard have
>something to do with it) so I would have to find a way around that.

You could write a Vblank driver...but why? By the time you do that, you could already have your own screen driver, which you are going to have to write anyway if you want to support more than VT52, which if you don't would make your terminal program kinda boring. Take a VACATION if you want to do it in assembly language using VBLANK drivers...

Trust me, its not as bad as it sounds.

PASCAL is NOT the way to go though in trying to do this. If you don't know C, learn it quickly. Or, learn 68K assembly and stick with PASCAL if thats your schtick.

C does make your life easier though....at least in this case...:).

>
>Thanks for any help offered.
>
><< -- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< Michel Forget >>
><< "This offer is valid on absolutely ANY day >>
><< of the year, except...." >>
><< -- >>

-Greggy poo.

3057. GDOS: Info? gdos fonts? metafile?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 20:14:25 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <#1ptlvd@rpi.edu>
Source record: 224157

Hi.
I have GDOS and AMCGDOS but I really don't have a clue
on what to do with them. I hear references to gdos
fonts and something (a program) called metafile which
I think has something to do with printing. However,
I have never heard any basic explaination of what gdos
does for you and how you should implement it to make
it most useful. Any info would be appreciated.
post here or e-mail to me please.

___ ___
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

3058. Re: SLIP for ST(E)/TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 20:15:23 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.701727323@pbhrzx.uni-paderborn.de>
Source record: 224158

m91der@tdb.uu.se (Daniel Eriksson) writes:

>Does anyone know if there is some kind of SLIP-package avaliable for
>the ST(E)/TT? I've looked around a bit, but I couldn't find a single
>program that looked like SLIP.

SLIP itself is not the problem ... you can program that at one evening. But
you need programs that manage IP packets. Have you seen any telnet implemen-
tation for the ST yet? :-) :-)

Daniel
--
Daniel Roedding "Dann wird am 1.3. also das Z-Netz geloescht? Denn das ist
Detmolder Str. 19 es ja, was mit laengeren Adressen nicht klar kommt :-)))"
D-4790 Paderborn -- Michael Keukert in de.comm.gateways
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

3059. Re: Uploading text files to Unix Servers

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 22:16:47 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1992Mar27.221647.16339@ccu.umanitoba.ca>
Source record: 224160

In article <kt3s7rINNgo@sahara.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:
>This is not only a problem with Post script files, but with any text file I
>would like to send. Is there any way, either on the UNIX or ST side of the
>process where I can strip the line feeds from a text file.

Small correction: Atari, MSDOS, and other machines use a CR/LF pair as the line separator in text files, whereas unix uses just an LF (a "newline"). What you want to do is strip the CR from your uploaded files, not the LF. The easiest way to do it is on the unix side:

```
tr -d '\015' <infile >outfile
```

Check the man page for ``tr'' for details. (BTW, this should only be necessary if you want to view or edit the postscript file; your postscript printer/interpreter shouldn't care whether there are CR's in the file.)

BBB
--
Bob Bright | E-mail: bright@ccu.umanitoba.ca
Dept. of Philosophy | FAX: (204) 261-0021
University of Manitoba | Voice: (204) 474-9105
Winnipeg, Man R3T 2M8 |

3060. Re: Atari.archive article in Current Notes

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 22:36:08 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.2uH0wzJ2bAM@icemark.oche.de>
Source record: 224159

In <1992Mar23.095314.26906@mailer.cc.fsu.edu>, Mickey Boyd writes:
>I just wanted to point out that the article on Atari.archive.umich.edu which
>appeared in this month's Current Notes magazine (written by Jeff Weiner) was
>very nice. Hats off to Jeff for informing the Atari community in general
>about the services a.a can provide! After using and contributing to
>this site for years, it is nice to know some of its history.

Hmm, where do I get this article? Or can someone mail it to me?

yours,
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 sigrorn@icemark.oche.de

Love is sentimental measles.

3061. Buy my Computer!

Newsgroup: comp.sys.atari.st
Date: 1992-03-27 23:04:45 UTC
From: seattle@hydra.unm.edu
Message-ID: <!hcj1nd@lynx.unm.edu>
Source record: 224161
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Newsgroups: misc.forsale.computers,comp.sys.atari.st

Hardware:
Atari ST 1MB
SF314 External Floppy
SC1224 Color Monitor
Megafile 30 30MB Hard drive
Citizen 120D NLQ Printer
Software:
Mark Williams C - C developement system
Word Perfect 4.1
Games: RR Tycoon, Dungeon Master, CSB, Oids, Populous, Bards Tale, etc.
Public Domain Stuff Uniterm, First word, others

$900 - OBO

David G Adams
Seattle@hydra.unm.edu
(505) 268-0876

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

3062. Re: Uploading text files to Unix Servers

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 03:13:34 UTC
From: bigham@acpub.duke.edu
Message-ID: <2116@news.duke.edu>
Source record: 224162

From the Holy Book of <kt3s7rINNgo@sahara.cs.utexas.edu>
as spake by psurge@cs.utexas.edu (Troy Carpenter) :
> [...] Is there any way, either on the UNIX or ST side of the
>process where I can strip the line feeds from a text file.

Check on the Unix end for a program called `tr'. The command
`tr -d \015 <yourfile >yourfile.1' will create a new copy of your file with no
carriage returns (which is what I think you actually want -- most Unixes use
line-feeds as the end-of-line marker). As always, `man tr' will get you more
information.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3063. Re: TOS 2.06 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 05:27:57 UTC
From: ra1cs220@uba.cc.rochester.edu
Message-ID: <1992Mar28.052757.28668@galileo.cc.rochester.edu>
Source record: 224163

In article <kt6ngcINNdna@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> You know, if you decide to de-solder the ROMs, you might want to go out
>and buy a nice low-impedence (high quality), low-profile socket so that you can
>still install 2.06 by "plug-N-go", and when Multi-TOS (or whatever the latest-
>greatest ROMs are that) comes out, you won't have as many headaches (or
>oportunities to trash your computer).

Where can I get the socket? Is this the same socket as sold by COdehead for
teh older TSs?

...
Ling CHerd
.

3064. Warp 9 (CodeHead's Quick ST!)

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 07:15:24 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Mar28.071524.25919@usenet.ins.cwru.edu>
Source record: 224164

```
For immediate release
CodeHeadQuarters
Friday, March 27, 1992
----------------------

You Knew It As Quick ST...

You'll LOVE It As...

WARP 9 - THE SOFTWARE ACCELERATOR!

HOLLYWOOD, CALIFORNIA - CodeHead Technologies is proud to announce the
release of its brand new software accelerator -- Warp 9!

On January 1, 1992 we took over support and development of the popular
Quick ST screen accelerator from Branch Always Software. It's taken over
three months to complete the modifications necessary to turn it into a
CodeHead product, but it's well worth the wait. The resulting fruit of
our labors is Warp 9 -- the fastest, most compatible software
graphics/text accelerator _ever_ for the Atari line of computers!

We've decided to give it this new name because it's changed so dramatically
that it's hardly even recognizable anymore. The only similarity between
Warp 9 and its predecessor, Quick ST, is incredible speed!

Although Warp 9 has a completely new user interface and many new features,
the major benefit over previous screen accelerators is COMPATIBILITY!
Literally dozens of bugs and compatibility problems have been eradicated
in Warp 9. It now works fine with FSM GDOS, and problems have been
eliminated with Touch-Up, PageStream, and many other programs where redraw
and other problems existed. Warp 9 also works fine on the TT, and
accelerates the graphics of TT Medium resolution remarkably.

What IS a Software Screen Accelerator?
--------------------------------------

Warp 9 operates by intercepting operating system calls. Most of the
normal operating system calls are not written with the utmost efficiency
as far as speed is concerned. Warp 9 uses highly optimized assembly
language routines which can give you speed increases of 400% all the way
up to 1200% or more. That's from 4 to 12 times faster! The difference is
immediately noticable in almost every area of your computer activities.
Text, graphics, and windows virtually fly onto the screen. Once you try
using Warp 9, you'll never allow yourself to operate without it again.

New Features:
---------------
```

The user interface of Warp 9 has been completely revamped. The Warp 9 program installs in the AUTO folder, giving increased speed to the loading of your AUTO programs. The effectiveness of a software accelerator is normally diminished by the additional overhead of other resident programs installed in your system. But Warp 9 uses a special trick to avoid this problem. The Warp 9 Control Panel accessory communicates with Warp 9, telling it to reinstall itself, giving it a prime position for acceleration. If you want to save memory by not installing the Warp 9 Control Panel, you can auto-run our QuickGrab program which will provide the same function. This gives you the best of both worlds, the utmost in speed during the bootup process as well as at the desktop level and in your applications.

Besides speed and compatibility, Warp 9 offers you all of the same features available in Quick ST and much more. You can replace the system screen font with one of your own, or choose from any of the 6 dozen fonts included with Warp 9. You can also change the system fill patterns, altering the look of your windows and dialog boxes. You can change the desktop's background pattern by using a custom fill pattern or even load a picture in any resolution, including the TT resolutions. Warp 9 can load pictures in many formats, including PI1, PI2, PI3, PC1, PC2, PC3, TNY, TN1, TN2, TN3, and PNT. The font, fills, and background pictures can be configured to load automatically when you boot up. Fonts and fill patterns can be edited by using the included Customizer program.

There's also a completely configurable mouse accelerator built right into Warp 9. You can tailor the acceleration to your own needs, or choose from one of the four preset configurations available. Other optional mouse features include "blocking" to keep the mouse from accidentally entering the menu bar area, "jumping" to force the mouse to the menu bar at the click of the right mouse button, and separately configurable horizontal and vertical wrap-around of the mouse when it reaches the edge of the screen.

Warp 9 also includes the functionality of FunkAlert, the shareware program by Charles F. Johnson. This gives you the ability to select any button in any standard alert box by the simple press of a function key. You can turn off the system Zoom Boxes, too, for even more speed. A well-written 50-page manual gives detailed instructions for using every facet of Warp 9.

Order Warp 9 today...you just can't get a faster, more compatible screen accelerator for your Atari computer, and you also receive the quality and support for which CodeHead Technologies is famous.

Availability

Warp 9 will be shipping as of Monday, March 30th. Retail price is $44.95. Contact your local dealer or order directly from CodeHead Technologies at the address below. Mastercard, Visa, and American Express credit cards are accepted. For shipping, add $3 US, $4 Canada, and $6 overseas.

Owners of any version of Quick ST or Turbo ST can purchase Warp 9 for only
$20 by returning their original disk with payment to:

CodeHead Technologies
P.O. Box 74090
Los Angeles, CA 90004

Phone: (213) 386-5735 (Mon-Fri 9A-1P Pacific Time)
FAX: (213) 386-5789
BBS: (213) 461-2095
^^^

3065. Re: 1.44 Meg Floppy

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 10:31:39 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Mar28.103139.17856@lmpsbbs.mot.com>
Source record: 224165

ljdickey@watmath.waterloo.edu (L. J. Dickey) writes:
>
>I have had several occasions when I have received data that was
>destined for my Atari Mega ST2 that had been written on a 1.44 megabyte
>floppy. Of course my ST has only a 720 kilobyte floppy drive. One
>solution to this problem I have found is to bother a friend who as a PC
>and ask (gasp) to copy the file a 720 K disk.
>
>I am wondering if perhaps there might be a supplier who has made
>a floppy drive that would allow either
>
> (1) daisy chain to the DMA port, or
> (2) attach to the SCSI port on the back of my ICD hard drive.
>
>Any suggestions or other alternatives?

Some German outfit makes a HD-MODUL that either attaches to the disk
controller chip or replaces it, and then allows a 720K drive to be replaced
by a 1.44M drive. I think Toad Computers has this module for sale for about
$60.

3066. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 12:34:11 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Mar28.123411.11016@terminator.cc.umich.edu>
Source record: 224166

```
drwxrwxr-x jon 5120 Mar 21 10:06 ./games
drwxrwxr-x weiner 1024 Mar 21 13:10 ./applications/math
drwxrwxr-x atari 1024 Mar 23 08:57 .
drwxrwxr-x jon 5120 Mar 23 08:52 ./games
-rw-r--r-- weiner 60692 Mar 23 08:52 ./games/yatzee21.lzh
-rw-rw-r-- weiner 10344 Mar 23 08:53 ./games/Index
-rw-r--r-- weiner 11928 Mar 23 08:40 ./utilities/Index
drwxr-xr-x weiner 512 Mar 23 08:40 ./utilities/virus
-rw-r--r-- weiner 17468 Mar 23 08:39 ./utilities/virus/atarivir.lzh
drwxrwxr-x weiner 512 Mar 23 08:41 ./magazines/portadd
-rw-rw-r-- weiner 6090 Mar 23 08:39 ./applications/Index
drwxrwxr-x weiner 512 Mar 23 08:37 ./applications/other
-rw-r--r-- weiner 167804 Mar 23 08:37 ./applications/other/newgen.lzh
drwxr-xr-x weiner 512 Mar 23 08:50 ./gnustuff/tos/ghostscript/gsfonts
-rw-r--r-- weiner 40887 Mar 23 08:43 ./gnustuff/tos/ghostscript/gsfonts/bchr.zoo
-rw-r--r-- weiner 43456 Mar 23 08:43 ./gnustuff/tos/ghostscript/gsfonts/bchri.zoo
-rw-r--r-- weiner 46105 Mar 23 08:43 ./gnustuff/tos/ghostscript/gsfonts/pcrbo.zoo
-rw-r--r-- weiner 42041 Mar 23 08:43 ./gnustuff/tos/ghostscript/gsfonts/pncb.zoo
-rw-r--r-- weiner 48325 Mar 23 08:43 ./gnustuff/tos/ghostscript/gsfonts/pncr.zoo
-rw-r--r-- weiner 54716 Mar 23 08:43 ./gnustuff/tos/ghostscript/gsfonts/pncri.zoo
-rw-r--r-- weiner 47878 Mar 23 08:43 ./gnustuff/tos/ghostscript/gsfonts/pncbi.zoo
-rw-r--r-- weiner 43716 Mar 23 08:43 ./gnustuff/tos/ghostscript/gsfonts/bchbi.zoo
-rw------- weiner 1570 Mar 23 08:50 ./gnustuff/tos/ghostscript/gsfonts/README.GS_FONTS
-rw-rw-r-- weiner 130631 Mar 23 08:54 ./Index
-rw-rw-r-- weiner 60067 Mar 23 08:56 ./ls-lR.Z
-rw-rw-r-- weiner 60493 Mar 23 08:54 ./CompInd.Z
drwxrwxr-x atari 1024 Mar 24 10:58 .
drwxrwxr-x jon 6144 Mar 24 10:26 ./utilities
-rw-r--r-- weiner 13833 Mar 24 10:26 ./utilities/winxv13.lzh
-rw-r--r-- weiner 12049 Mar 24 16:53 ./utilities/Index
drwxr-xr-x weiner 512 Mar 24 10:56 ./utilities/filemenus
-rw-r--r-- weiner 33691 Mar 24 10:56 ./utilities/filemenus/lgs18c.lzh
drwxr-xr-x weiner 512 Mar 24 16:51 ./utilities/screensavers
-rw-r--r-- weiner 25289 Mar 24 16:50 ./utilities/screensavers/boinksav.lzh
-rw-r--r-- weiner 8132 Mar 24 16:50 ./utilities/screensavers/faze.lzh
-rw-r--r-- weiner 13833 Mar 24 10:26 ./utilities/winxv13.lzh
drwxr-xr-x weiner 512 Mar 24 10:53 ./utilities/virus
-rw-r--r-- weiner 30962 Mar 24 10:54 ./utilities/virus/fcheck25.zoo
drwxrwxr-x jon 3584 Mar 24 10:42 ./graphics
-rw-r--r-- weiner 14531 Mar 24 10:42 ./graphics/89a_87a.lzh
-rw-r--r-- weiner 147059 Mar 24 10:41 ./graphics/anist.arc
-rw-r--r-- weiner 7072 Mar 24 10:43 ./graphics/Index
drwxrwxr-x jon 3584 Mar 24 10:44 ./diskutils
-rw-r--r-- weiner 150861 Mar 24 10:44 ./diskutils/ahdi5.zoo
```

```
-rw-r--r-- weiner 3120 Mar 24 10:44 ./diskutils/divert13.zoo
-rw-r--r-- weiner 33552 Mar 24 10:44 ./diskutils/dsked109.zoo
-rw-r--r-- weiner 3489 Mar 24 10:44 ./diskutils/qkdisk11.zoo
-rw-r--r-- weiner 19712 Mar 24 10:44 ./diskutils/rename1b.arc
-rw-rw-r-- weiner 6285 Mar 24 10:50 ./diskutils/Index
-rw-rw-r-- weiner 6137 Mar 24 10:51 ./applications/Index
drwxrwxr-x weiner 512 Mar 24 10:50 ./applications/wordproc
-rw-r--r-- weiner 273954 Mar 24 10:50 ./applications/wordproc/protext.lzh
drwxr-xr-x weiner 512 Mar 24 10:28 ./gnustuff/tos/ghostscript/gsfonts
-rw-r--r-- weiner 42642 Mar 24 10:28 ./gnustuff/tos/ghostscript/gsfonts/pcrb.zoo
-rw-rw-r-- weiner 131090 Mar 24 10:58 ./Index
-rw-rw-r-- weiner 60739 Mar 24 10:58 ./CompInd.Z
drwxrwxr-x jon 2560 Mar 26 10:30 ./magazines/streport
-rw-r--r-- weiner 73789 Mar 26 10:27 ./magazines/streport/str810.txt.Z
-rw-r--r-- weiner 69093 Mar 26 10:27 ./magazines/streport/str812.txt.Z
drwxrwxr-x jon 2048 Mar 26 10:30 ./magazines/znet
-rw-r--r-- weiner 37475 Mar 26 10:27 ./magazines/znet/znet9210.txt.Z
-rw-r--r-- weiner 33887 Mar 26 10:27 ./magazines/znet/znet9212.txt.Z
```

3067. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 14:18:40 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992Mar28.141840.12974@vlsi.louisville.edu>
Source record: 224167
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <NVeaiB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel
Forget) writes:
>Hi. I wrote a terminal program for the ST a while back called DataLink.
>XBIOS, AES, VDI, or whatever it takes.) Personal Pascal doesn't provide
>internal support for aline calls, though (which I have heard have
>something to do with it) so I would have to find a way around that.
>
>Thanks for any help offered.
>
><< ---------------------------------------- >>
><< mforget@ersys.edmonton.ab.ca >>
><< ersys!mforget@nro.cs.athabascau.ca >>
><< Michel Forget >>
```

I use a trick that jwahar bammi (bammi@cadence.com (rather old address) or 71515.155@compuserve.com) posted many years ago which changes the total lines the system sees by altering a value in the aline structure. This is likely not legal, but it has worked for me ��without problems on a ST. I don't have the code handy but believe the value is V_CEL_MY in the aline.h file he distributed (max Y cells -1).

robert royar

3068. Atari USA -- Telephone?

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 14:55:19 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <wyPciB1w164w@ersys.edmonton.ab.ca>
Source record: 224168
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi. Does anyone have the telephone number for Atari USA? I'd like to order the developer's kit, but I can't find a telephone number. I'd appreciate it if anyone could help me out. Thanks...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

3069. Re: Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 16:19:23 UTC
From: alanh@logitek.co.uk
Message-ID: <alanh.701799563@krypton>
Source record: 224169

wd@pcsbst.pcs.com (wd) writes:
>My version of a SCSI streamer tape driver is considered to be
>ready. If there is any interest I will post it (to
>comp.sources.atari.st?). At the moment there is the driver, tar
>and a full disk backup/restore utility. The driver is clean, the
>rest is a little bit ugly because I only implemented it to test
>the driver - I only wanted to test the driver in a standalone
>environment before including it into Minix.

>It is based on the old sources by Paul Moreau.

>There was someone else who said he did the same thing plus
>porting GNU-tar. He did not show up again.

Hello, well that other person is me...

Again, my tape driver is based upon Paul Moreau's code, although I have already posted my TapeBIOS driver to comp.binaries. Included is full docs, programmer's docs, library code, include files , sample code for dumping drives to tape, restoring them etc. and I've also just posted my port of GNU Tar v1.10 too, which has support for my TapeBIOS driver.

Alan Hourihane
email: alanh@logitek.co.uk

3070. Will US accessories work in Germany?

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 20:07:13 UTC
From: CLARK@SALK-SC2.SDSC.EDU
Message-ID: <9203282005.AA03639@ucbvax.Berkeley.EDU>
Source record: 224170

Hi,

A friend from Germany is wondering if a Spectre GCR purchased here in the US will work on her Mega ST back in Germany. Does anyone know if there would be any problems, such as with keyboard mappings, or anything else? Also, is it worthwhile to get an external hard drive here to take to Germany? Obviously a transformer will be needed or the power supply will have to be changed, but are the drives here cheap enough (compared to Germany) to make it worth the trouble? For example, Toad Computers in Maryland sells a 52Meg Quantum drive (12 ms access, ICD adaptor, clock, monitor style case and room for a second drive) for just under US$500.

Any advice or suggestions would be much appreciated.

Rgds,

Steve Clark

clark@salk-sc2.sdsc.edu (Internet)
clark@salk (Bitnet)

3071. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 20:19:00 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Mar28.151900.27945@newstand.syr.edu>
Source record: 224171

In article <DARYL.92Mar26153616@piano.adept.ih.att.com> daryl@piano.adept.ih.att.com (Daryl Monge) writes:

>
>
> Does anyone in the Atari community care about this CD-ROM business, anyway?
>

I do. I'd love to have a CD-ROM player hooked up to a computer. I was really hoping to get one for my ST some day, but now it looks like that won't happen. I don't want to do what Joe Waters, editor of Current Notes, said he did in the March '92 issue...namely, buy a 1meg 286-msdos machine with a built in cd-rom player for around $1000. I also don't want to go mucking around with getting a made-for-msdos-cd-rom player, which can work with text on an ST...but may have problems with things like VGA graphics. I imagine there are others in the ST world who would be interested in having a cd-rom player for their ST if there were reasonable cds that could be used on their machine.

--Gerry
ggreenbe@rodan.acs.syr.edu

3072. Re: GCR & AutoDoubler

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 20:27:56 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Mar28.152756.28028@newstand.syr.edu>
Source record: 224172

In article <1992Mar27.154313.1677@sae.com> malay@sae.com writes:
>
>I recently installed AutoDoubler but it doesn't seem to do anything on the
>GCR - it installed correctly and all the programs, inits, cdevs, etc are in
>place but it doesn't want to do its auto compressing magic. Has anybody used this
>on the GCR - I know it works on a MAC! Very well, too!
>
>Bob Malay
>
Just out of curiousity, Bob, are the disks you want to use
this on formatted as purely Mac disks? I don't have
AutoDouble (or any compression program for the Mac, other than
BackUp that comes with MacTools Delux)...but I recall that in
order to use disk fixers like MacTools, the disk has to be
formatted by the Mac OS before these Mac programs will work on
them.
To put it in other words...disks must be formatted while in
Mac mode by the Mac os, not simply by the GCR formatter.
Good luck,
--Gerry
PS. I would hope these things work!
ggreenbe@rodan.acs.syr.edu

3073. Re: Uploading text files to Unix Servers

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 23:22:38 UTC
From: alf@skid.north.de
Message-ID: <a1336492@skid.north.de>
Source record: 224173

In <kt3s7rINNgo@sahara.cs.utexas.edu> psurge@cs.utexas.edu (Troy Carpenter) writes:

>This is not only a problem with Post script files, but with any text file I
>would like to send. Is there any way, either on the UNIX or ST side of the
>process where I can strip the line feeds from a text file.

Try the following:

tr -d \\015 < infile > outfile

It is working on the UNIX side and if you have a tr for the ST (I have) than
you can do it also on the ST side.

>Thanks,

> Troy Carpenter

Hope that helps,
Alf

Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> j03l@dhbrrz41.bitnet | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

3074. Re: Atari.archive article in Current Notes

Newsgroup: comp.sys.atari.st
Date: 1992-03-28 23:43:14 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992Mar28.234314.32723@yuma.acns.colostate.edu>
Source record: 224174

In article <H.2uH0wzJ2bAM@icemark.oche.de> heinenb@messua.informatik.rwth-aachen.de writes:
>In <1992Mar23.095314.26906@mailer.cc.fsu.edu>, Mickey Boyd writes:
>>I just wanted to point out that the article on Atari.archive.umich.edu which
>>appeared in this month's Current Notes magazine (written by Jeff Weiner) was
>>very nice. Hats off to Jeff for informing the Atari community in general
>>about the services a.a can provide! After using and contributing to
>>this site for years, it is nice to know some of its history.
>
>Hmm, where do I get this article? Or can someone mail it to me?
>
I agree it is a great article,.
What is missing for me is a side-bar giving a step-by-step ftp session
with the archive. I have not figured out how to do it yet. It is apparently
so simple that, for those who know, it does not seem worth mentioning. BasicallyI am not
fluent in ftp. After logging on as "anonymous" I am lost. If someone
could post 1 or 2 step-by-steps to get a listing of files and to do a download, I would
appreciate it.

Just too dumb.
If you think it is too obvious for everyone else, please respond by e-mail.

Thanks, Bob komives

> Benedikt
>--
>
>==
>Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
>Voice: +49-241-408592 sigrorn@icemark.oche.de
>
>Love is sentimental measles.

3075. Flaky 750-K disc drive

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 03:56:48 UTC
From: v_white@xraylith.wisc.edu
Message-ID: <1992Mar29.035648.19024@xraylith.wisc.edu>
Source record: 224175

Friends,
I have a very old 520 st whose disc drive took a long decline,
and finally reached the point where it eats a disc every
time I use it. I opened it up and it seems that the head
grinds into the disc, and I get all sorts of interesting
errors as it struggles to read the disc. I saw no simple
head adjustment screws, and so it's out of my league.
Figuring a new drive is probably a viable approach to the problem
and living in an Atari backwater area, I have a few questions about
the problem:

Questions:
1) Is this a typical problem of the SF-314?
2) Where is the best place to pick up a replacement?
3) Is there any hope of getting a 2.88 Meg drive
that can still read my undestroyed floppys?

Thanks in advance,

Victor White
v_white@xraylith.wisc.edu

3076. Re: Falcon '030 vs 68030 SST

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 03:58:25 UTC
From: adamd@rhi.hi.is
Message-ID: <4725@krafla.rhi.hi.is>
Source record: 224176

malay@sae.com (Bob Malay) writes:

>Rhetorical question: why would somebody be interested in the 68030 SST
>[...]
>when the new Falcon is rumored to be priced very nicely??

Don't expect the Falcon STE to run at 50 MHz. That would be competing with
the next generation of TT.

>Looks like to me the '030 add-on industry is going to be short-lived - just my
>opinion.

There are a lot of 1040's 520's and old Megas out there. Do you really expect
them to be thrown away when they can be upgraded for a reasonable price?

--
Adam David.
(adamd@rhi.hi.is)

3077. Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 04:22:01 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Mar29.042201.19770@mnemosyne.cs.du.edu>
Source record: 224177
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

Some ST users told me that more developers would be getting a new
shipment of Falcons(??) sometime in April and be in the stores
around fall this year. At least they said Lenard Tramiel
said that last week. Did anyone hear or read that too and
have more info? Anyone at Atari here and can at least
tell us what Tramiel said is true? I got a lotta questions in
email from people wanting to know more about the Falcon so
could anyone tell us more please!??

3078. New X*Press X*Change Mailing List

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 04:32:52 UTC
From: xpress-sub@undr.org
Message-ID: <1992Mar28.937006.NQO9s@undr.org>
Source record: 224178
Cross-posted to: comp.sys.mac.misc,comp.sys.amiga,comp.sys.amiga.datacomm,comp.sys.atari.st

Over the past few weeks, some discussion has occured in rec.video.satellite regarding the little-known news system called X*Press X*Change, A world news [UPI/AP/NOT USENET] transfer system that is delivered via cable TV (see explanation at end). The X*Press company has software for the IBM PC, Mac, Amiga, and Atari ST. A mailing list has been set up to discuss the following items:

o The X*Press Service, In General

o What can be done to improve the service

o What can be done to improve the software package (*)

o Tips, Hints, etc. regarding the service and software

o Anything which relates to X*Press X*Change

(*) This list may be of special interest to programmers who are interested in helping develop a new software package for the IBM PC which will include the bare necessities which X*Press left out. Should you be interested in helping, please, let us know.

The following is an edited review of the X*Press X*Change service and software by Gary Bourgois, it helps to explain what this service is all about:

X*PRESS X*CHANGE is a very interesting and fun system that brings you access to a LOT of the worlds newswires direct from space to your computer (or over CATV Cable). It has it's own messaging system, and also has GREEN NET and other selected network conferences (no nothing from USENET). The system has great potential to provide some really useful information for those willing to babysit it. Just having the evenings TV schedule helped me find a couple things I had overlooked in the (messy) cableguide. (They also give ME/U schedules and C/SPAN schedules, Soap Opera capsules, and best viewing bets for primetime). I learned about the Earthquake in Turkey over X*press X*change even though I had my radio on. I got the 7PM Associated Press newsfeed at 7:14PM.

Their premium service includes a stock ticker and personal portfolio from Standard and Poors. Any Businessman worth his salt should have this service. This requires an additional module, and subscription.

For cable subscribers, X*X* is included in the basic cable monthly fee, you pay NOTHING for access to the data. This is why they don't want you "sharing" the information you receive on your screen with anyone. It is amazing to have all this stuff coming in and not having to pay a huge fee for

it.

X*PRESS X*CHANGE is worth the price of admission. I paid more than that for my first 300 baud modem.

Check it out! If you have a dish, or if your cable company has the datastream present (many many of them do) You can get your own X*X* box by getting out your hunk of plastic and calling: 1-800-7-PC-NEWS. If you get Mike Buel, you will find a nice helpful person on the other end who will answer your questions and see you get the box, and cables that will work for you.

If you are interested in subscribing to the list, send mail to:

xpress-sub@undr.org

Include a good mail address with that message.

This list will run for a period of 2 weeks, at which time it will be evaluated to see if there is enough interest. The founders of the list are mostly looking to get suggestions for items the users of X*Change would like to see in the software package, but the list is open to all discussions/questions relating to the package.

3079. sigfonts

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 05:15:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Mar29.051510.5683@csi.uottawa.ca>
Source record: 224179

Small question:
A file was just put up on the archive at University of Michigan, called "sigfntdj.zoo". It contains various files that are placed in a directory called "sigfonts".

I'm guessing that these are some sort of fonts, designed for the HP DeskJet printer. Just what are they useful for? (Or are these fonts for Calamus or something of the sort, and are obvious to the people with the software for which they would be useful, and say nothing to those of us who have no reason to need 'em?)

Inquiring minds want to know...
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3080. Re: Warp 9 (CodeHead's Quick ST!)

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 13:19:21 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Mar29.081921.13727@newstand.syr.edu>
Source record: 224180

In article <1992Mar28.071524.25919@usenet.ins.cwru.edu> as666@cleveland.Freenet.Edu (Jonathan Roy) writes:
> For immediate release
> CodeHeadQuarters
> Friday, March 27, 1992
> ----------------------
> You Knew It As Quick ST...
> You'll LOVE It As...
> WARP 9 - THE SOFTWARE ACCELERATOR!
>On January 1, 1992 we took over support and development of the popular
>Quick ST screen accelerator from Branch Always Software. It's taken over
>three months to complete the modifications necessary to turn it into a
>CodeHead product, but it's well worth the wait. The resulting fruit of
>our labors is Warp 9 -- the fastest, most compatible software
>graphics/text accelerator _ever_ for the Atari line of computers!
>
>Although Warp 9 has a completely new user interface and many new features,
>the major benefit over previous screen accelerators is COMPATIBILITY!
>Literally dozens of bugs and compatibility problems have been eradicated
>in Warp 9. It now works fine with FSM GDOS, and problems have been
>eliminated with Touch-Up, PageStream, and many other programs where redraw
>and other problems existed. Warp 9 also works fine on the TT, and
>accelerates the graphics of TT Medium resolution remarkably.

Having stated this, does anybody know if it is/will be
compatible with DCDesktop and the DC programs?
(QuickST2.2 is...)
--Gerry
ggreenbe@rodan.acs.syr.edu

3081. Dynamite.arc

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 13:39:52 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar29.133952.20886@actrix.gen.nz>
Source record: 224181

Dynamite.arc..

The STE sound thing that on A.A.

Has any one got this to work, if so what size machine did you use,
it claims to run on a one meg STE, but all I get is a message saying
unpacking then 2 bombs..

The arc unpacked OK !!..

Or is this a corrupted upload to A.A..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3082. Ghostscript 2.3 and the Star NX-1000

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 14:33:06 UTC
From: root@myst.uucp
Message-ID: <H.mUc1XiNgRxs@myst.uucp>
Source record: 224182

Greetings,

I have ghostscript 2.3 and cant seem to output postscript files to my epson compatible star nx-1000. Does anybody have know if the epson drive in 2.3 will work with the nx-1000? If so please send me mail on how to use it.. Thanx...

John.

--
* John B. Bunch * System Operator *
* 771 Madison Ave. Apt 2e * JB's News and Mail Stop *
* Albany, NY 12208 * UUCP: {...}!crdgw1!sixhub!myst!root *
* C.D.A.C.E Vice President * Inet: sixhub!myst!root@crdgw1.ge.com *

3083. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 15:30:58 UTC
From: ppugliese@pimacc.pima.edu
Message-ID: <1992Mar29.083059.6575@pimacc.pima.edu>
Source record: 224183
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

In article <1992Mar29.042201.19770@mnemosyne.cs.du.edu>, jyoung@isis.cs.du.edu (Jeff Young) writes:
> Some ST users told me that more developers would be getting a new
> shipment of Falcons(??) sometime in April and be in the stores
> around fall this year. At least they said Lenard Tramiel
> said that last week. Did anyone hear or read that too and
> have more info? Anyone at Atari here and can at least
> tell us what Tramiel said is true? I got a lotta questions in
> email from people wanting to know more about the Falcon so
> could anyone tell us more please!??
>
>

Now the big question is what major companies will develope games
games for this new system.

PHIL

3084. Communications via ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 17:46:11 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Mar29.124611.15671@newstand.syr.edu>
Source record: 224184

Anybody out there use an msdos communications package with
ATSpeed? Please contact me if you do...I'm having trouble
finding one that works...Some of them simply freeze everything
when they try to initialize the modem (I've got an Avatech1200
that I bought from Supra a long time ago). I came close to
getting Kermit to work, but I had some problems with settings,
I guess. Anyway, I need help and would appreciate it if
someone would be able to help fill me in on what I need to do.
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

3085. Ataries Future!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 18:44:28 UTC
From: ursulus@status.gen.nz
Message-ID: <TksFiB4w164w@status.gen.nz>
Source record: 224186

I posted this on Comp_sys_atari..Tech and now bring it to you in living black and white!

Atari ST's are almost dead in this country, New Zealand, and I would be interested to see how the worldwide picture is, so far(See st_Tech)Germany seems about the only country expecting great things, how goes it elsewhere! I know IBM has problems and is quite difficult to program and the MAC is a PIG to program, so why is ATARI snuffing it? And why are ATARI'ists so loyal, the machine must have something going for it, other than the companies inability in marketing that is!

Ursulus

3086. Re: Warp 9 (CodeHead's Quick ST!)

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 19:21:42 UTC
From: wr@bara.oche.de
Message-ID: <H.dHLiY1Q2sAU@bara.oche.de>
Source record: 224185

In <1992Mar28.071524.25919@usenet.ins.cwru.edu>,
Jonathan Roy (as666@cleveland.Freenet.Edu) wrote:

(some great things about the new version of QuickST, including:)
> Although Warp 9 has a completely new user interface and many new features,
> the major benefit over previous screen accelerators is COMPATIBILITY!
> Literally dozens of bugs and compatibility problems have been eradicated
> in Warp 9. It now works fine with FSM GDOS, and problems have been
> eliminated with Touch-Up, PageStream, and many other programs where redraw
> and other problems existed. Warp 9 also works fine on the TT, and
> accelerates the graphics of TT Medium resolution remarkably.

Does it work with Overscan, LetEmFly and MiNT?
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

3087. $300 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 19:45:52 UTC
From: RBORGNIS@MIAMIU.BITNET
Message-ID: <92089.144552RBORGNIS@MIAMIU.BITNET>
Source record: 224187

```
have ATARI 1040ST for sale, with high resolution monochrome monitor,
mouse, some word-processing software. Easy to use!
asking $300 or best offer
```

3088. Re: Brill TOS !(?)

Newsgroup: comp.sys.atari.st
Date: 1992-03-29 21:11:28 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.Lr4yQFKwgO_@discworld.oche.sub.org>
Source record: 224188

In <yspt_2_@rpi.edu>, Joseph Charles Bossolini writes:

[...]

>Correct me if I am wrong but, from what I have been told, TOS 1.02 and TOS 1.2
>are the same, TOS 1.04 and TOS 1.4 are the same, and (I assume) TOS 1.06 and
>TOS 1.6 are the same. This confused me also for awhile, and I still haven't
>found out why they are all referred to with different numbers!

It's simply because Atari changed the way the os_version field has to be
interpreted. Before TOS 1.04 was out, $0102 was said to mean '1.2' - then some
time they changed it, and since then it's '1.02' - same for all other versions
except 1.0

cu
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind

3089. Math symbols in FSM-GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 00:20:07 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Mar30.002007.6377@noose.ecn.purdue.edu>
Source record: 224189

Hello everyone,
Can someone who uses FSM-GDOS say if it supports math symbols such as greek letters, less-than-or-equal-to symbols, integrals, etc. ? Does it have a separate font called "symbols" or something similar, or does each of the symbols already exist in each font? That is, does the times-roman font already have a symbol for theta in it?

If FSM-GDOS doesn't support math symbols, doesn't that imply that Word-Flair II does not support any math symbols?

I recently wrote a paper for an academic journal using Pagestream, and the absence of these characters in Pagestream's fonts was a major nuisance. If FSM-GDOS doesn't support these symbols, can anyone name a word-processor that does (besides TeX, of which I am already aware).

Thanks,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3090. User group meeting notice

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 00:33:25 UTC
From: njd@cbnewsd.cb.att.com
Message-ID: <1992Mar30.003325.7246@cbnewsd.cb.att.com>
Source record: 224190
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Meeting Notice
--------------

Suburban Chicago Atarians (SCAT) will hold its April
monthly meeting on Saturday 4/11/92 at 10 AM, at the
College of DuPage (in Glen Ellyn), in room SRC 1048. Software for
the Atari ST/Mega/STe/TT and 800/XL/XE computers and the Lynx
portable entertainment system will be demonstrated.
```

3091. Is there any public domain gdos fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 00:47:06 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <!8rtr-=@rpi.edu>
Source record: 224191

Hi.
Is there any public domain gdos fonts for medium resolution?
Is it possible to use one of the programs that allows color
monitor users to run high res program, to load gdos and hi
res fonts?
Thanks.

___ ___
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

3092. Re: Brill TOS !(?)

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 01:21:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7350@uqcspe.cs.uq.oz.au>
Source record: 224192

In <yspt_2_@rpi.edu> bossoj@vccsouth18.its.rpi.edu (Joseph Charles Bossolini) writes:

>Correct me if I am wrong but, from what I have been told, TOS 1.02 and TOS 1.2
>are the same, TOS 1.04 and TOS 1.4 are the same, and (I assume) TOS 1.06 and
>TOS 1.6 are the same. This confused me also for awhile, and I still haven't
>found out why they are all referred to with different numbers!

What would come after version 1.9 ? 1.10 ? That's why the REAL version
number is written like "1.04", but spoken as "1 point 4". after 1.9 would
come "1 point 10". Check out the version number of emacs sometime:

18.58.1

EGAD!

Warwick
--
_-_|\ warwick@cs.uq.oz.au / pinots pintos /
/ * <-- Computer Science Department, / piston pitons /
_.-._/ University of Queensland, / points potins /
v Brisbane, Australia. / ------ ------ /

3093. Re: SLIP for ST(E)/TT?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 03:38:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <56590@cup.portal.com>
Source record: 224193

Daniel Roedding writes:
>SLIP itself is not the problem ... you can program that at one evening. But
>you need programs that manage IP packets. Have you seen any telnet implemen-
>tation for the ST yet? :-) :-)

Actually, yes...

The KA9Q package as ported by Howard Chu handles Telnet just fine..
as well as FTP from an ST.

BobR

3094. Minix 1.5 For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 03:52:21 UTC
From: icsu8053@cs.montana.edu
Message-ID: <1992Mar30.035221.17982@coe.montana.edu>
Source record: 224194
Cross-posted to: comp.os.minix,comp.sys.atari.st

I bought Minix just last year to work on some projects over the summer.
This summer, however, I need Motif. It was fun while it lasted...

$99 for ST Minix 1.5 & 6 disks of PD software (Kermit, ZModem, GCC, etc.)

--
Craig Pratt icsu8053@cs.montana.edu
Montana State University, Bozeman MT gcp1070@msu.oscs.montana.edu
"Change starts when someone sees the next step." - William Drayton

3095. Ataris in Europe

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 04:16:15 UTC
From: trag@pnet01.cts.com
Message-ID: <1992Mar30.041615.17861@crash.cts.com>
Source record: 224195

Greetings from San Diego, Calif.,

I'm doing a story on Amiga and Atari computers' market share outside the United States; specifically in Europe. I'm interested in observations, opinions, facts, figures and just plain ruminations from Atari/Amiga users in Europe. As a U.S. user, I'm unfamiliar with the set-ups of the Atari and Amiga computers sold in Europe, particularly as we hear that both machines are popular due to their Unix capabilities. Any information on non-icon desktop OSs on Amiga and Atari is greatly appreciated. Also, we in the U.S. hear that Ataris and Amigas are vastly more influential on the overall European computer scene than is true in our country. Again, any comments reflecting the accuracy/inaccuracy are appreciated.

The story will run in San Diego's ComputorEdge magazine in mid-May, and I will e-mail an ASCII copy of it to all who respond (as well as the general conversation groups, if an interest is noted.)

If those in Japan, Latin America and Australia/New Zealand wish to respond as well, it would make an interesting sidenote to the situation in Europe. Too, C-64 and Atari 400/800/XL/XE users familiar with the role of those computers in their home countries should also respond if so inclined. All information on Atari and Commodore products is welcomed, and all responses will be likewise responded to.

Please e-mail all responses to the above address, and many, many thanks for your help, cooperation and loyalty to non-IBM platforms.

Jim Trageser

UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
ARPA: crash!pnet01!trag@nosc.mil
INET: trag@pnet01.cts.com

3096. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 04:16:35 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar30.041635.9047@actrix.gen.nz>
Source record: 224196
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

In article <1992Mar29.083059.6575@pimacc.pima.edu> ppugliese@pimacc.pima.edu writes:
> In article <1992Mar29.042201.19770@mnemosyne.cs.du.edu>, jyoung@isis.cs.du.edu (Jeff Young) writes:
> > Some ST users told me that more developers would be getting a new
> > shipment of Falcons(??) sometime in April and be in the stores
> > around fall this year. At least they said Lenard Tramiel
> > said that last week. Did anyone hear or read that too and
> > have more info? Anyone at Atari here and can at least
> > tell us what Tramiel said is true? I got a lotta questions in
> > email from people wanting to know more about the Falcon so
> > could anyone tell us more please!??
> Now the big question is what major companies will develope games
> games for this new system.
>
> PHIL

Why do people post such rubish, Atari has never stated that there is a Falcon
at all, if there ever was why was it not shown at Ce-Bit..

And what support will you ever get with any new such machine, again
NILL, go by a Acorn Archemides A5000 if you nead a Real Machine,
Atari is now DEAD..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3097. ST Fido BBS software - where?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 04:41:31 UTC
From: roberson@aurs01.uucp
Message-ID: <60493@aurs01.UUCP>
Source record: 224197

I just extracted the following list from the latest etion of FidoNews.
I am looking for the following information:

Which ones are Commercial and which ones are PD?
If commercial, how much?
If PD, where is it archived?
Is there a BBS that I can call to take a test drive?
Any recommendations?
Any with built-in UUCP support?

Thanks,
Chip

F I D O N E W S -- | Vol. 9 No. 12 (23 March 1992)
Atari ST/TT

BBS Software Network Mailers Other Utilities
Name Version Name Version Name Version
---------- ---------- ----------
FIDOdoor/ST 2.5.1 BinkleyTerm 2.40n9 ApplyList 1.00@
FiFo 2.1v The Box 1.95* Burep 1.1
LED ST 1.00 ComScan 1.04
MSGED 1.99 ConfMail 4.10
QuickBBS/ST 1.06* NodeList Utilities Echoscan 1.10
Name Version FDrenum 2.5.2
---------- FastPack 1.20
Compression ParseList 1.30 Import 1.14
Utilities EchoFix 1.20 oMMM 1.40
Name Version sTICK/Hatch 5.50 Pack 1.00
---------- Trenum 0.10
ARC 6.02
LHARC 2.01i
PackConvert
STZip 1.1*
UnJARST 2.00
WhatArc 2.02

-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --
Key: + - Netmail Capable (Doesn't Require Additional Mailer Software)
* - Recently Updated Version
@ - New Addition
-- -- -- -- -- -- -- -- -- -- -- -- -- -- -- -- --

* Chip Roberson, RD&E -*- Internet Domain: <roberson%aurgate@mcnc.org> *
* Alcatel Network Systems -*- USENET Pathalias: <roberson%aurs01.UUCP> *

```
* 2912 Wake Forest Road -*- USENET !-Style: <...!mcnc!aurgate!roberson> *
* Raleigh, NC 27609 -*- Work Phone: +1 919 850-5011 *
```

3098. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 04:57:56 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Mar30.045756.22570@umbc3.umbc.edu>
Source record: 224198
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

> Atari is now DEAD..

Forgive me if I am mistaken, but I thought this was the Atari ST support area. Oh.. I know what it is.. you are trying to sell that kind of computer.. try forsale.

Basicially, I like my atari. It isn't dead. If you don't like yours, well, hit q a few times...

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

3099. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 06:40:27 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44149@ucbvax.BERKELEY.EDU>
Source record: 224199
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Get the Mac Classic II with the educational discount. You'll be able to make most of the money back from the programming if you are getting paid.

Problems with GCR as Mac programming environment:

* Crashes. Crashes are common enough with regular (and irregular) programming environments, problems add up when you throw the Spectre into the mix.

* GCR will gobble up hard disk space.

* The Classic II is faster, for faster compiles etc.

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

3100. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 07:09:49 UTC
From: dcurtis@isis.cs.du.edu
Message-ID: <1992Mar30.070949.18293@mnemosyne.cs.du.edu>
Source record: 224200
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

Leonard Tramiel (Atari's VP of Software Dev.) prefaced his conference on GENIE with the remark that developers can expect to get their hands on a Falcon '030 in a couple of weeks. Developers like Lexicor (makers of 3D anim., render/painting, and keyframe animation software) got their machines earlier.

His exact statement follows:

```
==========================================================================
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be reprinted only with this notice intact. The Atari Roundtables on GEnie
are *official* information services of Atari Corporation.

To sign up for GEnie service, call (with modem) 800-638-8369. Upon
connection type HHH (RETURN after that). Wait for the U#= prompt.
Type XJM11877,GEnie and hit RETURN. The system will prompt you for your
information.
==========================================================================

March 25, 1992

<[Leonard] STRAMIEL>
As most of you know, at CeBIT in Hanover Atari previewed some exciting new
technology.

This technology allowed us to generate extremely high quality graphics and
sound simultaneously. The members of the press to which this was shown were
very impressed.

The first product to incorporate these new technologies will be available
at retail by late fall of 1992 and first developer units will be available
by the end of April. This product will have a 68030 as it's main
processor. As I'm sure you can appreciate, no further details will be
available until product release.

...
==========================================================================

=DC=
```

3101. Re: Atari USA -- Telephone?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 07:29:08 UTC
From: dcurtis@isis.cs.du.edu
Message-ID: <1992Mar30.072908.18672@mnemosyne.cs.du.edu>
Source record: 224051
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Number is (408) 745-2000, contact Gail Bacani
Fax number is (408)-2088.

Address is Atari Computer Corp.
Attn: Gail Bacani
1196 Borregas Ave.
Sunnyvale, CA 94086

I'm not sure if foreign developers should contact Atari U.S. Anyone
know or tried it?

=DC=

3102. First Word disk busted

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 07:51:32 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Mar30.075132.300@usenet.ins.cwru.edu>
Source record: 224052

My First Word disk I got with my 1040 ST is toast....

When I call Atari about replacing it, they told me they no longer carry it.
Their only help was to refer me to B&C where I could BUY a copy for $9!

Does anyone know the makers of First Word? I'd like to see if they
could help me....

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@george.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

3103. Mega STE - Memory Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 07:58:47 UTC
From: seelbach@lorien.fernuni-hagen.de
Message-ID: <7770@fuhainf.fernuni-hagen.de>
Source record: 224053

Hi there,

I want to enlarge the memory of a Mega STE from 1 to
4 MB. Is it sufficient to replace the "old" with the
"new" memory modules or are there some jumpers which
are to be changed? (There are 2 jumpers in front of the
memory module sockets but I don't know their function.)

Many thanks in advance,

W. Seelbach

3104. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 10:02:02 UTC
From: mtvfb@tintin.rivm.nl
Message-ID: <1992Mar30.100202.18648@rivm.nl>
Source record: 224054

Subject: Re: Developers can get Atari Falcon computers in April?
Newsgroups: comp.sys.atari.st,rec.games.video,rec.games.misc
Distribution:
References: <1992Mar30.041635.9047@actrix.gen.nz>

Roger.Sheppard@bbs.actrix.gen.nz writes:
: In article <1992Mar29.083059.6575@pimacc.pima.edu> ppugliese@pimacc.pima.edu writes:
: > In article <1992Mar29.042201.19770@mnemosyne.cs.du.edu>, jyoung@isis.cs.du.edu (Jeff Young) writes:
: > > Some ST users told me that more developers would be getting a new
: > > shipment of Falcons(??) sometime in April and be in the stores
: > > around fall this year. At least they said Lenard Tramiel
[Several lines deleted]
:
: Why do people post such rubish, Atari has never stated that there is a Falcon
: at all, if there ever was why was it not shown at Ce-Bit..
:
: And what support will you ever get with any new such machine, again
: NILL, go by a Acorn Archemides A5000 if you nead a Real Machine,
: Atari is now DEAD..

Sorry, but the Falcon **WAS** shown at the CeBIT: I read in my (Dutch)
Atari-magazine an article with the following info:
Introduced to the press the Atari Falcon 030 by Jack Tramiel
68030 processor
16 MHz up to 50 MHz clock speed
1.44 MB Floppy
True Color (16.7 Million colors)
Any monitor can be attached: SM 124, SM 1224, (S-)VGA
16-bit stereo sound
microphone input

Delivered to developers: expected in May 1992
First production-machines expected at the end of summer 1992
Probably exposed at Atari Messe Duesseldorf Germany in August
Available to dealers expected in fall 1992

Rumors about the price: Dfl 1500 up (US$ 850)

: --
: *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
: *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
: *** Kapiti At least I don't Flicker, ***
: *** New Zealand.. * not like a dying light globe ***

Fokke de Boer (mtvfb@rivm.nl)

3105. Frequently Asked Question: e-mail service at atari archive.

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 10:41:42 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Mar30.104142.6164@watmath.waterloo.edu>
Source record: 224055

In article <PAUL.92Mar27111325@nsx.kagaku.se.fujitsu.co.jp> paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
>It says usenet here. Does this mean that people like me with only
>usenet capability can get software from atari.archive? Does it have a
>mail-server? If so, how is it used? Thanks for any help.

About one year ago, a mail server was announced.

To use the server, send a one line message to

atari@atari.archive.umich.edu

Your message should contain just the word "help" (no leading blanks, no quotes).

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3106. Re: MutliTOS info from GEnie

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 10:45:03 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92090.114503ABADDON@LIVERPOOL.AC.UK>
Source record: 224056

In article <1992Mar26.072505.29903@usenet.ins.cwru.edu>,
as666@cleveland.Freenet.Edu (Jonathan Roy) says:
>Applications will be listed under the desk accessories, and you can
>switch to a one by clicking on it's window to "top" it, or clicking
>on it's name under the DA area.
>
What provision is there for Gem programs that use the entire screen but without windows? I have a program that needs the full 640*400 of a mono screen, so for the most part it does not have a menu bar/window gadgets. Running under Mint, I can background it with ^Z but I don't see that working too well on the desktop. Will there be some sort of send window/application to back function?

Kev

3107. quick-and-dirty FTP guide

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 10:59:30 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Mar30.105930.1@lapis.labmed.umn.edu>
Source record: 224057

For those who requested it, here is a 'quick-and-dirty' introduction to
using FTP to obtain files from the atari.archive server.

First, enter the proper FTP command:

```
% ftp atari.archive.umich.edu
or
% ftp 141.211.164.8
```

Note: the second format is for those brain-dead systems which don't have
access to a DOMAIN NAME SERVER. Use the first form of the command
if at all possible

You should receive a response after a brief period of time, which looks
something like this:

```
220 terminator.cc.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST
1991) ready.
ftp>
```

OK, now enter the following command at the 'ftp>' prompt:

```
ftp> user anonymous
```

You should receive a response which looks something like this:

```
331 Guest login ok, send ident as password.
Password:
```

So, enter your e-mail address at the 'Password:' prompt:

```
Password: myname@myhost.mydomain
```

You'll receive a response which looks like this:

```
230 Guest login ok, access restrictions apply.
ftp>
```

This indicates that you're 'in' -- you've made the connection. So, what
next?

Change the directory to the atari archives, using the command:

```
ftp> cd atari
```

You can get a directory listing using the command:

```
ftp> ls
or
ftp> dir
```

You can obtain a binary file using the following commands:

1. set FTP transfer to binary mode:

ftp> binary

(NOTE: on a VMS machine, the command may be 'set image' ...)

2. get the file in question:

ftp> get the_file.zoo

Last, but not least, quit the FTP session, using the command:

ftp> quit

Got it? Here's an example I did this morning:

```
DP-Z> ftp atari.archive.umich.edu
%FTP-I-ATTEMPTING, Attempting to connect to host ATARI.ARCHIVE.UMICH.EDU
220 terminator.cc.umich.edu FTP server (Version 4.169 Wed Jan 2 17:03:56 EST
1991) ready.
ftp> user anonymous
331 Guest login ok, send ident as password.
Password:
230 Guest login ok, access restrictions apply.
ftp> cd atari/newitems
250 CWD command successful.
ftp> dir
200 PORT command successful.
150 Opening data connection for /bin/ls (ascii mode) (0 bytes).
total 56
lrwxrwxrwx 1 atari ftp 23 Mar 24 10:43 89a_87a.lzh ->../graphics/89a_87a.lzh
lrwxrwxrwx 1 atari ftp 21 Mar 28 12:09 accomp24.zoo ->../music/accomp24.zoo
lrwxrwxrwx 1 atari ftp 22 Mar 24 10:45 ahdi5.zoo ->../diskutils/ahdi5.zoo
lrwxrwxrwx 1 atari ftp 21 Mar 24 10:41 anist.arc ->../graphics/anist.arc

... [STUFF DELETE HERE FOR BREVITY] ...

%FTP-I-DATA_RATE, Transferred 5425 bytes in 00:00:08.52 = 636 bytes/Second
ftp> binary
ftp> get accomp24.zoo
200 PORT command successful.
150 Opening data connection for accomp24.zoo (binary mode) (140311 bytes).
226 Transfer complete.
%FTP-I-DATA_RATE, Transferred 140311 bytes in 00:00:07.72 = 18175 bytes/Second
ftp> quit
221 Goodbye.
```

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"It was discovered that unity was plural and at minimum sixfold."
-- R. Buckminster Fuller

3108. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 11:02:51 UTC
From: news@comlab.ox.ac.uk
Message-ID: <3194@inca.comlab.ox.ac.uk>
Source record: 224058
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

In article <1992Mar29.083059.6575@pimacc.pima.edu> ppugliese@pimacc.pima.edu writes:
>In article <1992Mar29.042201.19770@mnemosyne.cs.du.edu> writes:
>> Some ST users told me that more developers would be getting a new
>> shipment of Falcons(??) sometime in April and be in the stores
>>
>
>Now the big question is what major companies will develope games
>games for this new system.

I guess this would depend on how different the Falcon is internally from ST's. If video and sound aren't too different / have backward compatibility modes I imagine developers would go for on a ``why not'' basis. After all, there are some TT's and quite a few accelerated / 16Mhz ST's around too (esp. in Germany) that would benefit from games capable of using a tad more CPU power. Stuff that fully exploits the new goodies would of course depend on eventual sales of 68030 based Atari's.

Incidentally, is there any ST literate out there who would care to post or mail a summary of the machine's spec. and likely delivery etc?

Andrew

Andrew Stevens
Programmming Research Group JANET: Andrew.Stevens@uk.ac.oxford.prg
11 Keble Road, Oxford, England UUCP: ...!uunet!mcvax!ukc!ox-prg!as
OX1 3QD +44 0865 272563

3109. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 11:11:58 UTC
From: tjerk@nikhefh.nikhef.nl
Message-ID: <1558@nikhefh.nikhef.nl>
Source record: 224059
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

Since people are doubting the Falcon and Atari so much, I just thought that
I would just say that I read in Atari ST Nieuws that the Falcon was released
on the CeBit behind the screens, it was shown only to invited guests. So no
wonder I didn't see it.
It has: - a 68030 processor
- True Color
- Standard a HD drive
- It is prepared to take Multi TOS
- Works on 16Mhz for the cheapest model, up to 50Mhz for the
most expensive model.
- And a some more things, but I can't remeber now.

The first production models will be shown to the public on the Atari Messe in
Dusseldorf (21 to 23 August). It wouldbe available in Holland about October
this year.
Price? HLF 1500,-. That would be 800 to 900 US Dollars. 1500 guilders is
about the same price as an Amiga 500 with monitor in Holland.

If anyone doubts that the Falcon will be shown on the Atari Messe, go there
for yourself! Talk to some people from Atari for yourself, in stead of
starting a flame war on the Net !

SEE YA!
Tjerk Heijmens Visser
tjerk@nikhef.nl

3110. Re: Dynamite.arc

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 11:51:20 UTC
From: univwa@rz.uni-sb.de
Message-ID: <17588@sbsvax.cs.uni-sb.de>
Source record: 224060

From article <1992Mar29.133952.20886@actrix.gen.nz>, by Roger.Sheppard@bbs.actrix.gen.nz:
> Dynamite.arc..
>
> The STE sound thing that on A.A.
>
> Has any one got this to work, if so what size machine did you use,
> it claims to run on a one meg STE, but all I get is a message saying
> unpacking then 2 bombs..
>
> The arc unpacked OK !!..
>
> Or is this a corrupted upload to A.A..
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

I can confirm this, the beast crashes also on TT and MSTE with 3 bombs.

Makes me a bit angry that I downloaded more than 350k which don't work!

Bernhard

****
* Dipl.Ing. Bernhard Stumpf | bestu@rz.uni-sb.de *
* / ___ / University of the Saarland | rzsbs@rz.uni-sb.de *
* /----. /__. -/- D-6600 Saarbruecken | bestu@h11.saar.de *
* /____/ ___/ /_. ++49-681-302-4626 | *
****

3111. turbocts

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 12:41:13 UTC
From: boyd@pi.cs.fsu.edu
Message-ID: <1992Mar30.074113.1364@mailer.cc.fsu.edu>
Source record: 224061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am looking for an auto folder program called turbocts.prg. It basically "fixes" hardware flow control in TOS for use with 9600 baud and greater modems (to my understanding). Now that I have such a beast, I would like the program (I had it at some point, and got rid of it :-( ). It is pd or shareware.

If you have any pointers to this program, please email or post. I asked about this once before and got zero response.

Thanks in advance.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

3112. Looking for BBS software

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 12:48:13 UTC
From: jartsu@nic.funet.fi
Message-ID: <JARTSU.92Mar30144813@nic.funet.fi>
Source record: 224062

Hi all netters!

I am looking for a new software for the BBS our user club (ST-Klubi
ry, a national Atari user club in Finland) maintains.

It is currently running on a Mega 4 with Michtron and has 3 lines.

The main requirements for the software are multi-line support and
possible TT-compatibility, also programmable features are wished.

It would be good if it is PD, FW, SW or something like that, but
commercial software is also accepted, if it is what we need and good
value.

So if anybody knows anything woth checking out, please let me know. An
info accepted.

If there is something that runs under MiNT, it is also accepted.

--
* Jari Lehto * Voice 90-387939 * Email jartsu@nic.funet.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * Atari moderator at nic.funet.fi *
* Finland * Administrator of Atari power-user mailing-list *

3113. STOS and TOS

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 13:04:47 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Mar30.130447.18032@aisb.ed.ac.uk>
Source record: 224063

I have a copy of STOS which is about 2 years old, released just
after the original STE incompatability problems emerged. When I load it
into my STE it prints 'Tos 1.6' on the loading screen, but begins:
>division by zero error
OK
On the editor, and there is no mouse pointer. This didn't happen on my
STFM, so I guess there's still a compatability problem. Does anyone know
if STOS needs another patch to work with Tos 1.62, not just 1.6 ?

Thanks, Sam.

"Friends, Romans, and countrymen.... wait for it Van Gough, wait for
it!"

3114. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 13:06:36 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92090.130636ONM07@DMSWWU1A.BITNET>
Source record: 222616

```
In article <1992Mar30.041635.9047@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz says:
>
>In article <1992Mar29.083059.6575@pimacc.pima.edu> ppugliese@pimacc.pima.edu
>writes:
>Why do people post such rubish, Atari has never stated that there is a Falcon
>at all, if there ever was why was it not shown at Ce-Bit..
>
>And what support will you ever get with any new such machine, again
>NILL, go by a Acorn Archemides A5000 if you nead a Real Machine,
>Atari is now DEAD..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Perhaps because they are better informend than you are. Atari DID show
the Falcon 030 during the CeBIT. Not to the public, but to dealers, press
people and developers.
```

3115. Re: Ataries Future!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 15:22:29 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Mar30.152229.17538@chinet.chi.il.us>
Source record: 224064

What I can learn about Atari's prospects: Atari is making enough money that they are under no pressure to fold. Lynx is a huge success, and they're moving large numbers of Portfolios (although the reason has a lot to do with low price). There's sure to be a big demand for the Book when it first appears, although how long that lasts is an open question.

The whole ST/TT family is a bit mysterious. The machines have to be very inexpensive to make, so the unit profits would seem to be worthwhile, but the low volume doesn't leave me comfortable about the future.

Atari still shows a great deal more ability at designing 'gee-whiz-wouldn't - it-be-nice' hardware and software than at getting it to market in quantity. If they had something like the rumored 'Falcon' on sale this Summer, with MultiTOS, they could attack a number of interesting markets, but somehow I don't have much faith in that.

The wild card is their lawsuit against Nintendo. All the comment in the financial press has been along the lines of "Eithe side could win on the merits of the case, but this is a good time for a US company to have a suit tried against a Japanese company, in a US court". The stakes are large, relative to Atari's budget.

So Atari seems likely to last. The ST/TT line could go either way, though.

Steve saj@chinet.chi.il.us

3116. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 15:23:20 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Mar30.152320.14886@cs.hw.ac.uk>
Source record: 224065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

You could use the Line-A to do this (I have done in the past) but to make the program compatible with the TT I wouldn't. I suggest you allocate some RAM for a screen + 1 text line + allignment. Use Setscreen to set the physical screen to show the last 25 lines but set the logical screen to point to the first 25 lines. That way the top 24 lines will be scrolled. When you want to alter the sysline set the logical screen to the last 25 lines, write to the last line then restore the logical screenbase to the first 25 lines again.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3117. ftp -> .arc -> ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 15:27:22 UTC
From: tesla@lamar.ColoState.EDU
Message-ID: <1992Mar30.152722.48735@yuma.acns.colostate.edu>
Source record: 224066

Very recently an individual posted a request for help concerning problems with un-arching ST files which were ftp'ed from a.a or other unix systems.

I have also had this problem! If the individual who posted the original question (or any other person who knows the reason for this anomolous behavior) could email or post the answer I would be greatful.

Thanks

Jon Nash tesla@lamar.ColoState.EDU KA4LDW

3118. Re: Ataris in Europe

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 15:54:26 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar30.155426.12274@pellns.alleg.edu>
Source record: 224067

In article <1992Mar30.041615.17861@crash.cts.com> trag@pnet01.cts.com (Jim Trageser) writes:
> Greetings from San Diego, Calif.,
>
> I'm doing a story on Amiga and Atari computers' market share outside
> the United States; specifically in Europe. I'm interested in
> observations, opinions, facts, figures and just plain ruminations from
> Atari/Amiga users in Europe. As a U.S. user, I'm unfamiliar with the
> set-ups of the Atari and Amiga computers sold in Europe, particularly
> as we hear that both machines are popular due to their Unix
> capabilities. Any information on non-icon desktop OSs on Amiga and
> Atari is greatly appreciated. Also, we in the U.S. hear that Ataris
> and Amigas are vastly more influential on the overall European
> computer scene than is true in our country. Again, any comments
> reflecting the accuracy/inaccuracy are appreciated.
>
> The story will run in San Diego's ComputorEdge magazine in mid-May,
> and I will e-mail an ASCII copy of it to all who respond (as well as
> the general conversation groups, if an interest is noted.)
>
> If those in Japan, Latin America and Australia/New Zealand wish to
> respond as well, it would make an interesting sidenote to the
> situation in Europe. Too, C-64 and Atari 400/800/XL/XE users familiar
> with the role of those computers in their home countries should also
> respond if so inclined. All information on Atari and Commodore
> products is welcomed, and all responses will be likewise responded
> to.
>
> Please e-mail all responses to the above address, and many, many
> thanks for your help, cooperation and loyalty to non-IBM platforms.
>
> Jim Trageser
>
> UUCP: {hplabs!hp-sdd ucsd nosc}!crash!pnet01!trag
> ARPA: crash!pnet01!trag@nosc.mil
> INET: trag@pnet01.cts.com

I would like a copy of it. Please e-mail it to: heidelj@alleg.edu

Thanks
-Jason Heideloff

3119. XBOOT

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 16:39:26 UTC
From: malay@sae.com
Message-ID: <1992Mar30.163926.5715@sae.com>
Source record: 224068

I just bought XBOOT - ordered it directly from Gribnif - this is a wonderful program and well worth the money. In just a matter of minutes I set up three "Sets" of (auto prgs, accs and init programs) by just pointing and clicking and my machine still had not completely "booted" yet!

Buy this program - support your ST!

Bob Malay

3120. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 18:11:37 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar30.181137.13745@pellns.alleg.edu>
Source record: 224069

In article <k8LHiB3w164w@status.gen.nz> jonc@status.gen.nz (Jon Clarke)
writes:
> daryl@piano.adept.ih.att.com (Daryl Monge) writes:
>
> > Does anyone in the Atari community care about this CD-ROM business,
anyway
> >
>
> Well as a caring ATARI USER with 2 CDAR504's I personally do care about
> this market. We have had them here for about three years now and I have
> had them on the BBS most of the time. I love them.
>
> So how about giving them a chance although Atari did drop the CDAR
series
> there are alot of them out there in this electronic village we call
EARTH!
>
> Regards
>
> _
> Jon Clarke o( ) The Z*NET Global News Gateway in New
Zealand
> Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

Are there programs out on CD for the ST? What do you use the CDARs for?

Thanks,
Jason Heideloff
heidel@alleg.edu

3121. Re: TOS 1.4 chips

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 18:12:42 UTC
From: jonc@status.gen.nz
Message-ID: <VRLHiB1w164w@status.gen.nz>
Source record: 224070

shore@equinox.gen.nz (Craig Shore) writes:

> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
> > This is USA TOS 2.06, it will take a few years to get it here in NZ
> > then it will cost the earth, the last TOS was $200nz fited, try the UK
> > it will be far cheaper there..
>
> What, is the USA version different???
> If so, what is the difference?
> The UK... the exchange rate to there is terrible,... things cost 3 times
> the earth from there!!! :-)
>
> Craig.
>
Craig.... a few of the differences..

1/ Keyboard layout
2/ timing for 60hz

We have both here US and UK machines. Both have US mapped keyboards.
If you up to the hack yourself all you have to do is change the
keyboard mapping with a $HEX editor in the proms.

I agree with Roger it would be better for you to get from the UK or
maybe drop a line to Atari-Oz and see if they have it yet.

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

3122. FOR SALE: SLM804 Laser, Mega 4, Spectre GCR, etc...

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 18:18:32 UTC
From: ubar@wpi.WPI.EDU
Message-ID: <1992Mar30.181832.3663@wpi.WPI.EDU>
Source record: 224071

```
for sale:
Mega 2 w/ 4 meg
SM 125 monochrome monitor
SLM 804 laser printer
40 MB Hard drive subsystem with...
Seagate ST 251
ICD or BMS host adapter
Adaptec 4000 controller
all in an XT case (4 bay) w/ 135W power supply.
2400 baud Novation Professional Modem

All hardware (except hard drive sys) is in its original box.
Also have 80 disks of documented PD software, several commercial packages
including Word Perfect. Misc hardware like monitor master, joysticks
is also included as well as many mags and books. Everything works great
the system is being sold because the owner needs $$$.

Please do not respond with e-mail, this is posted for a friend. Instead, call
(203) 596-1363 [Waterbury, CT] and leave a detailed message for Jeff.
```

3123. Re: SLIP packages for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 18:18:42 UTC
From: jonc@status.gen.nz
Message-ID: <V2LHiB2w164w@status.gen.nz>
Source record: 224072

hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:

> As posted elsewhere, get KA9Q from atari.archive.umich.edu.
>
> Someone else asked about PPP - I ported the version of KA9Q that's currently
> on atari.archive. I have been working on a newer version (from NOS) with PPP

I used KA9Q on my TNC (a paccomm 320) the other night. I was impressed.
I might add there is a fully compiled version on GEnie. Go to page 475
(the Atari RTC) select option 3 for files libary and then do a search
under 3 with the keyword of KA9Q and it will give you the file number.

73's for ZL

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

3124. Re: CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 18:22:07 UTC
From: jonc@status.gen.nz
Message-ID: <k8LHiB3w164w@status.gen.nz>
Source record: 224073

daryl@piano.adept.ih.att.com (Daryl Monge) writes:

> Does anyone in the Atari community care about this CD-ROM business, anyway
>

Well as a caring ATARI USER with 2 CDAR504's I personally do care about
this market. We have had them here for about three years now and I have
had them on the BBS most of the time. I love them.

So how about giving them a chance although Atari did drop the CDAR series
there are alot of them out there in this electronic village we call EARTH!

Regards

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

3125. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 18:34:54 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Mar30.183454.28747@magnus.acs.ohio-state.edu>
Source record: 224074
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>Get the Mac Classic II with the educational discount. You'll be able to make
>most of the money back from the programming if you are getting paid.

NO! Get the LC with the 020 while they are on sale, they are FASTER than the Classic II with the 030 (trust me on this one, we've run NUMEROUS speed comparisons), and can be had right now fo under $1200 with 4 megs ram, 40 meg hard drive, and color monitor. DO NOT buy the Classic II, it is a piece of shit, but a used SE/30 first, but ANYTHING before a Classic, they are a total ripoff!!!!!!!! The LC with the 020 is just as fast as the LC with the 030, I don't know why, leave it to apple..... :-(

>Problems with GCR as Mac programming environment:
>
>* Crashes. Crashes are common enough with regular (and irregular) programming
>environments, problems add up when you throw the Spectre into the mix.

The GCR is very stable, I would not worry about it. Also, if what you write crashed the GCR you will know you've done something wrong :-) We have SUBSTANTIALY more crashes with REAL MACS in our lab that I used to have with my GCR.

>* GCR will gobble up hard disk space.

True, you will need hard drive space, at least 20 megs probably, more for serious work...

>* The Classic II is faster, for faster compiles etc.

The Classis II may technically BE faster, but it sure as hell does not FEEL faster. Ask anyone who uses one, it is the most incredible dog of a computer I've ever used. Makes the GCR on an 8mhz 68000 look like a speed-demon, and with a cheap accelerator board (AdSpeed or T20/25) the GCR will seem so much faster than the Classic II you won't believe it! I don't know what the hell apple did to the Classic II, but I swear it feels slower to use the a MAC+. part of this is probably System 7, "the giant April fools joke" of operating systems. And you HAVE to run 7 on the Classic II, we tried the older systems and they won't work, as Apple promised... :-(

So, in short, DON'T buy a Classic II!
-->
- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Kaleidoscope woman
In rhinestone levi's jeans

Dancing in the sunset
Sketching day's last scene - Willie Phoenix

3126. Re: Math symbols in FSM-GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 20:37:42 UTC
From: micro@imada.ou.dk
Message-ID: <1992Mar30.203742.12133@imada.ou.dk>
Source record: 224075

yegerleh@magellan.ecn.purdue.edu (James D Yegerlehner) writes:

>Can someone who uses FSM-GDOS say if it supports math symbols
>such as greek letters, less-than-or-equal-to symbols, integrals,
>etc. ? Does it have a separate font called "symbols" or something
>similar, or does each of the symbols already exist in each font?
>That is, does the times-roman font already have a symbol for theta
>in it?

With FSM you can select two optionally fonts - symbol and hebrew(sp?).
These are commen to all the other fonts.

It is quite interesting to look at the FSM fonts with a file viewer, all
the letters in the font have names, there are ligatures(sp?) like ff.
I think that there are many more than 256 letters in the fonts...

>If FSM-GDOS doesn't support math symbols, doesn't that imply that
>Word-Flair II does not support any math symbols?

You could just grap the equations from your hp48 and paste them in your
document :-)

-Klaus

3127. Desktop publishing software for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 21:28:19 UTC
From: patf@silvlis.com
Message-ID: <1992Mar30.212819.1901@silvlis.com>
Source record: 224076

*** HARNESS THE POWER OF YOUR ATARI FOR DESKTOP PUBLISHING ***

I have the following items for sale for the Atari ST :

CALAMUS - powerful desktop publishing $110
program

CALAMUS Outline Art - allows you to draw pictures $100
for CALAMUS

CALAMUS font editor - Allows you to create and edit $ 50
fonts. Several fonts are
included with it.

These items CAN be re-registered to the new owner.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

3128. MIDI MUSIK ON ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 22:33:52 UTC
From: mo18g15@cix.cict.fr
Message-ID: <1759@cix.cict.fr>
Source record: 224077

~~~~~~

To the Whole World :

. I really need some kind of .acc which could link my ST's MIDI-IN and
MIDI-OUT sockets. In fact, I need a MIDI THRU accessory ...
Where could I find one ????

. Is there any musician using a Roland S770 or Korg WS-EX with CUBASE ??

Enjoy COLD WAVE music ... 8-)

Olivier Balet.
(mo18g15@cix.cict.fr)

~~~~~~

3129. Re: Minix 1.5 SOLD

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 22:34:09 UTC
From: icsu8053@cs.montana.edu
Message-ID: <1992Mar30.223409.1294@coe.montana.edu>
Source record: 224078
Cross-posted to: comp.os.minix,comp.sys.atari.st

It was sold before I could blink an eye. I guess I should have asked for
more.

--
Craig Pratt icsu8053@cs.montana.edu
Montana State University, Bozeman MT gcp1070@msu.oscs.montana.edu
"Change starts when someone sees the next step." - William Drayton

3130. Re: Uniterm Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 22:59:07 UTC
From: shore@equinox.gen.nz
Message-ID: <9o2giB3w164w@equinox.gen.nz>
Source record: 222617

dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) writes:

> Hi.
> I have the new Uniterm program, and it seems to have a bunch
> of fonts along with the other files. How do I use these when
> I run the program? Are they designed for that purpose?
> Thanks for the info. Reply here or e-mail:

Dunno about that... but isn't there some option like VDI??? or something that requires GDOS to be loaded...maybe that uses them?

Anyway, onto the reason I replied to this.... Does the new version have colour? A half decent dialer? IBM Graphics? (Can I say that word here?! :-)

oh yeah, also, does it have ZModem? It mentions in the manual of the version i've got a copy of (but don't use) that he didn't implement Zmodem because there isn't much difference between that and Kermit... the only problem I have with that is that 99% of the local BBS's (& LD ones here!) don't have Kermit, but do have Zmodem.

Craig.

+----------+---+------------+
| | Craig Shore, ChCh, New Zealand. | |
| | Email: INTERNET - shore@equinox.gen.nz | |
+----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

3131. GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 23:13:14 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <702036473.0@fquest.FidoNet>
Source record: 224079

On: 03/25/92 23:07:01, GEORGE FERGUS posted:

>Why, you just run Sudden View using Darek Michoka's GEMulator on any
>fast MS-DOS machine, right?
>
>All sarcasm aside, the GEMulator sounded like a real stupid idea in
>the first place, but do these comments of Rod's mean that the
>GEMulator can't possibly work as advertised, and is really pretty
>much worthless?
>
Gee, sounds like you are are anxiously awaiting the GEMulator (not!), heh. Maybe you are one of the folks who got pissed off at Darek M's anti-ST comments when he first announced it, I know it rubbed me the wrong way. Of course, I could also perhaps understand what might have motivated him to say such things. It must be tough to put so much effort into programming for the ST and end up with relatively little company and user support. Guess the grass was much greener on the Intel side of the street. He must still have some fondness for the ST though, to come up with the GEMulator. Anyway, to the point. I remember reading early on in an announcement about GEMulator that it was supposed to run under a full 32-bit version of Windows. So, although I don't want to get into an arguement as to whether its a stupid idea or not - I would say that means that Rod's comments do -not- mean that the GEMulator can't possibly work as advertised, and is pretty much worthless. I don't know when 32-bit windows is going to be released. That v3.1 isn't it, is it? Maybe so, I don't keep up with PC stuff that well. Last I heard, developers had beta versions of it and some development tools for it. Anyway. Mark.....

3132. Re: GDOS: Info? gdos fonts? metafile?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 23:19:57 UTC
From: psurge@cs.utexas.edu
Message-ID: <ktf8gtINNaf9@sahara.cs.utexas.edu>
Source record: 224080

In article <#1ptlvd@rpi.edu> dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) writes:
>Hi.
>I have GDOS and AMCGDOS but I really don't have a clue
>on what to do with them. I hear references to gdos
>fonts and something (a program) called metafile which
>I think has something to do with printing. However,
>I have never heard any basic explaination of what gdos
>does for you and how you should implement it to make
>it most useful. Any info would be appreciated.
>post here or e-mail to me please.
>

Along these lines, I need a GDOS printer drive for an Epson LQ-500 printer,
and the META.SYS file.

I just started dabbling in GDOS the other night and could do nothing without
these files. Would some GDOS guru please help us out and tell us exactly whot
GDOS does and does not do, and what good it is.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3133. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-30 23:33:03 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Mar30.233303.9762@demon.co.uk>
Source record: 224081

```
There IS a new machine and it WAS shown to a select few at CeBit.
+----------------------------+
| Iain R Laskey |
| ilaskey@cix.compulink.co.uk |
+----------------------------+
```

3134. Guest speakers wanted

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 00:21:54 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <1992Mar31.002154.10786@usenet.ins.cwru.edu>
Source record: 224082

Guest Speakers are still needed for Atari-related conferences on the
Cleveland Freenet Atari S.I.G. (aka CAIN) sponsored conferences.
Ideal for dealers and developers to promote new products! Interested
parties please contact me at my internet mailing address:

aa338@po.cwru.edu

End-users are also welcome! For more information on our Atari S.I.G.,
write to the above address as well...

Mark
--
Owner of the 1991 Fantasy Football League 2 Champions
The Silicon Valley Hysteresses! Thanks for a great year!

3135. Re: Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 01:00:12 UTC
From: ziggy@grafted.UUCP
Message-ID: <2i5giB1w161w@grafted.UUCP>
Source record: 224083

```
>
> My version of a SCSI streamer tape driver is considered to be
> ready. If there is any interest I will post it (to
> comp.sources.atari.st?). At the moment there is the driver, tar
> and a full disk backup/restore utility. The driver is clean, the
> rest is a little bit ugly because I only implemented it to test
> the driver - I only wanted to test the driver in a standalone
> environment before including it into Minix.
>
POSTPOSTPOSTPOSTPOSTPOSTPOST....... Please!!!!!!!!!
( I would prefer the 'archive, but mob rules.....

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-
```

3136. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 01:12:05 UTC
From: baffoni@aludra.usc.edu
Message-ID: <ktff35INNpjg@aludra.usc.edu>
Source record: 224084
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

David,

When you did your speed comparisons of the Classic II versus the 020LC, were they BOTH running 7.0.X? If the LC was running 6.0.X (7,8) then it's no wonder that it got the faster ratings as the 7.0 has a lot of overhead to deal with.
As to why Apple decided to get rid of the 020s, I am sure that it is cheaper to buy bulk 030s then to buy less 030s and then a few (expensive) 020s, even considering that the 020s are cheap because the are old. Besides, this way you get a PMMU, a (small) built-in cache, and I believe (not sure) that the 030 has optomized some of the instructions to make them a bit faster.

Just my $.0002 worth.

3137. Pure C in English?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 01:14:37 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Mar31.011437.13344@usenet.ins.cwru.edu>
Source record: 224085

Is an English version of Pure C availible yet?

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

3138. Re: TOS 2.06 Upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 01:21:25 UTC
From: baffoni@aludra.usc.edu
Message-ID: <ktffkIINNq44@aludra.usc.edu>
Source record: 224086

In article <1992Mar28.052757.28668@galileo.cc.rochester.edu> ra1cs220@uba.cc.rochester.edu (Holich Ho Ling Cherd) writes:
>
>Where can I get the socket? Is this the same socket as sold by COdehead for
>teh older TSs?

As far as I know, you should be able to just go to your local electronics store and get a socket with the same number of pins as there are holes on the motherboard, desolder the old ROM (and since if there are more pins on the new ROM, I would assume you have to desolder some filled-in holes on the Logic board), then solder in the new socket. This shouldn't be that hard to find as it doesn't need to be Atari-specific...
If you wan't both TOSs (old and new) for compatibility reasons, you might want to go with the Codehead TEC card so that you can have both (but this is more than just a socket).
>...
>Ling CHerd
>.
-Mike

3139. Spectre GCR Again

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 01:35:23 UTC
From: heidelj@alleg.edu
Message-ID: <1992Mar31.013523.19205@pellns.alleg.edu>
Source record: 224087

I have another question pertaining to GCR. What is the current release for GCR? Last I heard it was 3.0. Also, what is the upgrade cost from 2.65 to 3.0 or higher?

Thanks,
Jason Heideloff
heidelj@alleg.edu

3140. C development system for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 02:01:06 UTC
From: patf@silvlis.com
Message-ID: <1992Mar31.020106.3227@silvlis.com>
Source record: 224088
Cross-posted to: comp.sys.atari.st,ba.market.computers

```
Develop C software on your Atari ST or STE :

Low-cost C development package
------------------------------

Laser C compiler and linker
- Shell with make utility
- Program editor
- Icon editor
- Resource construction kit

Laser C symbolic debugger
- Look at your source code as you
step through the program.
- Excellent user interface

Book "Application Programming on the Atari ST"
- explains how to use the system calls
- contains example programs

*** Asking $50 ***
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale ) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.
```

3141. Stripping Text Files

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 02:02:21 UTC
From: psurge@cs.utexas.edu
Message-ID: <ktfi1dINNhiu@sahara.cs.utexas.edu>
Source record: 224089

Originally I posted a message which asked how to strip "linefeeds" from text files. I have been corrected in that I want to strip "carriage returns" instead. Many people have provided many solutions, but the easiest one came from Bob Bright. I took his suggestion and created an alias to do the stripping. Here's the alias:

```
alias strip "tr -d '\015' < "
```

To actually strip a file I type:

```
strip oldfilie > newfile
```

It is quick and easy. Thanks to Bob for suggesting the use of tr.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

3142. Hard Drive for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 03:05:16 UTC
From: may-j@cis.ohio-state.edu
Message-ID: <1992Mar31.030516.13935@cis.ohio-state.edu>
Source record: 224090

```
40 Meg Hard drive with ICD's FA-ST Hard Drive Host Adaptor
-only two months old
-original box and manual
-extra clock battery
-540 KB/second maximum transfer rate
-ICD's host adaptor utilities
-ICD's Cleanup ST!
-cost $553 new
I am asking $500 + C.O.D. shipping (or best reasonable offer). I
would be willing to format the drive to your preferred setup and
download any P.D. software that is on atari.archive.umich.edu
(e.g. Mint, Gulam, etc.).
Reason for selling: upgrading to a TT
```

3143. Re: Nintendo, Commodore, Atari Chaos?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 05:50:12 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Mar31.055012.15042@mnemosyne.cs.du.edu>
Source record: 224091
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.advocacy

The concern with the analysts on the financial news was that Commodores
head Irv Gould wouldn't give up his pet company without making it
hard on Nintendo, so he would do what other companies have done.
He would increase his debt so much that it would be unattractive
to buy it out (I don't know the technical term that describes that
tactic).

Other concerns with a "Nintendo-Dore" was that Nintendo was already
going to buy a baseball team and that Atari had something like
a 500(?) MILLION dollar lawsuit that was coming up and that the Sega
and Atari games were going to put the squeeze from to to bottom!
So if Nintendo ends up in a lengthy hostile fight like CNN did with
CBS, they would have to end up selling some divisionss to pay
for the debt they accumulated. Guess which divisions will be
broken up and sold if that happens?

One clue. It won't be Nintendo's.

3144. Falcon '030

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 07:20:19 UTC
From: elendir@inf.enst.fr
Message-ID: <1928@ulysse.enst.fr>
Source record: 224092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I have also gathered infos at the CeBit, and yesturday from Atari France regarding the Falcon. Here they are :

- 68030, 20 MHz.
- TT rez, with an extended 640*480 VGA rez in 256 colors amongst 64K or 16M.
- 56001 DSP from Motorola.
- At least 4 Mb memory
- No MultiTOS at start, but it is to be introduced.
- SCSI Hard disk.
- Maybe : New chips to achieve zooming and sprite animation in hardware.

The machine should have the look of a standard 520 ST, that is *NO* separate keyboard.

The Mega STE is bound to disappear (Sorry for those who bought one).

This new machine should be released by October in France. A prototype is going to arrive at Atari France next month (?). As soon as it is arrived, I'll try to take a picture and post it somewhere.

More infos :

TT is continued till 94 when it'll be replaced by the Falcon '040.

TOS 2.07 is still not fully debugged, and Atari is unsure it'll be released.

Well, enjoy,

Vincent.

--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot

3145. ST <-> Portfolio

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 09:28:32 UTC
From: pannen@gmd.de
Message-ID: <pannen.702034112@gmd.de>
Source record: 224093

Hello,

I bougth a Portfolio some weeks ago and I want to backup data to my ST.
Therefore I am going to buy an interface (parallel).
Does somebody know
- where to get a tranfer program on the net
- what I need for my ST, i.e. which program
- how can I transfer the prog's to my PF initially ?

Many thanks,

-Thilo
--
Thilo W. Pannen Email : pannen@gmdzi.gmd.de
Phone : +49 2241 14-2324
German National Research Center for
Computer Science (GMD), Schloss Birlinghoven

3146. Re: Uniterm Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 09:31:07 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.702034267@groucho.phil.ruu.nl>
Source record: 224094

shore@equinox.gen.nz (Craig Shore) writes:

>oh yeah, also, does it have ZModem? It mentions in the manual of the

It's always possible to use rz.prg and sz.prg from within uniterm. Works OK.

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * the best email is F-email *

3147. Re: Mint and Neodesk

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 09:50:01 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92091.105001ABADDON@LIVERPOOL.AC.UK>
Source record: 224095

In article <17524@sbsvax.cs.uni-sb.de>, univwa@sbusol.rz.uni-sb.de (Bernhard Stumpf) says:
>File selectors mmust also be loaded via mintshel.rc because MiNT
>steals something away from TOS wich disables file selectors which
>were loaded as TSR in the auto folder.
>
Hmm, I use the little green selector, 1.8, without any problems under mint - I just leave it in my auto folder as normal. How exactly is it meant to fail?

Kev

3148. Re: Ataries Future!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 10:28:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Mar31.102830.11096@actrix.gen.nz>
Source record: 224096

Atari sales are way down, the only way they look good was the sale
of there factory, on there Main support BBS GEnie they are now number 3,
Amiga now is Number 2.

We don't have any shops here that support Atari,
unless you travel some 400 miles to Auckland.

The Importer is no longer carrying stock or spares,
and the Atari prices here are outrages..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3149. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 10:34:56 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92091.103456ONM07@DMSWWU1A.BITNET>
Source record: 222618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Mar30.152320.14886@cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth)
says:
>
>You could use the Line-A to do this (I have done in the past) but to make the
>program compatible with the TT I wouldn't. I suggest you allocate some RAM for
>a screen + 1 text line + allignment. Use Setscreen to set the physical screen
>to show the last 25 lines but set the logical screen to point to the first
>25 lines. That way the top 24 lines will be scrolled. When you want to alter
>the sysline set the logical screen to the last 25 lines, write to the last
>line
>then restore the logical screenbase to the first 25 lines again.
>
>+---+
>! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
>! !
>! Neil Forsyth JANET: neil@uk.ac.hw.cs !
>! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
>! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
>! Edinburgh, Scotland, UK "That was never 5 minutes!" !
>+---+

This won't work with most add-on graphics cards. DON'T mix XBIOS (Setscreen),
BIOS, GEMDOS and VDI text output stuff. This will break on many, many
configuration. There's only one obvious solution. Write an own VT52 emulator.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

3150. Atari and CDI ?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 13:09:15 UTC
From: stefan@spc.nl
Message-ID: <1992Mar31.130915.28500@spc.nl>
Source record: 224097

Can anybody tell me anything about Atari and CD/I? There was some talk of a special TT with CD/I development software some time ago.
Any news?
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

3151. RE : Kiwi attack on Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 13:20:31 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Mar31.142031.1@neptune.kingston.ac.uk>
Source record: 224098

RE : ATARI FALCON STE

> And what support will you ever get with any new such machine, again
> NILL, go by a Acorn Archemides A5000 if you nead a Real Machine,
> Atari is now DEAD..
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

I expect this savoury character is wishing he never spoke about no FALCONS at the Ce-Bit show . . . . . As we now know it was shown there !
Concerning the Real machine bit - why a Acorn Archemedes A5000. I have never heard of such a computer, the only Acorn I heard of was a little box like object like the Comm**ore 64 and loveable Spectrum 48.

Just because Atari have abandoned a sheep shagging nation does n't mean they have abandoned the rest of the world. ATARI are big in Europe and have Real machines such as the Mega STE's and excellent TT's.
I don't know the spec of a Chestnut or Acorn but I am happy with what ATARI have produced.

Your message should have posted to the Archemedes Fan Club of New Zealand and not the Atari section of Netserver.

'Nuff said,

-Simon

3152. Re: sigfonts

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 13:42:26 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.ETghfogmo8o@icemark.oche.de>
Source record: 224099

In <1992Mar29.051510.5683@csi.uottawa.ca>, Christopher Browne writes:
>Small question:
>A file was just put up on the archive at University of Michigan, called
>"sigfntdj.zoo". It contains various files that are placed in a directory
>called "sigfonts".
>
>I'm guessing that these are some sort of fonts, designed for the HP
>DeskJet printer. Just what are they useful for? (Or are these fonts
>for Calamus or something of the sort, and are obvious to the people with
>the software for which they would be useful, and say nothing to those
>of us who have no reason to need 'em?)
>
Hmm, isn't there any description in the index file of a.a.u.e?
I've uploaded them and mailed weiner to decribe them as a package of
300dpi Signum!2 fonts (about 200 fonts / different styles)...
As soon as I'll get them I'll upload the package as well for 9- & 24-
dot printers.

yours,
Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
sigrorn@icemark.oche.de
Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

The bureaucracy is expanding to meet the needs of an expanding
bureaucracy.

3153. Re: Uniterm Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 13:55:20 UTC
From: small32@opal.cs.tu-berlin.de
Message-ID: <1992Mar31.135520.26197@cs.tu-berlin.de>
Source record: 224100

shore@equinox.gen.nz (Craig Shore) writes:

>dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) writes:
>
>> Hi.
>> I have the new Uniterm program, and it seems to have a bunch
>> of fonts along with the other files. How do I use these when
>> I run the program? Are they designed for that purpose?
>> Thanks for the info. Reply here or e-mail:

The fonts are supposed to be loaded by the macroprozessor command
load_font.. just take a look at the CHANGES FILES in the uniterm
dokumentaion...

>Anyway, onto the reason I replied to this.... Does the new version have
> colour? A half decent dialer? IBM Graphics? (Can I say that word here?!
>:-)
It is capable of doing this, but the major problem was ths 8.th Bit, which
is needed to do this, without changing the current working font via D0
or similar...

>oh yeah, also, does it have ZModem? It mentions in the manual of the
> version i've got a copy of (but don't use) that he didn't implement
>Zmodem because there isn't much difference between that and Kermit... the
>only problem I have with that is that 99% of the local BBS's (& LD ones
>here!) don't have Kermit, but do have Zmodem.

Hmm, is this Version ftp'able somewhere ?
BTW which Version Number is this anyway. The version i have sitting somewher
is 2.0E 011

Bye
wolfgang

3154. Re: Atari USA -- Telephone?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 14:11:19 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <kX8HiB1w164w@ersys.edmonton.ab.ca>
Source record: 224101
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dcurtis@isis.cs.du.edu (Dave Curtis) writes:

> Number is (408) 745-2000, contact Gail Bacani
> Fax number is (408)-2088.
>
> Address is Atari Computer Corp.
> Attn: Gail Bacani
> 1196 Borregas Ave.
> Sunnyvale, CA 94086
>
> I'm not sure if foreign developers should contact Atari U.S. Anyone
> know or tried it?
>
> =DC=

I contacted Atari a few days ago, and the number I used was:

1-408-744-0880

The operator (at Atari) put me through to Gail Bacani, and I found out
some information about the Developer's Package:

1. Credit Card paymenmt is not accepted. They only take checks.

2. From canada, Gail told me no tax had to be payed and the shipping and
handling would be taken care of by Atari (regular US Mail, I guess).

Can anyone who has purchased the kit (or parts of it) verify this?

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

3155. Atari 1040 ST for sale!

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 14:15:47 UTC
From: megamax@maple.circa.ufl.edu
Message-ID: <1992Mar29.020358.19674@math.ufl.edu>
Source record: 224102

For Sale:

* Atari 1040ST
* color monitor
* 1200 bd modem
* mouse & mouse pad
* Casio MIDI keyboard w/cables
* lots of software

Make me an offer, no reasonable price will be refused!
leave message here or E-mail me at Megamax@maple.circa.ufl.edu

later,
Megamax

-=-=-=

3156. Re: ST <-> Portfolio

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 15:03:08 UTC
From: silvert@cs.dal.ca
Message-ID: <1992Mar31.150308.10508@cs.dal.ca>
Source record: 224103

In <pannen.702034112@gmd.de> pannen@gmd.de (Thilo Pannen) writes:

>I bougth a Portfolio some weeks ago and I want to backup data to my ST.
>Therefore I am going to buy an interface (parallel).
>Does somebody know
> - where to get a tranfer program on the net
> - what I need for my ST, i.e. which program
> - how can I transfer the prog's to my PF initially ?

This is an FAQ. Has anyone yet figured out how to use the parallel port
to transfer files between a Portfolio and an ST? I've gotten some
references to programs on the atari archive, always accompanied by the
caveat thata they don't really work. It seems incredible that Atari
supports the PC but not the ST.
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
InterNet Address: silvert@biome.bio.dfo.ca
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
InterNet Address: silvert@biome.bio.dfo.ca

3157. Re: SLIP and UUCP

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 15:15:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1239750783@thelake.mn.org>
Source record: 224104

[In article <19591@castle.ed.ac.uk>,
robin@castle.ed.ac.uk (R C Smith) writes ...]

> OK so I am very ignorant, but can someone tell me exactly what SLIP and
> UUCP do, I've sussed they are some kind of comms thing.

UUCP is a system for transferring files between computers running Unix using modems or direct serial links. UUCP stands for ``Unix-Unix CoPy.'' There are UUCP-compatible programs for other operating systems, including TOS. Among the files commonly transferred via UUCP are email and Usenet netnews. UUCP includes a protocol for connecting and negotiating some details of file transfers, plus a family of protocols for performing the actual data transfer. The most commonly used transfer protocol, UUCP 'G', is a windowing system that uses irritatingly small packets.

SLIP is a specification for performing TCP/IP networking over a serial data link. SLIP stands for Serial Link Internet Protocol. (The are other serial link methods; SLIP, SLFP and PPP are the most common.) TCP/IP stands for Transmission Control Protocol/Internet Protocol. TCP is a packetizing data protocol for multiple-access wide-area networking, such as the Internet and packet radio (HAMs on computers). The IP family covers the higher-level protocols for performing common network services, such as mail transfer (SMTP), file transfers (FTP), etc. For more information on TCP/IP and SLIP, see the documentation for the KA9Q Internet package for the Atari ST, which is available from atari.archive.umich.edu. The docs are extensive and serve as an excellent introduction to networking.

Usenet is an information network whose data flows over a number of different data networks. This message will go from my computer to a university site via UUCP, and then will be distributed widely via TCP/IP. At your end it may take a couple of UUCP hops before it reaches the site where you read Usenet messages.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3158. Re: Stripping Text Files

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 15:49:06 UTC
From: hohr@cernvax.cern.ch
Message-ID: <10186@cernvax.cern.ch>
Source record: 224105

In article <ktfi1dINNhiu@sahara.cs.utexas.edu| psurge@cs.utexas.edu (Troy Carpenter)
writes:
|Originally I posted a message which asked how to strip "linefeeds" from text
|files. I have been corrected in that I want to strip "carriage returns"
|instead. Many people have provided many solutions, but the easiest one came
|from Bob Bright. I took his suggestion and created an alias to do the
|stripping. Here's the alias:
|
|alias strip "tr -d '\015' < "
|
|To actually strip a file I type:
|
|strip oldfilie | newfile
|
|It is quick and easy. Thanks to Bob for suggesting the use of tr.
|
WARNING: strip exists on U*X systems (at least on mine). It removes
the symbol section (used by debuggers) as far as I know...
|
| Troy Carpenter
| Department of Computer Sciences
| THE University of Texas, Austin
| psurge@cs.utexas.edu
|
|"You're so open minded that your brain leaked out" - Steve Taylor
|
|*|||||||||||||||| The best thing in life costs exactly that <<<<<<<<<<<<<<*

Greetings from Geneva.

Roger hohr@cernvax.cern.ch

3159. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 16:29:16 UTC
From: ken@isgtec.com
Message-ID: <2246@isgtec.isgtec.com>
Source record: 224106
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

In article <1992Mar30.041635.9047@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
> go by a Acorn Archemides A5000 if you nead a Real Machine,
> Atari is now DEAD..
> --
> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
> *** Kapiti At least I don't Flicker, ***
> *** New Zealand.. * not like a dying light globe ***

Hey Roger, Atari may very well be dead in New Zealand, but it is rather
stupid to extrapolate this to the entire world, and especially Europe,
where Atari is doing well. Expand your horizons a little.
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3160. Re: Stripping Text Files

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 16:42:23 UTC
From: psurge@cs.utexas.edu
Message-ID: <kth5jfINNo1o@sahara.cs.utexas.edu>
Source record: 224107

In article <10186@cernvax.cern.ch> hohr@cernvax.cern.ch (roger hoh) writes:
>|
> WARNING: strip exists on U*X systems (at least on mine). It removes
> the symbol section (used by debuggers) as far as I know...
>
>Greetings from Geneva.
>
>Roger hohr@cernvax.cern.ch

If you use the unix version of strip, then don't use the alias, however, alias's have priority over commands, so if one does not use the unix strip on a normal basis, then it will not matter. Besides, there is probably a unix command for any alias I choose, which probably does not do what I want anyway.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3161. New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 17:05:27 UTC
From: d91jn@efd.lth.se
Message-ID: <1992Mar31.170527.20229@lth.se>
Source record: 224108

In article <1992Mar30.100202.18648@rivm.nl> mtvfb@tintin.rivm.nl (Fokke de Boer) writes:
>Sorry, but the Falcon **WAS** shown at the CeBIT: I read in my (Dutch)
>Atari-magazine an article with the following info:
> Introduced to the press the Atari Falcon 030 by Jack Tramiel
> 68030 processor
> 16 MHz up to 50 MHz clock speed
> 1.44 MB Floppy
> True Color (16.7 Million colors)
> Any monitor can be attached: SM 124, SM 1224, (S-)VGA
> 16-bit stereo sound
> microphone input
>
> Delivered to developers: expected in May 1992
> First production-machines expected at the end of summer 1992
> Probably exposed at Atari Messe Duesseldorf Germany in August
> Available to dealers expected in fall 1992
>
> Rumors about the price: Dfl 1500 up (US$ 850)

Ok that's it. Is there anyone besides me on the net who have heard
rumors about NeXT buying shares in Atari and the Falcon being just
a low-end NeXT?
I have heard the rumors apart from this thread, but it does make
some sense...
DSP 56001 as the NeXT, used as sound-chip, just like NeXT. Microphone
input, just like NeXT. 68030 suitable for a low-end NeXT.

/Jerker
--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3162. Re: Is there any public domain gdos fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 17:13:07 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992Mar31.171307.13176@demon.co.uk>
Source record: 224109

In article <!8rtr-=@rpi.edu>, dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) writes:
>Hi.
>Is there any public domain gdos fonts for medium resolution?
>Is it possible to use one of the programs that allows color
>monitor users to run high res program, to load gdos and hi
>res fonts?
>Thanks.
>
If you need pd GDOS fonts and can only get then in hi-rez you should get hold of a GDOS-font editor and convert them to medium. There are several about.

A mono emulator should have no problem with GDOS fonts. The problem you might have is memory as printer fonts can get so large and the emulator is taking up some extra room.

Keith

3163. WP with maths symbols (Was:Math symbols in FSM-GDOS?)

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 17:13:16 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992Mar31.171316.13236@demon.co.uk>
Source record: 224110

In article <1992Mar30.002007.6377@noose.ecn.purdue.edu>, yegerleh@magellan.ecn
purdue.edu
(James D Yegerlehner) writes:
>If FSM-GDOS doesn't support these symbols, can
>anyone name a word-processor that does (besides TeX, of which I am
>already aware).
>
I don't know of its availability 'over the pond' but the
French-written WP Le Redacteur handles tables and symbols very
easily. Try writing to:

The ST Club, 2 Broadway, Nottingham, Great Britain, NG1 1PS or
email to paglo@cix.compulink.co.uk (but I know Paul Glover doesn't
log on daily).

They don't accept plastic, I'm afraid, and it is 119 pounds.

Keith

3164. Home Accounts vs. Pha$ar

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 17:33:31 UTC
From: bill@mwca.UUCP
Message-ID: <1976@mwca.UUCP>
Source record: 224111

I recently downloaded from GEnie the demo of Home Accounts (written by Ditek(?), newly distributed in the US by ABC Solutions). This seems like quite an impressive package, with nice graphing and reports, and appears to support everything Pha$ar does and then some.

Has anyone used Home Accounts that can give me an impression of it? And even better, if you've used Pha$ar also, how do they compare? Is Home Accounts solid? Any glaring omissions?

Thanks!

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##################

3165. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 17:44:46 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992Mar31.174446.5885@infoserver.th-darmstadt.de>
Source record: 224112

In article <1992Mar30.100202.18648@rivm.nl> mtvfb@tintin.rivm.nl (Fokke de Boer) writes:
>Subject: Re: Developers can get Atari Falcon computers in April?
>Newsgroups: comp.sys.atari.st,rec.games.video,rec.games.misc
>Distribution:
>References: <1992Mar30.041635.9047@actrix.gen.nz>
>
>Roger.Sheppard@bbs.actrix.gen.nz writes:
>: In article <1992Mar29.083059.6575@pimacc.pima.edu> ppugliese@pimacc.pima.edu writes:
>: > In article <1992Mar29.042201.19770@mnemosyne.cs.du.edu>, jyoung@isis.cs.du.edu (Jeff Young) writes:
>: > > Some ST users told me that more developers would be getting a new
>: > > shipment of Falcons(??) sometime in April and be in the stores
>: > > around fall this year. At least they said Lenard Tramiel
> [Several lines deleted]
>:
>: Why do people post such rubish, Atari has never stated that there is a Falcon
>: at all, if there ever was why was it not shown at Ce-Bit..
>:
>: And what support will you ever get with any new such machine, again
>: NILL, go by a Acorn Archemides A5000 if you nead a Real Machine,
>: Atari is now DEAD..
>
>Sorry, but the Falcon **WAS** shown at the CeBIT: I read in my (Dutch)
>Atari-magazine an article with the following info:
> Introduced to the press the Atari Falcon 030 by Jack Tramiel
> 68030 processor
> 16 MHz up to 50 MHz clock speed
> 1.44 MB Floppy
> True Color (16.7 Million colors)
> Any monitor can be attached: SM 124, SM 1224, (S-)VGA
> 16-bit stereo sound
> microphone input
>
> Delivered to developers: expected in May 1992
> First production-machines expected at the end of summer 1992
> Probably exposed at Atari Messe Duesseldorf Germany in August
> Available to dealers expected in fall 1992
>
> Rumors about the price: Dfl 1500 up (US$ 850)
>
Hell, even with 16bit graphics and 8-bit sound at $1500. I AM BUYING!!

Nat!

--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"

3166. GDOS fonts with Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 18:13:00 UTC
From: b790zbc@utarlg.uta.edu
Message-ID: <31MAR199212131054@utarlg.uta.edu>
Source record: 224113

I've recently set up Gemini 1.21 and I like it quite a bit.
The fonts are cool, but I haven't had much luck with that. Gemini likes
a certain type, non-proportional. Also, Atari GDOS doesn't work with the
fonts that came with Gemini. I tried v1.1. Is there a newer version?

Is there an archive somewhere that has fonts that will work with Gemini?
Also, a font editor would be nice. Unfortunately, I don't think Degas
Elite's converted fonts would work right. Any suggestions or help would
be greatly appreciated!

Please reply via e-mail. B790ZBC@UTARLG.UTA.EDU. Thanks.

3167. Word Processor and Database program for ATARI ST/STE

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 18:13:12 UTC
From: patf@silvlis.com
Message-ID: <1992Mar31.181312.7977@silvlis.com>
Source record: 224114
Cross-posted to: ba.market.computers,comp.sys.atari.st

EXCELLENT Word Processor and Database program

Timeworks Word Writer ST ... $35
Data Manager ST ... $35

Both programs only : $60

Both the pieces of software do the job
well and have excellent user interfaces.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

3168. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 20:00:22 UTC
From: sterbbs@sus.eur.nl
Message-ID: <sterbbs.702072022@eursus>
Source record: 224115
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

Roger.Sheppard@bbs.actrix.gen.nz writes:

>Why do people post such rubish, Atari has never stated that there is a Falcon
>at all, if there ever was why was it not shown at Ce-Bit..

Talking about rubish.....

On the press conference of the CeBIT Atari stated they are allmost ready
with the Falcon 030. Developers will get this machine at the end of April.

So, please speaak for your self and not for Atari.

Bert.

```
================================================================================
= If I've insulted anybody or anything I will take =
= everything back and state the opposite. =
= Complaints? EMail: Largest ST BBS in Europe: STER BBS =
= Holland +31 (0)1880 40035 SterUID: SYSOP. =
================================================================================
```

3169. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 20:31:59 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Mar31.153159.10466@miavx1.acs.muohio.edu>
Source record: 224116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <92091.103456ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:
> In article <1992Mar30.152320.14886@cs.hw.ac.uk>, neil@cs.hw.ac.uk (Neil Forsyth)
> says:
>>You could use the Line-A to do this (I have done in the past) but to make the
>>program compatible with the TT I wouldn't. I suggest you allocate some RAM for
>>a screen + 1 text line + allignment. Use Setscreen to set the physical screen
>>to show the last 25 lines but set the logical screen to point to the first
>>25 lines. That way the top 24 lines will be scrolled. When you want to alter
>>the sysline set the logical screen to the last 25 lines, write to the last
>>line
>>then restore the logical screenbase to the first 25 lines again.
>
> This won't work with most add-on graphics cards. DON't mix XBIOS (Setscreen),
> BIOS, GEMDOS and VDI text output stuff. This will break on many, many
> configuration. There's only one obvious solution. Write an own VT52 emulator.

I know I'll probably get jumped on for saying this, but why not
just use GEM and put it in a window? (a.k.a. STalker & Rufus) It would
be slower, but who doesn't use some sort of screen accelerator nowadays?

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))){{{{{{{{=======--------

3170. Re: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 20:45:18 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Mar31.204518.12504@magnus.acs.ohio-state.edu>
Source record: 224117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <ktff35INNpjg@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) wr
ites:

> David,
>
> When you did your speed comparisons of the Classic II versus the 020LC,
>were they BOTH running 7.0.X? If the LC was running 6.0.X (7,8) then it's no
>wonder that it got the faster ratings as the 7.0 has a lot of overhead to deal
>with.

Yes, both were on system 7. Actually, the version of the system software seems
to make no diference to the program (Speedometer 3.0) that we use anyway, it is
smart enough to shut down ALL other tasks while it is functioning. The Classic
II also rated about 15% slower on Monochrome graphics tests than the original
Mac II, even though the Mac II was using a larger screen (640*480) as opposed
to the 512*384 mac Classic screen. Basically, the Classic II is miserably slow
at everything, especially it "feels slow", I mean really, extremely slow...

> As to why Apple decided to get rid of the 020s, I am sure that it is
>cheaper to buy bulk 030s then to buy less 030s and then a few (expensive) 020s
>even considering that the 020s are cheap because the are old. Besides, this
>way you get a PMMU, a (small) built-in cache, and I believe (not sure) that th
>030 has optomized some of the instructions to make them a bit faster.

Makes sense, but they also hiked the price of the LC with the 030 in it... In
addition, the LC with the 030 is about the same speed as with the 020, in fact,
it is slightly SLOWER in some areas, and slightly faster in others, but when
you get right down to the bottom line, it is within 2% or so of being exactly
the same speed.
-->
- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Kaleidoscope woman
In rhinestone levi's jeans
Dancing in the sunset
Sketching day's last scene - Willie Phoenix

3171. State of ST family

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 20:51:54 UTC
From: dart@lock60.UUCP
Message-ID: <794@lock60.UUCP>
Source record: 224118

Hi, can someone please summarize what's going on with the ST computers
and Atari right now. I have have a 1040ST mono system that I use with
Notatator for MIDI sequencing only. I'm thinking about upgrading to
a system with more memory (i.e Mega 2, btw is $475 a good price for a
used one?), but I've overheard that Atari is coming out with a "plus"
line of computers.
What features do they have. What are retail prices and does anyone
know what developer prices are?
If these questions are too boring for the net, I'd appreciate private
e-mail.
Thanks a lot,
-dart

e-mail: dart@canal.org phone: (215) 430-7040
:wq

3172. Re: Nintendo, Commodore, Atari Chaos?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 21:10:02 UTC
From: pinelr@aix.rpi.edu
Message-ID: <+2tt45k@rpi.edu>
Source record: 224119
Cross-posted to: rec.games.video,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.advocacy

In article <1992Mar31.055012.15042@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>The concern with the analysts on the financial news was that Commodores
>head Irv Gould wouldn't give up his pet company without making it
>hard on Nintendo, so he would do what other companies have done.
>He would increase his debt so much that it would be unattractive
>to buy it out (I don't know the technical term that describes that
>tactic).

"poison pill"

--Rob

3173. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 21:18:20 UTC
From: pinelr@aix.rpi.edu
Message-ID: <g2ttt=l@rpi.edu>
Source record: 224120

I have heard a lot of talk about the Falcon in this newsgroup and it sounds pretty good (16.7 mil colors standard! go atari!) I was wondering if anyone knew if it had the standard midi ports built into it like every other 680x0 computer atari has made? It would seem dumb not to have them, but then again this _is_ atari we're dealing with...
Thanks,
Rob

3174. Anyone using PE1CHL's SCC on ST?

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 21:34:57 UTC
From: slp9m@cc.usu.edu
Message-ID: <1992Mar31.153457.54057@cc.usu.edu>
Source record: 224121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I would like to get in touch with anyone on the ne who has built and/or
installed and/or used PE1CHL's SCC for the 1040 ST. Please reply via mail.

73, -SEP

##
Scott E. Parker WA7VYJ # INTERNET: SLP9M@cc.usu.edu
Center for Atmospheric & Space Sciences # Twisted pair: (801) 750-2975
Utah State University # Home: (801) 753-3924
Logan, UT 84322-4405 #
##

3175. Atari Advantage magazine!

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 23:14:48 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92091.181449JJL101@psuvm.psu.edu>
Source record: 224122

Got the first issue of Atari Advantage magazine today! For those
who are interested, they are STILL offering an incredible subscription
rate of 12 issues for 11 bucks for pre paid orders. This offer is ONLY
good via mail.
Their address is:

Lamplight Publishing
400 Galice Dr.
Merlin, OR 97532

This offer is only good until April 30th.

As for a very short review of the magazine...

The first and last 8 pages of the of the magazine are printed on
a very bright white medium weight paper. Its 64 pages long this month.
The middle pages are printed on newsprint type paper. It contains the popular
Rumor City from ST Informer (as this mag has staff that formerly were from
ST Informer).
Two major articles are reviews of the 1992 NAMM show and the 1991
Winter CES, detailing the Lynx.
Reviews include Ralph Turners books, Forget-me-clock II, DC Shower, Diamond
Back 2.41, Learning Games Package, Edhak 2.3, and Protext 5.0.
As having just gotten the mag, I would have to say that my first impression
with it is a very positive one. In a brief run through the magazine, it seems
to be chock full of info. As the subtitle of the mag says, 'The Authoritative
Magazine for the Atari ST/STe/TT Computer Systems', it does indeed mainly focus
on the computer line, however as the Lynx article demonstrates, they will
be willing to cover other Atari product lines.

Well, I want to get back to reading the mag, just thought I would let you
all know that it IS a reality now, and to get those subscriptions in.
I'll let a better 'Mag Reviewer' than me take over from here.

PS. I am in no way affilliated with the Atari Advantage.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

3176. Re: New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-03-31 23:19:16 UTC
From: tbrown@flamingo.cis.ohio-state.edu
Message-ID: <1992Mar31.231916.21427@cis.ohio-state.edu>
Source record: 224123

In article <1992Mar31.170527.20229@lth.se> d91jn@efd.lth.se (Jerker Nilsson) writes:

<Some Rumored specs of the Falcon deleted>

>Ok that's it. Is there anyone besides me on the net who have heard
>rumors about NeXT buying shares in Atari and the Falcon being just
>a low-end NeXT?
> I have heard the rumors apart from this thread, but it does make
>some sense...
> DSP 56001 as the NeXT, used as sound-chip, just like NeXT. Microphone
>input, just like NeXT. 68030 suitable for a low-end NeXT.

I have heard the same rumor and wondered the same thing. I posted the
same kind of "tell me what you know" on comp.sys.next.misc and got a
few responses. The general consensus was that it is NOT true. NeXT is
a private corporation trying to go public, and the last thing you do before
going public is incur the debt of buying another company (although Atari has
lots of cash on hand right now).

If the configuration of the Falcon is true, Atari and NeXT would be stupid
not to release NeXTstep on it. The original NeXT cube was a 25MHZ 030 so
there shouldn`t be a speed problem. OS 2.0 sped up the system greatly and
3.0 (due in June) is supposed to be faster yet contain even more goodies! I
think the combo could really fly. (Read: I am too poor to own a NeXT but
really want to. Hey, at least I am honest.)

Atari could give NeXT the low-end (in terms of "workstation" and cost) mass
market they need to compete with SUN/IBM/Apple. NeXT could give Atari a
better aura of respectability. *I* know Atari is a real company, and *you*
know it's a real company, but the DOS/Apple world at large still looks at
it as either a failure or a game machine. NeXT could produce a cheap 030
machine but they are still trying to shed the image that they are slow
neat looking cubes. The new OS is zippier and "slow" performance should
be acceptable if it doesn't spout the "NeXT" label.

NeXT can raise the expections of what a workstation should be able to do and
Atari can raise the expectation of what a home computer should be able to do.
I really think the two of them could put the squeeze on Apple and SUN. Apple
is slowly bringing their prices more in-line with reality but they need a heavy
dose of Falcon-shock to bring them around!

Irregardless, if the price and features of the Falcon are even reasonably
close to what is being said now, I want one. And unlike my NeXT fixation,
I probably will be able to afford one!

Oh well enough raving for now. Sorry to interupt your daily schedule.

>/Jerker
>--
> - Jerker Nilsson, email d91jn@efd.lth.se -
> ---- My opinion may change, but not the fact that I am right! ----
> Insert own toughts here. The above is mine, and only mine!

Ted Brown

3177. ST Ghostscript 2.3.1 on a.a

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 00:51:53 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <69496@ut-emx.uucp>
Source record: 224124

I just put an updated version of ghostscript 2.3 (2.3.1) on atari.archive, and I expect it to be available soon. It is in a file called gs231b.zoo. Unless Mr. Weiner rearranges the archive, this file contains only the exectable, so you will need the support files contained in gs23b.zoo The following excerpt from the readme file outlines the improvements.

I will make no further changes to GS 2.3, since I will be working on 2.4.

GS 2.3 FOR THE ATARI ST:

GHOSTSCRIPT OVERVIEW: 3/31/92 Revision 1

Ghostscript is the GNU project's postscript language interpreter. It can be used to convert postscript files into formats suitable for non-postscript printers, or to display postscript files on the screen.

This is the first and last revision of GS 2.3, since GS 2.4 has just been released and I will now concentrate on it. 2.4 is supposed to be faster, and font support is improved. This executable contains all the improvements that I made to GS 2.3 but never posted. I thought that people might want to use it while I work on 2.4. There are a few enhancements over the 'zeroth' revision, which I will summarize here for those already familiar with GS.

1.) A new screen device called stvdi is included. This device uses the vdi to determine screen resolution. It is still a MONOCHROME device, but is faster than the stmono device and should work on screens of arbitrary resolution (as long as the vdi reports the proper resolution). It works on at least one TT high res monitor. I must warn anyone using this device that it is a bit unstable, so don't be too upset if you get a couple of bombs every now and then. Because of this instability, stmono is still the default device.

2.) There are two ways to send output directly to the printer. Including '-oPRN:' on the command line will send output to the centronics port via gemdos. The option '-oCEN:' will write output directly to the centronics port. The routines for direct printer output were contributed by Chris Strunk (CS-TeX)--THANKS! Direct centronics output is generally much faster (about a factor of 4 for heavy graphics). The '-o' option apparently doesn't work properly if you put it on the end of a command line, so ....

3.) Band (clist) printing now works. The default is still to print
the entire image in memory, since it is faster. But the option
'-cSIZE' will print the image in bands of SIZE bytes. '-c200000'
prints in 200kbyte bands.

Tim Gallivan
timg@landau.ph.utexas.edu

3178. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 01:56:22 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr1.015622.5938@actrix.gen.nz>
Source record: 224125

In article <g2ttt=l@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
> I have heard a lot of talk about the Falcon in this newsgroup and it
> sounds pretty good (16.7 mil colors standard! go atari!) I was wondering
> if anyone knew if it had the standard midi ports built into it like every
> other 680x0 computer atari has made? It would seem dumb not to have them,
> but then again this _is_ atari we're dealing with...
> Thanks,
> Rob

Its much like the things that I read about the New CD Rom and then
when the STE was coming out, it was claimed to be a Amiga killer,
it did not even kill the C64 over here...

I will believe it when I see them in the shops here, but then again we
don't have any Atari shops here any more..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3179. Spectre GCR and accelerator boards

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 03:44:06 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Apr1.034406.8363@watserv1.waterloo.edu>
Source record: 224126
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I recently saw someone mention they used an accelerator board with Spectre
GCR to get 2-3 times the performance out of it... This may be just what I need.
Which accelerators work with Spectre GCR to give a faster system?
Does the SST? Would the Tiny Turbo 030? How about one of those 25 Mhz 68000
boards?
Also, which memory boards can go up to 4 megs? How easy are they to install,
and how much do they cost? Will both an accelerator & 4 megs fit into my
1040 STFM? Does the version of TOS I have make any difference to Spectre?

Are there any commercial boards to take an old ST over 4 megs?
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

3180. Re: Is there any public domain gdos fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 04:07:52 UTC
From: smackinla@cc.curtin.edu.au
Message-ID: <1992Apr1.130752.1@cc.curtin.edu.au>
Source record: 224127

In article <1992Mar31.171307.13176@demon.co.uk>, kjackson@cix.compulink.co.uk (Keith Jackson) writes:
>
> In article <!8rtr-=@rpi.edu>, dinsmm@marcus.its.rpi.edu (Michael John
> Dinsmore) writes:
>>Hi.
>>Is there any public domain gdos fonts for medium resolution?
>>Is it possible to use one of the programs that allows color
>>
> If you need pd GDOS fonts and can only get then in hi-rez you
> should get hold of a GDOS-font editor and convert them to medium.
> There are several about.
>
Could you please elaborate on this? I got Microsoft Write (don't laugh, it was free) a while ago, but it didn't have any of the printer fonts or drivers with it. Where can I get drivers and printer fonts from (for free) if that's at all possible? I believe that you can generate your own printer fonts given the screen font, but you need a font editor to do so.... Where can I get a free font editor from also?

Pat -- have a day!

3181. Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 04:19:04 UTC
From: mg20+@andrew.cmu.edu
Message-ID: <QdqHasa00WCXQ9VUY2@andrew.cmu.edu>
Source record: 224128

Ted Brown makes mention of implementing the NeXTstep software on the (I'll-believe-it-when-I-see-it) Atari Falcon. This would indeed be very cool. That is, IF...

* The Falcon has a 68030 at 25Mhz or better, a math coprocessor, and a NeXT-level graphic display (it doesn't, from what I've heard. And the prototype 80486-based NeXTstep package requires a video board beyond even SVGA standards, and is still being developed.)

* The Falcon will run NeXT stuff in color. NeXT color is incredible, indeed at such a high standard that implementing it on the Falcon would undoubtedly prove too costly.

* Atari and NeXT are actually capable of mutual cooperation. Not bloody likely. NeXT Co. will look down their snooty high-end noses at Atari and sniff "Go away, I find you offensive." And Atari's management would undoubtedly find some way to screw the deal up.

So, I imagine the Falcon, even if a complete 25 Mhz+, 4+Mb RAM, math-coprocessor-equipped, 80+Mb HD, monitor-included system can be had for $2000, will be a failure.

Why?

* It will be incompatible with everything, and no one will want to develop for it.

* '386 and '486 PCs with Windows 3.1 keep getting cheaper. I can get a 40 MHz '386 with Windows 3.1, 130 Mb HD with cache, 4 Mb RAM, 64K RAM cache, 1024*768 SVGA graphics, and an SVGA monitor for under $1800 now. Add in $200 for a good sound card and this thing cooks. Soon, comparable '486sx or even '486dx systems will be at this price.

* Apple will further reduce the prices of the Mac IIsi and IIci models, bringing at least the IIsi down to the $2000-complete-system level.

* It won't be out until 1993, or maybe even 1994.

Eh, what's the use. I'm getting out of the Atari market as soon as I have the bucks. My 1040ST was a good deal in 1987, but nowadays, forget it.

Flames will be ignored, meaningful comments will be responded to.

P.S. It's hysterical watching the Atari diehards get all fired up over something as insubstantial as another Atari prototype. Remember the CD-ROM? I'll believe this thing exists when I see it on the market. In *major* computer stores.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
Obligatory Political .sig stuff: We want Tsongas back!
(Either that, or get Jerry Brown a *real* tax plan...)

3182. Re: Brill TOS !(?)

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 05:20:24 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Apr1.052024.27268@msuinfo.cl.msu.edu>
Source record: 224129

I sell Atari computer products for a living. The way it was explained to me is that TOS 1.0=TOS 1.0, TOS 1.2 is ACTUALLY TOS 1.02 and TOS 1.4 is ACTUALLY TOS 1.04;

On the other hand, TOS 1.6 REALLY IS TOS 1.6

It's a ruse to get you to worry about something trivial... :)

-MOlin "DOS sucks"

3183. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 05:27:43 UTC
From: pinelr@aix.rpi.edu
Message-ID: <a-vt_#_@rpi.edu>
Source record: 224130

In article <1992Apr1.015622.5938@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <g2ttt=l@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
>> I have heard a lot of talk about the Falcon in this newsgroup and it
>> sounds pretty good (16.7 mil colors standard! go atari!) I was wondering
>> if anyone knew if it had the standard midi ports built into it like every
>> other 680x0 computer atari has made? It would seem dumb not to have them,
>> but then again this _is_ atari we're dealing with...
>> Thanks,
>> Rob
>
>Its much like the things that I read about the New CD Rom and then
>when the STE was coming out, it was claimed to be a Amiga killer,
>it did not even kill the C64 over here...
>
>I will believe it when I see them in the shops here, but then again we
>don't have any Atari shops here any more..
>--

That's really great and all... but does it have MIDI ports?

--Rob

3184. where ftp executable of swi prolog

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 16:07:33 UTC
From: kwakkel@cwi.nl
Message-ID: <5784@charon.cwi.nl>
Source record: 224131

Does anyone know if there's an ftp site where I can get the executable
of swi prolog for the atari st?

Thanks in advance,

Smail: Fred Kwakkel Work: C.W.I. Email: kwakkel@cwi.nl
Comeniuslaan 32 Kruislaan 413
Naarden 1098 SJ Amsterdam
02159-46835 (+31) 020 592 4059/4151

3185. Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 18:14:27 UTC
From: strachan6183@mtroyal.ab.ca
Message-ID: <1992Apr1.111427.2627@mtroyal.ab.ca>
Source record: 221897

Hi, I was wondering if anybody has the address for Atari California as I want to get the extended docs for Tos 1.4 and some of the books they are offering for the Atari ST as I want to get some of the books they are offering for the Atari ST. If anybody has any info please reply to this message of if anybody has the usenet address for Atari Canada please post it. Thank you

3186. JPEG v3

Newsgroup: comp.sys.atari.st
Date: 1992-04-01 23:46:15 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92092.184615EENG6801@RyeVm.Ryerson.Ca>
Source record: 224132

Has JPEG v3 been compiled for the Atari ST? This version has better
Quantitization when converting to GIF.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

3187. File number limit ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 13:49:08 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7252@laas.laas.fr>
Source record: 221896

Yesterday, when grouping fonts collections on one floppy,
the copy stopped with the message "invalid copy operation".
When looking at what have been copied on the floppy, I noticed
it contained 128 files, and had much free space left.
This is a too familiar number to not remark it.

So, the question is:
- is 128 a limit for the number of files that can fit on a floppy ?
- or is this a limit for just one directory ?
- or have I problems with my machine ?

TOS version is 1.62, comp is a 520STE.

Thanks for every information.

_ ___ __ Jean-Etienne DOUCET
_ _ _ _ LAAS-CNRS
_ __ _ _ Toulouse, FRANCE
_ _ _ _
__ ___ __ doucet@laas.laas.fr

3188. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 15:00:45 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Apr2.150045.1583@chinet.chi.il.us>
Source record: 224133

It just occurred to me to ask who it was that showed the consumer 68030 box at CEBIT. If it was a corporate officer, the demonstration could be taken as an authoritative statement of where Atari WANTS to go. If the presentation was by a recognized spokesman (right now, I think that means Bob Brodie or Bill Rehbock), it can be interpreted as a product announcement. And if the presentation was by a hardware person, it would be a show-and-tell of what kind of things Atari is working on. Anyone know who did the show?

Steve

3189. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 15:13:57 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Apr2.151357.3078@chinet.chi.il.us>
Source record: 224134

In article <1992Apr1.170351.25419@mnemosyne.cs.du.edu> brayl@isis.cs.du.edu (Bill Rayl) writes:
>
>But, as always with Atari, we'll have to wait and see. If Atari wins
>teh lawsuit with Nintendo, the Tramiels will have mega-bucks, and Jack
>could just close the company down and go off with all the cash.
>
> Pattie (AIM)

The only possible reason Jack got into Atari is that he loves running a computer company. And the only imaginable reason he lets his kids play with it is that they love it too. It's like the farmer who won the lottery: when asked whether he'd continue farming now that he had all that money, he answered "I'll keep farming as long as the money holds out". As long as the Tramiels can afford it, I expect them to run a computer company. The way I read the numbers, a lot of Tramiel personal funds went into keeping Atari going after the Federated catastrophe. So they're at least that committed to staying in the game.
Steve

3190. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 16:36:09 UTC
From: system@micromed.net.netcom.com
Message-ID: <yy4LiB1w165w@micromed.net.netcom.com>
Source record: 224135

dogman@micromed.net.netcom.com (Lee Petty) writes:
> I'm not sure what the prices of the Mega STE are elsewhere, but here in
> San Jose, California, U.S.A., you can buy a MEGA STE with 4 MB of memory
> and a 50 MB internal Hard Drive for $899.00. The reason I'm pointing this
> out is that I keep seeing price comparisons to a 386, which is much more
> expensive than this.

You can also buy a 386-25 with 4meg and an 80meg hard drive for about $850.

Duane Davis - system operator system@micromed.net.netcom.com
Micro-Medic Voice (408) 281-8434
474 Blossom Hill Road data (408) 280-1610
San Jose, CA 95123 alternate duaned@darkside.com

File Server - files@micromed.net.netcom.com

3191. Using Spectre GCR w/ Mega STE

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 18:34:10 UTC
From: sk2n@faraday.clas.Virginia.EDU
Message-ID: <1992Apr2.183410.14431@murdoch.acc.Virginia.EDU>
Source record: 224136

I recently got a Spectre GCR, but for some odd reason it doesn't like my Mega STE's internal drive. I've tried it on another computer, and the GCR works fine. Could somebody help? I've got a Mega STE upgraded to four megs, with a Toadfile 44 attached to it.

Shuichi Koga
skoga@virginia.edu

3192. Archives

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 18:37:16 UTC
From: djc@samisen
Message-ID: <Tk0LiB1w164w@samisen>
Source record: 224137

Are there any ST archives left? The last time I looked there was one "pana"-something one that I used successfully.

Cheers!

3193. CDK --> PostScript

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 21:21:01 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92093.162101EENG6801@RyeVm.Ryerson.Ca>
Source record: 224138

Does Calamus or Calamus SL print PostScript ? If not is there a utility
to convert CDK to PostScript ? Before I spend money on Calamus I want
to know if I will be able to print anywhere. PostScript is the standard
for most laser printers and Printing places.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

3194. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 22:03:51 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr2.170352.13231@umiami.ir.miami.edu>
Source record: 224139

In article <1992Apr2.194356.1494@cis.ohio-state.edu>, tbrown@bass.cis.ohio-state.edu (Ted Brown) writes:

>
> This is from the current Streport (March 26):
>
> Instead of showing new hardware, Atari surprised the visitors with the
> first presentation of the new MultiTOS that is based on MiNT, looked
> pretty good to me, and will be available for all STs and TTs. The
> average user, however, will have to wait a couple of months before he/she
> can start a compiler in the background while editing the source file.
> Atari says that MultiTOS will not be available before fall. Hopefully,
> this year's fall... MultiTOS does not restrict the number of processes
> running simultaneously. The only limitation is the size of the Atari's
> memory. When running on the TT, MultiTOS makes use of the MMU to protect
> programs against each other.
>
>

Personally,I have been watching this, I dare not call it debate, discussion about Atari's new system. They have not announced anything. All this typing babble is just that, babble. There is no one to confirm or deny these RUMORS. I am an Atari devotee, I own an ORIGINAL 800, 130xe, 1040 ST, and a MEGA ST2. I will wait to see.

Also, over the year, I have come to not trust everything said in Streports. I do not believe everything they say because they get most of ther information from discussions like this. Wait until fall. We will know then, even if we don't own it then...

Mark Santora

3195. Hey Gregory! (RE: Atoyi Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-02 23:20:35 UTC
From: james@sugaree.uu.net
Message-ID: <1992Apr2.192035.150@sugaree.uu.net>
Source record: 224140

> In article <1992Apr2.054131.29941@u.washington.edu> england@milton.u.
washington.edu (Gregory Miller) writes:
>>God it's hilarious to see all the wild-eyed atari groupies drooling over
>>yet another pile of vaporware that will supposedly be foisted upon you
>>by the clan Tramiel.

Hey Gregory -

If Atari micros are so lame, why are you reading this newsgroup?

Hmm.

==
| James O. Payne, Jr. |
| IKEA NA Information Systems 215/834-0180 x343 |
==

| "It's a big country. Someone's got to furnish it." |
| (IKEA is much too busy selling furniture to pay attention to my |
| drivel, let alone to be responsible for it.) |
==

3196. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 00:43:34 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Apr3.004334.26850@olymp.informatik.uni-bonn.de>
Source record: 224141

In article <1992Mar27.145305.17270@infoserver.th-darmstadt.de>
martin@matisse.nlp.physik.th-darmstadt.de (Martin Wiesenfeldt) writes:
>[...] I may give some items on the differences to the
>old CS-TeX, which was PD:

The "old" CS-TeX is still supported and still PD. It is not forgotten.

I'll ftp the newest version to Cologne and to Umich as soon as I get it.
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3197. CALAMUS SL printing

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 00:44:17 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr2.194417.13232@umiami.ir.miami.edu>
Source record: 224142

I have been using Calamus SL for just over 24 hours now and my 2 main complaints.

1. The Printing on my Deskjet 500 is well over 6 times as slow as in version 1.09N

2. Importing files into it is also quite slow. IT takes a great deal of time on a standard ST, I have a MEGA 2, to redraw screens.

Does anyone know if either of these can be remedied? I am waiting on a T25 so the screen refresh will increase, but what about the printing?

Mark Santora

3198. Re: MultiTeX 5.0

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 01:31:26 UTC
From: Jon@Radel.com
Message-ID: <1992Apr3.013126.12598@sed.stel.com>
Source record: 224143

In article <1992Mar27.050010.25435@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>
>It should probably be noted that TUG (the TeX Users Group) is in the
>process of setting up a "clearing house" that provides MANY versions of
>TeX for various computers. (Notably: EmTeX (80x86), PasTeX (Amiga),
>OzTeX (Mac), CS_TeX (Atari)). Most of this stuff is being offered as
>"Public Domain" (or some rough equivalent - I'm NOT talking in any strict
>way about copyright law).
>
>TUG would be a fairly natural "second source" for MultiTeX. I expect
>that there could be some sort of distribution agreement with them.
>

Before people get their hopes up, I should note that while the above is an accurate enough overview of our eventual plans, TUG is only going to have the PC and Mac versions of things available in the near future. Atari and Amiga versions will take a little longer, though I have every intention of seeing that they eventually are available also.

Incidently, thank you to all the people who replied to my earlier request for help and background information on TeX for the Atari and Amiga. I've got all your replies stashed on my hard disk waiting for when I've got some other things taken care of.

--
--Jon Radel jon@radel.com
P.O. Box 2276 uupsi!radel!jon
Reston, VA 22090-0276
U.S.A. TeX Users Group board & PD software

3199. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 01:54:40 UTC
From: mats@netcom.com
Message-ID: <5lkjxl+.mats@netcom.com>
Source record: 224144

Me:
>>I thought I heard that the machine would have the "stripped-down"
>>68030, the one without the MMU.

tbrown@bass.cis.ohio-state.edu (Ted Brown):
(quote from article describing multi-tos omitted)

>In light of this, I think it would be sheer suicide to release the Falcon
>without a MMU! A machine of such power should be able to muli-task. Even
>with multitasking it will probably spend most of it's time blowing CPU
>cycles waiting for the user to do something. The other info I read on this
>said they were leary about releasing it for the ST. It would run, but there
>would be no protection. Of course, if every program was well-written, it
>wouldn't matter. It's about time the TT had "official" multi-tasking. Just
>wish I new more about MiNT. (Someone *could* take that as a hint.)

>On another note, I seem to remember that a 25MHz 030 (the full one) was only
>$30 in lots of 1,000. The 33 MHz version can't be *that* much more expensive.
>(Someone corrent me if I am off base here.) If you have already geared the
>board to run at a certain speed, and the MMU is pennies more, why not use it?

I think maybe I heard wrong - nobody has confirmed that they'd heard
the rumor I wrote about. Sounds more like it will be a _slow_ 68030
(maybe only 16 MHz), and only ST RAM (slow RAM). On the other hand, I
think they look on this machine as an ST replacement, not a low-end
TT, so I don't know.
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

3200. Re: Atoyi Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 02:29:14 UTC
From: schram@ucsu.Colorado.EDU
Message-ID: <1992Apr3.022914.7670@ucsu.Colorado.EDU>
Source record: 224145

england@milton.u.washington.edu (Gregory Miller) writes:

>God it's hilarious to see all the wild-eyed atari groupies drooling over
>yet another pile of vaporware that will supposedly be foisted upon you
>by the clan Tramiel.

Which vaporware are you referring to? I haven't seen an instance of Atari
vaporware in YEARS!

--
Steven Schram -- schram@ucsu.colorado.edu

3201. Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 02:31:24 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <2iVmiB2w164w@cyberden.uucp>
Source record: 224146
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hey! Guess what I saw earlier today!? A LYNX COMMERCIAL! And a NEW one at that! (At least to me, over here by San Francisco) It had some of the old scenes like the kid by the brick wall who gets all of the bullet-holes through him, and the 4 kids playing Gauntlet. But they also showed pics (enhanced of course) of some games I've never seen (I'm inthe dark tho. I've HEARD of most of them, but not actually fiddled with them) like Ninja Gai-den and stuff. WAY COOL! :) I wish Nintendo would just give up on their little GameBoy peice of trash. How can one compare 4 colors to 4096!?

Sorta like CrApple// or Timex Sinclair to a SVGA IBM or Amiga or TT or something!!!! hehe >>ATARI SPENDS MONEY USEFULLY FOR ONCE IN A BLUE-MOON!<< happy... sort of.. Bill

---
PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

3202. Re: Gregory Miller, comp.sys.atari.st weenie.

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 03:00:47 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr2.210047.8692@doug.cae.wisc.edu>
Source record: 224147

In article <ku5LiB1w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
>england@milton.u.washington.edu (Gregory Miller) writes:
>
>> God it's hilarious to see all the wild-eyed atari groupies drooling over
>> yet another pile of vaporware that will supposedly be foisted upon you
>> by the clan Tramiel.
>>
>> If you REALLY believe that you'll EVER see the 'Falcon', you'd probably
>> also believe it if someone told you that an industry giant like Hasbro
>> or Kenner is going to come out with a 100MHz TT clone capable of
>> displaying a googleplex of colours on a 35 inch SSSVGA screen (4096 X
>> 4096 res) with a Tandy THOR drive of 100 gig capacity and 1 microsecond
>> access time.
>>
>> Oh and as an added bonus they give you a sound chip with 128 channels and
>> sound quality exceeding that of a 64 times oversampling CD player.
>>
>> --
>> __
>> I will not be pushed, filed, stamped, indexed, ///
>> briefed, debriefed, or numbered. __ /// Only Amiga mak
>> \\\/// it possible...
>> My life is my own. \XX/
>> --
>
>Unbelievable! Two inductees to the Whiner Hall of Fame in the same week!
>Congrats to you, Gregory. The brainless flame alone would have put you in
>contention, but what really clinched it was that brilliant .sig, in which
>you make a claim to some sort of individuality and freedom while
>simultaneously providing unpaid advertisement for a large corporation that
>would likely be embarassed by your behaviour. Truly a great moment in
>irony.
>
>Congratulations. Here's your limerick-flame:
>
>
> I'm the weenie they call Gregory;
> You'll get nothing but crap outta ME.
> I don't care what you've got,
> 'Cause I cannot be bought:
> I kiss Commodore's ass for FREE!
>
>
>[Previous & current inductees: Richard Covert - August '91]

>[Roger W. Sheppard - March '92 Gregory Miller - April '92]
>
>
>^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

3203. Re: New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 03:52:37 UTC
From: borres@aix.rpi.edu
Message-ID: <n#xtd+-@rpi.edu>
Source record: 224148

In article <1992Apr02.202218.25118@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>In article <56763@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>BobR
>
>What are their alternatives? NeXT given their current state can't appeal
>to the mass market, but only to the high end. If they want to set a (or
>another) standard like the PC once did, they better get some other companies
>(non-competing if possible) attracted to their system.
>
>Now who'd be the choices ?
>
> SUN Too competitive, same market share. If SUN goes NeXT,
> NeXT dies
> HP the same
>
>
>Their is also one thing about Atari which might be appealing to NeXT. The
>Atari programmers. NeXT could use some more software and if the Atari
>programmers jump on board the amount of software available for NeXT will be
>doubled in a matter of months. (just to drop a few names, TEMPUS, CALAMUS,
>CUBASE...)
>

NeXT has succeeded in getting an Intel port. By this time next year, there
will be NeXTstep for 486 and 586 computers. In addition, it is widely
speculated that NeXT will release a SPARC port once their own RISC
system is out. They are not going to "join up" with anyone except
some PC makers.

As I have said before, there really is no reason for NeXT to make it's
OS available for the Atari. It's be interesting, but I don't think
we'll see it.

But I still feel that Atari has a good opportunity to get some momentum
back. If they could get these systems out, I'm sure they'll do well
against the competition in Europe. The US here is kinda Mac-happy
at the moment, but they could still make some sales.

--
Steven D. Borrelli
Rensselaer Polytechnic Institute '92
borres@rpi.edu (NeXTmail)

3204. Atari ST Files

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 03:58:42 UTC
From: gsteen@student.business.uwo.ca
Message-ID: <JkZmiB6w164w@student.business.uwo.ca>
Source record: 224149

Does any institution have Atari ST files which can be accessed through FTP? I know that some other computers have this on some Universities.

E-Mail Reply to: gsteen@student.business.uwo.ca

gsteen@student.business.uwo.ca (Garnet Steen)
Western Business School -- London, Ontario

3205. Re: Atoyi Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 04:05:41 UTC
From: pinelr@aix.rpi.edu
Message-ID: <3#xtpc-@rpi.edu>
Source record: 224150

In article <1992Apr3.021403.28142@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <!vwt0xl@rpi.edu> pinelr@aix.rpi.edu (Robert Jeffrey Pinelli) writes:
>> In article <1992Apr2.054131.29941@u.washington.edu> england@milton.u.washington.edu
(Gregory Miller) writes:
>> >God it's hilarious to see all the wild-eyed atari groupies drooling over
>> >yet another pile of vaporware that will supposedly be foisted upon you
>> >by the clan Tramiel.
>> >
>> > I will not be pushed, filed, stamped, indexed, ///
>> > briefed, debriefed, or numbered. __ /// Only Amiga makes
>> > \\\/// it possible.....
>> > My life is my own. \XX/ ....
>> ...for otherwise
>> normal people to
>> turn into assholes
>> of the most
>> infantile nature.
>>
>> Go away. Atari people are just plain cooler.
>>
>> --Rob
>
>Not from the E-Mails that I got, very sick by the looks of it..

Perhaps because they think you have ceased to bring anything useful or product-
ive to this group and want you to stop your ranting and raving. A very cool
thing to do in my humble opinion.

--Rob

3206. Crack Art: ENGLISH! manual

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 04:55:27 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Apr2.235527.741@desire.wright.edu>
Source record: 223951

I've just uploaded a partial English translation of the CrackArt manual to atari.archive. Dan (our prez) says it's about half there, but most of the graphics stuff is in there. When we (Kervyn) get the rest of the misc. stuff translated, we'll upload a complete manual.
For those who just can't wait for Jon & Co. to put it in the right directory, here's how to get it quick. FTP to a.a, and cd to the atari/new directory...the one you actually upload to, but can't get a directory of. Don't worry about getting a directory, it's there. Set binary file type, and get the file called CRAKENG1.ARC. Works fine for me every time, although it is a little gray. Keep posting those filenames, everybody! :-)
Finally, a little off the SUBJECT: Who know of a good PD multi-window editor? Should be a GEM program, able to take names from argv[], but still be a GEM text editor. EMAIL names, and/or FTP locations.
--
?!?
? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$!
?)|(>> cse0507@desire.wright.edu << !
? / | \ the above address does not work - please use it!

3207. Re: One screen line less...how?

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 05:10:21 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Apr3.001021.742@desire.wright.edu>
Source record: 223952
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>> [...various hacks deleted...]
> Writing a
> VT-52 emulator would be a bad idea. It would slow down the machine in
> general, and not be easy to write. It is the nost obvious answer, but
> also the hardest to implement. The program doesn't really need to work
> with the TT, but it would be nice if it did.
Yes, it would be very nice if it did. Go GEM.

I haven't been following the discussion too closely...you want a non-moving
status line on the screen, and text to scroll up? Use GEM windows, if you
can. Open a window with no slider/arrows/sizer, just a title (if you want) and
an info line. Use the wind_set call to change the info line to whatever you
want. For that matter, you could have two status lines- there is that
title bar, too. If you need the full 80x24, open it to FULLXYWH. Width
checks are easy, and use the usual method of scrolling text. True, you would
again have to write a VT52 emulator, and use GEM, but it is very compatible
and extends the life of your proggy immeasurably. If you really want to hack
around with resource files, use the menu bar as a status line: there are calls
to change what the menu bar is and what is in it. Then the window needs
no controls at all. I for one don't really mind WHERE the status line is
on the screen, but I DO mind not having GEM.

--
?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?
? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$ !
? )|( >> cse0507@desire.wright.edu << !
? / | \ the above address does not work - please use it!
```

3208. Accelerator boards.

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 05:43:11 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.702279791@ee.ualberta.ca>
Source record: 223953

There have been, in the last few days, several inquiries about accelerator boards. This is another. In particular, I am interested in anything anyone has to say regarding the performance of the SST or the Tiny Turbo '030. Preferably more than rumor. I am intrigued by the introductory pricing offer on the Tiny Turbo and I am considering ordering one. I understand the deadline for the special price is the end of April. True? Recommendations? Warnings? Advice?

Thanks,

Robert Morrison
morrison@bode.ee.ualberta.ca

3209. Commodore fanatic (was Re: Atoyi Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 05:43:33 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Apr3.054333.11651@mnemosyne.cs.du.edu>
Source record: 223954
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1992Apr2.054131.29941@u.washington.edu> england@milton.u.washington.edu (Gregory Miller) writes:
>God it's hilarious to see all the wild-eyed atari groupies drooling over
>yet another pile of vaporware that will supposedly be foisted upon you
>by the clan Tramiel.

Yah, the same Tramiels that STARTED the company you like to worship!!!
Where would Commodore be without the C-64 and the designs from ex Atari
engineers?! I don't want to keep pouring my money into a company
with Gould and Ali around!! At least the Tramiels dont hide out
in the Bahamas then buy a big jet for themselves with AMIGA R & D
money!

>If you REALLY believe that you'll EVER see the 'Falcon', you'd probably also
>believe it if someone told you that an industry giant like Hasbro or Kenner
>is going to come out with a 100MHz TT clone capable of displaying a
>googleplex of colours on a 35 inch SSSVGA screen (4096 X 4096 res) with a
>Tandy THOR drive of 100 gig capacity and 1 microsecond access time.
>
>Oh and as an added bonus they give you a sound chip with 128 channels and
>sound quality exceeding that of a 64 times oversampling CD player.

Nobody ever claimed those things! A guy in Finland just read that
the Falcon '030 machines would be available with 16 to 50 MHZ chips
and be almost as cheap as a Amiga 500/600 with 7 MHZ 68000 and a
monitor!! How much would it cost to get the same stuff as a Falcon
even if Commodore gave you a A600 for FREE???? If you keep
buying the same old Amiga chips then Irv and Mehdi couldn't
care less about making better Amgias!! Just think about
it! The REAL Commodre is now called ATARI.

>____
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/
>____
>
Why bother with pushing, filing, stamping.., its more EASY just to
TRASH you!! Your life is you own because no one else wants it!!
Maybe if you think about which is the real Commodore then
you would get a Falcon and get some respect!

Atari Falcon series- "For those about to R O C K, we salute you!!!"
Atari Computers 1992-"We came, we saw, we kicked ASS!!!"

3210. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 06:09:28 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Apr3.060928.12218@mnemosyne.cs.du.edu>
Source record: 223955
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

The Atari Falcon '030 are computers for the home and small business. The Jaguar will be a $200 (about) game machine that is supposed to have a lot of the graphic and CD like sound of the Falcons. Psgnosis is making killer stuff for the Jaguar now that will make most people choose it over the Nintento, SEGA, NEC..

3211. Re: Making the screen one line shorter (at the bottom) --

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 06:23:30 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.BjiSVCDXKUk@jonh.wimsey.bc.ca>
Source record: 223956
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <ZyHJiB1w164w@ersys.edmonton.ab.ca>, Michel Forget writes:
>>
>> This won't work with most add-on graphics cards. DON't mix XBIOS (Setscreen),
>> BIOS, GEMDOS and VDI text output stuff. This will break on many, many
>> configuration. There's only one obvious solution. Write an own VT52 emulator.

Anyway, to respond to the message, writing my on
>VT-52 emulator would be a bad idea. It would slow down the machine in
>general, and not be easy to write. It is te nost obvious answer, but
>also the hardest to implement. The program doesn't really need to work
>with the TT, but it would be nice if it did. I mailed away for pieces of
>the Developer Kit today, so that might clear up the answers to some
>questions.
>

OK, here's my .02 on this. If you use vdi, vgtxt(), and scroll your
screen using vrocpyfm(), you can lift all but the last line of text up
one line and write the new line under it. With any screen accelerator
this is quite fast, as long as you make sure your text strings start
on even boundarys.
There are a bunch of vt52 like commands listed in the vdi, like v_ron()
and v_roff(). I remember hearing a rumour that these don't work, but have
never had the need to try them. Anyone know if the esc vdi stuff works?

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3212. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 06:38:06 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Apr3.063806.12814@mnemosyne.cs.du.edu>
Source record: 223957

In article <1992Apr2.150045.1583@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>It just occurred to me to ask who it was that showed the consumer 68030 box
>at CEBIT. If it was a corporate officer, the demonstration could be taken
>as an authoritative statement of where Atari WANTS to go. If the presenta-
>tion was by a recognized spokesman (right now, I think that means Bob Brodie
>or Bill Rehbock), it can be interpreted as a product announcement. And if
>the presentation was by a hardware person, it would be a show-and-tell of
>what kind of things Atari is working on. Anyone know who did the show?

It was Jack 'The Terminator' Tramiel!!!! Yes the MAN from Commodore
who wiped out the old Atari is back and demoed the Falcon '030s.
When JT does the showing himself you know Atari is serious and
about to unleash something wild. When he stepped aside to
let his sons learn the ropes Commodore definitely went ahead
with the Amigas. Now all Commodore does is keep coming up
with only Amigas and nothing else!! Where is all that
IMAGINATION??! Some guy in Isreal posted the 2.1 update
notes and now everyone knows that the Amiga 500++ will have
only 256 color! Notice that their POWER UP/Rebate has
been going on forever? Amigans can thank Atari for that, since
the A3000 would have to sell very low to compete against
the Falcon '030s.

3213. Re: Hey Gregory! (RE: Atoyi Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 07:15:14 UTC
From: england@milton.u.washington.edu
Message-ID: <1992Apr3.071514.6217@u.washington.edu>
Source record: 223958

In article <1992Apr2.192035.150@sugaree.uu.net> james@sugaree.uu.net (James O. Payne, Jr.) writes:
>
>Hey Gregory -
>
>If Atari micros are so lame, why are you reading this newsgroup?
>
>Hmm.
>

Simple! It is my design to make life a living hell for you and others of your ilk.

--
I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

3214. Re: Commodore fanatic (was Re: Atoyi Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 07:28:45 UTC
From: england@milton.u.washington.edu
Message-ID: <1992Apr3.072845.7385@u.washington.edu>
Source record: 223959
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1992Apr3.054333.11651@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>
>Atari Falcon series- "For those about to R O C K, we salute you!!!"
>Atari Computers 1992-"We came, we saw, we kicked ASS!!!"

IF your hot little vaporware Atoyi Falcon EVER cools off and condenses into something the average Atoyi groupie can actually lay his hands upon, you'll never have ANYTHING to run on it besides a handful of demos and hacks written by even more wild-eyed Atoyi groupies to make the Falcon perform like a real 'computer'. NO serious developer would even hallucinate about making serious applications for your aTOYi Falcon while on LSD!!!

--
I will not be pushed, filed, stamped, indexed, ///
briefed, debriefed, or numbered. __ /// Only Amiga makes
\\\/// it possible.....
My life is my own. \XX/
---

england@u.washington.edu

3215. Re: Atari ST Files

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 09:14:51 UTC
From: cca10@seq1.keele.ac.uk
Message-ID: <2447@keele.keele.ac.uk>
Source record: 223960

In article <JkZmiB6w164w@student.business.uwo.ca>, gsteen@student.business.uwo.ca (Garnet Steen) writes:
>
> Does any institution have Atari ST files which can be accessed
> through FTP? I know that some other computers have this on some
> Universities.
>
>

atari.archive.umich.edu
(141.211.164.8)

This site has a vast amount of software for the atari and if the software that you're after is out there then it's more than likely at Michigan.

I have a whole load more sites if you want them but they aren't as big as Michigan.

3216. Acorn Boxes (was Re: Developers ... Atari Falcon ...)

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 09:15:11 UTC
From: news@comlab.ox.ac.uk
Message-ID: <3229@inca.comlab.ox.ac.uk>
Source record: 223961
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

In article <VwgkiB3w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
>Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>> And what support will you ever get with any new such machine, again
>> NILL, go by a Acorn Archemides A5000 if you nead a Real Machine,
>> Atari is now DEAD..
>
>Reading that looks like you're implying that there is lots of support
> for the Arc here... that I doubt. The only main users here seem to be
> schools. What's the situation in the UK someome?
>

Anything to change the subject from Ultima Dungeon :-)
I think I'm fairly well qualified to answer this one since I only
recently moved from an Acorn box to a 486/33...

Support for Acorn machines in the U.K. is pretty solid, not as wide as
clone or Amiga, but you can get them in the high street and you ring
local people in yellow pages who'll fix 'em. You can even take
out maintenance contracts and the like. What is interesting from
the perspective of this group is that the installed base (now in the
100's of K boxes) has reached ``critical mass'' for games. As well as
some really quite impressive efforts from specialist houses (4th
Dimension springs to mind) there is now a steady flow of ports of
mid-range Mainstream stuff plus a couple of biggies in the final stages
of pre-release (a big space/exporation game plus a Ulitma Dungeon style
effort).

Even so, I suspect the machine is forever doomed to a niche. The
pace in ISA-land is hotting up so much that the window of opportunity
for specialist architectures is fast closing. A fact aggravated by Acorn's
weird distraction with portable stuff. A real pity as IMHO the Acorn
is probably at least as good as mid-range Amiga's for games:

- The bottom->top end range is small. All machines have either
a ~ 386@25Mhz ARM2 or a ~ 486@25Mhz ARM3 plus Amiga-style stereo
sampled sound and 256 colour video.

- The architecture works well for GFX with the frame buffer held in main
memory and a CPU architecture very well suited to blittery and tight
assembler coding of low-level routines.

I mean if it weren't for the outrageous price/performance of clones
who'd choose VGA and FM synthesised sound to deliver games on!
Certainly, the remarkable quality of some really very low-budget efforts (low

sales price too!) like ``Chocks Away'' or ``Pandora's Box'' suggests the machine makes writing good games pretty painless.

(I still have access to mine - I only sold it on as far as my brother. I thought I'd like to be reminded what games animating 640x256x256 at 25 fps look like from time to time :-( )

Andrew
PS
At present Atari are noticeable for a gradual disappearance of their machines from high-street shop-fronts. Commodore seem to set to dominate that sector of the market.
Andrew Stevens
Programmming Research Group JANET: Andrew.Stevens@uk.ac.oxford.prg
11 Keble Road, Oxford, England UUCP: ...!uunet!mcvax!ukc!ox-prg!as
OX1 3QD +44 0865 272563

3217. FTP SITES ... FULL List

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 09:29:13 UTC
From: cca10@seq1.keele.ac.uk
Message-ID: <2448@keele.keele.ac.uk>
Source record: 223962

********** More FTP Sites **********

ab20.larc.nasa.gov (128.155.23.64)
ahkcus.org (192.55.187.25)
aix370.rrz.uni-koeln.de (134.95.80.1)
alice.fmi.uni-passau.de (132.231.10.1)
atari.archive.umich.edu 141.211.164.8 unknown
athene.uni-paderborn.de (131.234.2.32)
aupair.cs.athabascau.ca (131.232.4.1)
bongo.cc.utexas.edu (128.83.186.13)
brolga.cc.uq.oz.au (130.102.128.5)
ccb.ucsf.edu (128.218.1.13)
cheops.cis.ohio-state.edu (128.146.8.62)
col.hp.com (15.255.240.16)
cricket.bio.indiana.edu (129.79.224.50)
cs.arizona.edu (192.12.69.5)
cs.dal.ca (129.173.4.5)
cs.orst.edu (128.193.32.1)
cs.ubc.ca (137.82.8.5)
cs.uni-sb.de 134.96.252.31 GNU, atari, RFCs, perl, misc
derro.ucc.su.oz.au (129.78.64.5)
diku.dk (129.142.96.1)
e.ms.uky.edu (128.163.128.5)
einstein.mse.lehigh.edu (128.180.9.162)
extro.ucc.su.oz.au (129.78.64.1)
f.ms.uky.edu (128.163.128.6)
faui43.informatik.uni-erlangen.de 131.188.31.3 NeWS X11 amiga atari faces
flash.bellcore.com (128.96.32.20)
forwiss.uni-passau.de 132.231.1.10 atari st, minix, elisp, TeX
garbo.uwasa.fi (128.214.87.1)
hp4nl.nluug.nl (192.16.202.2)
hydra.helsinki.fi (128.214.4.29)
ifi.informatik.uni-stuttgart.de (129.69.211.1)
iraun1.ira.uka.de (129.13.10.90)
irisa.irisa.fr (131.254.2.3)
isca01.isca.uiowa.edu comp.binaries.atari.st,
isfs.kuis.kyoto-u.ac.jp (130.54.20.1)
ix1.cc.utexas.edu (128.83.1.21)
j.cc.purdue.edu (128.210.9.2)
jyu.fi 130.234.0.1 unix, atari, amiga, mac,
keos.helsinki.fi (128.214.4.83)
kth.se (130.237.72.201)
kukulcan.berkeley.edu (128.32.131.190)
larry.mcrcim.mcgill.edu (132.206.4.3)

linc.cis.upenn.edu (130.91.6.8)
lth.se (130.235.16.3)
mandarin.mit.edu (18.82.0.21)
mars.ee.msstate.edu 130.18.64.3 msdos, amiga, mac, atari,
mcsun.eu.net (192.16.202.1)
metro.ucc.su.oz.au (129.78.64.2)
minnehaha.rhrk.uni-kl.de (131.246.9.116)
mrcnext.cso.uiuc.edu (128.174.201.12)
nic.funet.fi (128.214.6.100)
plains.nodak.edu (134.129.111.64)
relay.cdnnet.ca (192.73.5.1)
relay.cs.toronto.edu (128.100.3.6)
reseq.regent.e-technik.tu-muenchen.de (192.48.107.50)
rusmv1.rus.uni-stuttgart.de 129.69.1.12 RFCs, X11, atari, amiga,
rzsun2.informatik.uni-hamburg.de (134.100.4.42)
schizo.samsung.com (134.228.1.2)
shape.mps.ohio-state.edu (128.146.7.200)
sirius.ucs.adelaide.edu.au (129.127.40.3)
sol.cs.ruu.nl 131.211.80.5 atari, GNU, HP-UX, TeX, Perl,
sol.deakin.oz.au (128.184.1.1)
srawgw.sra.co.jp (133.137.4.3)
star.cs.vu.nl (130.37.24.6)
sun.soe.clarkson.edu (128.153.12.3)
suned.zoo.cs.yale.edu (128.36.21.1)
sunic.sunet.se (192.36.125.2)
terminator.cc.umich.edu (141.211.164.8)
titania.mathematik.uni-ulm.de (134.60.66.21)
toklab.ics.osaka-u.ac.jp (133.1.12.30)
tolsun.oulu.fi (130.231.96.16)
tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
tut.cis.ohio-state.edu (128.146.8.60)
uhccux.uhcc.hawaii.edu (128.171.7.2)
um.cc.umich.edu 35.1.1.43 (cd pc7) msdos, mac, apple, atari
uunet.uu.net (137.39.1.2)
vax.ph-cip.uni-koeln.de (134.95.64.1)
watserv1.waterloo.edu (129.97.129.140)
watsun.cc.columbia.edu (128.59.39.2)
wuarchive.wustl.edu 128.252.135.4 comp.binaries.atari.st,

Enjoy

Craig Armstrong University Of Keele
cca10@seq1.keele.ac.uk Computer Centre
Keele
Staffordshire.
ENGLAND.

3218. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 09:56:55 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr3.095655.440@cs.hw.ac.uk>
Source record: 223963
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

In article <1992Mar31.130356.3127@irscscm.UUCP> mlake@irscscm.UUCP
(Marshall Lake) writes:
>... What does "True Color" mean? ...

I believe that the quality of the colour is as good as your eyes will be able
to determine. I think this is 24 bit colour giving 8 bits per RGB primary.

The Falcon is an exciting prospect but I doubt I'll have faith in Atari
until major software vendors like Microsoft,Borland and Aldus create software
for their products or I can pick up a general computer magazine and see
sections dedicated to Atari.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3219. CFN, CVG, PAC ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 10:24:40 UTC
From: cshera@uta.fi
Message-ID: <5352@kielo.uta.fi>
Source record: 223964
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

a PD-katalog offered fonts and graphics in following formats:
CFN, CVG, PAC. (Just came into my mind, this must be a FAQ.
Sorry, but I haven't seen one for a long time)

I'd be glad to know what programs are they ment for (meaning
do I have to buy an expensive application in order to use them)
and what is their "internal format" (so I could use them in my
programs).

Heikki R.
cshera@uta.fi

3220. Atoyi Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 11:22:22 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <702354151.F00001@tdkt.kksys.com>
Source record: 223965

>From: england@milton.u.washington.edu (Gregory Miller)
>Newsgroups: comp.sys.atari.st

>God it's hilarious to see all the wild-eyed atari groupies drooling over
>yet another pile of vaporware that will supposedly be foisted upon you
>by the clan Tramiel.
>If you REALLY believe that you'll EVER see the 'Falcon', you'd probably
>also believe it if someone told you that an industry giant like Hasbro or
>Kenner is going to come out with a 100MHz TT clone capable of displaying a
>googleplex of colours on a 35 inch SSSVGA screen (4096 X 4096 res) with a
>Tandy THOR drive of 100 gig capacity and 1 microsecond access time.
>Oh and as an added bonus they give you a sound chip with 128 channels and
>sound quality exceeding that of a 64 times oversampling CD player.

Ha! Ha! Ha! GREAT post!

* Origin: FlightLine PointNet (1:282/47.1)

3221. Re: Formatting PC-readable disks on older STs

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 13:08:23 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr3150823@orion.laas.fr>
Source record: 222766

```
>>>>> Regarding Re: Formatting PC-readable disks on older STs;
>>>>> boyd@pi.cs.fsu.edu (Mickey Boyd) adds:

boyd> In article <1992Mar20.225624.2296@lmpsbbs.mot.com>,
boyd> fergus@areaplg2.corp.mot.com (George Fergus) writes:

>I know that DC FORMATTER does this, but Double-Click doesn't seem to
>want to publicize the fact. Perhaps the only hackers left in the ST
>world are the ones who hate MS-DOS and refuse to have anything to do
>with it? Or they've all upgraded to TOS 1.4 and no longer care...

boyd> I'm not sure what you mean. My docs for DCFormatter say quite
boyd> clearly that the button marked "MS-DOS" under the "Bootsector
boyd> Options" menu means exactly what it says.

BEWARE!! DC Format (the shareware version) writes a *DEFAULT* MS-DOS
bootsector forcing tracks to 80 and sectors/track to 9!!

SO WATCH OUT, if your floppy does not have these specs.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
ralph@laas.fr Addresses are ordered by importance.
ralph@laas.uucp, or ...!uunet!laas!ralph
If all else fails, try: sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#
```

3222. ATARI ATW800 - Availability question

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 14:09:16 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.OM&EJavJGtU@icemark.oche.de>
Source record: 223966

Hmm, where could I get such a machine? Please mail me (even used ones)!

Benedikt

--

==========
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
sigrorn@icemark.oche.de
Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

"To be responsive at this time, though I will simply say, and therefore
this is a repeat of what I said previously, that which I am unable to
offer in response is based on information available to make no such
statement."

3223. Re: Making the screen one line shorter (at the bottom) --

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 14:19:52 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92094.141952ONM07@DMSWWU1A.BITNET>
Source record: 222592
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.BjiSVCDXKUk@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) says:
> There are a bunch of vt52 like commands listed in the vdi, like v_ron()
>and v_roff(). I remember hearing a rumour that these don't work, but have
>never had the need to try them. Anyone know if the esc vdi stuff works?
>
>
>--
> John Henders jhenders@jonh.wimsey.bc.ca
> I think your "evolutionary scale" needs an adjustment. Either
> that, or you've got your thumb on it. -> (lefty@apple.com)

Yes, they work. But they useless when you use an environment like the Gemini console window or MultiTOS.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong ______________________________

3224. >>> ATARI-ST SOFTWARE SITES <<<

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 14:24:44 UTC
From: woocm@essex.ac.uk
Message-ID: <2806@sersun1.essex.ac.uk>
Source record: 223967

Atari Netters,
Here is the first release, If you can call it that, of
my list of where to find Atari St software. After searching
through some 100 sites looking for atari stuff, here it is.

As you will probably gather this list only contains
sites which have a reasonable amount of atari aoftware on it.
There are many sites which have only a couple of items which
are of either special interest or can just as easily be found
elsewhere. These sites (below) are all IMHO major atari software
sites.

The list is by no means complete and has already been
updated with sites sent from various users in response to my
first request. If you know of a site which is not on this list
or if you spot a mistake, or know of a mail-server for a
particular site (i haven't a clue how to get hold of all those)
then please send an email message to me at,

woocm@essex.ac.uk

with the info. PLEASE DO NOT JUST SEND A MASSIVE LIST
OF SITES UNLESS YOUR SURE THAT THEY ALL HAVE ATARI STUFF. I
would rather not have to waste time searching through sites
that you only use for pc/amiga/unix files only to try and
find atari software that doesn't exist. Thank you.

A copy of this list will be sent to Jeff at
atari.archive for inclusion in the info section.

ENJOY!!

>> ATARI-ST SOFTWARE SITES. DATE - 03/04/92 <<
****

Host alice.fmi.uni-passau.de (132.231.10.1)
Location: /pub/atari
Contents: Languages, telecomms.

Host ariadne.csi.forth.gr (139.91.1.1)
Location: /comp/atari
Contents: TeX, microemacs.

Host atari.archive.umich.edu (141.211.164.8)
Email: atari@atari.archive.umich.edu
Location: /atari
Contents: You name it they've got it!!!!!

Host aupair.cs.athabascau.ca (131.232.10.8)
Location: /atari
Contents: Comms, emacs, info, usenet stuff.

Host biome.bio.ns.ca (142.2.20.2)
Location: /pub/atari-st
Contents: Comms, disk utils, gnu/tex utils, loads of misc.

Host bongo.cc.utexas.edu (128.83.186.13)
Location: /microlib/atari
Contents: Comms.

Host cs.bu.edu (128.197.2.1)
Location: /PC/ATARI /PC/ATARI-ST
Contents: Comms, langs, games, loads of misc.

Host cs.dal.ca (129.173.4.5)
Location: /pub/comp.archives
Contents: Minix, gnustuff, mgr, tex utils.

Host cs.uni-sb.de (134.96.252.31)
Email: ftp@cs.uni-sb.de
Location: /pub/atari
Contents: Archivers, comms, games, all gnu, tex, some misc.

Host f.ms.uky.edu (128.163.128.6)
Location: /pub/atari /pub2/atari
Contents: Archivers, games, graphics, lots of sound/music stuff.

Host faui43.informatik.uni-erlangen.de (131.188.1.43)
Location: /cyber/atari
Contents: Emacs, all mint, fair bit of misc.

Host forwiss.uni-passau.de (132.231.20.10)
Location: /pub/atari
Contents: Everything i can think of!! :-)

Host ftp.uni-kl.de (131.246.9.95)
Location: /pub/atari
Contents: Archivers, demos, all gnu, langs, mint, tex, misc.

Host gdr.bath.ac.uk (138.38.32.1)
Email: info-server@uk.ac.bath
Location: /pdsoft/atari
Contents: Archivers, disk utils, langs, tex, misc.

Host iraun1.ira.uka.de (129.13.10.90)
Location: /pub/atari
Contents: Tex.

Host ma2s2.mathematik.uni-karlsruhe.de (129.13.115.2)
Location: /pub/atari
Contents: Archivers, clisp.

Host mcsun.eu.net (192.16.202.1)
Location: /comp/atari
Contents: Archivers, mgr, some gnu, some misc.

Host nic.funet.fi (128.214.6.100)
Location: /pub/atari
Contents: You'll find all the major titles here!!

Host nikhefh.nikhef.nl (192.16.199.1)
Location: /atari
Contents: Disk utils, games, sounds, tex, fair bit of misc.

Host pascal.math.fu-berlin.de (130.133.4.50)
Location: /pub/atari
Contents: Games, langs, some misc.

Host pdsoft.lancs.ac.uk (148.88.64.2)
Email: archive-server@lancs.pdsoft
Location: /micros/atari/tos
Contents: Mostly usenet postings, mint gnustuff, misc.

Host rrzs2.rz.uni-regensburg.de (132.199.1.2)
Location: /software/atari
Contents: Graphics, music, tex, virus, fair misc.

Host rusmv1.rus.uni-stuttgart.de (129.69.1.12)
Email: mail-server@rusinfo.rus.uni-stuttgart.de
Location: /soft/atari
Contents: What hasn't it got, you may ask!!

Host sol.cs.ruu.nl (131.211.80.5)
Email: mail-server@cs.ruu.nl
Location: /ATARI-ST
Contents: You'll find nothing missing here!!

Host star.cs.vu.nl (192.31.231.42)
Location: /atari
Contents: Archivers, games.

Host sun.rz.tu-clausthal.de (139.174.1.3)
Location: /pub/atari
Contents: Can't fault the place really!!

Host tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
Location: /pub/atari
Contents: Archivers, cs-tex, gemini, gnustuff, mint, misc.

Host vax.ph-cip.uni-koeln.de (134.95.64.1)
Location: /pub/atari
Contents: It's all there!!

Host walhalla.germany.eu.net (192.76.144.129)
Email: info-server@Germany.eu.net
Location: /pub/comp/atari-st
Contents: Another super-duper archive!!

Host watserv1.waterloo.edu (129.97.129.140)
Location: /micro/atari-st /langauges/apl/j/executables/atari
Contents: Sozobon, gnustuff, some misc.

Host wuarchive.wustl.edu (128.252.135.4)
Location: /usenet/comp.binaries.atari.st
Location: /usenet/comp.sources.atari.st
Contents: Guess what, just your basic usenet postings.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

3225. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 14:30:38 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92094.112559ONM07@DMSWWU1A.BITNET>
Source record: 223968

In article <1992Apr2.150045.1583@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) says:
>
>It just occurred to me to ask who it was that showed the consumer 68030 box
>at CEBIT. If it was a corporate officer, the demonstration could be taken
>as an authoritative statement of where Atari WANTS to go. If the presenta-
>tion was by a recognized spokesman (right now, I think that means Bob Brodie
>or Bill Rehbock), it can be interpreted as a product announcement. And if
>the presentation was by a hardware person, it would be a show-and-tell of
>what kind of things Atari is working on. Anyone know who did the show?
>
> Steve

I can tell you who did the presentation on the press conference: Leonard Tramiel and Richard Miller (R&D).

_____________________________ cut here _____________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____________________ correct me if I'm wrong _____________________________

3226. To Dave Small from UK user

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 14:33:31 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Apr3.143331.28159@aber.ac.uk>
Source record: 223969

Having examined in detail the cost of buying a TT I have come to the conclusion that is would be much cheaper for me buy one of Dave Small's SST's and plug it into a second-hand MegaST. Not only would it be cheaper but I would also end up with a faster machine. So what's the problem you might ask, well the company who sells the SST board over here can't seem to get hold of any...I hope Dave Small hasn't stopped making them? What's the latest on SST availability in the USA?

I would be also very interested in any comments on the SST from those you have already bought one?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3227. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 14:59:08 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr3.145908.6449@usenet.ins.cwru.edu>
Source record: 223970

Duane Davis wrotes:
(oops -- writes!)

You can also buy a 386-25 with 4meg and an 80meg hard drive for about $850.

Yes, but the Mega STE will perform equally well compared to that 386. The
benchmarks in a past Current Notes illustrates that. Atari's hardware
is vastly superior to the more than ten year old IBM clonology.

I don't have that particular issue, if someone does, perhaps they'd like to
post those benchmarks?

Rob

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3228. Re: turbocts

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:01:43 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr3.150143.6623@usenet.ins.cwru.edu>
Source record: 223971

You should be able to find TurboCTS in the /telecomm/ directory on atari.archive. If not, let me know and I'll grab it off of GEnie and post it to atari.archive.

Since I'm still using TOS 1.2, I don't need it just yet, as 1.2 is the only TOS where RTS/CTS actually works! ;)

Rob

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3229. Re: REAL Falcon info/Commodore Peni

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:09:02 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr3.150902.6881@usenet.ins.cwru.edu>
Source record: 223972

According to John Eidsvoog, one of the members of CodeHead
Technology (the Warp 9, Multidesk Deluxe guys), the machine
they saw at CeBit is not to be called 'Falcon.' The specds
on the machine are fairly accurate, but it will have a different
name. The actual Falcon machine will be the 68040 version shown
later this year.

He could give no more details due to nondisclosure agreements.

This info came from the latest GEnie Lamp issue, available on
GEnie.

Re: Commodore Peni

If you ignore them, they'll go away. As long as people respond,
they'll continue with their infantile reactions to their insecurities,
especially with Atari showing great new hardware, and Commode-dore
(two can play at that game) can only show a C-64 version of the
Amiga.

Rob

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3230. cs-tex

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:19:00 UTC
From: hofmann@cbnewse.cb.att.com
Message-ID: <1992Apr3.151900.1584@cbnewse.cb.att.com>
Source record: 223973

Is there an English translation to the cs-tex document(s)? I just installed the package and have not noticed any and my German is *quite* rusty. Thanks for any help you can give me with this!

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL (USA)
hofmann@ihlpe.att.com

3231. Re: does atari staff read usenet?

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:22:13 UTC
From: darling@cellar.org
Message-ID: <q8uNiB9w164w@cellar.org>
Source record: 223974

wilsont@prism.cs.orst.edu (Timothy E. Wilson) writes:

> I was wondering (with all this talk of falcons and nifty ideas people want)
> if atari staff read the net, and if they do, tell anyother 'higher' staff
> (designers, CEO's etc.) what everone here is wanting etc..

A few months before the ST Book was announced, the guy who (supposedly)
designed it was on a bit. For the most part, he talked about what the
machine would do, said a lot of really inaccurate things about other
notebook computers on the market, and basically projected a "here's how it
is, take it or leave it" attitude.

It wasn't very encouraging. I wonder if there's anything we could do to
encourage the company to pay attention to this forum. I'd think that the
level of technical criticism here and in the tech group would be more useful
to designers than the feedback they get at trade shows and such.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

3232. Re: Gregory Miller, comp.sys.atari.st weenie.

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:27:14 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Apr3.152714.9946@chinet.chi.il.us>
Source record: 223975

I think it's worth commemorating that Roger W. Sheppard has been flamed as a mindless Amiga-basher and a mindless Atari-basher both, here in this very newsgroup, within a single 1-month period. Somehow I feel rather envious of the ease with which he accomplished this extraordinary feat. I'd like to say 'only in America' (for non-US readers: that's a cliche often repeated after either rags-to-riches stories, or examples of monumental stupidity), except very little of this has anything to do with America(s).
Steve saj@chinet.chi.il.us

3233. 32 Pin Socket for Tos 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:34:59 UTC
From: malay@sae.com
Message-ID: <1992Apr3.153459.12302@sae.com>
Source record: 223976

I can't seem to find a source for the IC socket that will work with the new Tos 2.06 chips. Anybody have a mail-order source they can suggest. Radio Shack doesn't carry anything close, my JDR MicroDevices catalog does not list this thing either.

Help?

Bob Malay

3234. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:45:05 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Apr3.154505.10199@chinet.chi.il.us>
Source record: 223977

In article <yy4LiB1w165w@micromed.net.netcom.com> system@micromed.net.netcom.com (Duane Davis) writes:
>dogman@micromed.net.netcom.com (Lee Petty) writes:
>> I'm not sure what the prices of the Mega STE are elsewhere, but here in
>> San Jose, California, U.S.A., you can buy a MEGA STE with 4 MB of memory
>> and a 50 MB internal Hard Drive for $899.00. The reason I'm pointing this
>> out is that I keep seeing price comparisons to a 386, which is much more
>> expensive than this.
>
>You can also buy a 386-25 with 4meg and an 80meg hard drive for about $850.
>
I'm now in a position to comment about this. I have a Mega 4 ST and a 33MHz 80486 box running pretty regularly. Best graphics on the 80486 box (SVGA) are better, but usual graphics are the same. Disk performance (SCSI vs IDE) seems to favor the ST a little. Even with DOS 5.0 and an extender, memory usage on the Intel box is ridiculous and confusing. Compute-heavy applications (compression, text formatting) run faster on the '486, but not by even a factor of 2. Alas, when it comes to variety and quality of software, there's simply no contest. But the point here is that for applications that DO exist on the ST, with a reasonable mix of activities, that MEGA STE is likely to be a more comfortable machine to use than the 386-25.
Steve

3235. Re: RE : Kiwi attack on Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:46:27 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Apr3.164627.1@neptune.kingston.ac.uk>
Source record: 223978

In article <mX6miB1w164w@status.gen.nz>, ursulus@status.gen.nz (malcolm fletcher) writes:
>>
>> > And what support will you ever get with any new such machine, again
>> > NILL, go by a Acorn Archemides A5000 if you nead a Real Machine,
>> > Atari is now DEAD..
>> I expect this savoury character is wishing he never spoke about no FALCONS at
>> the Ce-Bit show . . . . . As we now know it was shown there !
>> Concerning the Real machine bit - why a Acorn Archemedes A5000. I have never
>> heard of such a computer, the only Acorn I heard of was a little box like
>> object like the Comm**ore 64 and loveable Spectrum 48.
>>
>> Just because Atari have abandoned a sheep shagging nation does n't mean they
>> have abandoned the rest of the world. ATARI are big in Europe and have Real
>> machines such as the Mega STE's and excellent TT's.
>> I don't know the spec of a Chestnut or Acorn but I am happy with what ATARI
>> 'Nuff said,
>>
>> -Simon
>
> Yes, enough said, SHEEP SHAGGING, indeed, I don't even like sheep!
>
> Yes there may be lots of sheep, but if you are not ready to admit that ATARI
> wouldn't know marketing if it came up and bit them!
> Yes Atari has some wonderful ideas, at at one stage I would have argued that
> they were value for money, but not any more, I may not like IBM that much or
> Mac(ICK) but they do support there machines and there is massive amounts of
> software, some titles just are not coming out on the ST any more!
>
> Also for the price of a standard TT you can get a Super VGA 486 with massive
> hard disk and heaps of ram, I don't like IBM, but I am sick and tired of the
> lack of support. I recently asked for feedback worldwide on how Atari is
> seen, and it is not good, and this was from as far afield as Sweden, you
> said it was big in Europe, I know some Europeans that would disagree, and
> some Americans, Brits etc, the overall feeling doesn't inspire me with
> confidence.
>
> Anyway, as you know so much about Sheep, perhaps you should stop by some
> time, I could use some pointers!
>
> Ursulus

I agree that Atari worldwide are a bit lame with the advertising but it does
n't mean their products are lame. The lack of support for the Mega and TT range
is pretty bad especially as they are powerful with the right software.

May be they are waiting for a windfall of cash from Nintendo in their law suit, but that will takes decades . . . . . .

As for the sheep shagging pointers, well I know nothing of sheep but I do know
As for sheep shagging, I don't know any thing about sheep but I know a bit about
sha..

Simon

3236. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:52:36 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Apr3.155236.10371@chinet.chi.il.us>
Source record: 223979

In article <1992Apr3.063806.12814@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>In article <1992Apr2.150045.1583@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>>It just occurred to me to ask who it was that showed the consumer 68030 box
>>at CEBIT. If it was a corporate officer, the demonstration could be taken
>>as an authoritative statement of where Atari WANTS to go.
>
>It was Jack 'The Terminator' Tramiel!!!!

I'd interpret that as meaning that Atari is committed to trying to bring the machine shown, or an equivalent, to market. When the Chairman of the board shows or announces something, it doesn't mean it's ready. I've seen this a lot where I work, in the food industry.
Steve

3237. Re: New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 15:56:44 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <33Y102q80fpY01@JUTS.ccc.amdahl.com>
Source record: 223980

In article <1992Apr02.202218.25118@infoserver.th-darmstadt.de>
wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:
>What are their alternatives? NeXT given their current state can't appeal
>to the mass market, but only to the high end. If they want to set a (or
>another) standard like the PC once did, they better get some other companies
>(non-competing if possible) attracted to their system.
>
>Now who'd be the choices ?
>
> SUN Too competitive, same market share. If SUN goes NeXT,
> NeXT dies
> HP the same
> IBM is already in bed with Apple
> APPLE is already in bed with IBM
> COMPAQ & TANDON et. al. are solely INTEL based.

Compaq and Dell were at NeXTWorld Expo. Both companies had hardware
running NeXTStep 3.0. Dell will OEM NeXTStep 486 when it is released.
Compaq has not decided.

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */

3238. Re: New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 16:01:41 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <34Uy021J0flG01@JUTS.ccc.amdahl.com>
Source record: 223981

In article <n#xtd+-@rpi.edu> borres@aix.rpi.edu (Steven D. Borrelli) writes:
>NeXT has succeeded in getting an Intel port. By this time next year, there
>will be NeXTstep for 486 and 586 computers. In addition, it is widely
>speculated that NeXT will release a SPARC port once their own RISC
~~~~~~
NeXT has stated they will only do friendly ports of NS to different
platform. Since Sun owns SPARC this is not likely. A HP port is
unlikely for the same reason.

>system is out. They are not going to "join up" with anyone except
>some PC makers.
>
>As I have said before, there really is no reason for NeXT to make it's
>OS available for the Atari. It's be interesting, but I don't think
>we'll see it.

Atari can lic. the OS. NeXT will lic. their OS.
It would not be a real difficult adaptation.
It would be slow on '030 hardware.

--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */
~~~~~~

3239. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 16:12:26 UTC
From: pete@introl.introl.com
Message-ID: <1992Apr03.161226.27753@introl.introl.com>
Source record: 223982

In article <5lkjxl+.mats@netcom.com> you write:
>
>Me:
>>>I thought I heard that the machine would have the "stripped-down"
>>>68030, the one without the MMU.

This would be the same as a 68020.
By definition a 030 has the 851 mmu built in.

>
>>In light of this, I think it would be sheer suicide to release the Falcon
>>without a MMU! A machine of such power should be able to muli-task. Even
>>with multitasking it will probably spend most of it's time blowing CPU
>>cycles waiting for the user to do something. The other info I read on this

As most systems do. Remember unused cpu time is not cumulative though,
so it may be waiting for a while, but when you have a few things running at
once it can get to be a real dog. (At least as far as the cpu's discussed
here, and the slow clock rates go.)

>
>I think maybe I heard wrong - nobody has confirmed that they'd heard
>the rumor I wrote about. Sounds more like it will be a _slow_ 68030
>(maybe only 16 MHz), and only ST RAM (slow RAM). On the other hand, I
>think they look on this machine as an ST replacement, not a low-end
>TT, so I don't know.

I heard 20mhz, which is quite depressing, considering my Sun 3/80,
which is 3 years old now, is also that speed.

Note: this is my first post to this group in years. I was too depressed
to read anymore about the proposed tt which was being gabbed about for
years before anything came about. I sincerely hope that this new machine
doesn't suffer that fate.

-Pete

Pete Ikusz Introl Corporation pete@introl.com
--

Pete Ikusz Introl Corporation pete@introl.com

3240. Re: CFN, CVG, PAC ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 16:17:11 UTC
From: ted@Informatik.TU-Muenchen.DE
Message-ID: <ted.702317831@NewsServ>
Source record: 223983
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

cshera@uta.fi (Heikki Rasim{ki) writes:

> Hello,

> a PD-katalog offered fonts and graphics in following formats:
> CFN, CVG, PAC. (Just came into my mind, this must be a FAQ.
> Sorry, but I haven't seen one for a long time)

[...]

> Heikki R.
> cshera@uta.fi
CFN usually stands for "Calamus FoNt", CVG for "Calamus Vector Graphic"
(I think you can use this in DIDOT) and PAC for PACked Pixel Graphic (used
for example in STAD, but I don't know how you can get a font out of that).

Ted

3241. MIDI/Sampler info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 16:23:43 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Idr8ODO00VAv08WoBT@andrew.cmu.edu>
Source record: 223984

A friend of mine just bought an ST and wants to use it, along with a keyboard controller to trigger samples. Not your garden variety, use a sample as a patch type of thing, but to do multilayered sound output. Sort of like wall of noise stuff. What we want to know is, what is the best digitizer out there for the money. ST Replay? Digisound pro.? Any other? Also, what is the cheapest, best software to allow the MIDI controller to trigger the smaple bancks. Again, hopefully not just one sample transposed, but a range assigned to different keys or regions, if possible. Is there any PD stuff? Thanks in advance for any info/opinions.

mark

3242. 3-D Construction Kit

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 16:27:34 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <Adr8Rqe00VAvE8WoVG@andrew.cmu.edu>
Source record: 223985

I am about to put a big order in to my supplier, and I was going to order 3DCK, among other things. Seeing all the stuff posted here about it, I decided to see if anyone wanted to get a copy. It will run $50 plus $5 shipping/handling. I do believe the retail is about $79. Alos, if anyone wants anythings else, just drop me a line. I should put the order out next week-end, so get on it.

mark

3243. Re: Gregory Miller, comp.sys.atari.st weenie.

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 16:38:08 UTC
From: bossoj@nuge105.its.rpi.edu
Message-ID: <vsxtl7f@rpi.edu>
Source record: 223986

In article <1992Apr3.002547.6801@u.washington.edu>, england@milton.u.washington.edu (England) writes:
|>
|> In article <ku5LiB1w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
|> >

[stuff deleted]

|>
|>
|> This is too cool!! Thank you for the honor!
|>
|> It is comforting to know that my words have such an impact on so many Atoyians.
|>
|> --
|> __
|> I will not be pushed, filed, stamped, indexed, ///
|> briefed, debriefed, or numbered. __ /// Only Amiga makes
|> \\\/// it possible.....
|> My life is my own. \XX/
|> --
|>
|> england@u.washington.edu

It is obvious to me that there is nothing going on in the comp.sys.amiga group
to keep your little mind occupied...

GET A LIFE!!

3244. Re: CDK --> PostScript

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 17:04:05 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr3.120406.13233@umiami.ir.miami.edu>
Source record: 223987

In article <92093.162101EENG6801@RyeVm.Ryerson.Ca>, EENG6801@RyeVm.Ryerson.Ca (Carlos Varela) writes:
> Does Calamus or Calamus SL print PostScript ? If not is there a utility
> to convert CDK to PostScript ? Before I spend money on Calamus I want
> to know if I will be able to print anywhere. PostScript is the standard
> for most laser printers and Printing places.
> ==
> | " Competence, like truth, beauty and = Carlos J. C. Varela |
> | a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
> | beholder." = Fnet Node: #18, #38 |
> ==

Calamus 1.09N does NOT support Postscript. However, Camamus SL, which I ust aquired through upgrading 2 days ago, WILL. As it is, there is no support for it, but Sl is a module package. Ibn other words, you can load in whatever part of the program you need at one time. Therefore it is always easily upgradable buy purchasing new modules. There are 3 now availabe with another 10 due by the end of summer.

If you need any answers about Calamus, feel free to contact me.

Mark Santora
dlk0ms9s@umiami.ir.miami.edu

3245. Re: Commodore fanatic

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 17:10:58 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr3.121058.13234@umiami.ir.miami.edu>
Source record: 223988
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.advocacy

In article <1992Apr3.072845.7385@u.washington.edu>, england@milton.u.washington.edu (England) writes:
> In article <1992Apr3.054333.11651@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>>>
> ____
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/
> ____
>
> england@u.washington.edu

Becoming quite annoyed by this useless bantering, I have a solution. Let the readers here on the Atari boards NOT reply to this child. If we ignore him, this board will return to what we need it to be. That is a fountain of information for the Atari user.
The really sad thing is that I know that all Amiga users are not like this kid. Let us pay him no heed no matter how he tries to lead us on.

Mark Santora
Enough of this crap.

3246. Re: GCC 2.0 or higher for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 17:22:53 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Apr3182253@ghiggins.hpl.hp.com>
Source record: 223989

stoehr@Informatik.TU-Muenchen.DE and warwick@cs.uq.oz.au are both seeking GCC
>1.40. I have just applied ++jrb's updates 14->19 to A.A's gnustuff suite.

W/c 6/4/92 I shall be uploading to A.A:

GCC 2.1 and G++ sources and binaries, libs, gemlib, pml, utils, and slew
of other updated FSF s/w.

Cheers,

--
Graham Higgins
<< My opinions above are exactly that: my own, and opinions. >>

3247. Re: Hey Gregory! (RE: Atoyi Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 17:55:03 UTC
From: darling@cellar.org
Message-ID: <ga3NiB2w164w@cellar.org>
Source record: 223990

england@milton.u.washington.edu (England) writes:

> >If Atari micros are so lame, why are you reading this newsgroup?
>
> Simple! It is my design to make life a living hell for you and others of you
> ilk.
>
> ____
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/
> ____
>
> england@u.washington.edu

Anyone wishing to make the sysop at this site aware of this user's poor nettiquette can write to postmaster@milton.u.washington.edu or postmaster@u.washington.edu (best to try both just to make sure) and let the sysop know what's going on.

No doubt the system's administrators would be interested in learning about this bandwidth-wasting embarrassment of a user, who reflects poorly on their site and institution.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

3248. Re: Archives

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 18:27:50 UTC
From: steve@thelake.mn.org
Message-ID: <A1668880515@thelake.mn.org>
Source record: 223992

[In article <Tk0LiB1w164w@samisen>,
djc@samisen (Doug Collinge) writes ...]

> Are there any ST archives left? The last time I looked there was one
> "pana"-something one that I used successfully.

panarthea is now archive-server@twitterpater.eng.sun.com.

Fix your return-address before you try to use it.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3249. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 18:35:28 UTC
From: mjbrown@lonestar.utsa.edu
Message-ID: <1992Apr3.183528.6544@ringer.cs.utsa.edu>
Source record: 223993
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

In article <21073@venera.isi.edu> jas@ISI.EDU (Jeff Sullivan) writes:

>Amiga
>was not the runaway breakthorugh sensation they thought it would be.

Try telling that to Europeans :).

>jas
>---
>Jeffrey A. Sullivan | Senior Systems Apologist, Grade F
>jas@venera.isi.edu | Information Sciences Institute
>jas@isi.edu | University of Southern California

--
| "Happy, happy - Joy joy!" "I always use your steenky old leetter!" ///|
| "Optimism begets disappointment." "MODs are 100% Amiga!! So there." /// |
| "Which do you want? Fast graphics & sound... or fast spreadsheets?" \\\/// |
| -Maruku Buranu (Marc Brown) mjbrown@lonestar.utsa.edu \XX/ |

3250. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 18:45:02 UTC
From: steve@thelake.mn.org
Message-ID: <A1705056387@thelake.mn.org>
Source record: 223994

[In article <1992Apr03.161226.27753@introl.introl.com>,
pete@introl.introl.com (Pete Ikusz) writes ...]

> I heard 20mhz, which is quite depressing, considering my Sun 3/80,
> which is 3 years old now, is also that speed.

Three years to shrink a $10,000 machine into a $1,000 machine isn't
really all that bad.

> Note: this is my first post to this group in years. I was too depressed
> to read anymore about the proposed tt which was being gabbed about for
> years before anything came about. I sincerely hope that this new machine
> doesn't suffer that fate.

Well, as we all know from the TT experience, no delay is beyond the realm
of possibility.

But the little-Falcon, sub-Falcon or whatever it winds up being called
shouldn't be as difficult to put together as the TT was. It's really
sounds like a single-board TT with some enhancements (like the DSP). Atari
is pretty good at rejiggering hardware -- anybody who's had to work on
three or more STs knows that they seem to redesign motherboards about once
every six weeks. :-) The new machine(s) shouldn't have to wait for new
software; the problems that arose from converting TOS to run on the '030
have already been solved. I hope that MultiTOS doesn't hold anything up.
I'd much rather have cheap speed now and multitasking GEM later.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3251. Re: does atari staff read usenet?

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 18:55:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1727862915@thelake.mn.org>
Source record: 223995

[In article <q8uNiB9w164w@cellar.org>,
darling@cellar.org (Thomas Darling) writes ...]

> I wonder if there's anything we could do to
> encourage the company to pay attention to this forum. I'd think that the
> level of technical criticism here and in the tech group would be more useful
> to designers than the feedback they get at trade shows and such.

It seems to me that every time someone from Atari Corp. makes an
appearance here, the village idiots start throwing tomatoes. I don't know
for a fact that the continual personal abuse, bad manners and juvenile
behavior in comp.sys.atari.st account for the lack of a consistent Atari
Corp. presence here, but I would speculate that it might be a contributing
factor.

There are people on Usenet who are capable of intelligent conversation
about technical matters. Most of them know how to use email.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3252. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 19:14:44 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <H.Snp_f603FAs@cutie.ka.sub.org>
Source record: 223991

In <QdqHasa00WCXQ9VUY2@andrew.cmu.edu>, Michael Paul Greelish writes:
> P.S. It's hysterical watching the Atari diehards get all fired up over
> something as insubstantial as another Atari prototype. Remember the
> CD-ROM? I'll believe this thing exists when I see it on the market. In
> *major* computer stores.

My opinion about the Falcon is similar, but, as far as the CD-ROM is
concerned, you're wrong.

There's no need for an "Atari CDAR whatsoever". Just go, buy any
SCSI-CD-ROM, get Metados from Atari Corp. and this will do the trick.

Atari cancelled the CDAR 505, because it is cheaper for customers to
buy the Chinon drive instead of the same drive with an Atari sticker
on it.

Cheers, Paddy
--
||| Patrick Michael Hausen | E-Mail : pmh@cutie.ka.sub.org (UUCP)
||| Gerwigstr. 11 | Patrick Hausen @ KA (Maus)
/ | \ D-W-7500 Karlsruhe 1 | UK9U@DKAUNI2 (Bitnet)
TT030 Phone: +49-721-699234 | IRC-Nick: cutie
"Love is Russian Roulette for me." (Freddie Mercury)

3253. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 19:47:13 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr3.194713.20301@ucsu.Colorado.EDU>
Source record: 223996

In article <yy4LiB1w165w@micromed.net.netcom.com> system@micromed.net.netcom.com (Duane Davis) writes:
>dogman@micromed.net.netcom.com (Lee Petty) writes:
>> I'm not sure what the prices of the Mega STE are elsewhere, but here in
>> San Jose, California, U.S.A., you can buy a MEGA STE with 4 MB of memory
>> and a 50 MB internal Hard Drive for $899.00. The reason I'm pointing this
>> out is that I keep seeing price comparisons to a 386, which is much more
>> expensive than this.
>
>You can also buy a 386-25 with 4meg and an 80meg hard drive for about $850.
>
Or you can get a PC-Compatible 386-33 with 80 meg and 4 meg ram and
both floppies along with VGA monitor for $999.00 at A-Tronic or elsewhere.

3254. Reposting drivel, and reposting it again!!!

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 19:54:19 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr3.195419.1858@a.cs.okstate.edu>
Source record: 223997

Why do folk who dislike mindless BS on the net have to quote it in full
so everyone has to read it again?

Don't they know what Email is?

Please, Flame in Email, instead of in the NewsGroups...
I sure there are others bored with reading the same b***sh** over and
over. ONCE IS TOO MUCH! Six more times is no better.

Good day.
jc

3255. Re: To Dave Small from UK user

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 20:17:55 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr3.201755.24345@beaver.cs.washington.edu>
Source record: 223998

In article <1992Apr3.143331.28159@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
.
.
.
>seem to get hold of any...I hope Dave Small hasn't stopped making them?
>What's the latest on SST availability in the USA?
>
.
.

I strongly doubt they have stopped making SST boards, they had a long backorder
list from the moment they started shipping and the ads are just now showing
up in US magazines for full availability. Notice the Tiny Turbo 30 is
also now advertising US, but I think their ship date is a bit off, SST has
already been sent out. I think it is rather unlikely that Dave would stop
making the board mere months after completing it, rather we should see an
increasing amount of support and distribution of it.

BTW I am not associated with Gadgets, just watching the market wishing I
could afford one... :-)

>/***
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales

****
Ben Gilbert
bgilbert@cs.washington.edu -or- tymbrimi@u.washington.edu
****

3256. Re: does atari staff read usenet?

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 20:33:50 UTC
From: chu@acsu.buffalo.edu
Message-ID: <1992Apr3.203350.26244@acsu.buffalo.edu>
Source record: 223999

In article <q8uNiB9w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:
>A few months before the ST Book was announced, the guy who (supposedly)
>designed it was on a bit. For the most part, he talked about what the
>machine would do, said a lot of really inaccurate things about other
>notebook computers on the market, and basically projected a "here's how it
>is, take it or leave it" attitude.

Hmm... the way I remember it, T R Hall (who according to Atari
Explorer *did* design the ST Book) had posted the specs of the ST Book
by net request only to get flamed because it wasn't the design didn't
deliver everything that the requester had wanted.

Then T R Hall, in a very informative (IMHO) message, justified the
design decisions explaining the trade offs made due to power
consumption and/or cost (I believe, the two main factors that limit
any notebook computer) as well as the ST Book's good points. From
there, the thread led on to (yet another, but minor this time) flame
war, which was too bad because I found the description of the design
process very interesting.

>I wonder if there's anything we could do to
>encourage the company to pay attention to this forum.

How about if we treat them nicer if they ever decided to return to
this newsgroup? It seems that everytime one of them (such as Ken B.,
Allan Pratt or T R Hall) decides to show up on comp.sys.atari.st or
comp.sys.atari.st.tech someone decides to vent his anger on that
person from Atari.

None of them deserve this. If any of them come, it is on their own
time and not as official representatives of Atari. It is not something
they are duty bound to do. To flame them when they come is rude and
counterproductive. I have never seen them act like anything but
perfect citizens of the net. If you have something to get off your
chest about Atari, it would be much more constructive if you used
conventional mail rather than the net or e-mail.

(ok, ok, I'll stop being preachy now! :-))

john

3257. TOS Compatibility ST vs. STE

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 21:04:17 UTC
From: rost@rgb.dec.com
Message-ID: <1992Apr3.211244.3992@ryn.mro4.dec.com>
Source record: 224000

I guess this is something of a FAQ in here, bit I have to ask
anyway...apologies n advance.

I have two STs, both running TOS 1.0, and am thinking of upgrading one to an
STE, perhaps a Mega STE. I've heard lots about incompatibilities between the
STE TOS and 1.0. I'm running a lot of older and PD stuff which seems to me to
be highly suspect. I would be hesitant to upgrade if lots of my old programs
would be useless.

In particular:

1st Word (NOT Plus)
1W2PS (PD, coverts 1st Word files to PostScript format)
Dr. T's ESQapade (Patch editor)
Phasar V3.0
Master Tracks Pro V3 (MIDI sequencer)
OSS Personal Pascal V1
D.A. Brumleve's Kidprogs (PD)
Degas Elite
Neochrome Master

If anyone has had experience pro or con on these programs with an STE, please
let me know via E-mail.

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

3258. GCR Compatibility

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 21:10:09 UTC
From: rost@rgb.dec.com
Message-ID: <1992Apr3.211720.4278@ryn.mro4.dec.com>
Source record: 224001

Another FAQ, I guess, sorry....

How compatible with Mac software is the GCR? I'm concerned that the Mac SW thing is a moving target these days, what is the Mac configuration that GCR emulates? Since the Mac ROMs are in the GCR, does this leave *all*of the ST RAM free for use (unlike, say, PC Ditto which ate up a few hundred Kbytes)? Is software included to deal with the differences between an Imagewriter and an Epson 9-pin?

Brian Rost @rgb.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

3259. Need stuff My other question is regarding C compilers. I have just begun learning that language, but the only way I can use it is on my father's IBM. If there are any good (or not so good) compilers availabe for STs in the PD, they would do much to cleanse my conscience (IBM has too much market share already).

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 21:21:45 UTC
From: adlewis@ocf.berkeley.edu
Message-ID: <rii99INNbgm@agate.berkeley.edu>
Source record: 224002

```
Thanks!

-Aaron
.

Expires:
Sender:
Followup-To:
Distribution:
Organization: U.C. Berkeley Open Computing Facility
Keywords:
```

3260. Re: Hey Gregory! Grow up!

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 21:45:27 UTC
From: james@sugaree.uu.net
Message-ID: <1992Apr3.174528.154@sugaree.uu.net>
Source record: 224003

In article <1992Apr3.071514.6217@u.washington.edu>, england@milton.u.washington.edu (England) writes:
> Simple! It is my design to make life a living hell for you and others of your
> ilk.

Cool attitude. I guess you beat minorities, too, huh?

I guess every one needs something to live for...

```
=============================================================================
| James O. Payne, Jr. |
| IKEA NA Information Systems 215/834-0180 x343 |
=============================================================================
| "It's a big country. Someone's got to furnish it." |
| (IKEA is much too busy selling furniture to pay attention to my |
| drivel, let alone to be responsible for it.) |
=============================================================================
```

3261. Re: Hey Gregory! (RE: Atoyi Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 22:04:10 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250032@hpindda.cup.hp.com>
Source record: 224004

>england@milton.u.washington.edu (England) writes...

>>...james@sugaree.uu.net (James O. Payne, Jr.) writes:
>>
>>If Atari micros are so lame, why are you reading this newsgroup?

>Simple! It is my design to make life a living hell for you and others of your
>ilk.

How very sad for you if this is one of your major goals in life. :-(

>____
> __
> I will not be pushed, filed, stamped, indexed, ///
> briefed, debriefed, or numbered. __ /// Only Amiga makes
> \\\/// it possible.....
> My life is my own. \XX/

You seem, however, to base a large part of your self-worth upon
the kind of computer you own.

>____

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
19420 Homestead Road MS 43LT |
Cupertino, CA 95014-9974 |
goo@hpinddh.cup.hp.com |

3262. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 22:22:43 UTC
From: baffoni@aludra.usc.edu
Message-ID: <ktpmljlNNhr5@aludra.usc.edu>
Source record: 224005

In article <sterbbs.702240189@eursus> sterbbs@sus.eur.nl (B. Rozenberg) writes:
>meulenbr@cst.prl.philips.nl (Frans Meulenbroeks) writes:
>
>
>SCSI will only be one of the standards I suppose. The new Laserprinter has a
>SCSI-connector, but if you look to AHDI 5.0 you will see full support of
>IDE-drives.
>
BTW, in case you didn't know, the IDE support is for the drives being
put in the new Atari Books. (I saw one the other day - looks good, but the
lack of internal drive bummed me out - even if it does last 12 hours. The
vector pad looked neat tho). I believe I remember asking about Atari
supporting IDE on the desktop computers and the answer was a big no. Besides,
why would you want to limit yourself to only 2 devices on your drive/device
port? With the SCSI you have a 7 device minimum (14 with the TTs extra ACSI
port). You don't get any serious speed increase over SCSI (although it would
be nice if newer Atari's had SCSI2 capability). You might save $10 in
purchasing your drive but is that worth crippling a system?

>Bert Rozenberg
>
>==
>= If I've insulted anybody or anything I will take =
>= everything back and state the opposite. =
>= Complaints? EMail: Largest ST BBS in Europe: STER BBS =
>= Holland +31 (0)1880 40035 SterUID: SYSOP. =
>==

-Mike

3263. Yikes!

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 22:27:52 UTC
From: adlewis@ocf.berkeley.edu
Message-ID: <rim58INNe0o@agate.berkeley.edu>
Source record: 224006

Wow, I guess I _am_ a beginner. The previous message was my first posting to any newsgroup at all, so here's my second try.

I'm looking for two thing: A C compiler (PD preferably) and a terminal emulator (also PD if possible). I am currently using an early version of Flash that doesn't seem to support any kind of terminal emulation. It's frustrating, as I have to use the "dumb" terminal which, as you know if you've had to use it, is a royal pain in the vi editor. Anyway, if anyone has info on either of these, it would be much appreciated. Keep in mind, please, that I'm a poor student who can't shell out for a big-time commercial product :)

Thanks,

-Aaron

3264. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 23:18:25 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992Apr03.231825.23226@yuma.acns.colostate.edu>
Source record: 224007

This is an incredible discussion. Let me add something of a question for our best dectives. I have no information, but I just read a pice in the April ST Informer about the ne peripherals for Atari from Peripherals Land, Inc. This had been mentioned in earlier Cebit reports. What was interesting is that the PLI spokesman is quoted as saying:

"We are presently at CeBit in the Atari booth showing our
new poducts, which we intend to release immediately. They are
all designed to integrate with the new series of Atari computers,
and are cast in the new black color."

Question:
Can someone who knows more about these peripherals deduce anything
about the upcoming series of Atari computers?

By the way the peripherals are:

Infinity OPtical drive
Infinity 44 x 88 Syquest Units
CD-Rom (as soon as possible)
it sounds like they may have shown other things.

3265. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-03 23:39:51 UTC
From: ziggy@grafted.UUCP
Message-ID: <5gFoiB1w161w@grafted.UUCP>
Source record: 224008

hrs@aber.ac.uk (Herbert Martin Sauro) writes:

> Couldn't resist this:
>
> Yes, but at least the GEMulator + 386 PC will be cheaper than a TT,
> maybe even cheaper than a MegaSTe?
>
> Herb
>

Ok, it the "GEMulator" real, or just wishfull thinking? If
its real, what does it emulate, a ST, TT, STE???

Ziggy

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

3266. Hard drive slows down

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 00:43:36 UTC
From: akarpowicz@mta.ca
Message-ID: <1992Apr4.004336.9336@jupiter.sun.csd.unb.ca>
Source record: 224009
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a ICD 30meg drive (seagate ST138N) bought from Toad in 1989.
The drive has not been used that much, maybe 2h every few days.
Since last Monday it seems to slow down every 10-20 min, then comes
up to speed again. A message shows on screen: "<MSense: $FF>".
Is the drive dying? power supply?

Please help!!

Adam

3267. To all smart Atarian.

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 00:58:39 UTC
From: ra1cs220@creb.cc.rochester.edu
Message-ID: <1992Apr4.005839.21210@galileo.cc.rochester.edu>
Source record: 224010

Hi,

Could any of you who are developers for Atari or we are expert in Atari
softwares hardwares tell me stories about how you become what you are
now? I would really like to know how far I can go trying to learn
to write programs for the ST before I switch to a ibm pc clone (no no
never!! :)), or switch my major and forget about computer.

Thanks in advance!

...
Holich

3268. Re: TT030/8 Information Needed!

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 01:03:41 UTC
From: ekrimen@wet.UUCP
Message-ID: <3760@wet.UUCP>
Source record: 224011

In article <9766@bgsuvax.bgsu.edu> jdemlow@bgsu.edu (Blanka) writes:
>
> I have recently acquired a TT030/8 and am doing some experiments
>with it. Unfortunately, I don't have too much software that really shows off
>what it's capable of. The only things that I have are ST stuff. I would
>really appreciate it if someone could point me in the direction of some
>good demos or applications for the TT (preferrably Internet accessible).

GEM-View + GIFs

Jukebox + Noisetracker mods

I showed these at my lame local dealer who has NOTHING for the TT and they
were quite impressed. You should also try to get the Calamus SL demo. For
speed (TT RAM), try ARC and LZH programs.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3269. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 01:07:20 UTC
From: ekrimen@wet.UUCP
Message-ID: <3761@wet.UUCP>
Source record: 224012

In article <9yLLiB1w165w@micromed.net.netcom.com> dogman@micromed.net.netcom.com (Lee Petty) writes:
>I'm not sure what the prices of the Mega STE are elsewhere, but here in
>San Jose, California, U.S.A., you can buy a MEGA STE with 4 MB of memory
>and a 50 MB internal Hard Drive for $899.00. The reason I'm pointing this
>out is that I keep seeing price comparisons to a 386, which is much more
>expensive than this.

I too have noticed this, although I haven't seen the price that low. What's nice is that they're making it more feasible to choose your own drive, since the hard drive kit is apparently more readily available.

I have heard conflicting reports, however, on the availability of the 1.44meg drive upgrades. I want one, but can't find them; one of my local dealers says that they're not available yet, but I've heard of people installing them. I don't think the FPU upgrade kits are readily available yet either.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3270. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 01:13:02 UTC
From: ekrimen@wet.UUCP
Message-ID: <3762@wet.UUCP>
Source record: 224013

In article <1992Apr2.212202.16516@noose.ecn.purdue.edu> yegerleh@magellan.ecn.purdue.edu (James D Yegerlehner) writes:
>Does anyone remember what the date is of the Boston COmputer
>Society meeting at which Atari is going to make the
>major new hardware announcement (presumably the Falcon)?

It was originally April 22, but the release has been postponed.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3271. GFA Basic 2.0 EXEC command

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 02:44:00 UTC
From: b790zbc@utarlg.uta.edu
Message-ID: <3APR199220444024@utarlg.uta.edu>
Source record: 224014

I've been having a bit of trouble with the EXEC command from GFA Basic 2.0.
The manual says the input is EXEC flg,nam,cmd,env where flg=0 load and run,
or flg=3 just load. nam is the string that holds the name of the program to
run. cmd is the command line (this is the problem) and env is the environment.
The manual states that if cmd is not going to be empty i.e. "", the
(cmd is C$) format is Chr$(Len(C$)) + C$ + Chr$(0). I can't get that to work.
If someone has an example, or could point me to one, I would appreciate it.
Thanks.

3272. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 04:53:04 UTC
From: jonc@status.gen.nz
Message-ID: <63TPiB5w164w@status.gen.nz>
Source record: 224015
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

CADS_COLE@galluk (Kevin Cole; Washington DC) writes:

> Greetings.
>
> I'm looking for software to either read and write IBM disks on an Atari 1040
> or read and write Atari ST disks on an IBM PS/2. Does any such product exist
> and, if so, could anyone here point me towards a source for such a product?

KEvin, if you format your 3.5" disks in the PS/2 in 720k format you can
use them straight away in your 1040ST without any problem.

DC's (Double Click) have a PD software utility to do this with pre
TOS 1.4 machines called DCFORMAT. This will allow you to format in true
IBM format on the ST. If you have TOS 1.4 or greater and you format
with the desktop option it is 100% IBM format.

Hope this helps..

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

3273. Re: Roger W. Sheppard, comp.sys.atari.st weenie.

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 05:13:07 UTC
From: jonc@status.gen.nz
Message-ID: <k1uPiB8w164w@status.gen.nz>
Source record: 224016

darling@cellar.org (Thomas Darling) writes:

> I think we've had just about enough of your whining around here,
> Roger. Your first ten-or-so posts of unproductive complaining were
> tolerable, but now you've grown a bit tiresome. I think it's time you
> joined Richard Covert in the comp.sys.atari.st whiner hall of fame.
>
> Congratulations. Here's your limerick-flame.
>
> Roger S. is a whimpering twit,
> Posting no useful content nor wit;
> We wish he'd fly the coop,
> Join some other newsgroup,
> And bug THEM with his tiresome shit.
>
Thomas,

I really am at a loss to what drove you to post such an article to
this news group? Surely this would be better served in email (as this
reply maybe as well).

Surely the interchange of ideas no matter how big,small,gripe,complaint
or compliment about our belovered Atari machines is what this news group
is all about.

While some countries may enjoy continued support for the ST/TT series
(an 8bit) machine Roger has voiced valid complaints about the status
of Atari in New Zealand, and at the end of the day this is what this
news group is all about me old tea towel !

I hope you will retract your personal attack at this chap as it does
not benefit anyone for you to do this leaste of all the readers of
this news group who in times such as this should be united in global
support not infighting (maybe it is that time of year with the
PRIMARIES and all (grin))

Unsolicited reply from jonc@status.gen.nz

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

3274. Re: Roger W. Sheppard, comp.sys.atari.st weenie.

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 05:16:09 UTC
From: jonc@status.gen.nz
Message-ID: <m6uPiB9w164w@status.gen.nz>
Source record: 224017

Bob_BobR_Retelle@cup.portal.com writes:

> Ah... I'm so glad to see nothing has changed in our little
> Atari ghetto..
>
> If we can't refute the facts (Atari Corp has fucked up its once
> burgeoning market in Australia and New Zealand), we naturally
> resort to personal attacks and sophomoric rhymes...
>
> Makes me proud to be an "Atarian"...
>
> BobR

Geese Bob it is not often we agree is it !! (grin)

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

3275. Re: Wanky Yankee remark on Limey

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 05:22:15 UTC
From: jonc@status.gen.nz
Message-ID: <sFVPiB10w164w@status.gen.nz>
Source record: 224018

bd_g710@neptune.kingston.ac.uk writes:

> >>Just because Atari have abandoned a sheep shagging nation does n't mean the
> >>have abandoned the rest of the world.
> >
>
> I think you have wavered off the subject just a little . . . . . I was a litt
> angry at his remarks to the ST. Looking back at it I admit it was the first
> thing that came into my mind and apologise for it (unless you found it funny)

Frankly I found it a little un called for to say the leaste and except
your apology in the manner in which it was given.

Although the inference that Atari may have been less than active in the
antipodies we the users are still very PRO-atari and support it where
we humanly can ie this BBS and more.

Jon Clarke
Z*NET New Zealand
System Operator STaTus BBS

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

3276. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 09:01:03 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <56862@cup.portal.com>
Source record: 224019

Stephen Jacobs writes:

>The only possible reason Jack got into Atari is that he loves running a
>computer company. And the only imaginable reason he lets his kids play with
>it is that they love it too.

Um... I dunno about that... it wasn't all that long ago that Jack Tramiel
was quoted as saying something like: "I'm not in business to make
computers, I'm in business to make money."

That was during the time Atari was considering bringing out a line of
"consumer electronics" TVs, microwaves, toasters... etc.

If someone loved running a computer company, why would they have made
such a world-wide mess of it..?

BobR

3277. Re: Gregory Miller, comp.sys.atari.st weenie.

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 09:13:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <56863@cup.portal.com>
Source record: 224020

Sheesh... after this week's "limericks", I will NEVER again worry
about "wasting network bandwidth"...

BobR

3278. Re: does atari staff read usenet?

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 09:25:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <56864@cup.portal.com>
Source record: 224021

On the other hand, the personal abuse, bad manners, and juvenile behaviour of those revered "Atari representatives" just might have something to do with their reception at times...

Simply because you can sign your messages with " @Atari " doesn't in my opinion confer sainthood on ANYONE...

NO, they're not responsible for the mess Atari is in, but they do seem to be able to make their own messes...

This network IS a good arena to get feedback from a lot of people who want to see the computers improved. It goes both ways.

BobR

3279. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 11:08:47 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Apr4.110847.12320@terminator.cc.umich.edu>
Source record: 224022

```
drwxrwxr-x atari 1024 Mar 28 13:51 .
drwxrwxr-x jon 5120 Mar 28 18:41 ./games
-rw-rw-r-- weiner 10297 Mar 28 18:41 ./games/Index
drwxrwxr-x jon 1024 Mar 28 12:15 ./misc
-rw-r--r-- weiner 10164 Mar 28 12:15 ./misc/dvorak.zoo
-rw-r--r-- weiner 7750 Mar 28 12:05 ./misc/pwrspply.lzh
-rw-r--r-- weiner 1554 Mar 28 12:16 ./misc/Index
drwxrwxr-x jon 2048 Mar 28 13:49 ./archivers
-rw-rw-r-- weiner 2865 Mar 28 13:50 ./archivers/Index
drwxrwxr-x jon 3608 Mar 28 12:13 ./graphics
-rw-r--r-- weiner 6562 Mar 28 12:13 ./graphics/squeezim.zoo
-rw-r--r-- weiner 7107 Mar 28 12:14 ./graphics/Index
drwxrwxr-x jon 1536 Mar 28 12:09 ./music
-rw-r--r-- weiner 140311 Mar 28 12:09 ./music/accomp24.zoo
-rw-r--r-- weiner 34705 Mar 28 12:02 ./music/playback.zoo
-rw-r--r-- weiner 2156 Mar 28 12:10 ./music/Index
drwxrwxr-x jon 2048 Mar 28 12:07 ./telecomm
-rw-r--r-- weiner 63480 Mar 28 12:07 ./telecomm/bbsutils.arc
-rw-r--r-- weiner 3518 Mar 28 12:08 ./telecomm/Index
drwxrwxr-x jon 2048 Mar 28 19:18 ./magazines/znet
-rw-rw-r-- weiner 6285 Mar 28 12:00 ./diskutils/Index
drwxr-xr-x weiner 512 Mar 28 18:40 ./gnustuff/tos/ghostscript/gsfonts
-rw-rw-r-- weiner 51066 Mar 28 11:58 ./gnustuff/tos/ghostscript/gsfonts/pcrro.zoo
-rw-rw-r-- weiner 35365 Mar 28 11:58 ./gnustuff/tos/ghostscript/gsfonts/psyr.zoo
-rw-rw-r-- weiner 29201 Mar 28 11:58 ./gnustuff/tos/ghostscript/gsfonts/pzdr.zoo
-rw-rw-r-- weiner 45356 Mar 28 11:58 ./gnustuff/tos/ghostscript/gsfonts/pcrr.zoo
drwxrwxr-x jon 1536 Mar 28 12:18 ./printing
-rw-r--r-- weiner 1257570 Mar 28 12:18 ./printing/sigfntdj.zoo
-rw-rw-r-- weiner 2951 Mar 28 12:21 ./printing/Index
drwxrwxr-x weiner 1024 Mar 28 12:10 ./ste
-rw-rw-r-- weiner 4773 Oct 4 20:39 ./ste/backtrak.lzh
-rw-rw-r-- weiner 1443 Mar 28 12:11 ./ste/Index
-rw-r--r-- weiner 350146 Mar 28 12:10 ./ste/dynamite.arc
-rw-r--r-- weiner 2522 Mar 28 12:01 ./sound/Index
-rw-rw-r-- weiner 130966 Mar 28 13:51 ./Index
drwxrwxr-x weiner 512 Mar 28 12:11 ./tt
-rw-rw-r-- weiner 614 Mar 28 12:12 ./tt/Index
lrwxrwxrwx weiner 19 Mar 28 12:11 ./tt/dynamite.arc -> ../ste/dynamite.arc
-rw-rw-r-- weiner 60859 Mar 28 12:26 ./ls-lR.Z
-rw-rw-r-- weiner 60709 Mar 28 13:51 ./CompInd.Z
drwxrwxr-x jon 1536 Mar 30 13:48 ./music
-rw-r--r-- weiner 2095 Mar 30 13:48 ./music/Index
drwxrwxr-x jon 512 Mar 31 12:03 ./magazines
drwxrwxr-x swood 512 Apr 2 10:41 ./portfolio/games
```

```
-rw-r--r-- swood 593 Apr 2 10:46 ./portfolio/games/Index
-rw-r--r-- swood 15300 Apr 2 10:39 ./portfolio/games/cmpndium.arc
-rw-r--r-- swood 8674 Apr 2 10:47 ./portfolio/Index
```

3280. Re: CDK --> PostScript

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 11:10:00 UTC
From: Pierre_Hansen@mz.maus.de
Message-ID: <A7578@MZ.maus.de>
Source record: 224023

E>Does Calamus or Calamus SL print PostScript ? If not is there a utility
E>to convert CDK to PostScript ? Before I spend money on Calamus I want
Neither CALAMUS nor SL print PostScript. However there is a module for SL which
saves CALAMUS-pages in PostScript format. Since this is not the internal
format, you will loose some of the CALAMUS-WYSIWYG quality.

Regards Pierre

3281. Re: 32 Pin Socket for Tos 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 12:21:47 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr4.122147.27470@actrix.gen.nz>
Source record: 224024

In article <1992Apr3.153459.12302@sae.com> malay@sae.com writes:
>
> I can't seem to find a source for the IC socket that will work with the
> new Tos 2.06 chips. Anybody have a mail-order source they can suggest.
> Radio Shack doesn't carry anything close, my JDR MicroDevices catalog does
> not list this thing either.
> Help?
> Bob Malay
>

Try choping up 2, 24 pin ones, also I have used 2, 24 pin ones for a 48 pin
socket, the USA AMP Diplomat version is a good cheap brand..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3282. Re: Hard drive slows down

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 12:40:58 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr4.124058.27752@actrix.gen.nz>
Source record: 224025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr4.004336.9336@jupiter.sun.csd.unb.ca> akarpowicz@mta.ca writes:
> I have a ICD 30meg drive (seagate ST138N) bought from Toad in 1989.
> The drive has not been used that much, maybe 2h every few days.
> Since last Monday it seems to slow down every 10-20 min, then comes
> up to speed again. A message shows on screen: "<MSense: $FF>".
> Is the drive dying? power supply?
>
> Please help!!
>
> Adam

Try repluging the Power connector on the hard drive..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3283. postscript fonts

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 14:34:41 UTC
From: hofmann@cbnewse.cb.att.com
Message-ID: <1992Apr4.143441.4430@cbnewse.cb.att.com>
Source record: 224026

I understand how to create a .dvi file using Postscript fonts, i.e. I do something like documentstyle[times]... and the Times font is used in my document. I also understand that when using dvips to produce a .ps file that the Times font is used. My question is, are converted Postscript fonts available so that the .dvi files can be previewed on the screen and printed as .dvi files? Thanks for any light you can shed on this!

Jim Hofmann
AT&T Bell Laboratories
Naperville, IL (USA)
hofmann@ihlpe.att.com

3284. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 14:52:34 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Apr4.145234.8367@magnus.acs.ohio-state.edu>
Source record: 224027

In article <1992Apr03.231825.23226@yuma.acns.colostate.edu> komives@lamar.ColoState.EDU (Robert Komives) writes:
>This is an incredible discussion. Let me add something of a question
>for our best dectives. I have no information, but I just read a pice in
>the April ST Informer about the ne peripherals for Atari from Peripherals
>Land, Inc.

I'm not sure about the PeripheralLand drives, but I have a NeXT and, though I haven't pokes around it much, it does have a standard SCSI interface (no flames if I'm wrong about this :-)

What I found to be interesting it that on the back of the most recent Atari Explorer magazine, there is an ad for PeripheralLand hard drives and such. The picture they use across the top half of the ad is THE EXACT SAME PICTURE that they used for their ad on the back cover of a NeXT magazine I recently picked up. The text at the bottom is slightly different, as they're talking about different drives for the Atari than they were for the NeXT, but the similarity in the ad layout is unmistakable.

Hmm, this whole NeXT business just gets curiouser and curiouser, wouldn't you say?

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | Captain, it's too dangerous for you to lead the away
`---- | team. Besides, it's my turn. You promised! Pleeease!

3285. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 16:23:09 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr4.162309.502@thoth.rent.com>
Source record: 224028
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

moon!cyberden!phbill@well.sf.ca.us writes:

>I wish Nintendo would
>just give up on their little GameBoy peice of trash. How can one compare
>4 colors to 4096!?

Well, I dont own a Lynx, but I do own a GameBoy. The only reason I
still keep my GameBoy is the size of it... Its nice and small, the
Lynx is big(ger)... But colour _would_ be nice! (and considering the
price of the Lynx, ~$90, its easily affordable).

BTW: I think the commercial was pretty neat. Speaking of Atari commercials,
tho. I have an old video tape of `The Hobbit` which I was watching the
other day. The copyright is 1977, but I think it was rerun in like 1985
or thereabouts. Anyways, one or more of the commercials was an Atari
ad for the 2600 game machine! (I do recall that for a short while
they tried to rekindle the market share they had for a while. just
MHO)

>_____________________________________
>PhBill: Bill Kendrick
>moon!cyberden!phbill@well.sf.ca.us
>_____________________________________
--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3286. SALE: Atari ST Color, 30MbHD, Printer - $700

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 17:34:12 UTC
From: seattle@hydra.unm.edu
Message-ID: <p_mjhy+@lynx.unm.edu>
Source record: 224029
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Newsgroups: misc.forsale.computers,comp.sys.atari.st

Hardware:
Atari ST 1MB
SF314 External Floppy
SC1224 Color Monitor
Megafile 30 30MB Hard drive
Citizen 120D NLQ Printer
Software:
Mark Williams C - C developement system
Word Perfect 4.1
Games: RR Tycoon, Dungeon Master, CSB, Oids, Populous, Bards Tale, etc.
Public Domain Stuff Uniterm, First word, others

$800 - OBO Hardware $700 - All Software $100 After Hardware sold.

David G Adams
Seattle@hydra.unm.edu
(505) 268-0876

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

3287. TeX & MetaFont-Versions for the ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 19:35:11 UTC
From: RUDERMI@tat.physik.uni-tuebingen.de
Message-ID: <1992Apr4.193511.20905@intus.zdv.uni-tuebingen.de>
Source record: 224030

[No readable article body recovered]

3288. Re: Atari.archive article (how to ftp stuff)

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 20:54:33 UTC
From: bigham@acpub.duke.edu
Message-ID: <2249@news.duke.edu>
Source record: 224031

From the Holy Book of <1992Mar29.192012.23244@mailer.cc.fsu.edu>
as spake by boyd@nu.cs.fsu.edu :
> [...] Also note that "ls -l a*" will not generate a
> a long listing off all the files beginning with "a". It will
> usually do a long listing of all the files in the directory, and
> put it in a text file on your local machine called "a*" (which can
> be somewhat fun to delete). This is a feature, not a bug. [...]

You can prevent this by wrapping the arguments to `ls' in quotes -- for
instance, the command:

ls "-l a*"

will do what you expect. Another useful trick is to specify a pipe as your
destination file; if you want to read the file README.TXT from the archive, and
your favorite pager happens to be `less', you can use the command:

get README.TXT "| less"

and page through the text "on the fly", without having to download it and read
it locally. You can also combine these tricks (I think; I haven't actually
tried this); if, in our first example, there are lots of files beginning with
"a", you could type:

ls "-l a*" "| less"

and page through them.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3289. Atari Computer For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 21:11:08 UTC
From: nicos@csa.bu.edu
Message-ID: <83300@bu.edu>
Source record: 224032
Cross-posted to: bu.forsale,ne.forsale,nj.forsale,misc.forsale.computers,nj.market.computers,comp.sys.atari.st

```
For Sale:
----------

- Atari 520 ST.....................................................$250/bo.
o motorolla 68000/8MHz, 512K RAM, TOS 1.0
o monochrome monitor (640x400)
o two external single drives (360K)

- Star NX-1000 II multifont printer.............................$150/bo.
o 180 characters per second
o NLQ printing
o paper parking

Special offer: get both for $350.
---------------

--
------------------------------------------------------------------------
Nicos Kontopoulos Voice: (617) 787-1780
INTERnet: nicos@cs.bu.edu BITnet: ecolpqc@buacca
------------------------------------------------------------------------
```

3290. Re: New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 21:28:11 UTC
From: ziggy@grafted.UUCP
Message-ID: <o24PiB1w161w@grafted.UUCP>
Source record: 224033

```
Considering the present licensing desires of Jobs for "NeXTStep",
I would think that they ( NeXT ) would jump at the opportunutiy to have
another license out ther.....
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-
```

3291. Re: GCC 2.0 or higher for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 22:17:36 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.ExkdXhA28hk@marsu.tynet.sub.org>
Source record: 224034

In <1992Apr2.074551.29948@Informatik.TU-Muenchen.DE>, Peter Stoehr writes:
>
> Hello,
>
> I'm searching the gcc version 2.0 or better 2.1 for the Atari ST.
> Is the compiler avaible and where can I get it ?

The GCC 2.0 sources were released just one month ago. I had a look at it,
but I was sure that I neither have the HD resources (the tar-file is about
16 MB, if I remember right) nor the capabilities to do the adaption changes
necessary for the ST/TT.
A friend of mine told me that some folks in Germany with a lot of
experience from former GCC version are trying to port the sources at the
moment. I think we have to wait for the result...

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu2 *
* /etc/motd >> You can only do nonsense with a mainframe. *
* With a PC, not even that! << *

3292. Atari 1040 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 22:22:16 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Apr4.222216.25148@noose.ecn.purdue.edu>
Source record: 224035
Cross-posted to: purdue.forsale,comp.sys.atari.st

I just got an STE, so this is for sale:

Atari 1040 ST and monitor
8 MHz MC68000
1 Meg RAM
1 720K 3.5" intyernal drive
TOS 1.0
serial, centronics, DMA, MIDI ports
SM124 paper white 640x400 mono

I'll throw in any of the following software for free (with the original
manuals of course) if you are interested:

Mark Williams C compiler and development environment
First Word wordprocessor
Opus spreadsheet (shareware)
Uniterm telecomm program (also shareware)

$250 OBO

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3293. Re: Hard drive slows down

Newsgroup: comp.sys.atari.st
Date: 1992-04-04 23:34:00 UTC
From: burglin@ochre.mgh.harvard.edu
Message-ID: <4APR199218341162@ochre.mgh.harvard.edu>
Source record: 224037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr4.124058.27752@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes...
>In article <1992Apr4.004336.9336@jupiter.sun.csd.unb.ca> akarpowicz@mta.ca writes:
>> I have a ICD 30meg drive (seagate ST138N) bought from Toad in 1989.
>> The drive has not been used that much, maybe 2h every few days.
>> Since last Monday it seems to slow down every 10-20 min, then comes
>> up to speed again. A message shows on screen: "<MSense: $FF>".
>> Is the drive dying? power supply?
>>
>> Please help!!
>>
>> Adam
>
>Try repluging the Power connector on the hard drive..
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

I have a Supra 30meg harddrive that I bought in 1988 or so, and the
symptoms are very identical, i.e. it suddenly would seem to slow down
and try to restart or something. Since I have second external harddrive,
I haven't bothered looking into it, but one thing I noticed was that
over the years some grinding whining noise was becoming permanent.
So in addition of checking the powersupply, it might also be the
drive axel which has more resistance than it should, and cannot keep
up the speed anymore. Please let me know if you find a fix.
In a START magazine they recommended putting a drop of oil on the
harddrive bearing, however I always assumed that you harddrives
are totally encased. Well, I'll look into it.
There are also companies that advertise trading in drives, are
rebuilding them, if it is the drive and not the power supply.
Thomas
Burglin@frodo.mgh.harvard.edu

3294. ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 00:18:51 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92095.191851EENG6801@RyeVm.Ryerson.Ca>
Source record: 224038

Today I attended the ATARI CANADIAN EXPOSITION'92.
The two products that impressed me the most were GEMulator & MultiTOS.

MultiTOS:

Not too many people seemed to notice it, so I was able to play more
than half hour with it. I was able to run a line demo program twice,
Stalker, Tracker ST and Sutra on different windows. This was running on
a TT and it was slow. I mean slow. Like waiting for the directory to
show up. The programs run reasonably well on their own window, but
there were lots of bugs. For exemple, when a text file is displayed with
the show function the GEM doesn't tell the programs that its no longer
on the desktop and the space where the window should be gets updated over
the text. This happens even when clicking on the INFO box from the
Desktop. It updates over the DIALOG box.
The program is licensed from Eric Smith, he was there and admitted that
the kernel was the same as mint. Very nice meeting you Eric!!
Pressing CTRL+ALT+DEL boots the machine. After booting loads mint -m and
its set. I wasn't able to find which files were used to run MultiTOS
(nothing on the auto folder) but there were over 1.88Mb on the MINT directory.
After the programs are loaded, they appear in order of loading under
the accessories on the menu bar. The Atari representant said that
GFA Basic programs wouldn't run because they write all over the memory.
I tried a couple and they run fine. Maybe because the TT has a MMU.
Release date to be in the Winter (which one 92,93,94?).
It looked really nice, but many applications have to be upgraded,
the program will have to be faster and the redraws fixed.

GEMulator:

This was a very nice program running under windows. It was running
on a 486/33MHz. I saw many packages running on it without problems.
I tested German To English v1.9 and it run with the same speed as on my
1040ST. The screen was slow. It was redrawn 5 times a second. That's
because the memory has to be copied from RAM to the VGA card. Disk
access was also slow. The program comes with a card that lets you
install ROMs (There is a possible making it work as MAC as well??, I
didn't get very clear on this.) It handled my twist 800Kb disk
without problems. Darek said that this was just a preliminary version
and that the final version should be as fast as a MEGA STE (16MHz).
With 486/50MHz and 486/66MHz and 586 coming out soon, higher speeds
will be possible. It supports 4096 colors of the STE + STE resolutions.

```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
```

```
| beholder." = Fnet Node: #18, #38 |
======================================================================
```

3295. Re: German Games

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 00:24:04 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.PNhtd9vGbnY@icemark.oche.de>
Source record: 224036

In <1992Apr2.014500.7544@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
>German Games..
>
>Does any one know of any more good PD. German games like Bolo,Esprit,Oxyd,
At first, Bolo & Esprit are *NOT* in the Public Domain. They are commercial
products (games)!
Oxyd, Oxyd 2 and Spacola aren't Public Domain, too. They are DongleWare.
DongleWare means, that you can play a while, but you'll need a dongle
(a book for Oxyd 1 & 2 / a map for Spacola) to solve it completely. You'll
get these dongles from the author. His address is stated in the games.

>Also how do you run Spacola and will it run on a UK. machine..
Simply double-clicking from desktop ;-)
I don't know, why they shouldn't run on UK-machines...

yours,

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
sigrorn@icemark.oche.de
Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

Always borrow money from a pessimist; he doesn't expect to be paid
back.

3296. sound sampler. home brew?

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 00:50:43 UTC
From: wilsont@prism.CS.ORST.EDU
Message-ID: <1992Apr05.005043.3614@CS.ORST.EDU>
Source record: 224039

anyone out there with instructions on how to build a sampler?
or does anyone want to get rid of theirs for really cheap?

i would like it to be compatible with the .mod sound tracker files (8-bit raw
data sampling), i think almost every sampler does it this way,
but i don't know.

thanks for the help.

3297. Programmin books to buy?

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 01:00:17 UTC
From: wilsont@prism.CS.ORST.EDU
Message-ID: <1992Apr05.010017.3919@CS.ORST.EDU>
Source record: 224040

I'd like to have some titles of books (still availible), that would tell
me the following:
GEM C routines
(does anyone have a copy of c routines you could mail me??? please?)
a memory map of vectors, calls and other general adresses i need.
what not to do, (how to assure family compatibility)

this probably sounds like the developers kit, but I don't have the 300 bucks
or whatever it is to buy one right now. (do I need one anyway??)

thanks for the info

3298. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 02:01:03 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr5.020103.11203@beaver.cs.washington.edu>
Source record: 224041

In article <1992Apr4.145234.8367@magnus.acs.ohio-state.edu>
jreiss@magnus.acs.ohio-state.edu (Joseph W Reiss) writes:
>
>What I found to be interesting it that on the back of the most recent
>Atari Explorer magazine, there is an ad for PeripheralLand hard drives
>and such. The picture they use across the top half of the ad is THE
>EXACT SAME PICTURE that they used for their ad on the back cover of a
>NeXT magazine I recently picked up. The text at the bottom is
>slightly different, as they're talking about different drives for the
>Atari than they were for the NeXT, but the similarity in the ad layout
>is unmistakable.
>

Also in the same issue of Atari Explorer, under News and New Products,
there was a column titled "Atari/PLI Announce Agreement," briefly this
stating that PLI will now support Atari TT and any other Atari
SCSI-compatible computers. It goes on to add some comment from PLI and
Atari execs, also some neato details on PLI's current drives :
- internal/external hard drives up to 2.1 gigabytes
- 3.5" and 5.25" magneto-optical drives (up to 600 MB)
- DAT based tape backup drives (2 GB capacity)
- 88 MB Removable drives
- CD-ROM readers

This is good news for anyone interested in high-power and brand
new storage technology, also it mentions that PLI may consider porting its
inter-platform translation software to Atari, allowwing "transparent file
sharing" between all the platforms it supports.

>Joe
>--
>_________ | jreiss@magnus.acs.ohio-state.edu
> | |___) | """
>_/OE | \EISS | Captain, it's too dangerous for you to lead the away
> `---- | team. Besides, it's my turn. You promised! Pleeease!

****
Ben Gilbert
bgilbert@cs.washington.edu
****

3299. For Sale: Atari 1040STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 02:16:51 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12351@umd5.umd.edu>
Source record: 224042

```
================================================================
| FOR SALE - FOR SALE - FOR SALE - FOR SALE - FOR SALE - FOR SALE |
================================================================

- Atari 1040STe with 4mb ram (about 2 months old...)
- 115 megs of HD space:
Seagate ST296N and Seagate ST138N w/ICD ADSCI+ Hoast Adapter
both mounted in a dual width, half height custom case (still
room for another 5 1/4" mechanism...I mounted the 138N behind
the 296 to leave room for a Syquest which I never ended up
buying)...powered by a 150watt XT power supply...
- SC1224 Color Monitor
- SM124 Mono Monitor
- Monitor Master switcher
- Spectre 128 w/Spectre v3.0 software
In case you don't know what this is, it's a Macintosh
emulator. Runs 20% faster than a Plus (actually it feels
more like a Mac II since the HD access is about 500% faster
and Macs rely heavily on disk access). 30 megs of HD are
dedicated to Spectre, with all the best Mac Apps running
flawlessly in Mac mode.
- LOTS AND LOTS of software...installed on the HD and on about
200 disks. Great apps (current versions) and great games (new
and old).

I am selling because I have to convert over to the PC platform due to
the nature of my job. I'll be sad to see it go.

Everything above for $1200 + COD charges (negotiable)
-----

Email me at adhir@cygnus.umd.edu or call me at (301) 441-2634.

------------------------------
```

3300. TOS 1.62 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 03:03:43 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr5.030343.7006@thoth.rent.com>
Source record: 224043

Since Ive upgraded my 520STe to TOS 2.06, Ive got the 1.62 chipset laying about, and I figure that maybe someone who didnt want to upgrade to 2.06 (for compatibility reasons) could use them.

Its a two chip 28-pin set, which you can use in any ST, even if youve got the old 6 chipset version (youll just need to change a jumper)

$10 + S&H

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3301. Z*Net info on new Atari machines

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 03:18:27 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr5.031827.10225@usenet.ins.cwru.edu>
Source record: 224044

Here's an excerpt from Z*Net Online Magazine #9214 on the new
Atari machines. Keep in mind that this is speculative, but
reasonably accurate. Read the issue for more info.

* The new machine is the first of another series of Atari Computers
that remain compatible with TOS.

* The new machine will be in a 1040 style case for "reasons which will
become obvious and very satisfying to all."

* The new machine will use a 68030 CPU.

* The new machine will very likely run a standard Super VGA monitor,
with colors, palette, and resolution similar to or exceeding the
Super VGA standards.

* The new machine will have industry standard ports, including SCSI
and others.

* The new machine will not have VME slots, but the VME slot has not
been abandoned in Atari's plans. The 1040 case dictates no slot in
this particular machine.

* The new machine will have a multi-tasking TOS.

* It is likely that memory configurations of well over 4 meg will be
possible in the machine.

* The digital sound will be BETTER than that offered by the current
"e" and TT series of computers. As these machines offer 8-bit
digital sound, look for 16 bit or more. The current DMA sound will
still be supported in the new machine as well.

* The use of the Motorola DSP sound chip WOULD NOT BE CONFIRMED by Bob
Brodie. However, he made no effort to refute the recurring rumor,
which originated with announcements from Motorola itself (reported
in Z*Net in late 1991). The "fact" of the new line of Atari
computers using the DSP was in each of the unofficial stories about
the machine shown privately by Atari at CeBIT earlier in March '92.
The DSP is used in the NeXT computers now to provide outstanding
sound digitizing power.

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3302. SIMMs for trade/wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 03:20:56 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr5.032056.10391@usenet.ins.cwru.edu>
Source record: 224045

I have four 1x8 25K SIMMs that I'd like to sell, or trade all four
for a single 1x8 1 meg SIMM (100 ns or faster).

If you're interested, please email at one of the addresses below.
Thanks!

Rob

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3303. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 05:02:00 UTC
From: boyd@phi.cs.fsu.edu
Message-ID: <1992Apr5.000200.27285@mailer.cc.fsu.edu>
Source record: 224046

In article <rim58INNe0o@agate.berkeley.edu>, adlewis@ocf.berkeley.edu (Aaron Lewis) writes:
>
>Wow, I guess I _am_ a beginner. The previous message was my first posting to
>any newsgroup at all, so here's my second try.
>
>I'm looking for two thing: A C compiler (PD preferably)

If you have a hard disk, gcc is the way to go. If you don't, I understand that you can get sozobon to work from floppies/ramdisks. In the commercial arena, I highly recommend Prospero C. It is rock solid, has a good optimizer, and excellent documentation of both the compiler and the Atari system architecture.

If you don't have a hard disk, GET ONE!!!

>and a terminal emulator
>(also PD if possible). I am currently using an early version of Flash that
>doesn't seem to support any kind of terminal emulation. It's frustrating, as I
>have to use the "dumb" terminal which, as you know if you've had to use it, is
>a royal pain in the vi editor. Anyway, if anyone has info on either of these,
>it would be much appreciated. Keep in mind, please, that I'm a poor student
>who can't shell out for a big-time commercial product :)
>

I thought that all versions of Flash could do vt100 (try <alt>-m, and select ansi), but I jumped on the wagon at version 1.5. There do exist patches to bring older versions of Flash up to 1.6 on atari.archive.umich.edu. You should get a copy of Uniterm, considered widely to be the best terminal program for the ST (and it's free, no less). It is also available from the above mentioned site.

I generally prefer Flash 1.6 (even though it does do weird things at 9600baud), because I really like the way you can get to the capture buffer with one mouseclick. Having this kind of scrollable editable tagable history buffer is invaluble to me (especially when I only have one "window"). Also, if you modem into unix systems alot, you should check out Unix Windows, which allows you to have multiple windows (each running their own shell) over a single modem line. Very neat stuff!

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."

----------+----------

3304. Re: To all smart Atarian.

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 05:05:38 UTC
From: sam_s@NeXT.com
Message-ID: <3494@rosie.NeXT.COM>
Source record: 224047

ra1cs220@creb.cc.rochester.edu (Holich Ho Ling Cherd) writes:
> Hi,
>
> Could any of you who are developers for Atari or are expert in Atari
> softwares hardwares tell me stories about how you become what you are
> now?

Do you mean smart, or broke? 8^)

It's a joke, a joke I say!

-sam

3305. We need to support!

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 06:06:13 UTC
From: jared@midiline.la.ca.us
Message-ID: <3suqiB2w165w@midiline.la.ca.us>
Source record: 224048

That is the only answer. Agreed, Atari has messed up things a whole lot more than we would've liked, but does bashing them and stopping support do us any favors? No. If companies (or private individuals) just sat down and started supporting Atari ST/STe/TT/Falcon? irregardless of what failures there were, stores like Egghead and Sears might start seeing the care and desire for support, and start selling Atari software! It's a slim vhance, but every little pitch-in helps.

As of recently, I've begun to see what looks like increased support for the ST market. I'm still waiting for a local computer store to open up near my residance (I really don't like having to go to Glendale for all my ST needs, or through mail order), but maybe if we all (even those staunch IBM software companies) pitch in, we can begin to REALLY be proud of the computer everyone else thinks is... a game machine! Grrr!

Mayhaps one day, we'll hear this: "Hey, Bob, what kinda computer didja get yesterday?" "Oh, an Atari Falcon/030" "Whoa, Bob! You mean that really neat black computer that gives the NeXT a run?" "Yup. That one." "Atari isn't just a game company anymore..." "Hey, I knew that long ago." "But just the same, dija hear about the new Lynx TZ7..."

Instead of... "Hey Mike, wanna come over and see my new Atari Falcon?" "What? An Atari what? Falcon? Oh, you mean another game machine..."

Ciao!

Jared

---
jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

3306. New Graphics Card: Spectrum

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 13:33:58 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.13@sofus.dhhalden.no>
Source record: 224049

Got a copy of the April ish of the German ST-Magazin yesterday while in Gothenburg (in Norway they only carry the crappy British mags, yuck...).

There were an ad for a new graphics card from Wilhelm Microtechnik called Spectrum. Apparently a 24 bit card as they advertised it as beeing "True Color capable". I think it might have 24 bit in 640x480. It had a max physical rez of 1170x910 in 256 colors from the 16.7 mill pallette. The rez was changeable, you could adjust it to suit your monitor (I suppose it supports One-Page monitors as well). It supported a virtual screen size of 4096x4096 with hardware scrolling. Sounds nice...

Additionally, it was said to be prepared for future enhancements like a blitter chip (probably some custom silicon under developement to accelerate the beast) and NTSC/PAL/S-VHS output for genlocking.

The card was available for the VMEbus machines and had a list price of DM 798,-. (about $500 I guess).

In the same mag, PAM advertised their line of VME/MEGAbus/ACSI Ethernet cards as beeing available in both Europe and the US. No mention of the US distributor though... NFS and X11.5 compliant software included. No price mentioned.

Spidey

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

3307. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 15:15:39 UTC
From: micro@imada.ou.dk
Message-ID: <1992Apr5.151539.15944@imada.ou.dk>
Source record: 224050

hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>Yes, but at least the GEMulator + 386 PC will be cheaper than a TT,
>maybe even cheaper than a MegaSTe?

You want to justify the cost of the emulator by comparing it to a TT??
fyi: the emulator runs slower than your out of the box ST,
the TT runs 5-7 times faster than a ST, and aprox 500 times faster
on floating point...

>Herbert Sauro e-mail: hrs@aber.ac.uk

-Klaus

3308. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 17:37:40 UTC
From: elendir@pegase.enst.fr
Message-ID: <1958@pegase.enst.fr>
Source record: 223901

In article <1992Apr03.161226.27753@introl.introl.com>, pete@introl.introl.com (Pete Ikusz) writes:
> >>>I thought I heard that the machine would have the "stripped-down"
> >>>68030, the one without the MMU.
>
> This would be the same as a 68020.
> By definition a 030 has the 851 mmu built in.

WRONG ! You forget the data cache, the burst transfer mode !
Furthermore the 68EC030 has some reduced MMU to control cacheable data accesses
This MMU is called the ACU : Access Control Unit.

In fact, there is two ACs registers AC0 AC1, whose role is similar to the TTx
in 030's MMU.

-> The assembler coding for registers AC0 and AC1 is strictly similar to TT0
and TT1 on normal 030, which proves the fact.

Enjoy,

Vincent.

PS : BTW, the 030 has a subset of the 851 inside.

3309. Re: More Kiwi abuse . . . . .

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 22:02:22 UTC
From: shore@equinox.gen.nz
Message-ID: <Na1RiB1w164w@equinox.gen.nz>
Source record: 222591

bd_g710@neptune.kingston.ac.uk writes:

> - If you want to gripe about good things in NZ then fine ! But is Michael
> Jackson starting his world tour in NZ ? or more to the point will he be going
> to NZ ? Also we still have loads of ST's and support here,

Who would want him (her???) ? :-) :-)

Just kidding! No Email flames please... that costs my sysop, flame me
here.

Personally I don't think that any company has to provide backup &
service.... that would hold them down and not let them develop & expand
for the future etc.
I think the support etc is best from other users.
That's why I'm here on Usenet, there's heaps of really nice atari
owners out there that'll do anything to help another atari owner
that's having problems.

Have a nice day.

Craig.

+----------+---+------------+
| | Craig Shore, ChCh, New Zealand. | |
| | Email: INTERNET - shore@equinox.gen.nz | |
+----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

3310. WANTED! atari.el for GNUemacs18.57 (1857bin8.zoo from aa)

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 22:39:18 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.Z8pC_Yn&Lr_@icemark.oche.de>
Source record: 223902

Could anybody of you be so kind to tell me where I can get the "atari.el"
for the GNUemacs! I got the 1857bin8.zoo from a.a and dumped it, but when
I start emacs after dumping it prints that it needs the term/atari.el file...

Where can I get it? (Or if it isn't too long could someone mail it to me?)

yours,

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
sigrorn@icemark.oche.de
Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

A man said to the Universe: "Sir, I exist!"

"However," replied the Universe, "the fact has not created in me a
sense of obligation."
-- Stephen Crane

3311. ZNET 9214 (REALLY LONG!, I mean it).

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 22:40:41 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr5.184041.13257@umiami.ir.miami.edu>
Source record: 223903

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| (((((((( | Z*Net International Atari Online Magazine
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| (((((( | CONTENTS
| (( |
| | * The Editors Desk.............................Ron Kovacs
| ((( (( | * Z*Net Newswire.....................................
| (((( (( | * Glencon 2 - The Codeheads...................John Nagy
| (( (( (( | * ST - Bring Me My Mint Julep..............Norm Weinress
| (( (((( | * Thanks For The Memory.......................John Nagy
| (( ((( | * Perusing CompuServe.......................Mike Mortilla
| | * Portfolio Owners Update.....................BJ Gleason
| ((((((( | * Basic AT Commands - Part 1 of 3.....................
| (( |
| ((((( | "Exclusive Glencon 2 Report"
| (( |
| ((((((( | ~ Publisher/Editor.............................Ron Kovacs
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| (((((((( | ~ Z*Net Newswire Ltd.........................Jon Clarke
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| (( | ~ PD Software Reviews.....................Ron Berinstein
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| | Fido Address 1:363/112
==========
* Z*NET NEWSWIRE
==========

MIDI SHOWS IN LOS ANGELES
Last weekend, Goodman's Music had a gala two-day MIDI show and sale at Hollywood's Beverly Garland Hotel. Atari's Mike Groh attended the event that included significant support for Atari computers. Then Sunday, March 29, Mike attended a CUBASE/STEINBERG event hosted by Los Angeles's Mid-Cities Computer store. Reps from the manufacturers were "thrilled" with the turnout and interest in the new high-line of their software, designed to maximize the potential of the Atari TT030 in music studios. The continuing "Professional Series Music Seminars" will include a showing of Hybrid Arts' Digital Master EX and "the NEW Hybrid Arts product line" in another show this Sunday, April 5. Call Mid-Cities for information at 310-867-0626.

NEW TOUCH-UP COMING FROM MIGRAPH
Users of Mega STe and TT computers have had to disable their caches to use the current Touch-Up software (version 1.69). The problem has shown itself in the inability to scan an image without stray repetitions, like vivid shadows, around all images scanned with the cache in the normal position. The interim fix is simply to disable the cache before scanning. According to Migraph, a new version (1.8) of the Touch-Up scanning and editing software will be released in May. While details are not available yet, the marked increase in version number may indicate considerable improvements and new features. Watch Z*Net for more info as it becomes available.

CRAZY DOTS HAS NEW MODEL AND NEW LOWER PRICE
Gribnif Software has announced that their imported graphics card "Crazy Dots" has been well received, and that the volume they have experienced has allowed them to reduce the retail pricing. Crazy Dots 8 is the original "video display adapter" product, and will drive VGA and gray scale monitors with resolutions up to 1,664 X 1,200 and up to 256 colors or gray scales at once. Available in Megabus and VME versions, the price has been reduced by $150 from $999.95 to $859.95. If that isn't enough power for you, the new Crazy Dots 15 will do 32,768 colors or gray scales and the same resolutions. The new model is priced at the old model's original price; $999.95, and owners of the older model may upgrade for $199.95. Gribnif, P.O. Box 350, Hadley, MA 01035, phone 413-584-2565.

SALES-PRO VERSION 6.10 RELEASED
The popular and powerful point-of-sale and inventory control system for

the Atari ST has been updated by Hi-Tech Advisors. New features of Version 6.10 include 3 different payment types, more sorts on customer lists, displayed receivables balances, plus many other features, more speed, and bug fixes. Sales-Pro comes in many configurations starting as low as $99. Owners of older versions should contact Hi-Tech for upgrade information. P.O. Box 128, Ravena, NY 12143-0128, phone 518-756-3800.

POWERPOINT DEBUTS WITH NEW NETWORK
Chris Latham, author of the Universal Item Selector and the Universal Network (marketed by A & D Software) has formed a new company and announced that he will offer no further support of the earlier products or company. Latham's new company is called PowerPoint Software, and the first product from his new company is PowerNet, billed as the most powerful networking system to date for the Atari ST/TT line of computers. Similar to his earlier network design, the system works with Midi, LanTech LT101 and LT201 cartridges, as well as with the Mega STe/TT Local Talk ports. PowerPoint is offering a limited 'trade-in' for registered owners of Universal Network or SGS Net network software. The upgrade plan offers a complete 2-Node 'Starter Set' of PowerNet for 50% off of the regular $99 price. To participate, owners of the products must send in their FORMATTED original master program disks along with $49.50 (plus $5 S&H). Additional Nodes are $55 each; Midi connector boxes are $20 each; Local Talk connector boxes are $25 each; and a special 'Midi 2-Node Package' (complete with 2 connector boxes) is $120. PowerPoint Software, P.O. Box 942, Merlin, OR 97532, phone 503-479-6635.

ONE OF A KIND ATARI LAPEL PINS!!!!
The Eastside Atari Users Group, under authorization of Atari Corp., is offering a unique item that is a must to own. It is a limited edition Atari Lapel Pin. There are less than 300 of these pins in existence and no more of this style will be made. Readers of the Z-Net Forum will attest to the fact that Bob Brodie has endorsed this pin and recommends it highly. He has presented pins to Sam Tramiel and others at Atari Corp.. He wears them on his travels and is one of our biggest boosters. Due to the exposure we have had through Z-Net Magazine, Z-Net Forum, and GEnie, we have sent pins all over the world. As stated earlier, this is a limited edition item. Don't wait too long and miss out on this quality product. The cost of the pins are only $5.00 which will include shipping and handling unless you want to be nice and send an extra 50 cents. Volume discounts are available if you or your user group orders 10 or more pins. Then the price drops to $4.50 and no need to be nice about the 50 cent postage and handling. Send your orders to: Eastside Atari Users Group, 1504 Saratoga, Collinsville, IL 62234. We accept check, money order, or if you dare... CASH! Don't pas this opportunity buy to make yourself the envy of everyone else in your user group. EVERYONE will be asking where you got it!

SHARP PC-3000 DELAYED
A couple of months back Z-Net reported that the Sharp PC-3000 was ready for release. It seems we were a little premature with that announcement as hundreds of units now sit in the Toronto warehouse waiting for a addendum to the manual to be written. Apparently if it is used the way the current manual instructs you - the date does not change and the time is not current.

FALCON UNDER WRAPS
Although some information about the new line of Atari products has filtered out in the past few weeks - Atari still remains closed mouthed about its new Falcon. Dealers and Developers signing non-disclosures may be party to some new info at the Toronto show - but no promises. Rumour has it that Atari has approached third party developers for the MS-DOS emulation add-ons. Right now you will see a lot of smoke and no fire until late fall.

INTEL PLANS RELEASE OF 486 DX2 CHIP
What is it? Well after glancing through a performance brief of some forty-five pages and a technical reference manual of over one hundred pages we find that this chip is an accelerator. When used in conjunction with the 486-50 this chip performed on average the same as a 486-66 if there was one. Perhaps we are getting to old for these speeds as we regress to remember the Atari 800XL. Need to know more? Contact Intel and ask for: Intel 486 DX2 Microprocessor Performance Brief Order Number 241254-001 Revision 1.0 March 1992, Intel 486 DX2 Microprocessor Data Book Order Number 241245-001 Revision 1.0 February 1992.

ATARI COMES IN THIRD
In the February 10th 1992 issue of the Canadian Computer Dealer News Atari came in third right behind IBM and Apple for overall sales in Canada. IBM and Apple came in at 10.6 respectively while Atari came in at 3.2 of the market. Commodore didn't even make mention in the list while Compac and Tandy came in at 3.1.

ATARI-NET ANNOUNCED
A new network for those BBS's that choose to support the Atari platform of home computers has been announced. The name of this new network is AtariNet and can be accessed by any BBS that uses any Fido compatible mailer/msg tosser. Any BBS that wishes to join should send Netmail to either Bill Scull (1:363/112 or 51:1/0), Jim Goedhart (1:104/223 or 51:2/0) or Tony Castorino (1:102/1102 or 51:3/0). We have a parser for the Atari platform and I'm sure there are parsers for other platforms that will support multiple domains. Once you apply you will be sent a package that contains the parser and the latest node list. For any assistance you may need, you can contact any of the existing nodes and they will be more than happy to help you get started.

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* GLENCON 2 - The CODEHEADS! Exclusive for Z*Net by John Nagy
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Over 100 Southern Californians arrived by 10:30 AM last Saturday, March 28, for GLENCON 2, a "technical conference" featuring the local heroes, Charles Johnson and John Eidsvoog, better known as the CodeHeads of CodeHead Technologies. Held in an upstairs auditorium in a plush Glendale library, the event was the second in a series of support conferences sponsored by HACKS and John King Tarpinian, the people who also bring you the Southern California Atari Faire series, "The Glendale Show."

The event was opened by an hour talk and question session by Atari's Bob Brodie, who is personal friends with many of those who attended. Bob was a past president of one of the many Atari user groups that were represented from the greater Los Angeles area. Also on hand was Mike Fulton of Atari's technical group and another SoCal alum, who helped with some of the tougher hardware and software questions.

Questions outnumbered answers by a wide margin, as almost everyone in the audience had been following the "Falcon" reports that have appeared in Z*Net and online. Four out of five questions for Bob were asking for details that Bob couldn't give--yet. Bob was admirably polite and firm with his repeated refusals to "leak" more information, or even to confirm the details that have been accepted by most readers to be cast in stone. In fact, Bob urged the audience to be prepared to see final versions of the "new machines" that may differ from their expectations and the recent reports. He assured them, however, that the release versions will be outstanding and will meet their high hopes with equally high specifications.

Bob then played a short cat-and-mouse game, asking the audience "What would you REALISTICALLY hope for or expect from new Atari machines?" As the crowd called out their list of features, Bob would nod, or say "You could reasonably expect that to be our direction," or "We've been moving in that direction for some time," or occasionally, "That's not really relevant to our market," or "No consumer machine is going to offer that in the foreseeable future," or "That sort of thing would have to be part of a more upscale machine than the one we are going to be releasing first." All in all, a profile of the much rumored "Sparrow" or "Falcon 030" machine did emerge, and appears to be at least quite similar to that reported in recent Z*Net issues.

* The new machine is the first of another series of Atari Computers that remain compatible with TOS.

* The new machine will be in a 1040 style case for "reasons which will become obvious and very satisfying to all."

* The new machine will use a 68030 CPU.

* The new machine will very likely run a standard Super VGA monitor, with colors, palette, and resolution similar to or exceeding the Super VGA standards.

* The new machine will have industry standard ports, including SCSI and others.

* The new machine will not have VME slots, but the VME slot has not been abandoned in Atari's plans. The 1040 case dictates no slot in this particular machine.

* The new machine will have a multi-tasking TOS.

* It is likely that memory configurations of well over 4 meg will be possible in the machine.

* The digital sound will be BETTER than that offered by the current "e" and TT series of computers. As these machines offer 8-bit digital sound, look for 16 bit or more. The current DMA sound will still be supported in the new machine as well.

* The use of the Motorola DSP sound chip WOULD NOT BE CONFIRMED by Bob Brodie. However, he made no effort to refute the recurring rumor, which originated with announcements from Motorola itself (reported in Z*Net in late 1991). The "fact" of the new line of Atari computers using the DSP was in each of the unofficial stories about the machine shown privately by Atari at CeBIT earlier in March '92. The DSP is used in the NeXT computers now to provide outstanding sound digitizing power.

After a short break, the main event of the GLENCON 2 began, as John and Charles took the stage and alternately showed their products and fielded questions about them and the general future of Atari software.

Many, many questions and much interest revolved around the TEC board that allows new TOS 2.06 to be installed in old ST computers, and what all the upgrade really will do for users. The CodeHead TEC provides the complete kit with ROMS for under $140, and includes a manual for the use of TOS 2.06 that may be more comprehensive than Atari's own user documentation. It was asked if CodeHead would consider selling the manual alone for reference by owners of newer Atari computers that already have the newer TOS installed. Answer: Maybe soon.

WARP-9 was the other hot topic. CodeHead took over QuickST as of January 1, 1992, and has a completely re-done package that is so different, it has a new name. Warp-9 has over three dozen bug fixes and code enhancements over the last version of QuickST, and adds the CodeHead touch in configuration interface. New features are included and old ones tweaked, to give remarkable mouse, screen, background, and loading power. It should be shipping as you read this, and any QuickST or TurboST owner can upgrade for $20 with proof of original purchase (formatted original disk, manual cover, receipt, etc.).

The balance of the conference featured an overview of line of CodeHead products, including HotWire, MaxiFile, MultiDesk Deluxe, CodeKeys, Lookit/Popit, Cherry Fonts, and the new graphics powerhouses MegaPaint, Genus, and Avant Vector. The public was invited to swarm the stage in order to get a good view of the products in action on the 19" TT monitor. (An overhead projection unit was on hand but unable to be used--the library's projector was indeed "available" as promised in the building, but not until set up time on Saturday did the library staff

add that it was not allowed to be used by "outside groups.")

The conference broke up at about 1:00 PM, and resumed informally at The Computer Network, a Glendale Atari dealership. Hundreds of people turned out during the afternoon for the store's open house. Demos were done by the CodeHeads and others, and everyone got a chance to chat with the Atari Celebrities. Notable musicians stopped by, including members of The Beach Boys band.

Organizer John King Tarpinian says that the event was a success all around, and that future Glencon meetings will probably focus on MIDI and DTP, hopefully with a hands-on session with Calamus SL and other software. John's intent in the series is to acquaint users with products that are either hard to grasp by reading about them or looking at the box at dealers. With presentations by the developers themselves and opportunity for questions and answers, users can much more effectively judge their own need and ability to use high-powered software and hardware.

HACKS, the local user group headed by Tarpinian, is also preparing for this fall's "Glendale Show", to be held September 12 and 13, 1992, at the familiar Glendale Civic Auditorium in Northern suburban Los Angeles. Dealer/developer packages will be sent out beginning in MAY. For more information, contact HACKS at 818-246-7286.

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* ST - BRING ME MY MINT JULEP by Norm Weinress for Z*Net
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The magical letters, DSP, are appearing in talk about future Atari computers, but most people don't know what they mean. This is a brief introduction into Digital Signal Processing.

The "signals" we are talking about are (take a deep breath) analog waveforms. To us, that is mainly video and audio signals. When you want to do something other than just see and hear the original picture or sound, you need to process the signal. So, to mix more than one signal, or improve it, or change it in any way, you must process it.

This processing used to be done by analog circuits, but nowadays, you can digitize it and then play with it digitally. That is, your computer can modify it. But these signals are changing rapidly, and to process them in real time, the computer has to be really fast!

That's where DSP chips come in. They are computer processing chips that are especially tailored for this work...to do tricks with digitized analog signals in real time. To do this, they have been trimmed of many functions required by a general-purpose chip, like the 68000 in your ST. That means that they usually work as a second processor in a computer, doing their special job under the direction of a regular CPU.

Adding a DSP to a regular computer gives it capabilities in creating and reproducing a lot of neat video and audio effects. Until recently, they were so expensive, only a few people used them. But as they become cheaper, many more uses for them are being discovered. Like maybe we'll be sending pictures as well as messages on our local bulletin boards, and replacing the keyboard with voice input! Well, OK, not next week. But this is the necessary first step toward those goals.

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* THANKS FOR THE MEMORY by John Nagy
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The following article is reprinted in Z*Net by permission of AtariUser magazine and Quill Publishing. It MAY NOT be further reprinted without specific permission of Quill. AtariUser is a monthly Atari magazine, available by subscription for $18 a year. For more information on AtariUser, call 800-333-3567. ST/TT for January 1992 AtariUser (v2n1)

ALERT: RAM PRICES continue to fall. One megabyte DRAM chips are at or below $7 most anywhere, while 256K chips are around $2. One meg SIMMS cards can easily be found for $50, and as little as $30 each at swap meets, but look out for USED CARDS that might not be stable. 256K SIMMS (only good for bringing a 520 STe up to a meg) are only about $15, but hard to find... except from other STe owners who have upgraded above 1 megabyte. For use in a normal ST or even an 68000 accelerated machine (not a 68030), any "speed rating" of 120 nanosecond OR LESS is fine. The smaller this number, the faster the memory, being able to properly record and deliver data in shorter times without error. These days, 80 NS is a common rating.

Upgrading your ST RAM, maybe by Yourself!

Probably the number one upgrade for Atari computers is the addition of more memory. Most of us bought a 520ST or 1040ST and soon found that we needed/wanted MORE MEMORY. There are lots of how-to articles detailing the installation of more RAM. Many companies offer kits for you to upgrade your memory yourself, and most dealers will do it for you for a price. But what do you get, and how should you choose?

You might consider doing your own upgrade without a kit. Instructions for several upgrades can be found on Genie, CompuServe, Delphi, and BBS systems, or from your club library. But beware: there are lots of ST board revisions within each model, and plans that are written for one may NOT work for another. Atari kept things interesting by re-using board revision letters on different revisions. Except for the very competent (or adventurous) hobbyist, only a few models of Atari computers should be considered for kitless upgrades.

PLUG AND PLAY

The newer-generation machines (Stacy, TT, STe) have sockets for plug-in memory cards. Upgrading memory is as simple as changing or adding cards. You should be able to do an upgrade based on this article, but

AtariUser (and I) can't be responsible for any damage you might do to your machine while trying to follow these directions. If you're in doubt, don't do it yourself.

For any work to be done inside a computer, take special care to avoid static electricity. One little snap can end the life of a computer. Working on a foil-covered table, preferably grounded, and always touching the foil before touching the computer board can help. Don't work over carpeting, and of course don't work on the innards when the power is on or attached!

Getting inside Atari computers is no big challenge. The screws that have to come out are usually in squarish holes. Other ones can stay, at least until you are inside. Little bend-tabs or more screws hold most of the internal shielding together. I won't go into further detail--if you get lost before you get inside, stop!

On ANY STe machine, the memory cards are common plug-in modules called "single in-line memory modules", or SIMMS. These can be bought through most electronic supply, computer supply, and swap meets. "Page mode" SIMMS are used, by far the most common and inexpensive, and the MAC SIMMS are the same. Atari uses 8-bit wide, but the 9-bit wide (with parity bit, used in IBM) can be used without modification. The cards are available in 256K and 1 megabyte sizes.

All STe machines appear to have four SIMMS sockets (despite scattered scare reports to the contrary). Memory configurations can ONLY be 512K, 1 meg, 2 meg, and 4 meg. The TOS can tell what memory is available, but can't use any in-between sizes, so mixing cards for intermediate memory totals can't be done. In a 520 machine, a 256K card will be in slots 1 and 3 (counting from the front of the sloping unit). In a 1 meg machine, all four slots will have 256K (you CAN'T do one meg with one card!). A two meg setup has a 1 meg card in positions 1 and 3, and a 4 meg setup has all four with a meg each. Those are the ONLY combinations that work. But it's as easy as plug and play!

A few things to watch out for, however, include some memory cards (even the ones that may come in your Atari) that have through-pins protruding past the circuit board far enough to touch another card in a full installation. They don't matter if you have only 2 cards, but to use them with 4, you may have to trim those pins with tiny clippers. Just look it over carefully, and beware static electricity when handling and clipping.

STACY 2 machines are different, using more rare low-profile "SIPS", or "single in-line package" RAM, using wire leads instead of the bulkier card-edge connector of SIMMS. The Stacy 4 machines are not socketed, but the 2 meg model is. The Stacy 1 is a rare animal, but at least one company (JRI) offers a special board to upgrade it to two or four meg. But just getting inside a Stacy portable ST is involved enough to scare most of us off. This is a good one to let the dealer do.

In the new TT series, memory upgrade is easy but pricey. Both "ST RAM" and "TT RAM" for the TT is on special proprietary circuit boards, and can't be populated with common swap meet chips. Atari list prices: 2 meg ST RAM, $379.95; 8 meg ST RAM, $1,199.95; 4 meg TT FASTRAM $759.95; 16 meg TT FASTRAM $1,999.95. Aftermarket TT memory boards are just beginning to appear at more competitive prices and with a wider range of size options--up to 32 meg so far! (Check the product releases area in the January 1992 issue of AtariUser.)

OTHER KITLESS UPGRADES

Making a 1-meg machine out of most 520STFM units is nearly as easy, but takes soldering and some technical advice. These computers are (usually!) just like 1040STFM's but with 16 chips missing. The printed chip outline and solder holes are there, but usually soldered closed. Add the 256K x 1 RAM chips (getting almost free these days!), resisters or capacitors if they aren't there already, and change a pair of memory control lines. That's the catch--the control traces are different on each board revision. You'll need a more thorough set of directions that we have room for here, sorry. But the electrical traces on the circuit board are VERY delicate, and can be burned right off the board with the wrong technique or too hot an iron. Use a small soldering iron, 30 watts or lower, anytime you work on computer circuit boards.

Similarly, most Mega 2 computers are just Mega 4's waiting to happen. You'd add 16 one meg chips--sometimes! A few late production Mega 2 machines had no traces or places for the additional RAM chips, making it impossible to simply "finish" it into a Mega 4. Also, some machines (mostly later production) have an MMU or buffer chip that can't quite deal with more than 1 or 2 meg, even though it was fine as built. You might have to replace one to get your unit running. Get detailed technical help or documentation before you start.

It's said that "real" Mega 4 computers that failed a memory test in the high banks during manufacture were sometimes "repaired" by knocking them down into Mega 2 machines via a couple of trace cuts. If you happen into one of these, you might find that an upgrade will cost you only one or two chips and a trace repair. Finding the bad chips(s) on the board would be your only challenge.

Kitless upgrades for other Atari configurations require desoldering existing parts, cutting traces, adding jumpers, piggybacking chips on each other, and a variety of other frightening procedures that each are able to turn your computer into a doorstop if done wrong. Kids, don't try these at home. Buy a kit.

KITS

You'll see plenty of memory upgrade kits offered for sale in this and other Atari publications. One meg, 2.5 meg (a really nice working size!), and 4 meg sizes are offered, and many of them let you do a little now and add to your memory later. All of the current crop seem to be quite operational and satisfactory, but each has its fans and its

idiosyncracies. Here's what is said of each, but these are neither endorsements nor condemnations. Check the ads and talk to the dealers to find the one you want.

JRI: Using SIMMS and an all-soldered-in arrangement, this is the favorite of many shops as a dealer upgrade, but is more work.

TECH SPECIALTIES: The company's anti-customer attitude was the worst part of this early unit, preferred by many.

ZUBAIR: A pin-grid arrangement for attaching to the MMU requires hot glue to be stable, plus a leg-insulation scheme requires extra care. Not as easy as advertised but good docs.

AERCO: An early favorite, sometimes leaves a gap in the case of 520/1040 units. Documentation was poor.

EZ-RAM: A pronged device that pushes into the MMU socket works but can creep out be difficult to get into the socket. The company (Terrific) appears to be defunct.

XTRA-RAM: Imported, "solderless", uses SIMMS. Requires a reconfiguration of jumpers for different memory that can be confusing. Still good overall.

DEALER INSTALLATION

For most of us, here's your best choice: let your dealer do the dirty work, and you won't have to worry which method or kit he uses. Any of them will work fine if installed correctly, and that's the dealer's job. And dealer installation is the only way you get the peace of mind called a warranty.

I contacted a dealer local to me who installs the JRI unit into 1040 machines, 2.5 meg for $259, and 4 meg for $359. He prefers the soldered unit because "they never come back, no matter how the machine is handled," but says that other units using clips and less solder might be better for a novice to install. Call around; most of the dealers you see advertising in AtariUser will do upgrades via mail.

- John Nagy, with special thanks to Tony Lee of the Computer Network, in Glendale, California, (818) 500-3900.

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* PERUSING COMPUSERVE by Michael D. Mortilla
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A tutor who tooted a flute
Tried to teach two young tutors to toot;
Said the two to the tutor:
Is it harder to toot, or
To teach to tutors to toot?
Anonymous

The first messages we encountered this week were from forum members who were questioning the Atari File Finder (ATARIFF). Specifically, the frequency of updates and the software used to manage all that 'stuff.' The thread moved to a discussion of CompuServe itself, and the massive amounts of time and energy used in operating this beast. SYSOP Bob Retelle gives us a little insight into one of CISs competitor's systems in his message..."[do they have] a bunch of multi-ton air conditioning units on the roof running 24 hours a day, 365 days a year... or have and entire building full of heat producing mainframes, disk drives and all kinds of ancillary processing equipment making heat for those air conditioners to cool...

The electric bill at our installation is incredible... (we even have four huge diesel generators and rooms full of huge batteries for those times when Edison can't supply us with what we need :)

And that's only for the main building... maintaining a world-wide data network means having installations in every major city where you have customers, a staff to keep that network running, and phone lines to tie them all together..

And phone bills..! They use the empty printer paper boxes to store the phone bills... several of them... each month..!

They keep telling us to shut off individual disk drives when they're not in use to help keep the electricity bill down... (that "modern" TTL stuff seems more suited for electric toasters than for computers.. :)

You're right, the bottom line is probably more than any of us (except Pattie, maybe) could imagine spending... but it's a heck of a lot lower than it might seem at first..."

Admittedly, some of us seem to relate to the telecomputing maze by what appears on *our* screens. It's easy to forget the complexity of a system like CompuServe when we're online. It sure is humbling to realize what we're actually connected to!

But getting back to the subject at hand, we can't blame *just* the software for a sometimes "slow" system. We can blame... well, we'll quote Greg Wagman right about now: "I begin to see the sort of balancing act that CIS is doing with communications, users, hardware, disk space and network bandwidth. I sure hope they've got some good tools for monitoring the aforementioned. If I were in their shoes, I sure would have... <g>

Jim, what you say seems pretty obvious, but the scroll rate for messages in such large bases would become even faster than now. For example, in the MIDI forum it's a couple of days (like, 2). If they increased the number of message sections without significantly growing the file size, many (most?) messages would scroll before they were read... not an exciting prospect <g>.

The obvious answer is to provide more storage. Part of their problem may be that there tied into old Operating software that doesn't allow

transparent disk sharing (a la NFS or RFS). That way, the user load could be spread across hosts and multiple hosts could share the disk resources...

Ah, well, I'm sure there are good people at CIS who bemoan exactly the same things. Been true of every place *I've* ever worked ("What we could do if we had...").

Early on in this thread the discussion quickly turned to money; specifically, how much CIS makes! There was no clear answer, only speculation. But what speculation! Even conservative estimates placed the figure at *many* millions per year. Per month! Anyway, it doesn't look like it's gonna slow down, overall! Sure the economy has taken a few hard blows, it's tax time and an election year (in the states-keep forgetting about you folks who aren't in America-sorry!), but one thing we will always need is information, and we want it fast and accurately. And we're getting it. Just about *anything* we want.

This may sound like an ad for CIS, but it is not. Considering the total system, with all it's nuances, mechanics, data and users (!), we think that it is safe to say that the people running the CIS operation are doing a phenomenal job and a tremendous balancing act.

Well, let's hop off the CIS carousel now and jump back on the Atari roller coaster... <wheeee...> Robert Delius Royar writes, 'I bought an ST in 1986 because

1. I liked the 68000 instruction set and wanted to learn it better

2. A license just to work on a mac at any decent level was 3X what I paid for the ST + docs + developer's pac (and the Mac license did not include hardware)

3. The screen on the ST (in color even) was far easier on my eyes than any PC then available. The dot pitch on the old SC1224 is still better than a lot of those VGAs being marketed

So I still like my ST. It's a joy compared to the IBM and Mac computers I use at work. It communicates better with a Vax (using Uniterm) than the PCs and the Macs do using pricey emulators. I can write my own tools and even do all sorts of legal low level stuff with the Bios and xBios that IBM never dreamed of. And even Gem code requires fewer parameters than the equivalents on the other machines. I just wish I could find a C source translator that would convert my ST /Gem stuff into Windows or the Toolbox/QuickStart code so I could port software to those "low-end" machines the rest of my colleagues and student use.

Alternatively, I wish Atari could afford to provide Hardware to schools (as do IBM and Apple) so we could get a platform for development.

Robert Royar (English teacher, programmer, and converted Atari user)"

And no, this is not an Atari ad, but it could be. Even for those of us who can't program -Print "Hello World"- the Atari has remained incredibly easy to use and totally flexible in a wide array of applications.

So why the sudden optimism here? Well, when we consider the amount of trouble we get from so many other machines and businesses we deal with, it's nice to acknowledge the things in out lives which work with and for us rather than against us. Isn't that enough of a reason to thank them?

THANKS ATARI AND COMPUSERVE!

Ah, that feels better, back to business <snarl>. We noticed that the POOLFIX has itself been fixed! There is a version out of Germany called POOLFIX4 (we believe it is on CIS). Charles over at CodeHead tells us that the latter version follows the XBRA protocol. This led to a discussion of vectors which led to a little confusion on what vectors actually are. Boris Molodyi, as usual, had some helpful comments to make: "Vector, in this case has nothing to do with vector fonts :-) It's a place in memory, storing the address of some subprogram in OS. Usually, it is used for interrupt handling. For example, if you use a mono monitor and pull the cable out of your ST, it generates some sort of interrupt, the system looks for a certain vector, and transfers execution to the address this vector points to (hence vector). In this case it happens to be a warm boot subprogram."

Rob Rasmussen countered: "OK, then why are they called Vector fonts and graphics? I know what they are, I think, just curious about the name.

To which Keith Jackson replied: "Because the positions of two points can be described in two ways. If you simply put that they are so far apart then you have a scaler quantity. If the _absolute_ positions are quoted you need both distance and direction so they would be so far apart and an angle of ??? degrees (say). That is described as a VECTOR quantity.

Vector graphics use mathematical descriptions to produce shapes. Their advantage over bitmapped images is that they can be scaled without loss of quality. To double a bitmapped image requires four times the dots, hence the blockiness. Doubling a vector graphic simply places all of the nodal points further apart but the line is drawn between them each time so it doesn't deteriorate."

Does all this stuff actually *happen* whilst we bang on the keys and drag our mouse around, always tapping on the base of it's tail area? You bet it does. Any sometimes things go wrong, but it pays not to loose your temper and keep it light. Consider this exchange concerning a problem with a version of Quick CIS. The parties are Richard E. Paddock, Neil Burton and, of course, Jim Ness:

Fm: Richard E. Paddock
To: Jim Ness

Jim,

You may remember a while ago that I complained about the mouse-into-the
-menu-bar-and-disable when the Read Messages dialogue was open? Neil
mentioned the same problem in a message, and I suggested he try the
test. And he found it. So I guess you need to dig that fix out again.

Dick;

Fm: Jim Ness
To: Richard E. Paddock

Dick -

I wasn't able to reproduce the mouse problem myself.

Could you repeat exactly how you make it happen?

To: Jim Ness
From:Neil Burton
Watch me Jim...

.
.
.
.
.
.
.
There... Did you see what I did ??? 0-)))))) <BIG CHEEKY GRIN>"

And in the All-You-Can-Do-Is-Feel-For-The-Guy department, we hear from
John Damiano: "I have had a major disaster. Something (Adspeed
problem..I don't know wiped out my HD and then when I tried to restore
it from the Syquest it wiped out that too.!"

Ouch! HD and back-up gone! Later in this thread (it seems we all had
horror stories) we read: "Any backup that is not convenient to do is a
backup that will never get done."

To close on a somewhat happier note <pun intended> we scanned the MIDI
library in the Atariarts forum and discovered there is a proliferation
of music files (MIDI standard and other formats) and programs to
satiate most musical tastes. From Editor/Librarian programs to works
by Bach to a light show for you color monitor, you'll find it in
Library 5 at your nearest Atariarts forum.

Later...

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* PORTFOLIO OWNERS UPDATE by B J Gleason
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available by subscription for $18 a year. For more information on AtariUser, call 800-333-3567.

PORTFOLIO ALERT:
You are lost in a maze of twisty tunnels, all alike. The Original Adventure game, Collosal Cave, has been packed onto a ROMCard for the Portfolio! $49. Contact the Monterey Bay Whaling Company, (408) 475-4290.

256k, 512k, and 1 Meg Memory Modules are available for the Portfolio from DIP systems in England. They work just like RAMCards, and measure 20*50*70mm. Contact DIP, 32 Frederick Sanger Road, Surrey Research Park, Guildford, United Kingdom, GU25XN. (0483) 301555. The prices (in pounds, check exchange rate when ordering): 256k - 182.56; 512k - 252.13; 1 Meg - 373.87.

Another Portfolio newsletter, but with a difference: a disk. David Stewart, editor of the "Re:Port Newsletter" publishes bi-monthly. Re:Port will give you insights into how the Portfolio works and provides at least two programs on disk (3.5" or 5.25") per issue. Re:Port also offers discounts on Portfolio products. Newsletter/disk subscription, $50 for six issues. Re:Port Newsletter, 1618 South Beech Court, Broken Arrow, OK 74012.

NEW CARDS FROM ATARI: As this column goes to press, Atari is releasing several new ROMcards for the Portfolio. The first one is Portfolio Chess. This is one tough player, and allows you select your own skill level. The Instant Speller, a program to spell check your documents is also here now, as well as a Limited Edition "Terminator 2: Judgement Day" Card, in conjunction with release of the movie on videotape.

THE PORTFOLIO CHRONICLES Tiny, tiny Desktop Publishing

Desktop Publishing on the Portfolio? Well, not exactly. But new software allows you incorporate screen snapshots from the Portfolio into your documents--and vice versa, sort of...

PGCAP is a new program that will "capture" a screen image on the Portfolio and save it to a disk file. This Terminate and Stay Resident (TSR) program is requires less than 1k of memory, and is activated by pressing <ALT-S>. This will copy the contents of the screen to a file on your disk. Depending on the screen mode, the file extension will be .PGT if in text mode, or .PGF is the screen was displaying graphics. The main filenames will be "SCREENA", "SCREENB", etc., to allow you up to 26 screens per session.

TIP: Each time you start PGCAP, it resets the filename back to SCREENA. Be sure to save the original images before starting a second session.

Once you have captured the screen images, you can PGCONV to convert them into a form that can be used by a desktop publishing package. PGCAP will import .PGC, .PGT, and .PGF files and export .PGC, .PGF, as well as .IMG (Gem) and .WPG (Wordperfect). Figure 1 is a image from

the Portfolio that has been converted into an .IMG file.

...AND BACK AGAIN...

The reverse is also now easy. PGF Maker is a program for the Atari ST that lets you make screens by simply cutting a part of any DEGAS format monochrome ST screen. Now making company logos or any graphic for use on the Portfolio can be done using scanners and graphic editors on the Atari ST, then clipped to Portfolio screens with no loss of resolution. The results are quite impressive. Bruce Coleman programmed it in GFA Basic, and asks a shareware fee of $10. PGF Maker is available on the telecom services or directly from Bruce at 456 Archglen Way, San Jose, California 95111.

ANIMATION

On the Portfolio? YES! Don Messerli, of the Software Vinyard, has been working furiously on an Animation Package for the Portfolio, and the results have been staggering. Depending on the complexity of the image, the package is able to display anywhere from 16 to 20 images per second on the Portfolio's LCD screen. To see the results of his labor, download PGFLIX, the animation package, and either DOMINOS.ZIP or HORSE.ZIP, the mini-movies. Mr. Messerli has also released a tool so that you can create your own animation, called MKPGX1. Word on the street has it that the APORTFOLIO forum is going to host a contest for the best PGFLIX animation in February or March.

BIO: BJ Gleason is an instructor of Computer Science at The American University in Washington D.C., and he's been programming for over a decade. He's the author of over two dozen utilities and games, including PBASIC 4.9, the 'freeware' BASIC interpreter designed specifically for the Portfolio. His Email address is BJGLEAS@auvm.american.edu and his Compuserve ID is 73500,2517.

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* BASIC AT COMMANDS -=- Part 1 of 3
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This article discusses configuration registers and result codes and contains a comprehensive list of basic AT commands, as well as the extended AT command lists for those modems equipped with MNP5 and V.42/42bis. In addition, for your convenience, modem default lists have been included.

Here are the sections discussed in this article(s):

DO YOU NEED TO READ THIS FILE?
ABOUT AT COMMANDS
THE AT COMMAND LISTS
RESULT CODES
CONFIGURATION REGISTERS
PROGRAMMABLE OPTIONS NOT SAVED IN NVRAM
PROGRAMMABLE OPTIONS SAVED IN NVRAM

DO YOU NEED TO READ THIS FILE?

The beginning paragraphs of this file contain general information that will acquaint you with AT commands. You will probably want to read these paragraphs, and then browse through the other sections. Later, you can refer to this file as you learn more about your modem. Keep in mind that most user-friendly communications programs allow you to manipulate AT commands via easy-to-use, menu-driven software; however, there may come a time when you will need to directly manipulate your modem. This file will come in handy when that time comes.

ABOUT AT COMMANDS

Your new Megahertz modem uses Hayes commands, also known as AT commands, to communicate with your computer. For this reason, the Megahertz modem is said to be Hayes-compatible. The Hayes command set is what you or your communications package uses to tell the modem what to do and how. As you might expect, the Hayes command set was developed by Hayes, the modem manufacturer.

Hayes commands can be thought of as "words," all of which make up a "language." This language, like most others, has a specific syntax that must be used in order for it to be understood. Typically, these commands operate invisibly. In other words, when you execute a function of a communications program, such as automatic dialing, you don't particularly notice that the program issues an ATD dialing command.

A basic understanding of Hayes commands and how they work will be useful as you learn to operate your modem. Sometimes, you will need to change an AT command or string in your communications program so that the modem will operate as desired. For instance, if you use a phone with a pulse rather than a tone dial, you must change the communication program's AT command from DT to DP. In addition, many communications programs allow you to communicate directly with the modem. For instance, instead of using a program's dialing directory to initiate a call, you can type ATDT, the phone number, and any other specific AT commands, directly onto what is commonly refered to as the Terminal Mode Screen, and the modem will carry out the requested functions.

Note: Terminal mode is the mode in which you can communicate directly with the modem. Most communications programs have terminal mode capabilities; however, you will need to check with the documentation that came with your communications program for the exact mode name and instructions on its use.

All Hayes commands, except the REPEAT command A/, are preceded by the attention command AT and followed by a carriage return <CR>. In essence, this initial attention command, as the word attention implies, lets the modem know that its services are required; the modem will carry out the commands that follow the initial AT command.

THE AT COMMAND LISTS

This section contains three lists:

1) Basic AT Commands
2) MNP Commands
3) V.42/42bis Commands

The last two lists apply to you only if you have purchased a Megahertz modem that has the letter M incorporated into its product name, such as the P224FMV, AR124M, C324FM, etc.

NOTES:

1) In the following lists, <CR> is used to indicate that you need to hit the Enter key.
2) The letter "n", as in Bn, is used to indicate a variable, such as 1 or 2, that you can change according to what you desire the modem to do.
3) The command buffer holds 40 characters before a connection is made. After a connection is made, while in the escape state, the buffer holds 10 characters.

Commands &W and A/ do not work after the modem has gone On-line.

1) Basic AT Commands

* (AT) Attention Code:

The attention code, "AT", begins every command line except A/. AT may be entered as upper or lower case characters, and cannot be deleted using backspace or delete keys. More than one command can be placed on a single line and separated with spaces for readability. The command line must end with the ASCII character stored in S Register 3, which defaults to decimal 13 (Carriage Return). A line with no carriage return will be ignored. Commands following the AT are processed after receiving the carriage return character. This attention code is used by the modem to detect the bit rate and character format of the connected Data Terminal Equipment (DTE).

Example: AT <CR> An OK message should be returned.

* (A) Answer Command:

This command causes the modem to go off-hook and take control of the telephone line (in answer mode) from the associated telephone set. After receiving this command, the modem cannot accept any more commands because it immediately answers the call and goes into the data transmission mode. While in the data mode the Escape code (+++) will return the modem to the command mode.

Example: AT A <CR> You should hear a high-pitched tone.

* (A/) Repeat Command:

AT does not precede this command. The repeat command instructs the modem to execute the last command line stored in the command buffer. For example, the repeat command can be used to redial a number that was

previously busy. This command is neither followed by a carriage return nor preceded by the attention command AT. THE COMMAND BUFFER IS LOST AFTER ENTERING THE HANDSHAKE MODE. Once in the handshake mode (the period between when the host answers the phone and data is transmitted) the command buffer changes from 40 characters to 10 characters; therefore, the last number dialed is lost after entering the handshake mode.

Example:

AT DT 123-4567<CR> Dial the number indicated.
BUSY Indicates line is busy.
A/ Repeats last command which is the dial command

* (Bn) BELL/V.24 Protocol Compatibility:

The B command selects the protocol for 300 and 1200 bps operation. This command selects the mode of the data set between CCITT V.22 and V.21 and Bell 212A modes.

The B command is ignored when the modem operation is at 2400 bps. B0 sets the modem to CCITT mode for 300 bps to 1200 bps data transfer. The default, B1, sets the modem to Bell 212A mode.

The B0 (CCITT Mode) protocol sends 2100 Hz for 3.3 seconds and 75mS of silence followed by unscrambled ones in the answer mode, while the B1 (Bell) protocol simply sends 2225 Hz.

The transmitted signal in the originate mode sends scrambled ones at 1200 for both B0 and B1.

Example: AT B0 <CR> Selects CCITT mode.

* (Ds) The Dialing Commands:

The D command causes the modem to go into auto-dial mode in switched line, or to originate a call in leased line mode. The parameters for this command include digits 0 to 9, touch-tones A to D, *, pound sign, the period and slash, P, R, T, comma and semicolon. Punctuation (parenthesis, hyphen, and spaces) entered for readability are ignored. Dialing command parameters are described below.

P,T These parameters select between pulse and tone dialing.
Dialing begins after the timeout period defined by register S6.

Example: AT DT <CR> Selects tone dialing.

, The comma causes the modem to pause for the time specified by register S8 (default is 2 seconds). This parameter is used, for example, to cause the modem to pause between dialing an external access code from a PBX and the actual telephone number.

Example: AT DT 9,123-4567 <CR> Tone dials 9, then pauses for 2 seconds before dialing the remaining numbers.

; A semicolon placed at the end of a dialing command places the modem in command state and does not provide connection with another modem; rather, it holds the line and waits for other commands. After the modem dials the numbers that precede the semicolon, it will return the result code "OK." This parameter is useful when dialing long numbers.

Example:

AT DT 1-800-123-4567;<CR> Dials the first number.
AT DT 4567890<CR> Then without dropping the line, dials the second number as well.

@ The @ parameter causes the modem to wait for the time specified by register S7 for one or more rings followed by 5 seconds of silence before going to the next symbol in the dialing string. S7 default is 30 seconds.

Example: AT DT 9 @ 123-4567<CR> Dials 9, then waits for 5 seconds of silence before continuing with the rest of the numbers.

! The flash command causes the modem to go on-hook for 1/2 second. Flash might be used for transferring calls.

S Dial number stored in NVRAM (See &Z Command).

R The Reverse command at the end of dialing permits the establishment of a call in reverse mode, ie, the local modem, which originated the call enters the "answer" mode. This would be a useful command for communicating with an "originate only" modem at a remote site. The R modifier needs to be the last character of the dialing string.

Example: AT DT 123-4567R<CR> Dials the number then places the modem in answer mode.

W Causes modem to wait for a dial tone while dialing.

Example: AT DT 9 W 123-4567<CR> Dials the 9, then waits for another dial tone before dialing the remaining numbers.

* (En) Echo Command:

The Echo command determines whether or not the modem will echo the characters sent to it while in the command state. E1 causes the modem to echo, which is the system default, and E0 sets the modem to no echo.

Example: AT E0<CR> Echo off
AT E1<CR> Echo on (default)

* (Hn) Switch-Hook Control:

The H0 (default) command will cause the telephone line relay to disconnect. The H1 command will cause the telephone line relay to go off hook.

Example: AT H1<CR> Takes the line off hook. Equivalent to
removing the receiver on telephone hand set.

* (In) Request Product Code & Checksum:

I Requests the product code. The modem will respond with 24x, where
x equals the software Revision Level.

I1 Causes a checksum to be computed on the Rom and returned as three
ASCII numeric characters followed by a carriage return and line
feed.

I2 Returns a computed message (the message "OK").

I3 Requests the firmware revision level.

I4 Requests the modem to display its configuration settings.

Example: AT I <CR> Returns the internal rom revision level.

* (Ln) Speaker Volume:

L, L0, L1 Low volume
L2 Medium volume (default)
L3 High Volume

Example: AT L3 <CR> Sets the volume of the speaker high.

Note: Also see the Monitor on/off commands "M, M0, M1, M2 and M3".

* (Mn) Monitor On/off:

This command switches the speaker monitor amplifier output. The
default will be on except when receiving carrier.

M : speaker is off
M0: speaker is off
M1: speaker is off while receiving carrier (default)
M2: speaker is always on
M3: speaker disabled while dialing or receiving carrier

Example: AT M0 <CR> Turns the speaker off.

Also see commands "L, L1, L2 and L3".

* (On) On-line:

The O command is used to return the modem to the on-line mode after you
have brought it to the command mode with the escape code (+++). O1
will cause the modem to return to the on-line state and initiate a
retrain sequence (in 2400 bps only). Also see &D and the Escape code
sequence (+++).

Example: AT O <CR> Returns from terminal mode to on-line mode.

* (Qn) Result Codes:

The Q command determines whether or not result codes will be sent after the execution of commands. The code Q0 (default) directs the modem to return result codes. When set to Q1, the modem will not return result codes. S Register values, identification codes, check-sum results and results of test modes with self-test are returned.

Example: AT Q1 <CR> Modem will not return result codes.

* (Sr) Direct Register Commands:

AT Sr? This command returns the Decimal value of the S Register r stored in the controller.

AT Sr=n This command writes the binary equivalent of n base 10 in S Register r. The range of n is between 0 and 255.

Modem configuration variables are stored in the S Registers. Some registers are dedicated to one function, and some registers are bit-mapped in order to store information about the status of different commands. For an intelligent DTE, it may be easier to write the desired data into the S Registers, rather than go through the process of stepping through each of the AT commands. An understanding of these registers will allow you to configure the modem at any time, and to change only the parameters you want to change. See the section entitled CONFIGURATION REGISTERS.

* (Vn) Verbal/Numeric (verbose/terse)

The Vn command selects the type of result codes the modem returns after or during the execution of commands. V1 selects word result codes (default). V0 selects digit result codes, which are useful for intelligent terminals or computers. see the section entitled RESULT CODES.

Example: AT V0 <CR> Causes numeric result codes to be returned.

* (Xn) Enable Extended Result Code:

AT X0 or X CONNECT MESSAGE - CONNECT
DIALING - Blind (set delay before dial)
DIAL TONE TIMEOUT - No
BUSY DETECT - No

The modem blind dials and waits the time period defined in S Register 6 regardless of the absence or presence of a dial tone. The modem sends a CONNECT message after a connection has been established.

AT X1 CONNECT MESSAGE - Full messages (CONNECT 1200 ETC.)
DIALING - Blind (set delay before dial)
DIAL TONE TIMEOUT - No
BUSY DETECT - No

The modem sends a CONNECT message for 300 bps, 1200 bps or 2400 bps after a connection has been made. The modem blind dials and waits the time period defined in S Register 6 regardless of the absence or

presence of a dial tone.

AT X2 CONNECT MESSAGE - Full messages
DIALING - Waits for dial tone
DIAL TONE TIMEOUT - Yes
BUSY DETECT - No

The modem sends a CONNECT message for 300 bps, 1200 bps or 2400 bps after a connection has been made. The modem waits for the dial tone before dialing. A NO DIALTONE result code is returned if a dial tone is not received in five seconds. The modem does not recognize the busy signal.

AT X3 CONNECT MESSAGE - Full Messages
DIALING - Blind
DIAL TONE TIMEOUT - No
BUSY DETECT - Yes

The modem sends a CONNECT message for 300 bps, 1200 bps or 2400 bps after a connection has been made. The modem blind dials and waits the time period defined in S Register 6 regardless of the absence or presence of a dial tone. The modem will recognize the busy signal.

AT X4 CONNECT MESSAGE - Full messages (default)
DIALING - Waits for dial tone
DIAL TONE TIMEOUT - Yes
BUSY DETECT - Yes

The modem sends a CONNECT message for 300 bps, 1200 bps or 2400 bps after a connection has been made. The modem will wait the time period defined in S Register 6 before returning a NO DIALTONE, or will dial if the dial tone is present. The modem will return a BUSY message if the busy signal is detected (2400 bps modem default).

* (Y) Enable Long Space Disconnect:

The AT Y or AT Y0 command sets the modem to disconnect when a space of 1.6 seconds or more is received from the remote modem. The default setting of Y0 disables this option. Command Y1 enables this option. A space of 4 seconds is sent prior to going on-hook upon receiving an H0 command or detecting an ON-to-OFF transition on DTR if the &D option is selected.

Example: AT Y1 <CR> Enables long space disconnect.

* (Zn) The Reset Command:

The Zn (n=0,1) command resets all the features of the modem to the values contained in external nonvolatile memory in location n, and then returns "OK". Any command on the command line after the Z command will be ignored. On power-up, the profile in location 0 will be recalled (ATZ0).

Example: AT Z1 <CR> Reset modem and recall profile 1

* (+++) The Escape Code:

The escape code returns the modem to the command state from the on-line state without releasing the telephone line. This command consists of an escape guard time (defined by register S12, default 1 second) and an escape character (ASCII code of which is specified in register S2 default "+"). The escape character must be entered three consecutive times with a guard time before and after the three characters.

The modem returns to the local command state and sends the result code "OK" without releasing the telephone line connection.

Also see the "0" and &D commands.

Example: +++ While in on-line mode, issue escape sequence.
OK Modem will return OK message.
AT <CR> Issue any AT command.
OK Modem returns OK message.
AT O <CR> Returns modem back on-line.

* (&C) DCD Options

The &C0 (or &C) command maintains an ON condition on DCD and ignores the actual state of the data carrier from the remote modem. For the default &C1 command, the DCD signal tracks the state of the data carrier from the remote modem (this meets most software requirements).

Example: AT &C1 <CR> Data Carrier Detect follows actual state of the carrier.

* (&D) DTR Options

The &D command is ignored in synchronous mode. When &D0 or &D are specified, the modem ignores DTR.

After the &D1 command the modem will go from data mode to the command state on an ON-to-OFF transition of DTR. All changes in the state of DTR must last longer than the time specified in S register 25.

For the &D2 (default) command, an ON-to-OFF transition of DTR will cause the modem to go on-hook, disable auto-answer and end in the command state. Auto answer can be re-enabled by turning DTR back on. All changes in the state of DTR must last longer than the time specified in S Register 25 in order to be recognized.

For the &D3 command, the modem will assume the initialization state if it detects an ON-to-OFF transition on DTR. All changes in the state of DTR must last longer than the time specified in register S25 in order to be recognized. The result of this command is the same as that of the ATZ command.

Example: AT &D2 <CR> Modem reacts to state of DTR.

(Part 2 Next Week)

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To sign up for DELPHI service, call (with modem) (800) 695-4002. Upon connection, hit <return> once or twice. At Password: type ZNET and hit <return>.

~~~~~~

To sign up for GEnie service call (with modem) (800) 638-8369. Upon connection type HHH and hit <return>. Wait for the U#= prompt and type XTX99436,GEnie and hit <return>.

~~~~~~

To sign up for CompuServe service call (with phone) (800) 848-8199. Ask for operator #198. You will be promptly sent a $15.00 free membership kit.

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3312. Re: : Kiwi attack on Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 22:47:59 UTC
From: adamd@rhi.hi.is
Message-ID: <4752@krafla.rhi.hi.is>
Source record: 223904

In <1992Mar31.142031.1@neptune.kingston.ac.uk> bd_g710@neptune.kingston.ac.uk writes:

>Concerning the Real machine bit - why a Acorn Archemedes A5000. I have never
>heard of such a computer, the only Acorn I heard of was a little box like
>object like the Comm**ore 64 and loveable Spectrum 48.

Strange, Acorn is manufactured in the UK, where it has a substantial market
share (though mainly in the education sector). That you have not heard of the
Archimedes goes to show that it is not only Atari that have abysmal marketing.
The Archimedes has been available from 1988 and the A5000 model from 1992.

The A5000 spec is quite impressive, as is that of the Atari Falcon. These
machines have different strong points and different weaknesses, but they are
both modern systems and worth checking out.

--
Adam David.
(adamd@rhi.hi.is)

3313. Re: ATARI ATW800

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 22:53:48 UTC
From: adamd@rhi.hi.is
Message-ID: <4753@krafla.rhi.hi.is>
Source record: 223905

In <1992Mar25.112122.28643@informatik.uni-wuerzburg.de> frank@informatik.uni-wuerzburg.de (Stefan Frank (sf)) writes:

>But there was a T*-card for STs from Kuma (?), shipped with an Occam-Compiler.
>Perhaps someone can supply more accurate info on this topic?

Last I checked, Kuma are still listing the Occam compiler, but the transputer box was not in the catalogue. Maybe they still make them to order, I have not asked them about it.

--
Adam David.
(adamd@rhi.hi.is)

3314. Re: cs-tex

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 23:01:25 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Apr5.230125.6816@olymp.informatik.uni-bonn.de>
Source record: 223906

In article <1992Apr3.151900.1584@cbnewse.cb.att.com> hofmann@cbnewse.cb.att.com (james.r.hofmann) writes:
>Is there an English translation to the cs-tex document(s)?

No, there isn't any. If you wait for the next version, the english README file will be somewhat more extensive than the last one, but that's it. There IS an english version of the shell, if you just play around you should figure out most of it.

Sorry that I can't help you more than that. If anyone sends me an english translation of all or part of the docs, Christoph will be happy to include it in the package.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3315. Re: German Games

Newsgroup: comp.sys.atari.st
Date: 1992-04-05 23:54:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7434@uqcspe.cs.uq.oz.au>
Source record: 223907

sigrorn@icemark.oche.de (B.E.Heinen) writes:
>Roger.Sheppard@bbs.actrix.gen.nz writes:
>>Also how do you run Spacola and will it run on a UK. machine..

>Simply double-clicking from desktop ;-)
>I don't know, why they shouldn't run on UK-machines...

Or US machines, or Australian machines? I dont know ANYONE outside
continental Europe that has had OXYD (1 or 2) or Spacola working.
OXYD runs, but then you can't play because the first level is
all Death (crumbling floor, no exits, death walls). Spacola comes
up and you can click on one thing, then NOTHING.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / pinots pintos /
/ * <-- Computer Science Department, / piston pitons /
_.-._/ University of Queensland, / points potins /
v Brisbane, Australia. / ------ ------ /

3316. Re: does atari staff read usenet?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 00:20:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7435@uqcspe.cs.uq.oz.au>
Source record: 223908

In <56864@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>On the other hand, the personal abuse, bad manners, and juvenile behaviour
>of those revered "Atari representatives" just might have something to do
>with their reception at times...

AGHAST! I have never read a posting from the various @atari folk which
was anything but mature and disciplined.

Or was all this "personal abuse", "bad manner", and "juvenile behavour"
directed only at Mr Retelle?

>This network IS a good arena to get feedback from a lot of people who want
>to see the computers improved. It goes both ways.

What is the feedback you are trying to give? The message:

"You're employees are naught Mr Tramiel"

?

Let's leave personal arguments out of this newgroup.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / pinots pintos /
/ * <-- Computer Science Department, / piston pitons /
_.-._/ University of Queensland, / points potins /
v Brisbane, Australia. / ------ ------ /

3317. **** TERMINAL PROGRAMS ?? ****

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 00:21:01 UTC
From: vortex@cats.ucsc.edu
Message-ID: <32126@darkstar.ucsc.edu>
Source record: 223909

Hey all. What terminal program is most used for the ST? Are there any good free term programs that I can grab off the nets? I have acquired an ancient version of Flash, but I haven't a clue as to what I should use now!

Thanks!
vortex@cats.ucsc.edu

3318. Terminal server idler?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 01:20:09 UTC
From: jartsu@hut.fi
Message-ID: <JARTSU.92Apr6032009@saha.hut.fi>
Source record: 223910

Hello!

I am looking for a program, preferably an accessory, that keeps my terminal line up when idling.
The terminal servers I am using break the connection if there has been no input from the user in 30 minutes. So I would like to find something that allows me to set the ASCII value and the time-interval of the char and then it sends this char to the RS-port according the time-interval. And if it could even be auto-starting, like begin this idling when a certain time has passed since the last RS-traffic or a certain string comes from the RS-port.

Some challenge for programmers? Of course this all should be able to run background...

--
* Jari Lehto * Voice 90-387939 * Email Jari.Lehto@hut.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * "There is always room for music (Gospel & synth) *
* Finland * and for love & friendship. And of course Atari." *

3319. CompoScript?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 02:29:59 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Apr6.022959.12945@usenet.ins.cwru.edu>
Source record: 223911

I'm heard of a new, Ultrascript type program called CompoScript.
It's from Germany and is supposed to be very slick. Anyone know
how much it costs, or if there is a demo? Thanks.

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

3320. Re: GCC 2.0 or higher for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 03:15:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Apr6.031512.22099@csi.uottawa.ca>
Source record: 223912

In article <H.ExkdXhA28hk@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>In <1992Apr2.074551.29948@Informatik.TU-Muenchen.DE>, Peter Stoehr writes:
>>
>> Hello,
>>
>> I'm searching the gcc version 2.0 or better 2.1 for the Atari ST.
>> Is the compiler avaible and where can I get it ?
>
>The GCC 2.0 sources were released just one month ago. I had a look at it,
>but I was sure that I neither have the HD resources (the tar-file is about
>16 MB, if I remember right) nor the capabilities to do the adaption changes
>necessary for the ST/TT.
>A friend of mine told me that some folks in Germany with a lot of
>experience from former GCC version are trying to port the sources at the
>moment. I think we have to wait for the result...

The prolific Jwahar R. Bammi has apparently done some work on it, and it SHOULD be going up on the Michigan archive fairly soon. (This from some personal mail - I suggest that people NOT fill his mailbox with requests!) He thought it was uploaded - there may be some sort of bottleneck at SOME point... Archive maintainers should maybe take a look around and see if GCC 2.0 is maybe hiding in a subdirectory somewhere!

I too am looking forward to it. I ftped the distribution, and unarchived it. It actually shouldn't be TOO bad to try to compile it - a LARGE portion of the 16MB of files is made up of support for various CPUs, MOST of which are not in the M68K series. I'm sure that 10MB can get discarded. (i.e. - machine definitions for 88ks, 80?86, MIPS, 32032 (or something like that), among others, as well as specific support files for particular machine/OS combinations (NeXt, NCR, Gould (?), Sun, ...).)

You'll probably need 4MB of ram to compile the system, tho... or maybe 8!

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3321. Re: TOS 1.62 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 03:17:30 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr6.031730.14097@usenet.ins.cwru.edu>
Source record: 223913

I'm afraid your TOS 1.62 ROMs will NOT work in any ST. They are
higher-capacity ROMs than the older 1.0, 1.2, and 1.4 versions.
The older ones are 192K total capacity, and TOS 1.62 is 256K.

I suggest you keep them around. Someone is bound to come up wiht
a piggyback board with a switch so you can toggle between the two
TOS's for compatibility purposes.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3322. SST

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 04:32:00 UTC
From: ec333way@sail.uwaterloo.ca
Message-ID: <1992Apr6.043200.6163@watserv1.waterloo.edu>
Source record: 223914
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a couple of questions I need confirmed about the SST
(I talked to Dave Small at ACE, but the 'flyer' about the SST doesn't make it
clear and seems to imply the opposite)..
Is the non-mega SST available? I have a 1040STFM..
ALSO, do I _NEED_ to have 4 megs in my ST before being able to add memory to
the SST? The flyer kept talking about adding memory to the existing 4M...
Finally, Is the Megatalk board REALLY important?
Can I add a CD-rom without one?
Will a megatalk board run in the good old MEGA ST's (as opposed to STe's)??
I may have to pick up a used mega st soon if this is the case..

Thank you,
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

3323. Re: New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 06:05:20 UTC
From: royce@splunge.uucp
Message-ID: <1992Apr6.060520.1245@splunge.uucp>
Source record: 223915

kls30@duts.ccc.amdahl.com (Kent L Shephard) writes:

>In article <n#xtd+-@rpi.edu> borres@aix.rpi.edu (Steven D. Borrelli) writes:
>>[stuff about ports deleted]
>>As I have said before, there really is no reason for NeXT to make it's
>>OS available for the Atari. It's be interesting, but I don't think
>>we'll see it.

>Atari can lic. the OS. NeXT will lic. their OS.
>It would not be a real difficult adaptation.
>It would be slow on '030 hardware.

Not only would it be slow, but you'd have to ramp up the basic hardware just to make it run, even at the slow pace. Can anybody see people shopping in the Atari market shelling out for machines with 8 - 32MB of RAM, 300MB+ of hard disk, 17"+ color monitors, etc. (and don't forget the $1000 - $2500 for NeXTstep, if Atari were to follow NeXT's NS486 pricing), just to sit around waiting on the OS? (Okay, it's not that bad; I never had to use an original '030 Cube, but I can't imagine not having the '040, and people I know who've used both claim the difference is like night & day.)

NeXTstep is incredibly lean compared to the punch it packs (I have to live with SVR3 and X11R4 at work), but lower end machines need an OS that's even leaner. For the '030 or less, Atari should stick to MultiTOS or something along those lines. NeXTstep is not just anything that Atari needs for its market, anyway. Also, Atari is not something NeXT needs for its market.

The other thing is that I'm not sure Atari's pricing could be all that superior to NeXT's. The basic NeXTstation mono (now a 33MHz '040) lists at under $6000 CDN right now, with 8MB of RAM and 200MB of disk, incl. NeXTstep and all the other hardware and software goodies that round the system out.

At the time I bought my mono station (just a 25MHz '040 with 8MB of RAM and 100MB of disk, at the same price the new mono station is now), the TT had been available here for a short time. The price was $4000+ CDN for a slow '030 TT with 4MB of RAM, 80MB of slow disk, a basic SM124 mono monitor, and no software except TOS (nor was any TT-aware software, e.g. the rumored Unix port, available to be bought, except Calamus and DynaCADD, that I knew of). I made the obvious choice. :~)

That was early 1991, and I haven't kept track of what Atari has been doing until recently in this newsgroup. But they'll have to do a heck of a lot better than that TT offer to make people consider them. Even then they

have a tough time, since people looking for machines of this caliber are not necessarily primarily motivated by price, which has always been Atari's main advantage.

(PS for the curious or flame-prone: I sold STs for over 3 years at two then-leading Atari dealers in town, so I'm favorably disposed toward the company. I think it would be neat for them to come back [or arrive for the first time, in some respects]. I also use my NeXT to cross-develop software for my ST. The ST and things Atari just matter less to me now; I have another black sheep computer to play with and evangelize. :~)

>--
>/* -The opinions expressed are my own, not my employers. */
>/* For I can only express my own opinions. */
>/* */
>/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */
--
Royce Howland -- Everything is IMHO | "I can eat enormous quantities
royce@splunge.uucp (NeXTMail OK) | of ice-cream without being sick,
or royce%splunge@atlantis.uucp | Mrs. S-C-U-M." --Mr. Neutron
or alberta!atlantis!splunge!royce or ... | C86Net: Mr._Neutron@RT.Alta

3324. PHIGS on ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 06:56:00 UTC
From: Frank_Luthe@rd.maus.de
Message-ID: <A37693@RD.maus.de>
Source record: 223916

Hi there,

working on my diploma thesis, I need to know whether there is an
implementation of the graphics standard PHIGS on the ATARI ST.

If so, what is the price? (I hope it's PD!)
which bindings do exist (C, Pascal etc.)?

Thanx for your answer

Frank

3325. Re: Terminal server idler?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 07:32:32 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr6.073232.14795@actrix.gen.nz>
Source record: 223917

In article <JARTSU.92Apr6032009@saha.hut.fi> Jari.Lehto@hut.fi writes:
>
> Hello!
>
> I am looking for a program, preferably an accessory, that keeps my
> terminal line up when idling.
> The terminal servers I am using break the connection if there has been
> no input from the user in 30 minutes. So I would like to find
> something that allows me to set the ASCII value and the time-interval
> of the char and then it sends this char to the RS-port according the
> time-interval. And if it could even be auto-starting, like begin this
> idling when a certain time has passed since the last RS-traffic or a
> certain string comes from the RS-port.
>
> Some challenge for programmers? Of course this all should be able to
> run background...
>
> --
> * Jari Lehto * Voice 90-387939 * Email Jari.Lehto@hut.fi *
> * Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
> * 00760 HELSINKI * "There is always room for music (Gospel & synth) *
> * Finland * and for love & friendship. And of course Atari." *

Well the one that I use is called BUSYBUD, but I think that I dnloaded
from GEnie, its a 4.3 k ACC...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3326. F1GP is out

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 08:25:44 UTC
From: pe@cam-orl.co.uk
Message-ID: <1992Apr6.082544.23879@cam-orl.co.uk>
Source record: 223918

Yes, Formula 1 Grand Prix has finally been released for the ST. I haven't seen it yet, but my brother has a copy. Apparently it is very similar to the Amiga version except:

1. The sound is poor (Stunt Car engine sounds)

2. The still pictures are 16 colours instead of 32

3. The screen update is faster

It comes on 4 disks, the first being single-sided so that people with a SS internal drive but a DS external drive can use it. It is not obviously hard disk installable, but you can backup the floppies. The box also claims that it requires 512Kb RAM, but I can't verify that this is true.

Lets hope David R. Watters doesn't read this group.

Phil

3327. Re: CompoScript?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 09:59:21 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92097.095921HAC041@DJUKFA11.BITNET>
Source record: 223919

In article <1992Apr6.022959.12945@usenet.ins.cwru.edu>,
as666@cleveland.Freenet.Edu (Jonathan Roy) says:
>
>I'm heard of a new, Ultrascript type program called CompoScript.
>It's from Germany and is supposed to be very slick. Anyone know
>how much it costs, or if there is a demo? Thanks.

There is no demo version because licensing agreements do not permit
that (what would you do with a demo version without fonts?).
The recommended price is DM 548 in Germany, for prices in other
countries ask the local distributor (which for the US is Goldleaf).

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

3328. Anyone want NEC P6/P7 driver for Ghostscript?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 10:12:34 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.702555154@vier>
Source record: 223920
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

I'm going to write a NEC P6/P7 printer driver for Ghostscript.
Does anyone else want or need one? Maybe someone has already
written one, so that I don't have to write it myself?

Please answer by email, and please make sure thatyou send mail
to neuhaus@informatik.uni-kl.de. If you write to, e.g., neu-
haus@vier.informatik.uni-kl.de, your mail won't reach me. (This
is a bug in our news software.)

Have fun.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

3329. Re: PD C

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 12:02:47 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Apr6.120247.11392@unix.brighton.ac.uk>
Source record: 223921

Sozobon C is a good little package to get you off the ground for little more than a few disks. If you get it in full, as you should from any good PD lib, you get loads of source code. I think you even get the code for the compiler, linker, etc.

I cannot remember as I have not used it for a little while, but I do know that you could do alot worse than it. If you have any probs getting it...contact me and I will pass on the name of the people I got it off, of I can copy it for you.

Michael May
Northbrook College
Worthing
Sussex
England

These Opinions are purely my own and are not a reflection of anyone elses, but my own and therefore are my own solely, but could be someone elses, but then they may be not...but but but but........

3330. GFA Basic 2.0 EXEC command

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 12:07:07 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <702641992.F00001@tdkt.kksys.com>
Source record: 223922

```
In a message of <Apr 04 02:44>, Eric Kolkmeier (1:282/31) writes:
>From: b790zbc@utarlg.uta.edu (Eric Kolkmeier)
>Newsgroups: comp.sys.atari.st

>I've been having a bit of trouble with the EXEC command from GFA Basic
>2.0.
>The manual says the input is EXEC flg,nam,cmd,env where flg=0 load and
>run, or flg=3 just load. nam is the string that holds the name of the
>program to run. cmd is the command line (this is the problem) and env is
>the environment.
>The manual states that if cmd is not going to be empty i.e. "", the
>(cmd is C$) format is Chr$(Len(C$)) + C$ + Chr$(0). I can't get that to
>work.
>If someone has an example, or could point me to one, I would appreciate
>it.

REM Reserve some memory for GFA to use
RESERVE 6000
REM here is how the EXEC command works
REM It will use the program 'ARC.TTP' on the C drive in the folder UTILITYS
REM and pass the command 'X C:\DOWNLOAD\FILENAME.EXE *.*' to ARC.TTP
a%=EXEC(0,"C:\UTILITYS\ARC.TTP","X C:\DOWNLOAD\FILENAME.EXE *.*","")
REM Return the memory back to GFA when ARC.TTP is done
RESERVE

a% will hold a value that will indicate how ARC.TTP did. This number is the
number returned from ARC.TTP. A zero indicates that all went well. The most
common number other then zero that will be in a% is -39 (Out of memory) in
which case you need to increase the RESERVE number. If you get -33 (file not
found) or -34 (path not found) then you typed in the wrong path or filename in
the 'prg' part. Dispite what the manual says, you do not have to terminate
each part with a CHR$(0). GFA does that automatically for you.

Rather then doing all that stuff you did above with C$, it's much easier to
just do this:

C$=C$+CHR$(0)

Works the same way in GFA.

BTW, dump GFA 2.0 and get 3.x. It's only $150, and the improvements are WELL
worth the upgrade fee!

* Origin: FlightLine PointNet (1:282/47.1)
```

3331. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 12:12:01 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Apr6.121201.11470@unix.brighton.ac.uk>
Source record: 223923

Sozobon C is a good package to start you off. Its totally PD and so will cost you the price of a few disks. Its generally available through most PD libs, or was when I got mine. Mine had loads of source code with it...I think it even had the source for the compiler, linker, etc.

It comes with a very large manual (on disk) which is quite useful if you can handle the printing out! Overal, very good for a few pounds.

Michael May
Northbrook College
Worthing
Sussex
England

These views are solely my own.

3332. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 13:31:46 UTC
From: nelson@kodak.kodak.com
Message-ID: <1992Apr6.133146.12714@kodak.kodak.com>
Source record: 223924

It works! It really works!

I played with the Gemulator at Derek's booth at the TAF Show in Toronto this weekend. It's really impressive. You can even run Xformer on it so you can run your 8-bit programs on the 486.

It runs multiple ST sessions under MicroSoft Windows. We were running monochrome PageStream and a color game at the same time.

So far as I could tell, there weren't any ST programs it couldn't run. Derek had piles of disks from all the developers who were at the show and was trying them all.

It does have a limitation on not being able to run some copy-protected disks because there isn't the direct connection between the disk system and the ST system as on real ST hardware.

Since it needs a real set of TOS roms to run, there is apparently no problem with Atari Corp.

Derek said it will sell for somewhere in the $300-$500 range and will be announcing general availability within the next several months.

--
Bruce Nelson | Phone: (716) 726-7890
Rochester Distributed Computer Services | Internet: nelson@kodak.com
Eastman Kodak Company |
Rochester, NY 14653-5221 |

3333. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 13:43:13 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12367@umd5.umd.edu>
Source record: 223925

In article <1992Apr5.151539.15944@imada.ou.dk> micro@imada.ou.dk (Klaus Pedersen) writes:
> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>
> >Yes, but at least the GEMulator + 386 PC will be cheaper than a TT,
> >maybe even cheaper than a MegaSTe?
>
> You want to justify the cost of the emulator by comparing it to a TT??
> fyi: the emulator runs slower than your out of the box ST,
> the TT runs 5-7 times faster than a ST, and aprox 500 times faster
> on floating point...
>
>

Actually, according to Derek Michocka (whatever...the author), on a 386/33, the Gemulator will run a little faster than a standard STe. On a 486/33, it should run about twice as fast. On whatever comes next, it's speed will increase accordingly. Not only that, but you can actually multitask with it running. You can have Gemulator running as a full screen DOS session under Windows or OS/2 and switch between it and other DOS/Windows/OS/2 apps. Another cool thing is that Darek was hinting towards the fact that it will actually run Spectre 3.0! So we'll have Mac, ST and PC in one box.

My question is whether it will support an aftermarket sound board like Soundblaster Pro to emulate the STe sound...

- Al

3334. HELP ME on TOS 1.? 2.? 3.?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 13:54:30 UTC
From: lefrm00@terre.DMI.USherb.CA
Message-ID: <1992Apr6.135430.11669@DMI.USherb.CA>
Source record: 223926

I need your help,
I'm a student at the Universite de Sherbrooke in Quebec, Canada. I
have to make a presentation in front of the class on operating
system concepts, my choice was the TOS.
I have more than 30 magazines on ST and 3 books from Micro Application,
but I can't find what I looking for.

I want to know:

-What TOS is for? Tramiel Operating System???

-What does TOS do?

-What is the diference between TOS 1.0, 1.1, 1.2, 1.4, 1.6 and 1.65??

I know that TOS 1.0 and 1.1 was on disk, TOS 1.2 was a chip, and
from TOS 1.4 when you format a disk it use MS-DOS type.

-What version is the Rainbow TOS? what does it do than the others dont?

-What is the new features on TOS 2.? an TOS 3.?

I know I ask you a lot, but I REALY NEED THESE INFORMATIONS.

{^~^~^~

3335. GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 13:56:12 UTC
From: ant@mks.com
Message-ID: <1992Apr6.135612.8211@mks.com>
Source record: 223927

I've seen it!!!! GEMulator is real.

I was visiting my local computer store on Friday here in Waterloo, when I saw Darek there preparing a machine with GEMulator for a Toronto Atari Show this past week-end.

The GEMulator ran under windows on a 486 machine. He had some commerial ROM board plugged in that had TOS 1.4 on it. He showed it running under all three resolutions on the one machine using the clone's colour monitor. He also showed some software like Laser C working and assorted other material. He even commented that some (NOT all) protected software would run under the emulator (I did not get any titles but I suspect any protected software that does NOT change the disk step-speed would work). All that seems to be missing is hard disk support, which is forth coming.

I was not at the Toronto show, but he's intent was to show the public that at least a 386 in flat-memory mode, could in fact emulate an Atari ST. I know not about an STE or TT. For his demo he used a 33Mhz 486 with 4Mb of memory (I think). If the response from the show is favourable he'll begin taking orders in the near future else he begin work on other projects.

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Congratulations, you've reached 10cm dilation. You may now give birth." - Worf

3336. RAM upgrade problems

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 14:21:15 UTC
From: rfriedel@csd4.csd.uwm.edu
Message-ID: <1992Apr6.142115.13952@uwm.edu>
Source record: 223928

I have some problems with a Z-RAM 3-D/4 Meg upgrade that I recently bought over the net.

The problem is that I get multiple bombs at various times, but especially at boot-up. The bombs can be stopped by "rocking" the interface board in the video shifter socket; i.e., unseating and then reseating the interface.

I have cleaned and lubed the video shifter socket. The power supply voltage is right at 5 volts. The problem seems to be more prevalent when I have my hard drive connected but it does happen even when it is disconnected. I have resoldered the video shifter socket pins on the bottom of the main CPU board. I looked for a broken circuit board trace but did not see any.

System info:

1. 1040 STFM with TOS 1.4 with board revision D.
2. 1 internal DS/DD drive and an external SF314 (DS/DD).
3. Atari SH205 hard drive with a 40 meg Seagate mechanism.
4. SM124 mono monitor and SC1224 color monitor running through a Data Spec switch.
5. The RAM chips in the upgrade are Seimens running at 70 ms.
6. The MMU clip seems to be stable and not causing any trouble.
7. I disconnected the normal on-board RAM by removing the addressing resistors (33 ohm).

I am running a 2.2 version of Quick ST, I believe.

Any help?

Ron Friedel

--
Ron Friedel
GeoSciences UW-Milwaukee
rfriedel@csd4.csd.uwm.edu

3337. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 14:40:16 UTC
From: cs3ca3au@maccs.dcss.mcmaster.ca
Message-ID: <1992Apr6.144016.1226@maccs.dcss.mcmaster.ca>
Source record: 223929

In article <92095.191851EENG6801@RyeVm.Ryerson.Ca> Carlos Varela
<EENG6801@RyeVm.Ryerson.Ca> writes:
>Today I attended the ATARI CANADIAN EXPOSITION'92.
>[...]

I was at ACE '92 as well.

I thought it was funny that many people, after a few minutes worth of conversation, would say something like: "I'm strictly under non-disclosure, *but* I have seen Atari's new machine and it's great. It has graphics, sound, blah blah blah."

I did see a TT running Unix though. I logged in and poked around a bit. They've got BSD (4.5?), X11, OSF, Motif, related software. Some of those terms mean little to me but the Atari guy rhymed them off.

The price ends up being something like $2500 for the Unix operating system, a 130Meg 17ms access time HD. This is on top of the price of a TT. It was hooked up to a 19 inch monochrome monitor. I'm not sure if the big screen was part of a deal or not.

He also said that they were not really pushing this or making big noises because it was intended for their new machine (and then I got this line again about being under non-disclosure, but a new fast machine exists and it's great etc...).

I'm not affiliated with anybody or anything, don't know anything more than what's been posted so far.

--
John Schmitt
cs3ca3au@maccs.dcss.mcmaster.ca

3338. More info on GEMulator please!

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 14:55:27 UTC
From: pyr579@oz.plymouth.edu
Message-ID: <1992Apr6.145527.10156@oz.plymouth.edu>
Source record: 223930

Hey,

I just caught a reply to an earlier posted GEMulator article
which certainly sounds like an emulator for the IBM to allow it to run
ST software. How about sending me some more in depth info on this. I am
looking into buying a laptop and keeping the ST at my house in Maine while
I'm in Indiana for the next 2-3 years. Thanks,

Please respond E-mail to: pyr579@oz.plymouth.edu

--
\/\/\/

3339. Where can one get a new mouse quickly?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 15:44:20 UTC
From: CADS_COLE@galluk
Message-ID: <1992Apr6.104420.1@galluk>
Source record: 223931
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings.

We've got an ST with a mouse that appears to be on it's last legs. (In particular, it seems to be growing less and less sensative to clicks and double-clicks.) We needs a new mouse before a concert to be given April 24. I called the only local dealer listed in the phone book, and was told that they only had rebuilt mice (for $42.00) and that ordering a new one would take a month. Not good enough. What's the *FASTEST* way to get a reasonably priced ($60 sounds reasonable to me), decent mouse to Washington, DC? Any good sources?

Thanx.
--

========== U.S. Mail ================================ E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

3340. Re: HELP ME on TOS 1.? 2.? 3.?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 15:52:24 UTC
From: sakari@laureline.cs.hut.fi
Message-ID: <1992Apr6.155224.4970@nntp.hut.fi>
Source record: 223932

TOS is short for The Operating System. Thus spake Tim Oren.

It does what operating systems do.

Rainbow TOS is another name for TOS 1.04.

TOS version numbers seem to reflect the machines they are meant for. 1.x is
for the ST, 2.x is for the STe and 3.x is for the TT. The hardware of the
machines is not uniform.
Also, it is commonly thought that TOS versions with bigger numbers have less
bugs.

Hope this helps,
s.a.
--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

3341. Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 16:40:39 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr6.164039.313@watmath.waterloo.edu>
Source record: 223933

One person's review of the Toronto Atari show

Lee Dickey
April, 1992

Lets start with what I saw at the Atari booth. (1) The TT was front and center here, with several set up in various configurations and a few with very large screens. There were music applications and so called workstations being shown. There was also a new monochrome screen, a bit bigger than the original Atari mono screen being shown. I liked the look of it, but someone near me noticed that the number of dots is the same as with the original, so up close the resolution is not as good. But if you sit back a bit from the screen it looks better. Maybe this product is for the aging population of Atari users who need to sit back from the screen because their lenses are hardening in their eyeballs. (2) The notebook sized computer is bigger than a palmtop and smaller than a laptop. I saw two of these when I arrived, but one was not working, and the other had a low visibility screen and it did not have a floopy drive. Several folks standing around me wondered how they would load their programs into this machine if they were to get one. (3) There was a big crowd of kids around the Lynx section. I dont share their enthusiasm for this product, but then I don't generally play games on my ST either. (4) There was no Stacy in sight.

There were some good software sellers there. Codehead, Gribnif, Brumeleve, Double Click, Joppa, HyperLink, Soft-Logic, Step Ahead, and Sudden, for example. Local Toronto dealers were out in force, and there were some US vendors were here for the first time, such as Toad Computers, Best Electronics, and Goldleaf.

Toad Computers was showing their hard drive packages, which use the ICD controller boards. The ICD franchise holder for Canada was there, in support of his dealers, and this year he had a list of dealers, and this year, he was more polite to those Canadian folks who had purchased ICD products before he got the Canadian franchise. Speaking of ICD, I saw one of their tape backup systems. Surprisingly, this system still seems to be the only one available for the ST, albeit at an outrageous price. They do use data cassettes, which I think of as being cheap. One user told me that the downside of this product is that it is painfully slow to find and restore a single file from the tape. When I heard the process described, it seemed to me that it would be faster to restore a whole partition to the hard drive, and then copy the sought file to the right location.

When is someone going to develop the software to support the use of off-the-shelf video cassette recorders? This stuff should not have to cost an arm and a leg.

Mike Vedderman, of Double Click software, was there showing off his new Data Diet, a boot program which gives full and automatic file compression on the fly. You can specify, if you prefer, not to compress certain kinds of files, but why not compress? This product can extend the capacity of your disk drive.

Nevin Shalit, author of Tracker/ST was there. This program is a mailing list and mail merge program which looked pretty nice to me. As he demonstrated, I could not think of a feature that anyone could want that he did not already have.

Joppa Software Development was there, showing their new STraight FAX! product that allows the ST or TT user to send/receive faxes. To demonstrate the two-way capability, they had installed a miniature telephone system with the Atari set up on one line and an ordinary fax machine set up on another. As for sending faxes, STraight FAX! has drivers that can convert to fax files an ordinary text files or any of several forms of files, such as Calamus, Pagestream, FSM, etc. Faxes you receive may be printed on your favorite printer, such as a dot matrix printer or an Atari Laser printer.

Two accelerators were shown. One is the SST by David Small, and the other is TinyTurbo030, from Turbo Technology. These run, I think, at about 33 MHz and 40 MHz respectively, but SST claims to have the fastest Atari ST. Sounds like a mystery to me. Both products allow RAM expansion to over 30MB. These products seem cheaper and more powerful than products directly from Atari themselves. David Small gave a talk about the SST. One fellow who heard it said that he came away with the feeling that this guy sure can ramble on about everything except what he wanted to hear. I did not attend, because I that had been my impression last year.

The Gemulator from Branch Always Software was shown. It is a program that runs on an IBM PC and emulates an Atari ST. Derek Michoka was there with a 33 MHz clone runs the Gemulator at about 85% of the speed (my timings) of an 8 MHz ST. One surprise for me was that the Gemulator can run inside window on the PC. I won't be running out right away to buy the Gemulator, cause my Atari is still going fine. When the day comes that I want to double the speed of my ST programs, it may make more sense to get a 16 MHz Atari than a 70 MHz PC clone. But, it is nice to know that there is some insurance out there, because if (when?) Atari folds up, there is a path in the PC clone line that would allow me to run some of my favorite Atari software. If someone is forced to move to a PC and they still want to run their Atari programs, the Gemulator provides a way to do it.

There was a lot of music stuff. One attendee that I talked to was quite excited about the direct to hard drive recording technology. He told me that it takes uses about 10 megabytes to hold about a minute of

music. He was looking at a product with price tag of about 5000 dollars. He said that if he had had this thing a couple of months ago, he would not have had to sub-contract some work for his current project. Now can not wait to get his hands on one.

Goldleaf of Larkspur, CA had a quadruple booth and a great demo, but I saw no bumpf, no glossy handouts describing the characteristics of their system. They were showing picture editing systems. They had everything. Start by scanning a color image, then use the full editing capability on your TT, and finish by producing any form of hard copy you can imagine: color prints, transparencies, film negatives, or decals that you put on your tee shirt. I suppose that it was with a system like this that National Geographic created the scandalous "photograph" of the pyramids. The prices I heard in this booth were like those that one might hear in a new car dealership.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3342. What's A Fair Price for a Hard Disk?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 16:42:47 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr06.164247.18706@cdsmn.mn.org>
Source record: 223934

To elaborate:

What's a fair price for a USED ~40Meg external SCSI hard disk? I'm talking about the disk, bow, power supply, AdSCSI+ and cable?

Thanks,
Doug Plate

3343. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 16:56:52 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr6.165652.2291@watmath.waterloo.edu>
Source record: 223935

The Gemulator from Branch Always Software was shown at the Toronto Atari show this past weekend. It is a program that runs on an IBM PC and emulates an Atari ST. Derek Michoka was there with a 33 MHz clone runs the Gemulator at about 85% of the speed (my timings) of an 8 MHz ST. One surprise for me was that the Gemulator can run inside window on the PC. I won't be running out right away to buy the Gemulator, because my Atari is still going fine. When the day comes that I want to double the speed of my ST programs, it may make more sense to get a 16 MHz Atari than a 70 MHz PC clone. But, it is nice to know that there is some insurance out there, because if (when?) Atari folds up, there is a path in the PC clone line that would allow me to run some of my favorite Atari software. If someone is forced to move to a PC and they still want to run their Atari programs, the Gemulator provides a way to do it.

Lee Dickey

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3344. Re: HELP ME on TOS 1.? 2.? 3.?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 17:23:32 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr6.172332.29891@usenet.ins.cwru.edu>
Source record: 223936

```
Let's see...

TOS 0.8 was the original, disk-based TOS.

TOS 1.0 was the first in-ROM TOS.

TOS 1.2 was the next update, which came in the new Mega ST's, and
featured Blitter support, and improved hard drive capabilities a
little.

TOS 1.4, also known as Rainbow TOS, further improved things, like
fixing the FAT search problem in the older TOS's, it sped up hard
disk access considerably, it fixed Flow Control (for high speed
modems), and a few other things I'm not sure on.

TOS 1.6 was the first STE TOS. It was nicknamed miSTakE TOS,
because it was impossible to boot into medium resoution without
a special patch program.

TOS 1.62 fixed the medium res boot problem. I'm not sure what else,
if anything, was fixed.

TOS 2.05 is the TOS currently shipping in the Mega STE. It features
the new desktop features (called "Newdesk" by some, but according to
Atari, that's not its name), like keyboard shortcuts, custom icons,
program icons on the desktop, etc. Flow Control was screwed up
again in this version, and requires SERPATCH2.PRG to operate
properly.

TOS 2.06 is the current upgrade to TOS 2.05. It fixes the flow
control problem, and adds support for high-density floppy disks.

TOS 3.05 and 3.06 are pretty much identical to 2.05/2.06, except
that they're designed to run on the 68030 (TT).

The offical word from Atari on the TOS conventions is that the TOS's
are actually called 1.0, 1.02, 1.04, 1.06, 1.62, etc. They're always
EVEN numbers (except in the case of 2.05/3.05).

Also, the official word on the meaning of TOS is "The Operating System."

If you need anymore help, email me.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
```

~~~~~~
~~~~~~

3345. Re: ZNET 9214 (REALLY LONG!, I mean it).

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 17:31:40 UTC
From: steve@thelake.mn.org
Message-ID: <A1676941446@thelake.mn.org>
Source record: 223937

[In article <1992Apr5.184041.13257@umiami.ir.miami.edu>,
dlk0ms9s@umiami.ir.miami.edu writes ...]

> | ((((((((| Z*Net International Atari Online Magazine

Please don't post the electronic magazines in comp.sys.atari.st. They contain advertising material that some site managers consider to be in conflict with rules governing the use of certain components of the Internet. They are too long to be processed by the news software at some Usenet sites. They contain long passages of information not germane to comp.sys.atari.st.

Because of these and other considerations, mailing lists have been established for the email distribution of the electronic magazines to sites that cannot conveniently get them from the FTP archives in Michigan.

To subscribe, contact stzmagazine-request@virginia.edu.

If you have easy access to the magazines, it would be *great* if you could forward them to the mailing list moderator. Delivery of them hasn't been very regular.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3346. Re: File number limit ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 17:34:42 UTC
From: steve@thelake.mn.org
Message-ID: <A1683298438@thelake.mn.org>
Source record: 223938

[In article <7252@laas.laas.fr>,
doucet@ripolin.laas.fr (Jean-Etienne Doucet,149,6323) writes ...]

> - is 128 a limit for the number of files that can fit on a floppy ?
> - or is this a limit for just one directory ?
> - or have I problems with my machine ?

You've run out of room in the root directory, which is of a fixed size.
Subdirectories are really a special type of file, and can be expanded
to contain any number of entries.

In other words, put your files into a folder and you won't have this
problem.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3347. Re: ZNET 9214 (REALLY LONG!, I mean it).

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 17:48:13 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992Apr6.174813.10659@terminator.cc.umich.edu>
Source record: 223939

This magazine, and others, are available from either atari.archive.umich.edu
or via Greg's mailing list. There is absolutely no reason
that this needs to be or should have been posted to this newsgroup.

weiner
--
Jeff Weiner ----- Jeffrey.Weiner@umich.edu ----- Umich atari posse
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0829, near the Univ. of Michigan
Why yes, I do graduate on May 2, 1992 at ~12:00pm on Michigan Stadium's field...

3348. Re: What's A Fair Price for a Hard Disk?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 18:05:34 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr06.180534.19400@cdsmn.mn.org>
Source record: 223940

In article <1992Apr06.164247.18706@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>To elaborate:
>
>What's a fair price for a USED ~40Meg external SCSI hard disk? I'm
>talking about the disk, bow, power supply, AdSCSI+ and cable?
^
Sorry, I meant "box"------| - not bow!
>
>Thanks,
>Doug Plate

3349. Can I send e-mail to pay services?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 18:20:47 UTC
From: odonnj@jec325.its.rpi.edu
Message-ID: <0v1tj6k@rpi.edu>
Source record: 223941

Is it possible to send e-mail from the net (internet, bitnet, whatevernet) to any of the pay services (GEnie, CompuServe, etc.)? I ask because a good friend of mine will be going home to Puerto Rico in a couple of months, and we want to be able to correspond via e-mail. (I guess another question would be if anyone knows of any place in Puerto Rico from which you can send netmail.) He can get CompuServe in Puerto Rico (I don't know about GEnie), and I will sign up for it if necessary, but was wondering if there is a way to send e-mail to someone on CompuServe, or any of the other pay services.

3350. Re: TOS 1.62 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 18:36:01 UTC
From: ladasky@netcom.com
Message-ID: <7+pjs7q.ladasky@netcom.com>
Source record: 223942

In article <1992Apr6.031730.14097@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>I'm afraid your TOS 1.62 ROMs will NOT work in any ST. They are
>higher-capacity ROMs than the older 1.0, 1.2, and 1.4 versions.
>The older ones are 192K total capacity, and TOS 1.62 is 256K.
>
So, how does one go about determining which ST's will accomodate
TOS 1.62 and which will not? I have a 1040 with TOS 1.2. Can I use the
chips or not?

John Ladasky
--
John J. Ladasky II (ladasky@netcom.COM)

Netcom - Online Communication Services San Jose, CA

3351. Mouse suggestions wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 19:04:24 UTC
From: darkstar@u.washington.edu
Message-ID: <1992Apr6.190424.21880@u.washington.edu>
Source record: 223943

I have an STe, with the standard mouse that came with it. I'd like something smoother and more managable. The store I bought it from is less than helpful, ie doesn't carry other mice. Can anyone suggest a good mouse, where to order it, and how much it is?

Reply by email please, to darkstar@u.washington.edu, NOT this Larry account!!

--

Alden F.M. Hackmann University of Washington
darkstar@u.washington.edu Department of Pathology

"You can know, even for a moment, that it's your turn,
that you can walk with the power of a thousand generations" - Bruce Cockburn

3352. Who sells FSM GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 19:05:04 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Apr6.190504.18411@noose.ecn.purdue.edu>
Source record: 223944

Hello,
Wasn't there an announcement months back from Atari that FSM GDOS
was ready to ship? Does anyone know of someplace that sells it?
Is it still being packaged with Word Flair II?
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3353. Re: 3-D Construction Kit

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 19:07:41 UTC
From: bill@mwca.UUCP
Message-ID: <1977@mwca.UUCP>
Source record: 223945

There is a demo (of sorts) available - but it runs on VGA PC's. The demo is for Virtual Reality Studio, which is a renamed version of 3D Construction Kit, and probably isn't much enhanced (it runs in 320x200 VGA mode). The demo is of an adventure game created with VRS, and (at least on a 386/33) runs very nicely. I got the demo from "sunee.uwaterloo.ca", or it is also available on CI$ ("GO COMART", look in library 13 for VRSDMO.ZIP).

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ###################

3354. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 19:45:02 UTC
From: pete@introl.introl.com
Message-ID: <1992Apr06.194502.35727@introl.introl.com>
Source record: 223946

In article <1958@pegase.enst.fr> elendir@pegase.enst.fr (Vincent Habchi) writes:
>In article <1992Apr03.161226.27753@introl.introl.com>, pete@introl.introl.com (Pete Ikusz) writes:
>> >>>I thought I heard that the machine would have the "stripped-down"
>> >>>68030, the one without the MMU.
>>
>> This would be the same as a 68020.
>> By definition a 030 has the 851 mmu built in.

My point is, I don't think a 030 is available w/o a mmu.

>
> WRONG ! You forget the data cache, the burst transfer mode !

Yes, I did forget to mention that.

But both caches are so small it is hardly worth mentioning.
You han hardly fit a small loop in the instruction cache. (From high
level languages. Hand crafted assembly is a different story.)
Also, most machines that I am familiar with do not have 2nd level caches
where burst mode would prove to be the most beneficial.
I think the hot HP 030 box did, and possibly the Mac2fx did also, but I may be
wrong.

> Furthermore the 68EC030 has some reduced MMU to control cacheable data accesses
> PS : BTW, the 030 has a subset of the 851 inside.
As I recall, it has a few things that the 851 doesn't have. I can't recall what they
were though. It's been a while.

A memory access though an external 851 added, at least, 1 cycle (per ATC hit), and for
the (030) there is no penalty.

The ATC (commonly known as a TLB) in the 851 is also larger than the on in the 030.
030 can hold 22 while the 851, from what I recall, held at least 2x that.

>
> In fact, there is two ACs registers AC0 AC1, whose role is similar to the TTx
>in 030's MMU.
> -> The assembler coding for registers AC0 and AC1 is strictly similar to TT0
>and TT1 on normal 030, which proves the fact.
>

Which proves that they are both similar, yet slightly different.?

> This MMU is called the ACU : Access Control Unit.
Nowhere in my 030 databook does it mention that, unless the EC is a newer derivative.
Either with more changes, or different terminology. (My manual is Motorola Copyright 1987)

My point is: these differences are relatively insignificant. With the speed of todays processors memory subsystem efficiency/speed is by far the most important factor. If the processor has to wait for the data, it has to wait before it can do anything with it.

Some of Sun's older 020 boxes were faster than some of the newer 030 boxes. At the same MHz,
same amt. of ram and paging, etc...
I believe one example would be the 3/260 and my 3/80.

-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

3355. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 20:12:00 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr6.161200.13263@umiami.ir.miami.edu>
Source record: 223947

In article <12367@umd5.umd.edu>, adhir@cygnus.umd.edu (Alok Dhir) writes:
> In article <1992Apr5.151539.15944@imada.ou.dk> micro@imada.ou.dk (Klaus
> Pedersen) writes:
>> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>>
> DOS/Windows/OS/2 apps. Another cool thing is that Darek was hinting
> towards the fact that it will actually run Spectre 3.0! So we'll have
> Mac, ST and PC in one box.

We already have one! It is called an ST plus GCR plus At ONCE!

>
> My question is whether it will support an aftermarket sound board like
> Soundblaster Pro to emulate the STe sound...
>
> - Al

Mark Santora

3356. Re: **** TERMINAL PROGRAMS ?? ****

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 20:15:39 UTC
From: Bill_Moore@mindlink.bc.ca
Message-ID: <11279@mindlink.bc.ca>
Source record: 223948

I have been using Uniterm for the past couple of years, with
absolutely no problems. It is PD. It has lots of features.
The latest version is, I think, 2.0e. Should be available wherever fine PD
software is found.
Hope this is useful

-bill
--
~~~~~~
e-mail: Bill_Moore@mindlink.bc.ca * I've been absolutely terrified every
fax: 604-254-0934 * moment of my life and I've never let
voice: 604-254-0934 * it keep me from doing a single thing
_____________________________* that I wanted to do.
_____________________________* -- Georgia O'Keefe
~~~~~~

3357. Re: Falcon true color

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 20:57:20 UTC
From: chan@pyramid.unr.edu
Message-ID: <3297@equinox.unr.edu>
Source record: 223949

In article <QdqrsV_00WBLI6ATZG@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>True color is not 8 bit color. It is not 65,000 simultaneous colors. It
>is, and only is 24/32 bit color, out of the same number. The rumors here
>are contradictory, they say true color with 65,000 on screen or
>something, THIS IS NOT TRUECOLOR.
>
>
>mark

Does this mean that VGA graphics on the IBM, with 256 for each RGB register,
(let's see 256 cubed is about 16.9 million) is not actually true color..
I notice (when messing with my friend's ibm) that when changing the RGB values, the colors change with most of the colors in dithered pattern! If it's
dithered, does that mean it's not the true color? So how many true colors are there on the VGA IBM?

__________ _______
/ ________() Kaho Chan(man) / /
/ /______ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^

3358. Re: File number limit ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 21:01:44 UTC
From: charlie@mudhoney.micro.umn.edu
Message-ID: <1992Apr6.210144.13254@news2.cis.umn.edu>
Source record: 223950

In <7252@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet,149,6323) writes:

>Yesterday, when grouping fonts collections on one floppy,
>the copy stopped with the message "invalid copy operation".
>When looking at what have been copied on the floppy, I noticed
>it contained 128 files, and had much free space left.
>This is a too familiar number to not remark it.

>So, the question is:
> - is 128 a limit for the number of files that can fit on a floppy?

I think you might have filled up your FAT's. Try using a formatter that allows you to expand the size of the FAT and retry the copy operation. There is a German program that allows you to do this. It is called Hyperformat, and it allows you to control almost all the disk format parameters.

3359. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 21:05:17 UTC
From: chan@pyramid.unr.edu
Message-ID: <3298@equinox.unr.edu>
Source record: 223751
Cross-posted to: comp.sys.atari.st,rec.games.video,rec.games.misc

In article <1992Apr3.060928.12218@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>The Atari Falcon '030 are computers for the home and
>small business. The Jaguar will be a $200 (about) game
>machine that is supposed to have a lot of the graphic and
>CD like sound of the Falcons. Psgnosis is making killer
>stuff for the Jaguar now that will make most people choose
>it over the Nintento, SEGA, NEC..

The Jaguar is supposed to be a 64-bit game machine... (a 32-bit game machine that was supposed to debut when the Super NES debut, was scrapped so that more
R & D will go toward the 64-bitter).
If it is going to have a price tag around $200, then it WILL sell!
And if Psygnosis is developing already, put my name down!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

3360. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 22:04:07 UTC
From: tbrown@trout.cis.ohio-state.edu
Message-ID: <1992Apr6.220407.21238@cis.ohio-state.edu>
Source record: 223752

In article <92095.191851EENG6801@RyeVm.Ryerson.Ca> Carlos Varela
<EENG6801@RyeVm.Ryerson.Ca> writes:
>Today I attended the ATARI CANADIAN EXPOSITION'92.
>The two products that impressed me the most were GEMulator & MultiTOS.
>

>GEMulator:
>
> This was a very nice program running under windows. It was running
>on a 486/33MHz. I saw many packages running on it without problems.
>I tested German To English v1.9 and it run with the same speed as on my
>1040ST. The screen was slow. It was redrawn 5 times a second. That's
>because the memory has to be copied from RAM to the VGA card. Disk
>access was also slow. The program comes with a card that lets you
>install ROMs (There is a possible making it work as MAC as well??, I
>didn't get very clear on this.) It handled my twist 800Kb disk
>without problems. Darek said that this was just a preliminary version
>and that the final version should be as fast as a MEGA STE (16MHz).
>With 486/50MHz and 486/66MHz and 586 coming out soon, higher speeds
>will be possible. It supports 4096 colors of the STE + STE resolutions.
>

Why would I want to pay more than the cost of at TT to run programs just
as fast as a ST? I surely hope that it runs better than his Atari 8-bit
emulator "runs". Let's just say I don't have much faith in it actually
running as fast as an ST let alone a Mega STE. Well maybe the video
problems will be solved by the new graphic excellorators comming out from
DELL and Compaq y'know the ones which will allow them to actually run
NeXTPC in color and Windows at a speed faster than a slow crawl. (but the board
has to be designed to run them, you just can't add one on the bus, the bus *is*
the problem If the thing can't run Windows fast, it can't emulate a ST fast.
That pretty much leaves out *any* Intel box including the 50 Mhz 486.

Hey, it might be a dream to have NeXTStep running on a Falcon, but I still
think Gemulator is even more-so.

If I want an ST/TT I will buy one. If I want an IBM (why?) I will buy one.
The only emulator that I have seen that even worked halfway well is Spectre!
Dave Small is at least a competent hardware and software man. Darek is just
another Microsoft-lacky.

3361. Please post Megapaint Professional demo

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 22:27:54 UTC
From: bill@mwca.UUCP
Message-ID: <1978@mwca.UUCP>
Source record: 223753

Would some kind soul upload the Megapaint Professional demo (available on GEnie and CI$) to atari.archive? Thanks!

BTW, I've posted the Home Accounts 2 demo as someone requested. Look for "homeacc2.zoo".

--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

3362. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 22:31:13 UTC
From: darling@cellar.org
Message-ID: <q3yTiB2w164w@cellar.org>
Source record: 223754

ant@mks.com (Anthony Howe) writes:

> I've seen it!!!! GEMulator is real.
>
> I was not at the Toronto show, but he's intent was to show the public that
> at least a 386 in flat-memory mode, could in fact emulate an Atari ST.
> I know not about an STE or TT. For his demo he used a 33Mhz 486 with
> 4Mb of memory (I think). If the response from the show is favourable
> he'll begin taking orders in the near future else he begin work on other
> projects.

Nifty! But does it support MIDI? Effeciently? It wouldn't really need to
emulate better than 8MHz ST speed, if it could handle MIDI in/out well.

This would be pretty neat, if possible. But an ST emulator that can't run
pro MIDI software seems kind of useless, except to DTP folks. I'm not sure
who else would buy it.

^~^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~^~

3363. Re: Formatting PC-readable disks on older STs

Newsgroup: comp.sys.atari.st
Date: 1992-04-06 23:14:55 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr6.231455.26319@watmath.waterloo.edu>
Source record: 223755

I wish that someone would publish a FAQ file with answers to
Frequently Asked Questions.

I would suggest these topics:

1. how to format floppies with older equipment
2. how to find atari archives (ftp and mail)
3. how to find other archives
4. how to download
5. which is the best terminal emulator for a beginer

And now to answer question number 1.

There are two fine programs for use on older STs that format folppies
in a way suitable for use on PCs. We use both of them regularly
around here. They are both small and complete. Try them.

PS2FORM
IBMFORM

Both are available at atari.archives.umich.edu .
There are something that the beginner should know about,
if he or she is going to use more than one floppy formmated on
an IBM PC, and that is that the internal soft serial number magnetically
encoded on a floppy that has been formatted on a PC might be the same
from one disk to another. This can cause you grief if you switch from
one floppy directly to another, because unlike the IBM PC, the Atari
goes to the bother of reading the serial number, and it might make
a mess of the second floppy thinking that you just took the same
floppy out and put it back in again. A simple minded, but sure fire
cure is something like double clutching: take out the ibm floppy,
put in your atari floppy, put in the second ibm floppy.
There are other cures for this, but that is not for beginners.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3364. Calamus SL Available ! (?)

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 01:05:11 UTC
From: cosc226@otago.ac.nz
Message-ID: <1992Apr7.140512.2475@otago.ac.nz>
Source record: 223756

Hi there guys, I want to get hold of Calamus SL demo. Unfortunately I
am working from a Computer Science account of mine that has a pretty finite
limit (money wise) on it - so I can't FTP it easily.

I'd love it if someone could tell me where I could find a Calamus SL demo
with a mail_server to send it to me.

TNX in advance.

Cheers, Neil Gardner - New Zealand.
"I know what you're thinking - let's do it :-) "

3365. Re: TOS 1.62 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 01:11:57 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr7.011157.22268@thoth.rent.com>
Source record: 223757

aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>I'm afraid your TOS 1.62 ROMs will NOT work in any ST. They are
>higher-capacity ROMs than the older 1.0, 1.2, and 1.4 versions.
>The older ones are 192K total capacity, and TOS 1.62 is 256K.
>
>I suggest you keep them around. Someone is bound to come up wiht
>a piggyback board with a switch so you can toggle between the two
>TOS's for compatibility purposes.
>

Im not too sure I understand. I admit that I do not know everything
about STs, so my posting may have been in error, but this is my
understanding...

520ST and 1040ST cannot upgrade to the 2.06 due to its larger
size, hence the reason for the TEC card. The TEC card essentially
maps the larger space of 2.06 into the small space of the ST.

Now for some confusion on my part. I have a late model 520 STe
(purchased in Jan 92), with the 1.62 set on 28 pin chips. But,
the sockets themselves are 32 pin, so I was able to install
2.06 without a TEC card

Is it a difference between the older ST and the newer STes?

>Rob
>--
>| Robert Glover GEnie: R.GLOVER3 |
>| Internet: rg@turing.acs.virginia.edu |
>| Cleveland Freenet: aq115@cleveland.freenet.edu |
>~~~~~~
--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3366. Re: File number limit ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 01:20:27 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.012027.6070@actrix.gen.nz>
Source record: 223758

In article <7252@laas.laas.fr> doucet@ripolin.laas.fr writes:
>
> Yesterday, when grouping fonts collections on one floppy,
> the copy stopped with the message "invalid copy operation".
> When looking at what have been copied on the floppy, I noticed
> it contained 128 files, and had much free space left.
> This is a too familiar number to not remark it.
>
> So, the question is:
> - is 128 a limit for the number of files that can fit on a floppy ?
> - or is this a limit for just one directory ?
> - or have I problems with my machine ?
>
> TOS version is 1.62, comp is a 520STE.
>
> _ ___ __ Jean-Etienne DOUCET
> _ _ _ _ LAAS-CNRS
> _ __ _ _ Toulouse, FRANCE
> _ _ _ _
> __ ___ __ doucet@laas.laas.fr

With the Standard Atari Format, the base Directory can hold 112
entries, these are the entries that show up when you first open
the disk drive, ** Not what is seen with the Disk Info ** ..

Note: Disk Volume Label and any Hidden Files Do Count..

What is inside Subdirectores/Folders don't count as these behave the same
way as files..

There are some Format programs that let you set the Number of Directory entries
that you wan't, Hyper Format 3.2 is one that comes to mind..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3367. Re: Where can one get a new mouse quickly?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 01:31:34 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.013134.6381@actrix.gen.nz>
Source record: 223759
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr6.104420.1@galluk> CADS_COLE@galluk (Kevin Cole; Washington DC) writes:
> Greetings.
>
> We've got an ST with a mouse that appears to be on it's last legs. (In
> particular, it seems to be growing less and less sensative to clicks and
> double-clicks.) We needs a new mouse before a concert to be given April 24. I
> called the only local dealer listed in the phone book, and was told that they
> only had rebuilt mice (for $42.00) and that ordering a new one would take a
> month. Not good enough. What's the *FASTEST* way to get a reasonably priced
> ($60 sounds reasonable to me), decent mouse to Washington, DC? Any good
> sources?
> ========== U.S. Mail ============================== E-Mail ================
> Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
> Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
> Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
> (202) 651-5575 x4592 | The WELL: kjcole

I tried to E-Mail you but your path is incorrect..

Try a Golden Image mouse, they cost here some $50/60 nz, should cost
over there some $25us, they use micro-switches..

The later ones have a switch for Atari/Amiga, so try a Amiga shop..

I use a early Amiga one with 2 wires changed around.
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3368. Re: TOS 1.62 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 01:33:16 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr7.013316.25110@usenet.ins.cwru.edu>
Source record: 223760

John Ladasky:

The only machines that can run TOS 1.62 are either the 520STE/1040STE or Mega STE. Yes, the Mega STE will run it, we've tried it and it works. It's one of the few ways to make some games run on a Mega STE. TOS 2.0x isn't very friendly toward a lot of games, and TOS 1.62 is a help, but it's still not as friendly as good ole' TOS 1.4.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3369. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 01:39:40 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr7.013940.25532@usenet.ins.cwru.edu>
Source record: 223761

I don't see much point in GEMulator. I mean, for the cost of the board, plus the TOS ROMs for it, you can buy a used ST anyway. If you want to run ST stuff faster, get an acclerator for the machine. The reason the screen update is so slow on PC's is because of their inferior technology to the ST, Mac, and Amiga. PC's are junk. Period. So what if they have ten times as much software. All but the latest is pretty lacking in quality, and even the newest stuff is ages behind the best stuff for the ST. Look at Pagestream, Calamus, DynaCAD, Avant Vector, etc.

I don't mean to sound quite as 'flaming' as I do, but I really don't like Darek's attitude. Ever since he released ST-Xformer 2.55 (the 8-bit emulator), he included a text file with it flaming Atari and saying he'd had it with them and everything. He said he was going to make an emulator for PC's, so when Atari is dead and gone, people can still run ST stuff.

I think that if Atari did fold up, not many people would care to run ST stuff anymore. Just the old diehards, like the current 8-bit users (I'm one) might consider it neat.

I just don't see the point.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3370. Re: TOS 1.62 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 01:47:37 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.014737.6725@actrix.gen.nz>
Source record: 223762

In article <7+pjs7q.ladasky@netcom.com> ladasky@netcom.com (John J. Ladasky II) writes:
> In article <1992Apr6.031730.14097@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
> >
> >I'm afraid your TOS 1.62 ROMs will NOT work in any ST. They are
> >higher-capacity ROMs than the older 1.0, 1.2, and 1.4 versions.
> >The older ones are 192K total capacity, and TOS 1.62 is 256K.
> >
> So, how does one go about determining which ST's will accomodate
> TOS 1.62 and which will not? I have a 1040 with TOS 1.2. Can I use the
> chips or not?
> John J. Ladasky II (ladasky@netcom.COM)
>
> Netcom - Online Communication Services San Jose, CA

TOS 1.6 or 1.62 can only be used on a STE..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3371. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 01:48:20 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12385@umd5.umd.edu>
Source record: 223763

In article <1992Apr6.220407.21238@cis.ohio-state.edu> tbrown@trout.cis.ohio-state.edu (Ted Brown) writes:
>In article <92095.191851EENG6801@RyeVm.Ryerson.Ca> Carlos Varela <EENG6801@RyeVm.Ryerson.Ca> writes:
>>Today I attended the ATARI CANADIAN EXPOSITION'92.
>>The two products that impressed me the most were GEMulator & MultiTOS.
>>
>
>>GEMulator:
>>
>> This was a very nice program running under windows. It was running
>>on a 486/33MHz. I saw many packages running on it without problems.
>>I tested German To English v1.9 and it run with the same speed as on my
>>1040ST. The screen was slow. It was redrawn 5 times a second. That's
>>because the memory has to be copied from RAM to the VGA card. Disk
>>access was also slow. The program comes with a card that lets you
>>install ROMs (There is a possible making it work as MAC as well??, I
>>didn't get very clear on this.) It handled my twist 800Kb disk
>>without problems. Darek said that this was just a preliminary version
>>and that the final version should be as fast as a MEGA STE (16MHz).
>>With 486/50MHz and 486/66MHz and 586 coming out soon, higher speeds
>>will be possible. It supports 4096 colors of the STE + STE resolutions.
>>
>
>Why would I want to pay more than the cost of at TT to run programs just
>as fast as a ST?

Because you not only get REAL applications (Windows, OS/2, DOS) but you get to keep compatibility with the ST(e) series of computers (god knows why).

>I surely hope that it runs better than his Atari 8-bit
>emulator "runs".

Well, he's shown it already, and it DOES run. Like it or not.

>problems will be solved by the new graphic excellorators comming out from
>DELL and Compaq y'know the ones which will allow them to actually run
>NeXTPC in color and Windows at a speed faster than a slow crawl. (but the board
>has to be designed to run them, you just can't add one on the bus, the bus *is*
>the problem If the thing can't run Windows fast, it can't emulate a ST fast.
>That pretty much leaves out *any* Intel box including the 50 Mhz 486.
>
Unfortunately, you are right, it is difficult to get high speed video out of a 8 or 12 mhz bus, but the apparently the screen update is not bad at all. Very usable according to reports.

>Hey, it might be a dream to have NeXTStep running on a Falcon, but I still
>think Gemulator is even more-so.

This is a rather ignorant statement, considering that Gemulator is basically
completed, but NeXTStep for the Falcon is some idiot's fantasy.
>
>If I want an ST/TT I will buy one. If I want an IBM (why?) I will buy one.
>The only emulator that I have seen that even worked halfway well is Spectre!
>Dave Small is at least a competent hardware and software man. Darek is just
>another Microsoft-lacky.

Your personal opinion of Darek says just about nothing about the fact that
the Gemulator is a fact. The only problem I can foresee is him finding
enough people to back him in such a seemingly useless project. Why would
a 486 owner want to emulate an ST? There is not one single application on
the ST which I EVER use...except for those which I run within Spectre. Which
by the way, runs (or is very close to running) under Gemulator.

Sorry, but the ST has dropped the ball. Forget it.

3372. Re: Atari ST Files

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 02:19:42 UTC
From: caude@ewu.UUCP
Message-ID: <1837@ewu.UUCP>
Source record: 223764

In article <2447@keele.keele.ac.uk> cca10@seq1.keele.ac.uk (Craig Armstrong) writes:
> atari.archive.umich.edu
> (141.211.164.8)
>
>This site has a vast amount of software for the atari and if the
>software that you're after is out there then it's more than likely at
>Michigan.

Does anyone know anything about the computer program at U of Michigan? I hear alot about Atari and FTP from there, but what is the actual academic standing of the University? Do they support and USE Ataris? (This would be enough to make me want to switch schools!)

Chuck Aude
>>> Stuck in the Atari GraveYard of the USA - Eastern Washington University

3373. branch always software

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 03:00:41 UTC
From: swanee@megadata.uucp
Message-ID: <1992Apr7.030041.21573@megadata.uucp>
Source record: 223765

Does anyone out there have an address or contact for Branch Always
Software? I'd like to find out more about the Gemulator product and
what it is capable of.

Sla/n go fo/ill,
Risky B.

Geoff Swan _--_|\ swanee@megadata.oz.au
Megadata Pty Ltd / \
2/37 Waterloo Rd, North Ryde, _.--._/ +61-2-805-0899
NSW 2113, Australia. v (AH) +61-2-477-6519

3374. Re: TOS 1.62 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 03:54:35 UTC
From: bl693@cleveland.Freenet.Edu
Message-ID: <1992Apr7.035435.28753@usenet.ins.cwru.edu>
Source record: 223766

I was under the impression that Codehead's TEC board handled TOS
1.62 (as well as 2.06) for ANY old Atari ST (520/1040/f/fm/etc.)

Of course, you have to get a copy of TOS 1.62...

--
J.A.Baumgardner
bl693@cleveland.freenet.edu

5000 years until the next ice age! Shop now to avoid the rush!

3375. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 04:07:59 UTC
From: bl693@cleveland.Freenet.Edu
Message-ID: <1992Apr7.040759.29336@usenet.ins.cwru.edu>
Source record: 223767

I can't agree with you. Golly, real applications like OS/2? Boy, there's just tons of stuff coming out for that. As far as the video being serviceable, from the specs I've seen so far, that's an "idiot's fantasy".

Please correct me if I'm wrong, but as of Branch Always Softwares press release, the GEMulator will "never" handle MIDI. So, the video stinks, the MIDI is non-existant, and you have to buy a $3000+ machine (the newsletter says ideally a 486 50mzh) to emulate a $300+ machine.

If for some reason an Atari owner needs an IBM, they may as well keep their machine. (I kept my 8-bit...)

As for his 8-bit emulator credentials... I must say, it works about as well as the Amiga emulator does.

I'm just tired of all this free advertisement (from people on a first name basis with him) for a product that doesn't even work properly yet (AS PER HIS OWN NEWSLETTER).

--
J.A.Baumgardner
bl693@cleveland.freenet.edu

5000 years until the next ice age! Shop now to avoid the rush!

3376. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 04:35:42 UTC
From: psteffn@hal.gnu.ai.mit.edu
Message-ID: <1992Apr7.043542.17471@mintaka.lcs.mit.edu>
Source record: 223768

In article <12385@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
>In article <1992Apr6.220407.21238@cis.ohio-state.edu> tbrown@trout.cis.ohio-state.edu
(Ted Brown) writes:
>>In article <92095.191851EENG6801@RyeVm.Ryerson.Ca> Carlos Varela
<EENG6801@RyeVm.Ryerson.Ca> writes:
>>
>>Why would I want to pay more than the cost of at TT to run programs just
>>as fast as a ST?
>
>Because you not only get REAL applications (Windows, OS/2, DOS) but you get to keep
compatibility with the ST(e) series of computers (god knows why).
>
>
I rather prefer having two systems running side by side... But I can see
quite a bit of incentive JUST to run a powerful package like
Calamus. The cost of an equivalent package on the PC can be
more than the cost of Calamus + Gemulator but I'm guessing.

>I surely hope that it runs better than his Atari 8-bit
>>emulator "runs".
>

Xformers is nice as far as emulation goes. I was surprised that
Darek could emulate the 8bit video hardware on the crappy
ST graphics hardware as far as he did. Even to the point
of running some games/demos. I thought that he could
have done much better on the overall design of the
emulator, however. If it weren't for a couple of
inconsistancies in the user interface and the awkward
handling of XFD [SD???] files, esp. with the support
software. For instance, the utility that transfers
files from/to *.sd images won't bother with *.xfd
filenames [why did he even bother checking yet still
allow the user to change the file list mask].
Why not use a standard file selector, anyway?
Why not use the same random access code in Xformers to
transfer files instead of loading the whole image in
RAM! Or better yet, why not integrate the transfer
code WITHIN Xformers. These are things that could
have been done quite easily by him.
>
>the problem If the thing can't run Windows fast, it can't emulate a ST fast.
>>That pretty much leaves out *any* Intel box including the 50 Mhz 486.
>>
>Unfortunately, you are right, it is difficult to get high speed video out

>of a 8 or 12 mhz bus, but the apparently the screen update is not bad at
>all. Very usable according to reports.
>

I'm kind of confused by this. Shouldn't Darek have two operating
for his emulation? Direct bitplane conversion is very slow and
takes up an unacceptable amount of cpu time. If you have used
a mono screen emulator, you would know this. Also, most
ST software that does direct writes to screen memory would
most likely never work on Gemulator at all, anyway, as they
bypass other OS functions [granted, this <IS> the best
way to program]. But, a more logical way would be to emulate
VDI calls... Replacing GEM VDI calls in x86 assembly
would also allow software like DynaCadd to function on
1024x768 SVGA monitors.

>>Hey, it might be a dream to have NeXTStep running on a Falcon, but I still
>>think Gemulator is even more-so.
>
>This is a rather ignorant statement, considering that Gemulator is basically
>completed, but NeXTStep for the Falcon is some idiot's fantasy.
>>

hehehe! Actually, NeXTStep for Falcon doesn't sound like such a
pipedream. Hasn't NeXTStep been ported to IBM workstations?
The operating system is running on a device-independant Unix core
so why not? It's well within possibility. Aside from all
legalities... d:^)

>>If I want an ST/TT I will buy one. If I want an IBM (why?) I will buy one.
>>The only emulator that I have seen that even worked halfway well is Spectre!
>>Dave Small is at least a competent hardware and software man. Darek is just
>>another Microsoft-lacky.
>
>Your personal opinion of Darek says just about nothing about the fact that
>the Gemulator is a fact. The only problem I can foresee is him finding
>enough people to back him in such a seemingly useless project. Why would
>a 486 owner want to emulate an ST? There is not one single application on
>the ST which I EVER use...except for those which I run within Spectre. Which
>by the way, runs (or is very close to running) under Gemulator.
>

I respect Darek Mihocka for all the work that he hasn't been
sufficiently rewarded for. Especially for that crap that
those BRE scum pulled on him over his Xformers cable. From
the software that I've seen from him, he doesn't seem to
me as a perfectionist. But I've seen little.

There is, in fact, some excellent applications software that is
are available on the ST. Particularly midi applications such
as CuBase or Virtuoso. Calamus seems to still only be available
on ST machines. I would imagine that the 3D animation software

for the ST is infinately superior to any like-priced IBM
package as goes with just about everything else.

Paul STeffen
aka. STratoHAKster
of Tibetan Peach Pie Inc. [Amiga/ST coders]

3377. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 04:55:38 UTC
From: bl692@cleveland.Freenet.Edu
Message-ID: <1992Apr7.045538.1530@usenet.ins.cwru.edu>
Source record: 223769

Dear Mr. Dhir,

Question how in the He** are you supposed to run Spectre without the Spectre Cartridge (or more appropriately the Mac Roms it contains)? Maybe run the pirate file versions of the Mac Roms like Darryl Microsofts running a pirate version of TOS?

Bet Apple would really like to hear that. Put my name on the list of people that say good riddance to bad rubbish, glad to see you leave the ST world, Darek.

P.S. I have to deal with an IBM enough at work why would I want to drag one of the dam* things into my house.

3378. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 05:05:09 UTC
From: leonard@qiclab.scn.rain.com
Message-ID: <1992Apr7.050509.24342@qiclab.scn.rain.com>
Source record: 223770
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

CADS_COLE@galluk (Kevin Cole; Washington DC) writes:

>Greetings.

>I'm looking for software to either read and write IBM disks on an Atari 1040 ST
>or read and write Atari ST disks on an IBM PS/2. Does any such product exist,
>and, if so, could anyone here point me towards a source for such a product?

if you have a double-sided drive on the Atari, just format the disks on
a PC as normal 720k disks. The Atari will have *no* trouble with them.
If you have a single sided drive, the person with the PC needs to add
the following to their CONFIG.SYS (assuming the 3.5" drive is drive b:)

device=driver.sys /d:1 /f:1 /h:1

This creates a "new" drive letter for the B: drive and tells the
system that it is a single sided 3.5 drive.

This all works because the Atari uses MS-DOS directory structures!
The only catch is that DOS requires the first sector after the index
hole to be sector 1. The Atari ignores the index hole. That's why
you need to format the disks on a PC...

I "converted" files to PC format for a friend with an Atari for
years. His editor never complained about the disks with the manuscripts
on them...
--
Leonard Erickson leonard@qiclab.scn.rain.com
CIS: [70465,203] 70465.203@compuserve.com
FIDO: 1:105/56 Leonard.Erickson@f56.n105.z1.fidonet.org
(The CIS address is checked daily. The others infrequently)

3379. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 05:40:27 UTC
From: tbrown@tortoise.cis.ohio-state.edu
Message-ID: <1992Apr7.054027.10502@cis.ohio-state.edu>
Source record: 223771

In article <1992Apr7.045538.1530@usenet.ins.cwru.edu> bl692@cleveland.Freenet.Edu (Dan Ackerman II) writes:
>
>Dear Mr. Dhir,
>
> Question how in the He** are you supposed to run Spectre
>without the Spectre Cartridge (or more appropriately the Mac
>Roms it contains)? Maybe run the pirate file versions of the Mac
>Roms like Darryl Microsofts running a pirate version of TOS?
>

This does bring up the question. Just *how* does/would Gemulator run Spectre? I think running Spectre without the Spectre cart just might be against Dave Small's wishes. Can you even buy a copy of Spectre without buying the cart?

Also note that reading the MacRoms into memory is illegal unless you do it *every* time you start the emulator. Copying them do disk and leaving the ROMs on the shelf is not legal (as I understand it).

Was the demo of Gemulator running off a TOS board? If not, *that* is illegal.

It won't run video at ST speeds no matter what speed the chip is at unless maybe you have an EISA bus (which those cheap clones arent) or its one of the new direct mapped video models which start at $5,499 for a base line Dell. And you *can't* upgade to one, it on the board not the bus.

Pay lots of money, have to get a board to hold TOS (and waste a slot), not run MIDI aps, have slow video, and still have performance under question. And I don't expect it to be able to *legally* able to run Spectre. That's just marketing bullsh** for all I know till I hear how they will do it.

I still don't get it! Who'd buy Gemulator, and if someone did, should they be commited?

Ted Brown

3380. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 08:54:16 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.085416.20679@actrix.gen.nz>
Source record: 223772
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr7.050509.24342@qiclab.scn.rain.com> 70465.203@compuserve.com writes:
> CADS_COLE@galluk (Kevin Cole; Washington DC) writes:
>
> >Greetings.
>
> >I'm looking for software to either read and write IBM disks on an Atari 1040 ST
> >or read and write Atari ST disks on an IBM PS/2. Does any such product exist,
> >and, if so, could anyone here point me towards a source for such a product?
>
> if you have a double-sided drive on the Atari, just format the disks on
> a PC as normal 720k disks. The Atari will have *no* trouble with them.
> If you have a single sided drive, the person with the PC needs to add
> the following to their CONFIG.SYS (assuming the 3.5" drive is drive b:)
>
> device=driver.sys /d:1 /f:1 /h:1
>
> This creates a "new" drive letter for the B: drive and tells the
> system that it is a single sided 3.5 drive.
>
> This all works because the Atari uses MS-DOS directory structures!
> The only catch is that DOS requires the first sector after the index
> hole to be sector 1. The Atari ignores the index hole. That's why
> you need to format the disks on a PC...

This is completly incorrect, the Atari DOES USE THE INDEX HOLE,
please don't post fauls information...

>
> I "converted" files to PC format for a friend with an Atari for
> years. His editor never complained about the disks with the manuscripts
> on them...
> --
> Leonard Erickson leonard@qiclab.scn.rain.com
> CIS: [70465,203] 70465.203@compuserve.com
> FIDO: 1:105/56 Leonard.Erickson@f56.n105.z1.fidonet.org
> (The CIS address is checked daily. The others infrequently)

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3381. Re: File number limit ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 08:56:33 UTC
From: coope@bert.cs.byu.edu
Message-ID: <1992Apr7.085633.27055@hamblin.math.byu.edu>
Source record: 223773

In article <1992Apr6.210144.13254@news2.cis.umn.edu> charlie@mudhoney.micro.umn.edu (Charlie Demerjian) writes:
>In <7252@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet,149,6323) writes:
>
>>Yesterday, when grouping fonts collections on one floppy,
>>the copy stopped with the message "invalid copy operation".
>>When looking at what have been copied on the floppy, I noticed
>>it contained 128 files, and had much free space left.
>>This is a too familiar number to not remark it.
>
>>So, the question is:
>> - is 128 a limit for the number of files that can fit on a floppy?
>
>I think you might have filled up your FAT's. Try using a formatter that allows you to expand the size of the FAT and retry the copy operation. There is a German program that allows you to do this. It is called Hyperformat, and it allows you to control alm
>ost all the disk format parameters.

Another possibility is that he tried to put all those files in the root directory. The root directory of any MS-DOS disk can only take a limited number of files, I believe, since it retains compatibility with the original flat file system of some early version of DOS. Since the Atari file system is compatible with the MS-DOS file system, it shares the same limitations. Try creating a folder on the floppy and copying the files into that folder. Subdirectories are files and are only limited in size by the media size.

You might get around it by reformatting the disk and setting up the boot block to allow more directory entries in the root directory, but it sounds like a pain.
So I need a signature....
coope@bert.cs.byu.edu
bcc@eyring.com
uunet.uu.net!lanai!bcc

3382. 50Hz Spectrum picture viewer wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 08:58:57 UTC
From: mro@dcs.exeter.ac.uk
Message-ID: <5978@izar.dcs.exeter.ac.uk>
Source record: 223774

I have downloaded all the Spectrum picture viewers I can find on atari.archive and have yet to get any to work properly. When viewing a picture, the screen starts to roll in the same manner as when 60Hz mode is selected. I presume that due to the special timings necessary, these programs are specifically for 60Hz systems. However, I am trying to view them on a TV set, which will only run at 50Hz.

So, are these viewers dedicated to 60Hz pictures, and if so, are there any 50Hz viewers available?

Thanks

Marcus

3383. Re: F1GP is out

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 09:08:56 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr7.090856.21977@cs.hw.ac.uk>
Source record: 223775

In article <1992Apr6.082544.23879@cam-orl.co.uk> pe@cam-orl.co.uk
(Philip Elwell) writes:
>Yes, Formula 1 Grand Prix has finally been released for the ST. I haven't seen
>it yet, but my brother has a copy. Apparently it is very similar to the Amiga
>version except:
> ...
>It comes on 4 disks, the first being single-sided so that people with a SS
>internal drive but a DS external drive can use it. It is not obviously hard
>disk installable, but you can backup the floppies. The box also claims that it
>requires 512Kb RAM, but I can't verify that this is true.

Thanks for the post. I've been considering buying this. I saw it in a shop
the other day but was kind of shocked to see that the label on the Amiga
version boasted hard disk support but the ST one didn't. Mind you it did not
say "Hard disk not supported" like another Microprose ST package.
Copy protection was also a limiting factor. 35 pounds would be quite steep if
you couldn't back it up.

Speaking of HD support, of the seven or so Microprose packages that I looked
at, all of them supported HD's on the Amiga but only two on the ST. These
were Silent Service II and Knights of the Sky. The feature list of Knights of
the Sky said that playing via modem ports was only available on the PC and
Amiga versions. What gives? I see no reason why ST versions can't have HD or
modem support. Paranoia would lead me to believe there was plot here.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3384. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 11:07:33 UTC
From: marcus@sun.pcl.ac.uk
Message-ID: <1992Apr7.110733.837@sun.pcl.ac.uk>
Source record: 223776
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <1992Apr2.074419.14711@mnemosyne.cs.du.edu> dcurtis@isis.cs.du.edu (Dave Curtis) writes:
>mathew@mantis.co.uk (From A to B) writes:
>>>nan@matt.ksu.ksu.edu (Nan Zou) writes:
>>> I'll count QuickTime as innovative, but MIDI and CD-ROM? Those have been
>>> available on other platforms for a long time. There's nothing that makes
>>> Macs more suitable for MIDI than say, Atari or NeXT, it just so happens
>>> Macs have the best MIDI software.
>
>>I'd dispute that. The Atari ST has much more MIDI software than the Mac,
>>much of it is very high quality. Big packages like M, Cubeat, and Pro-24.
>>The ST is really the primary platform for MIDI, although many packages have
>>subsequently been ported to the Mac.
>
>To add further credence, Dr. Kittel from Commodore makes a good witness
>at how the ST/TT are starting to dominate the MIDI European market (Atari
>and Apple currently have about the same market share in Europe). Since
>Europe in the 90's will become an economic giant, their choice of the
>well-engineered and valued computers will increasingly influence our
>choices.

Starting to dominate? I can only speak for the UK, but here Atari dominate the music industry right now. Mac's are just too expensive for UK musicians and the Atari's built in MIDI port made it number one choice from launch.

Successful acts like New Order who have pots of money use Macs now, but for your average struggling muso/engineer/mixer whatever the ST is king.

Mac's have the best HIGH END music software however (SoundTools) and the developers of CuBase (?) have stopped working on the ST in favor of the Mac.

I think LC's will have to become significantly cheaper to penetrate the music business here. The PowerBook could have done very well (again with those with big money) but apparently MIDI is screwed up on it... shame.

Marcus Harvey, Polytechnic of Central London IRS
marcus@uk.ac.pcl.sun - JANET marcus%sun.pcl.ac.uk@ukacrl - BITNET/EARN

...Bubble Up!

3385. TOS 2.06....

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 12:56:54 UTC
From: jbunch@world.std.com
Message-ID: <BMC9Av.627@world.std.com>
Source record: 223777

Howdy...

I just finished installing tos 2.06 in my machine and was wonder if anybody out there has a file explaining all the new and wonderful fixes. I used to have 1.06, so I hope there are a few fixes... ;-) It was a pain getting the jumpers out to resolder them in the right place. But all seems to work just fine and dandy. I have noticed one problem, I cant seem to get Maccel3 to run? It just gives me a lot of bombs across the screen. Also, what fixes do I need in my auto folder now? Do I need turbocts/tos14fix? Or poolfix? Please reply via email and I will summarize to the net.

John Bunch...

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * INTERNET: jbunch@world.std.com
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!root (Home)

3386. Re: File number limit ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 13:05:13 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Apr7.130513.22822@cs.mcgill.ca>
Source record: 223778

No, it cannot be that the FAT if full !!! If it were, than it would mean there is no more space left on the disk anyways. It's just that there is a file limit per directory. The value is 70 (hex) if I'm not mistaken. This value can be changed (Byte 17 or 18 of the boot sector), but I'm not sure TOS will take those changes with a smile (It might try to allow more files, but doesn't have the memory allocated for it, so BOMBS away :-), and even then, GEM will not accept it in its File Selector ...)

Patrick BETREMIEUX

3387. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 13:51:56 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92098.085156EENG6801@RyeVm.Ryerson.Ca>
Source record: 223779

I've tested GEMulator on the ACE'92 show. I used my own program
(GER2EN19.LZH) to do the tests. This are the results:

1040 ST, TOS 1.0, 1Mb RAM 2000 words per minute
GEMulator on Windows 3.0 486/33MHz 2050 words per minute
MEGA STE N/A (The interrupt routine didn't work)
TT 030, 12MB RAM, TOS 3.05 4900 words per minute

The GEMulator was a beta version and Darek confirmed that the speed will

3388. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 15:12:09 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Apr7.151209.3642@olymp.informatik.uni-bonn.de>
Source record: 223780
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr7.050509.24342@qiclab.scn.rain.com> 70465.203@compuserve.com writes:
>[...]
>This all works because the Atari uses MS-DOS directory structures!
>The only catch is that DOS requires the first sector after the index
>hole to be sector 1. The Atari ignores the index hole. That's why
>you need to format the disks on a PC...

I'm sorry, but this is totally wrong. The only reason that one had to format the disks on the PC was that the older TOS versions didn't write the boot sector in a 'compatible enough' way.

The ONLY thing required to make ANY ST DS DD 720 K disk PC-compatible is to get a sector editor, and change the jump instruction in the first three bytes (from "60 xx" to "EB xx xx", I use "EB 34 90"), and fix the media byte (the first byte in the first sector of each FAT, usually found on sectors #1 and #6, counting from 0) by changing it from F7 to F9 (all numbers in hex).

Of course, if you format your disks on the ST with one of the modern formatting tools, the program does it all for you.

I recommend MDISK, which is a clever combination of RAM disk/copier/formatter accessory. It's free, and can be ftp'ed from varios atari servers. It's also included with the CS-TeX package.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3389. Re: HELP ME on TOS 1.? 2.? 3.?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 15:53:54 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr7.105355.5561@doug.cae.wisc.edu>
Source record: 223781

In article <1992Apr6.135430.11669@DMI.USherb.CA> lefrm00@terre.DMI.USherb.CA (MARTIN K. LEFRANCOIS) writes:

> I need your help,
> I'm a student at the Universite de Sherbrooke in Quebec, Canada. I
> have to make a presentation in front of the class on operating
> system concepts, my choice was the TOS.
> I have more than 30 magazines on ST and 3 books from Micro Application,
> but I can't find what I looking for.
>
> I want to know:
>
> -What TOS is for? Tramiel Operating System???
>
> -What does TOS do?
>
> -What is the diference between TOS 1.0, 1.1, 1.2, 1.4, 1.6 and 1.65??
>
> I know that TOS 1.0 and 1.1 was on disk, TOS 1.2 was a chip, and
> from TOS 1.4 when you format a disk it use MS-DOS type.
>
> -What version is the Rainbow TOS? what does it do than the others dont?
>
> -What is the new features on TOS 2.? an TOS 3.?
>
>
> I know I ask you a lot, but I REALY NEED THESE INFORMATIONS.
>
>{^~^~^~

3390. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 16:13:32 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <09BViB1w164w@ersys.edmonton.ab.ca>
Source record: 223782
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> I know I'll probably get jumped on for saying this, but why not
> just use GEM and put it in a window? (a.k.a. STalker & Rufus) It would
> be slower, but who doesn't use some sort of screen accelerator nowadays?
>
> Later.......
>
> -----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======-------
> "You can give her the usual rlcollins@miavx1.acs.muohio.edu
> things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
> you don't intend to keep." rcollins@apsvax.aps.muohio.edu
> -Cogsworth R.COLLINS1 on GEnie
> (Beauty and the Beast)
> -----=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

There is a GOOD reason not to use a GEM Window. The first reason, which
you mentioned, is that the speed is VERY slow. Even with accellerators,
the output can't keep up with more than 2400 baud in Stalker. Without an
accellerator it would be hideously slow. Also, a GEM window takes up
space. Instead of 25 lines (24 with a status bar) you would have 23
lines and be forced to put the status bar at the top of the screen.
There is also the added joy of having to handle more complex redraws.

No, a window is not the way to go for me. The mailer and newsgroup
machine was not working regularly, so I think I missed a lot of this
thread. I did find out one way to shorten the screen. Subtract 1 from
the value contained at $2AB2 and you have a shorter screen. Add 1 when
you want to update the status bar. It was as simple as that. At least
for monochrome. I'll have to try it with color as well, since I am not
sure if the address applies to all ST machines.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

3391. Some experiences with STBOOK ??

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 16:25:56 UTC
From: NN1@awiwuw11.wu-wien.ac.at
Message-ID: <92098.162556NN1@awiwuw11.wu-wien.ac.at>
Source record: 221898

Hello!
Is there anyone who could give me information about the Atari STBOOK?
I consider to use it mainly for telecommunication.
Do you have articles or reports and infos about the price in Europe and USA?
Please post your mail either to the list or to the follow adress:
k111118@alijku11.edvz.uni-linz.ac.at
thanks Walter Birklbauer

3392. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 16:42:39 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Apr7.164239.8556@mnemosyne.cs.du.edu>
Source record: 223783

Mark,

The machine was shown to deverlopers and press at the Toronto show last weekend, so it does exist. I've seen it personally, naturally, since we publish Atari Interfaace magazine! :)

Pattie Rayl (AIM)

3393. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 17:28:52 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12402@umd5.umd.edu>
Source record: 223784

In article <1992Apr7.045538.1530@usenet.ins.cwru.edu>
bl692@cleveland.Freenet.Edu (Dan Ackerman II) writes:
>
> Dear Mr. Dhir,
>
> Question how in the He** are you supposed to run Spectre
> without the Spectre Cartridge (or more appropriately the Mac
> Roms it contains)? Maybe run the pirate file versions of the Mac
> Roms like Darryl Microsofts running a pirate version of TOS?
>
> Bet Apple would really like to hear that. Put my name on the list
> of people that say good riddance to bad rubbish, glad to see you
> leave the ST world, Darek.
>
> P.S. I have to deal with an IBM enough at work why would I want
> to drag one of the dam* things into my house.

You have a hell of an annoying attitude. It is truly unfortunate that
people like you exist in these threads, it makes it difficult to have an
adult conversation on the Usenet.

In any case, to answer your question, the Gemulator board that contains
the TOS Roms actually has two empty sockets for the Mac ROMs.

I have a rather long article on the Gemulator, I'll send it up for you to
look at sometime later.

Go kick a dog or something.

3394. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 17:31:25 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12403@umd5.umd.edu>
Source record: 223785

In article <1992Apr7.054027.10502@cis.ohio-state.edu>
tbrown@tortoise.cis.ohio-state.edu (Ted Brown) writes:
> In article <1992Apr7.045538.1530@usenet.ins.cwru.edu>
bl692@cleveland.Freenet.Edu (Dan Ackerman II) writes:
> >
> >Dear Mr. Dhir,
> >
> > Question how in the He** are you supposed to run Spectre
> >without the Spectre Cartridge (or more appropriately the Mac
> >Roms it contains)? Maybe run the pirate file versions of the Mac
> >Roms like Darryl Microsofts running a pirate version of TOS?
> >
>
> This does bring up the question. Just *how* does/would Gemulator
> run Spectre? I think running Spectre without the Spectre cart just
> might be against Dave Small's wishes. Can you even buy a copy of
> Spectre without buying the cart?
>
> Also note that reading the MacRoms into memory is illegal unless you do
it
> *every* time you start the emulator. Copying them do disk and leaving
the
> ROMs on the shelf is not legal (as I understand it).
>
> Was the demo of Gemulator running off a TOS board? If not, *that* is
illegal.
>
> It won't run video at ST speeds no matter what speed the chip is at
unless
> maybe you have an EISA bus (which those cheap clones arent) or its one
of
> the new direct mapped video models which start at $5,499 for a base line
> Dell. And you *can't* upgade to one, it on the board not the bus.
>
> Pay lots of money, have to get a board to hold TOS (and waste a slot),
not
> run MIDI aps, have slow video, and still have performance under
question.
> And I don't expect it to be able to *legally* able to run Spectre.
That's just
> marketing bullsh** for all I know till I hear how they will do it.
>
> I still don't get it! Who'd buy Gemulator, and if someone did, should
they

> be commited?
>
> Ted Brown

Actually the Local Bus motherboards don't cost much at all. You can get a 486/33 Local-Bus with 8mb RAM, 200MB HD, and a 14" SVGA card/monitor with DOS and Windows for $2750. Look through the new issues of Computer Shopper. Great deals.

Peace.

- Al

3395. HELP !!! FRANKIE-Virus and ALADIN

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 17:41:46 UTC
From: GROSSER@rzmain.rz.uni-ulm.de
Message-ID: <1992Apr7.174146.25978@wega.rz.uni-ulm.de>
Source record: 223786

Help !!! Help !!! Help !!!
Is there anyone using ALADIN 3.0 on the ST??

Is there anyone who has experience with the horrible FRANKIE virus-infection??
The FRANKIE virus begins his work after about 15 to 30 minutes. There is a
message: " Frankie says: no more piracy" and the system crashed. After that time
you usually changed a few discs and the virus is everywhere and you have to
clean up the whole system.
Is there any ANTI-Virus for this bullshit FRANKIE-virus on ST available.

please answer
martin

3396. VIDEO KEY WANTED!

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 18:24:52 UTC
From: LENNJM@PURCCVM.BITNET
Message-ID: <92098.132453LENNJM@PURCCVM.BITNET>
Source record: 223787

I just got a 1040 ST without an RF modulator and I would like to buy a VIDEO KEY or something that does the same job. I have a color TV and a color composite monitor, so either RF or composite color is fine, though the RF output is preferred. I am using mono right now but color would be great!!!

Jody Lenn
LENNJM@PURCCVM

3397. Re: ZNET 9214 (REALLY LONG!, I mean it).

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 18:56:36 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr7.185636.28481@thoth.rent.com>
Source record: 223788

weiner@terminator.cc.umich.edu (Jeff Weiner) writes:

>This magazine, and others, are available from either atari.archive.umich.edu
>or via Greg's mailing list. There is absolutely no reason
>that this needs to be or should have been posted to this newsgroup.

What is the address I should mail to so I can get on the mailing
list? I would like to start archiving this stuff (for my own
use), on my machine here.

>weiner
>--
>Jeff Weiner ----- Jeffrey.Weiner@umich.edu ----- Umich atari posse
>718 Arbor, Ann Arbor, MI 48104, +1 313 998 0829, near the Univ. of Michigan
>Why yes, I do graduate on May 2, 1992 at ~12:00pm on Michigan Stadium's field...
--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3398. Re: New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 19:16:21 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Apr7.191621.16064@exu.ericsson.se>
Source record: 223789

Some relatively subdued comments amid the hype and flames:

* Remember that Atari Corp. has track record of not coming through on their promises or finally delivering on them way too late.

* The hardware of the so-called Falcon is not nearly as important as the software. If people could have a solid little machine that ran the applications they needed without having to learn all sorts of arcana, then they would be happy.

* NeXT step is one of those issues that doesn't matter. Sort of like the myth that all video game system owners want to upgrade to computers and the fabled checkbook management and recipe database programs. It sure doesn't sound like Atari is going after the workstation market, especially if a trimmed down Falcon will be marketed as a game system.

* The price had better be damn low on whatever computer they finally release. The STs big advantage in 1985/86 was that it undercut everyone else in terms of price. That advantage only lasted about two years though. Let's say the Falcon checks in at an unbelievable $1000 including color monitor. That's still not low enough to drag people away from well-supported machines with lots of available software.

--
James Hague
exuhag@exu.ericsson.se

3399. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 19:49:55 UTC
From: tbrown@woozie.cis.ohio-state.edu
Message-ID: <1992Apr7.194955.26378@cis.ohio-state.edu>
Source record: 223790

>In any case, to answer your question, the Gemulator board that contains
>the TOS Roms actually has two empty sockets for the Mac ROMs.

Well that relieves *some* of my questions. How does it read Mac Disks? It would be enough if it could read 1.44 disks (that is as soon as Dave adds the capability), but I don't see how you can make a typical IBM read Macintosh disks without some extra hardware device (of course I am not a hardware-techy type so I could be wrong).

It just seems to me that for a $300 program on top of a $2500 machine which you need to buy some TOS chips to add, just to emulate a $350 computer is just a little out of whack. Some might want it to run Spectre but that still gets out of line: $300 + $500 (Spectre w/Roms) + TOS comes to $800 plus to emulate a mac (but probably faster than a plus speeds). I guess some might pay any price to be able to run mac apps on an IBM, but we are close range of just go out an buy a real mac so you get Sys7, all the proper ports and such, the possiblility of color, et all. Well, I guess someone will buy it just to be able to do that.

But hey, I guess it's a good add for an ST. It takes a 50Mhz 486 just to be an ST (without MIDI). Hey, how is Gemulator on ST sound anyway?

Ted Brown (still trying to get "it")

3400. Re: does atari staff read usenet?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 20:06:14 UTC
From: andyc@hplsla.hp.com
Message-ID: <5440177@hplsla.hp.com>
Source record: 223791

wilsont@prism.cs.orst.edu (Timothy E. Wilson) writes:
>
> I was wondering (with all this talk of falcons and nifty ideas people want)
> if atari staff read the net, and if they do, tell anyother 'higher' staff
> (designers, CEO's etc.) what everone here is wanting etc..
> while this is a small sample of the atari population, it does seem to be
> a wide spread, from beginners to heavy hitters.
> ----------

Well, they read and respond to people in the Atari ST Roundtable in GEnie, which, by my estimation, has three or four orders of magnitude more participation than this notesgroup. It's also where most of the commercial (U.S.) developers can be found, if they can be found on an electronic media. My point being, I don't think there's any shortage of feedback arriving at Atari's doorstep, from the full spectrum of novice users to developers. (No shortage of whiners, either, but the GEnie sysops are effective at eliminating base note drift, so it is much easier to ignore them, and that alone justifies the cost of GEnie in my book).

Disclaimer: These are my own opinions, and I'm not affiliated with GEnie, et cetera.

%%%

3401. Atari ST games for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 20:20:25 UTC
From: carlos@odie.cs.mun.ca
Message-ID: <1992Apr7.202025.14533@garfield.cs.mun.ca>
Source record: 223792
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have the following games for sale:

- M1 Tank Platoon, MicroProse
- Red Storm Rising, MicroProse
- Midwinter, MicroPlay
- Omega (programmable tank simulation), Origin systems

I'm asking $20.00 each, but I'm flexible. E-mail me for any further
details.
--
//
// C. Miguel Borges A.K.A. Carlos M. Borges //
// an630@cleveland.freenet.edu carlos@garfield.cs.mun.ca //
//

3402. Atari Buying Up Good Software?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 20:20:56 UTC
From: andyc@hplsla.hp.com
Message-ID: <5440178@hplsla.hp.com>
Source record: 223793

The past week I've read (on GEnie) that Atari has purchased SuperBase for the ST from Oxxi, Inc (which bought it from Precision Software, the creators of the program). Also, I read that Atari bought LDW Power (from LDW). In both cases, the story seems to be, upgrades are no longer available from these companies for these programs, and no one seems to know what the deal is.

Let me clarify this: the above information comes from people that have called these companies to inquire about upgrades, and posted what they were told on GEnie.

So: what's going on? Is Atari going to find a nice home for these programs (which are arguably among the top productivity applications for the ST)? Can we look forward to future enhancements?

Inviting speculation, positive or negative, BUT.... please post blatant pointless whining elsewhere!

(And, of course, if anyone knows that these rumors are false, PLEASE correct them!)

Disclaimer: I have no fiduciary interest in any of the companies mentioned, and I cannot vouch for the accuracy of these rumors!!!

%%%

3403. DARREK Mohookahaka direct, GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 20:34:50 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr7.163450.13273@umiami.ir.miami.edu>
Source record: 223794

Although I have absolutely NO interest in the GENULATOR, Darek Mohookaka was more than kind enough to reply toa posting I made about his Current Notes Article from last year. Since there is enough talk about the Gemualtor, anyone who is interested in asking him DIRECTLY can post him at his INTERNET address.

IN%"Darrekm@microsoft.com"

-Mark Santora
Atari into the next Century!
Don't believe me? Ask the Blade Runner.

3404. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 21:11:32 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6618@lee.SEAS.UCLA.EDU>
Source record: 223795

In article <56761@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Marshall Lake asked:
>
>>What does "True Color" mean?
>
>"True Color" is a term used to describe 24bit color computer video.
>At that level of emulation of color (I don't remember the exact
>number of individual colors available with 24 bits, but it's
>extremely high... on the order of 99 gazillion..), the human eye
>no longer can tell the difference between the computer generated
>image and a "true" photographic image.
>

Eight bits per color is certainly as good or better than typical video systems. Production quality video cameras (including HDTV types) typically have a dynamic range of 40 to 50 dB in each color channel. High-quality CRT and projection displays are little better. Eight bit channels have a signal-to-noise ratio of 49 to 50 dB. Only very specialized systems would need more than eight bits per color channel.

-- Scott Willingham // willing@icsl.ucla.edu

p.s. I suspect that "true color" refers to direct storage of RGB values in video RAM as opposed to the use of color palette lookup tables.
.
.
.
.
.
.
.
.
.
.

3405. Atari address? Portfolio info?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 21:27:11 UTC
From: jp07@gte.com
Message-ID: <15863@bunny.GTE.COM>
Source record: 223796

(1.) Can someone out there furnish Atari's address & phone number?

(2.) Have any netters used the Portfolio? I'm trying to compare it to the Sharp Wizard as an all-purpose organizer & PC-adjunct.

Thanks... Jim.

3406. MiNT Mouse

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 21:49:24 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92098.174924JJL101@psuvm.psu.edu>
Source record: 223797

Well, I took the plunge into MiNT last night, got it and MGR up and running, and have a few questions.
1. The mouse was very hard to control. Is this normal? It would sort of lag behind my movements, then catch up , and just be very ornery about things.
2. In mgr, I was able to get font to change the fonts, but browse kept on saying there were no icon files found, even though I explicitly stated the path to the icon folder. Any ideas on this one?
3. I am not sure what I am missing to get mgrterm to work. It simply does nothing on my screens window where I run it. I am not exactly sure what to do with TERMCAP and the like, any help here? I am using the init, and init.rc from Mr. Pratt's file, and changed the drives in the .rc to reflect where mine were, but did not see anything concerning TERM orTERMCAP in them.

Basically I would like to be able to open a window in vt100 mode to connect to our vm/cms system here, and the unix boxes, but I HAVE to have vt100 for the 3090. So, basically, IS there a term for mgr to handle this, and if so anyone care to go through what I need to do to get it to work?
4. Editors, well, I have used vi, micro-emacs, etc, but would anyone have any reccomendations on which ST editor I should use in mint and mgr?
5. Same question as above but with shells, as I said, using init right now, but could use bash tcsh or ksh, but would like to hear reccomendations from folks out there before going through the hassle of setting them all up and testing.

And finally, anywhere out there have even further docs on mint and the utils for it, other than what is included in the package?

Thanks in advance!

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

3407. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 21:58:37 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Apr7.215837.21737@murdoch.acc.Virginia.EDU>
Source record: 223798

In article <6618@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:

>p.s. I suspect that "true color" refers to direct storage of RGB values
> in video RAM as opposed to the use of color palette lookup tables.

"true color" in computer graphics generally means you have enough
colors to put a different color on each pixel on the screen.

3408. Re: Atari dead in NZ - NEVER!

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 23:10:36 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.231036.22913@actrix.gen.nz>
Source record: 223799

In article <12698.989225751@kcbbs.gen.nz> Dawn_Scotting@kcbbs.gen.nz (Dawn Scotting) writes:
> X-Mailer: KCReader v0.95a
> help
> send 8bit/Index
>
> pandora@kcbbs.gen.nz OR Fidonet 3:772/90
> Kia Ora from The Land of the Long White Cloud
>
> --- KCReader v0.95 beta
>
> >
> >Hey Roger, Atari may very well be dead in New Zealand, but it is rather
> >stupid to extrapolate this to the entire world, and especially Europe,
> >where Atari is doing well. Expand your horizons a little.
> >

You have you facts wrong..!!!

From the feed back back that I received Atari is no doing to well any were,
the TT and Mega STE is a flop, and a lot of software houses are dropping
Atari..

Don't just read the Bull that you get out of Stupid UK Magazines..

Just live with the Facts and don't be a just Bigot...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3409. Re: File number limit ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 23:22:15 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr7.232215.24111@actrix.gen.nz>
Source record: 223800

Well there are 2 Hyperformat Programs, one is a PD incomplete
copy type program, very buggy, and the othere is Hyperformat 3.2, this
is NOT PD at ALL or Shareware...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3410. Patches to Lightspeed C debugger

Newsgroup: comp.sys.atari.st
Date: 1992-04-07 23:33:09 UTC
From: wmagro@uiuc.edu
Message-ID: <1992Apr7.233309.20051@ux1.cso.uiuc.edu>
Source record: 223851

I was out of town and unfortunately missed the patches to the Lightspeed C debugger. I am considering getting this package, but only if the debugger works. Could some kind soul mail me the patch, along with any comments on its effectiveness.

Thanks in advance!

--Bill

3411. TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 00:06:36 UTC
From: chan@pyramid.unr.edu
Message-ID: <3318@equinox.unr.edu>
Source record: 223852

Hello, out there!

With all the talk about TOS 2.06 and the TEC board, there's no word about an upgrade for the first MegaSTe's that came out with TOS 2.05 (possibly earlier TT's too). The TEC board is for the ST, and STe.

Is Atari offering this? Do I need to order from them?
Is TEC designing something for the MegaSTe?

_________ _______
/ ________() Kaho Chan(man) / /
/ /______ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^

3412. os-9 & VME

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 00:25:08 UTC
From: rge@helix.nih.gov
Message-ID: <1992Apr8.002508.855@alw.nih.gov>
Source record: 223853
Cross-posted to: comp.os.os9,comp.sys.atari.st

I am looking for someone with VME and OS-9 experience who is
interested in doing a summer project, Ph.D or postdoctoral research in
Neurophsyiology. Prefer someone willing to help convert real-time lab system
(from PDP/11 forerunner to VME) in addition to research on vision, spatial
orientation and attention. Tentative plans are to use Ataris and Amigas but
also considering real (real expensive that is) VME vendors.

Ermutigung fuer alle die mit Atari-VME interface erfahrung haben.

3413. Floppy drive mystery

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 00:56:43 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr8.005643.492@thoth.rent.com>
Source record: 223854

The following started happening to me after I installed a hard drive on my STe, but first, some background...

This is a 520STe with 4mb of RAM, and TOS 2.06. The hard drive is an ICD AdSCSI Plus controller card, with a Seagate ST-225M (I purchased each seperatly and built my own shoe-box for it)

So anyways. Every now and then, when I try to access the A: drive, I get an error message Drive A: Does Not Exist. Damn straight it exists, its internal, how could I remove it? Usually a soft-reboot fixes it up. The other problem is in trying to read the B: drive (SF314), it asks me to Put Disk B: In Drive A: (or some such drivel,) and when I answer the dialogue box, it reads drive A: not B:. Again, a soft reboot usually fixes it.

Its not really life-or-death, but it gets to be annoying... One thing is that mostly it happens on power on, when it boots off the hard drive. I guess since it doesnt see the floppy during boot, it assumes it doesnt exist? Which is a bummer, because Ive got that program No Roach on the floppy, that lets me set the boot delay time.

Ive noticed that the floppy access lights (both) of them blink dimly at a rather quick rate. But they no blinken when the above happens. (btw: as an aside, just what is this blinking anyways? It did the same thing on a 520STfm that I had, but I thought it was just my imagination. Is it some kind of heart-beat?)

So anyways. Does anyone who has a similar setup have these kind of odd happenings too? And how can I stop this?

Thanx

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3414. Re: ZNET 9214 (REALLY LONG!, I mean it).

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 01:16:52 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Apr8.011652.23985@murdoch.acc.Virginia.EDU>
Source record: 223855

In article <1992Apr7.185636.28481@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:

>What is the address I should mail to so I can get on the mailing
>list? I would like to start archiving this stuff (for my own
>use), on my machine here.

If you read the Frequently Asked Questions list for this newsgroup,
you'll find that it's "stzmagazine-request@virginia.edu".

3415. DIARY.ACC need at atari.archive.umich.edu

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 02:55:25 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14612@vela.acs.oakland.edu>
Source record: 223856

I just was looking through the atari archive at umich, and I was noticing that the edhack.acc editor package is supposed to contain a file that is called diary.acc. If anyone has this file, could they please either forward it to me, or to the atari archive so I can add it to the package.

thanks

swood

--
---- Insert favorite .signature here ---- | swood@argo.acs.oakland.edu
| swood@vela.acs.oakland.edu
Bitnet: swood@Oakland | swood@unix.secs.oakland.edu
UUCP: ...!uunet!umich!{vela, argo, unix, nucleus}!swood

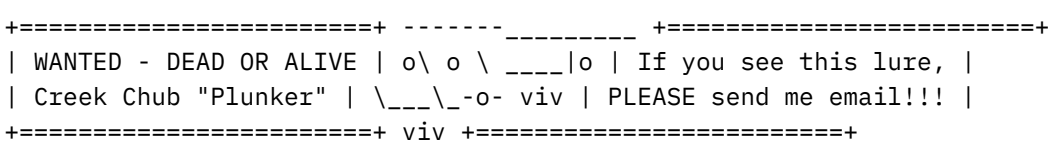
3416. Atari ST Midi software

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 03:16:02 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14614@vela.acs.oakland.edu>
Source record: 223857
Cross-posted to: comp.sys.atari.st,rec.music.synth,misc.forsale,misc.forsale.computers

I have the following for sale:

Passport Master Trax Pro (v 3.6) for Atari ST
MidiMouse ULTRAMidi workstation

make me an offer....

swood
--


3417. Atari dead in NZ - NEVER!

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 03:31:38 UTC
From: Dawn_Scotting@kcbbs.gen.nz
Message-ID: <12698.989225751@kcbbs.gen.nz>
Source record: 223858

```
X-Mailer: KCReader v0.95a
help
send 8bit/Index

pandora@kcbbs.gen.nz OR Fidonet 3:772/90
Kia Ora from The Land of the Long White Cloud

--- KCReader v0.95 beta

>
>Hey Roger, Atari may very well be dead in New Zealand, but it is rather
>stupid to extrapolate this to the entire world, and especially Europe,
>where Atari is doing well. Expand your horizons a little.
>
```

3418. Re: FALCON excerpt from ZNET9214

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 03:43:26 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Apr8.034326.9715@elroy.jpl.nasa.gov>
Source record: 223859

In article <1992Apr7.154431.9692@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
>Wait a minute--wasn't the Falcon/Sparrow supposed to be
>a game system? That's the impression I got from the net.
>I wasn't expecting another entry in the ST line of computers.
>
>That aside, why the heck did they go with TOS compatibility?
>They had the chance to break free and do things RIGHT. Not
>that TOS was total garbage, but it is of the age that gave
>birth to MS-DOS. I'm surprised that Atari has chosen to
>stick with this route.

Well, it's not plain-old TOS any more, it's TOS with MiNT extensions. It sounds to me like it'll be a pretty good system, especially good for porting BSD Unix apps.
>
>From what I've seen of the ST world, it is very
>fragmented. Some software is monochrome monitor only,
>some color only. Some machines have blitters. Some
>machines have enhanced graphics and sound. TOS comes
>in both vanilla and Rainbow flavors. And so on. A
>fresh start would have been nice--I'm hoping Atari isn't
>overly concerned with backward compatibility.

None of the above-mentioned things really have anything to do with backward compatibility or revision levels of anything. Machines with a blitter are still driven by the same graphics calls as machines without. Machines with monochrome displays are driven by the same routines as color, etc...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3419. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 05:25:17 UTC
From: tpurves@sygnus.uucp
Message-ID: <1992Apr08.052517.3815@sygnus.uucp>
Source record: 223860
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr7.050509.24342@qiclab.scn.rain.com> 70465.203@compuserve.com writes:
>CADS_COLE@galluk (Kevin Cole; Washington DC) writes:
>
>>Greetings.
>
>This all works because the Atari uses MS-DOS directory structures!
>The only catch is that DOS requires the first sector after the index
>hole to be sector 1. The Atari ignores the index hole. That's why
>you need to format the disks on a PC...

Not true.

Follows is a program I wrote way back in 85, to convert Atari DS disks
to a format the PC can read. The problem is that MSDOS expects a jmp or
jmp short in the first byte of the boot sector. This program also fixes
up the bpb.

```
code segment byte public
assume cs:code,ds:code

org 100h
atari proc far
start: jmp short over_data
sigon db 'Atari ST -> IBM disk patcher',13,10
db 'Copyright (c) 1985, Timothy Purves',13,10,'$'
err_msg db 'DISK ERROR!',7,'$'
mode_flag db 0

over_data: push ds
pop es

mov dx,offset sigon
mov ah,9
int 21h

mov mode_flag,2
call diskio
jc error_out
mov word ptr [bx],34EBh ; short jmp
mov byte ptr [bx+2],90h ; nop
mov byte ptr [bx+15h],0F9h ; media type
mov byte ptr [bx+200h],0F9h ; Fat ID
mov word ptr [bx+201h],0FFFFh ; Fat Marker
mov mode_flag,3
call diskio
```

```
mov al,0
jnc normal_out
error_out:
mov dx,offset err_msg
mov ah,9
int 21h
mov al,1
normal_out:
mov ah,4ch
int 21h

atari endp

-tpurves

diskio proc near
mov cx,5
retry: push cx
mov ah,mode_flag
mov al,2
mov dx,0
mov cx,1
mov bx,offset disk_buffer
int 13h
pop cx
jc reset_disk
or ah,ah
jnz reset_disk
ret
reset_disk: xor ax,ax
int 13h
loop retry
stc
ret
diskio endp

disk_buffer equ $
code ends

end start
```

3420. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 05:26:09 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <57063@cup.portal.com>
Source record: 223861

Dan Ackerman III writes:

> ... Maybe run the pirate file versions of the Mac
>Roms like Darryl Microsofts running a pirate version of TOS?

>Bet Apple would really like to hear that. Put my name on the list
>of people that say good riddance to bad rubbish, glad to see you
>leave the ST world, Darek.

How about we put your name on a list of people who are too ignorant to
get the facts before making false public accusations..?

BobR

3421. Re: GEMulator (was Re: Sudden View vs. Intel)

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 05:31:00 UTC
From: darekm@microsoft.com
Message-ID: <1992Apr08.053100.643@microsoft.com>
Source record: 223862

>Why, you just run Sudden View using Darek Michoka's GEMulator on any fast
>MS-DOS machine, right?
>
>All sarcasm aside, the GEMulator sounded like a real stupid idea in the
>first place, but do these comments of Rod's mean that the GEMulator can't
>possibly work as advertised, and is really pretty much worthless?

Ok, let's put these stupid speculation about how "Gemulator can't
possibly work" to rest once and for all. Last weekend Gemulator
was shown to over 2000 Atari ST users at the ACE show in Toronto.
It was seen and tested by Bob Brodie, Charles Johnson, Dorothy Brumleve,
Mike Vederman, and many other ST developers, including Rod Coleman the
developer of Sudden View. Sudden View worked as did 100% of the programs
that were tested on Gemulator (including Pagestream, Calamus, Dynacadd,
Tempus, Laser C, GFA Basic, etc). Rod was even impressed.

If anyone would still like to claim that it is impossible to emulate
the 68000 and ST hardware on a PC with 100% compatibility, please
explain. Obviously, 2000 people just imagined they saw it work.

- Darek

--
Darek Mihocka. Creator of Quick ST & Gemulator. Views expressed are my own.
Branch Always Software, 14150 NE 20th Street, Unit 302, Bellevue, WA 98007

3422. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 05:40:16 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <57068@cup.portal.com>
Source record: 223863

Ted Brown questions the usefulness of emulating a Mac on a PC...

There already IS a Mac emulator board for the PC. It costs on the order of $1000 and requires you to insert genuine Mac ROMS, just like the Spectre. It "wastes" a slot, just like the GEMulator would (what does "waste" a slot mean..? A floppy controller card "wastes" a slot, as does any card you WANT to use...)

You have to add the cost of Mac ROMs to the $1K pricetag, and yes, apparently people want to run Mac apps on PCs enough to pay the price.

There is also an Apple II emulator board for the PC. I don't know how much it costs, as it came with my wife's PS/2 from the school she teaches at. It loads Apple's DOS from disk, and allows you to attach a genuine Apple disk drive to load Apple software. Ironically, it also uses a very "ST Xformerish" method of storing Apple software on the PCs native drives.

Who needs it..? Not I, but apparently enough educators want one to make it a viable product.

Who needs a GEMulator..? Again, not I.. but that doesn't mean no one else will buy one. And really, who cares..? It can be done, and be done legally, so I really don't see where the problem is...

BobR

3423. Re: File number limit ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 06:44:11 UTC
From: heijink@pttrnl.nl
Message-ID: <heijink.702715451@freyr>
Source record: 223864

charlie@mudhoney.micro.umn.edu (Charlie Demerjian) writes:

>In <7252@laas.laas.fr> doucet@ripolin.laas.fr (Jean-Etienne Doucet,149,6323) writes:

>>Yesterday, when grouping fonts collections on one floppy,
>>the copy stopped with the message "invalid copy operation".
>>When looking at what have been copied on the floppy, I noticed
>>it contained 128 files, and had much free space left.
>>This is a too familiar number to not remark it.

>>So, the question is:
>> - is 128 a limit for the number of files that can fit on a floppy?

>I think you might have filled up your FAT's. Try using a formatter that allows you to expand
>the size of the FAT and retry the copy operation. There is a German program that allows you to
>do this. It is called Hyperformat, and it allows you to control almost all the disk format
>parameters.

This cannot be true. The FAT is just large enough to contain pointers to all sectors of the DISK. In general I have some doubts about attempts to do strange formatting things. A number of
responses to this mail state that the problem is in the size of the root directory. For mysterious reasons this size is fixed. For subdirectories this restriction does not hold.

Rudolf J. Heijink
--
Rudolf J. Heijink phone : +31 70 332 5709
PTT Research POB 421 fax : +31 70 332 6477
2260 AK Leidchsendam E-Mail: R.J.Heijink@research.ptt.nl (internet)
Netherlands ...!hp4nl!dnlunx!heijink (UUCP)

3424. Re: GFA Basic 2.0 EXEC command

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 07:10:18 UTC
From: wagg@zellweger.ch
Message-ID: <1992Apr8.071018.614@zellweger.ch>
Source record: 223865

In article <702641992.F00001@tdkt.kksys.com> Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com (Chuck Grimsby) writes:
>
.......some stuff deleted
>
>BTW, dump GFA 2.0 and get 3.x. It's only $150, and the improvements are WELL
>worth the upgrade fee!
>
Don't do it, GFA is out of the atari market. So there will be no support
and no updates anymore

Georg

3425. Re: F1GP is out

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 08:10:37 UTC
From: pe@cam-orl.co.uk
Message-ID: <1992Apr8.081037.18478@cam-orl.co.uk>
Source record: 223866

In article <1992Apr6.082544.23879@cam-orl.co.uk> pe@cam-orl.co.uk
(Philip Elwell) writes:
> ...
>disk installable, but you can backup the floppies. The box also claims that it
>requires 512Kb RAM, but I can't verify that this is true.

I know following up my own article looks pretty desperate, but:

I have now tested F1GP on a 1/2Mb ST and it does work.

Phil Elwell

3426. HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 08:17:20 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <7APR92231720@acad3.alaska.edu>
Source record: 223867

Keywords: dead ROM???
News-Software: VAX/VMS VNEWS 1.4-a3

I tried to plug in a 1.44M 3.5" floppy into a SF314 chaissis recently, and now my used-to-be 2.5M ST is behaving oddly.... NeoDesk reports 2.6M (thats ok) with 2.1M free (that ok, too) until I run any size program, then Neo sez I have 37548 free. I'm also getting slower disk operations, with warning of disk doom.

I'm confused, and my ST is dazed. Please help! Have I totally screwed the pooch and blown away my ROMS (old style 1.0, 6 of 'em). Anyone have any compatibles to sell???? Thanks! j harris/fairbanks

3427. Re: Atari ST disks <----> IBM DOS disks ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 08:30:04 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr8.083004.27853@cs.hw.ac.uk>
Source record: 223868
Cross-posted to: comp.os.msdos.apps,comp.os.msdos.misc,comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr7.050509.24342@qiclab.scn.rain.com>
70465.203@compuserve.com writes:
>if you have a double-sided drive on the Atari, just format the disks on
>a PC as normal 720k disks. The Atari will have *no* trouble with them.
>If you have a single sided drive, the person with the PC needs to add
>the following to their CONFIG.SYS (assuming the 3.5" drive is drive b:)
>
> device=driver.sys /d:1 /f:1 /h:1

That would install a new driver. In my CONFIG.SYS file I have the following:-

drivparm = /d:1 /s:10

which modifies the parameters for drive B: to accept 10 SPT disks. Curiously
it also lets drive A: read them too if you only have one floppy.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3428. Can't reach atari archives? - What happened?

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 08:46:09 UTC
From: ladasky@netcom.com
Message-ID: <ayqjz0g.ladasky@netcom.com>
Source record: 223869

Hi there...

I'm having a frustrating relationship with ftp. The machine known as atari.archives.umich.edu is listed as an 'unknown host,' but I can connect to umich.edu itself just fine (of course, that does me a whole lot of good). Is there a name server that's down someplace?

... John

--

John J. Ladasky II (ladasky@netcom.COM)

Netcom - Online Communication Services San Jose, CA

3429. Re: GCC 2.0 or higher for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 09:36:05 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92Apr8103605@ghiggins.hpl.hp.com>
Source record: 223870

> He thought it was uploaded - there may be some sort of
> bottleneck at SOME point... Archive maintainers should maybe take a
> look around and see if GCC 2.0 is maybe hiding in a subdirectory
> somewhere!

Perhaps this is my fault for not publicly announcing my withdrawal from assisting the administration of A.A's gnustuff. Over the last 12 months I have tried to rationalise the gnustuff archives and bring them up to date. By and large this has been done.

The amount of effort required to maintain the currency of the s/w is beyond me and I dropped out of the loop several months ago. Since then, the only GNU s/w which has been added to A.A. is that which other folks have u/ld.

I have a long-standing request from a fellow Brit for the GCC suite on cart tape, so I decided to update my copy of GCC when 2.0 came out. I d/led the s/w from A.A., applied ++jrb's updates (14->19) and compiled up the binaries with an HP-hosted cross-compiler. I've been doing this at my own speed during lunchtimes and it's very little additional effort to package up the updated sources and resultant binaries and u/l them to A.A., hence my recent posting on the subject. *But* that's as far as I intend to take it.

I hoped to u/l some of it this week but I had to fly to Stuttgart on Monday, spent Tuesday in Stuttgart, am writing the trip report today, have all Thursday a.m. scheduled for a meeting, Thursday p.m. for urgent admin work (expenses from Stuttgart, etc) and on Friday will need to get on with deadlined project write-ups. As you can see, there's little time left for pratting about with trivialities such as s/w for my home computer. Hence the delay chaps, sorry and all that but ... I'll see what I can do during lunchtimes.

Cheers,

--
Graham Higgins gjh@hpl.hp.com (okay Michael?)
<< My opinions above are exactly that: my own, and opinions. >>

3430. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 10:29:20 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Apr8.102920.18135@aber.ac.uk>
Source record: 223871

In article <1992Apr6.135612.8211@mks.com> ant@mks.com (Anthony Howe) writes:
>
>I've seen it!!!! GEMulator is real.
>
>The GEMulator ran under windows on a 486 machine. He had some commerial
>ROM board plugged in that had TOS 1.4 on it. He showed it running under
>all three resolutions on the one machine using the clone's colour monitor.
>He also showed some software like Laser C working and assorted other
>
>ant@mks.com Anthony C Howe
>Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
>"Congratulations, you've reached 10cm dilation. You may now give birth." - Worf

Anybody who has more news on this widget, now or in the future (especially
those going to the show), let me know!! I've got this 486 at work and it
would be great to emulate an ST, simply to run all the software I've
developed - would save a lot of porting time.

And as I said before a lot of people might find it cheaper to buy a
386/496 rather than buy a TT.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3431. Lattice C timer routine problem

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 11:27:06 UTC
From: strgh@warwick.ac.uk
Message-ID: <wzghb63b@csv.warwick.ac.uk>
Source record: 223872

(NOTE: this may not be a specifically Lattice C problem).

I want to time some calculations to the nearest second rather than
to the nearest 2 seconds (which seems to be the resolution of all
the library time routines).

I used vex_timr() (spelling?) and a trivial rewrite of the example given in
the Lattice C manual to update a global variable every second, but when I
ran it I got "Stack space exhausted - program aborted - 3 (usually) bombs"
message.

** The same thing happened when I typed the example program in verbatim **

I've tried changing a few "int"s to "short"s (since the Compute! Tech. Ref.
Guide seems to contradict the Lattice C manual), with no joy. Be warned
that I am a GEM neophyte.

Can anyone help? I'm using Lattice C v.5.06.02 on an old 1040STF with TOS1.0.
Many Thanks.
-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.csv
University of Warwick, | BITNET: strgh%uk.ac.warwick.csv@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
$$\times\times\qquad\top\gamma\alpha\omega\exists\qquad{\odot\odot\atop\smile}$$

3432. Re: Atari dead in NZ - NEVER!

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 12:20:38 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Apr08.122038.171998@rrz.uni-koeln.de>
Source record: 223873

In <1992Apr7.231036.22913@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:

>You have you facts wrong..!!!

>From the feed back back that I received Atari is no doing to well any were,
>the TT and Mega STE is a flop, and a lot of software houses are dropping
>Atari..

What feedback? From whom did you receive it?

>Don't just read the Bull that you get out of Stupid UK Magazines..

Well then ... here's some Bull feedback from a German guy:
We have about 40 STs here in our institute. They run fine and reliably.
They cause much fewer user problems than any stinking IBM clone. We'll
install an Atari network soon -- I know, of course, that there have
been sceptical opinions, but we'll see...
I'm doing my scientific work on Ataris and I have good reasons to do
so.

>Just live with the Facts and don't be a just Bigot...

I give that same advice to you.

>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

+- Jan Kim ----------- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
--------=< hierarchical systems are for files, not for humans >=-----------

3433. Re: New Graphics Card: Spektrum

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 13:38:40 UTC
From: hintz@gulliver.informatik.uni-dortmund.de
Message-ID: <6352@unido.Germany.EU.net>
Source record: 223874

The Spektrum Graphics Cards where developed by

Wilhelm Mikroelektronik
Luenen
Germany

At the moment are three different types of cards available:

Spektrum 1 with 256 colors out of 16777216.
Spektrum 1 HC (HighColor) with 32768 colors. (5-Bit each of
the Red,Green Blue channels.)
Spektrum 1 TC (TrueColor) with 16777216 colors. (8-Bit each of
the Red,Green Blue channels.)

The Spektrum 1 HC can also display 256 colors.
The Spektrum 1 TC can also display 32768 and 256 colors.

The cards are shipped with GEM-VDI-Drivers.
All clean GEM-Software runs:
Gemini, Turbo-C, Interface, Harlekin 2, Charly-Image, GEM-View etc.

All three cards are designed for the VMEbus. For the MEGAbus is an adaptor
available. The cards have 1 Megabyte videomemory on board.

Stefan Hintz

hintz@gulliver.informatik.uni-dortmund.de

3434. Re: GEMulator (was Re: Sudden View vs. Intel)

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 14:13:33 UTC
From: kdv_521@eimoni.tuwien.ac.at
Message-ID: <1992Apr8.141333.6639@email.tuwien.ac.at>
Source record: 223875

In article <1992Apr08.053100.643@microsoft.com>, darekm@microsoft.com (Darek MIHOCKA) writes:
>>Why, you just run Sudden View using Darek Michoka's GEMulator on any fast
>>MS-DOS machine, right?
>>
>>All sarcasm aside, the GEMulator sounded like a real stupid idea in the
>>first place, but do these comments of Rod's mean that the GEMulator can't
>>possibly work as advertised, and is really pretty much worthless?
>
>Ok, let's put these stupid speculation about how "Gemulator can't
>possibly work" to rest once and for all. Last weekend Gemulator
>was shown to over 2000 Atari ST users at the ACE show in Toronto.
>It was seen and tested by Bob Brodie, Charles Johnson, Dorothy Brumleve,
>Mike Vederman, and many other ST developers, including Rod Coleman the
>developer of Sudden View. Sudden View worked as did 100% of the programs
>that were tested on Gemulator (including Pagestream, Calamus, Dynacadd,
>Tempus, Laser C, GFA Basic, etc). Rod was even impressed.
>
>If anyone would still like to claim that it is impossible to emulate
>the 68000 and ST hardware on a PC with 100% compatibility, please
>explain. Obviously, 2000 people just imagined they saw it work.
>
>- Darek

This is not intended as a flame, I just wanted to point out that there
are some programs that won't work, but of course nobody cares!

What about all those demos? Timing-sensitive programs etc.
Don't tell me the Union Demo will work!!!

Anyway, don't take this posting too seriously, don't flame me!

I haven't seen GEMULATOR but I believe it works fine, it's just that
it will never COMPLETELY replace a "real" ST...

Marinos Yannikos
yannikos@vmars.tuwien.ac.at
>
>--
>--
> Darek Mihocka. Creator of Quick ST & Gemulator. Views expressed are my own.
> Branch Always Software, 14150 NE 20th Street, Unit 302, Bellevue, WA 98007
>--

3435. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 14:58:11 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <oF4wiB2w164w@cyberden.uucp>
Source record: 223876

Does anyone know how much this "GEMulator" will cost and when it will be
available here in the states?
<X>orcist

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

3436. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 14:58:38 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <Fg4wiB3w164w@cyberden.uucp>
Source record: 223877

Oh yea.. what about MIDI support? MPU-401 compatible?
<X>orcist

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

3437. Re: Atari Falcon at Ce-BIT

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 15:09:23 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr8170923@orion.laas.fr>
Source record: 223878

>>>>> In article <1992Mar31.174446.5885@infoserver.th-darmstadt.de>,
>>>>> wallmann@backus.pu.informatik.th-darmstadt.de (Natuerlich!) writes:

> In article <1992Mar30.100202.18648@rivm.nl> mtvfb@tintin.rivm.nl
(Fokke de Boer) writes:
>Subject: Re: Developers can get Atari Falcon computers in April?
>
Natuerlich!> Hell, even with 16bit graphics and 8-bit sound at $1500. I AM BUYING!!

Hey, if it comes out this month (or is that '93?) then we should soon
start hearing other stuff than rumors and vaporware....!

My 2 bits worth.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

3438. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 15:13:54 UTC
From: ignac@electro.electro.com
Message-ID: <1992Apr8.151354.1024@electro.electro.com>
Source record: 223879

In article <1992Apr7.045538.1530@usenet.ins.cwru.edu> bl692@cleveland.Freenet.Edu (Dan Ackerman II) writes:
>
>Dear Mr. Dhir,
>
> Question how in the He** are you supposed to run Spectre
>without the Spectre Cartridge (or more appropriately the Mac
>Roms it contains)? Maybe run the pirate file versions of the Mac
>Roms like Darryl Microsofts running a pirate version of TOS?

Darryl Microsoft??? egad, some people are really ignorant.

seems like you were not at the show. too bad, since darek would
have explained (quite pleasantly, i might add! :-)
to you that the Gemulator will be sold with a PC ROM board
where you will plug in Legal TOS roms. In fact, he is
right now working on a deal with Atari to have Atari supply him
with TOS roms to plug into his Gemulator so that the final
product will come ready to run GEM, TOS, etc.

As for Spectre, the board which holds the TOS roms can be made
with two more rom sockets (mapped in at 128K below the
TOS roms - hey, JUST LIKE A CARTRIDGE PORT!) where the Mac Roms
can be plugged into. And voila, run the Spectre code, and you should
be emulating a Mac just like that. And if Spectre is legal if you
purchase a Legal copy of the Mac roms, then Gemulator will be legal
if you purchase the Mac roms. period.

>
>Bet Apple would really like to hear that. Put my name on the list
>of people that say good riddance to bad rubbish, glad to see you
>leave the ST world, Darek.

seems people have a problem with Darek and his "attitude", but
lets face it: he is a developer, not a marketing person. If people
are interested enough in the concept behind the 68000 Emulator
then he may
(or should) get a PR person to handle the marketing of the
product. then people don't have to deal with him directly!

I went to the University of Waterloo (and so did Darek
by the way), and I know first hand that a) we did not have
enough 68000 breadboard kits to do developement work whenever
a class needed working 68000 code, and b) since the engineering
network is a PC network, it would be quite nice to add the
68000 emulation software to that network, so that EVERYONE

will have access to a 68000 emulator, not just the people
who have to do a project for that class.
Engineering schools should be very interested
in this idea, since engineering and programming classes can use
the 68000 emulator rather than the usual Motorola 68000 breadboard
kits that most schools have for 68000 projects. This will save
time and money since hardware will no longer have to be purchased
and maintained.

if people have a problem with his attitude, so be it. Don't
let it detract from an excellent job in software engineering,ok?

>
>P.S. I have to deal with an IBM enough at work why would I want
>to drag one of the dam* things into my house.

some people, like myself, are FORCED to use PCs at work due to
company "standardization to a single platform". So for people
like us (and i would hazard the guess that the majority of
people out in the world are subject to stupid company rules
such as these) having a software/hardware combination that
allows us to run our favourite software from the atari world
on a PC makes at least me quite happy. i'll be using the emulator
more than i would use windows, thank you very much.

and since i have a 386 machine at home, as well as a 1040ST,
i will be able to boast that i have TWO 1040ST's in my home.

wow! i never thought i would come to Darek's defence so easily,
but when a piece of software technology as impressive as the
Gemulator is being dismissed because of the programmer's
"attitude", then it's time to come to the defence of the
software technology.

oh, btw, i saw the ST Book at the ACE show. neat! very impressive
little product, except (and there's always an exception) for the
LCD screen. It was simply, UNREADABLE. far too faint. you can't
see anything if you not directly in front of the screen. that
part of the Book MUST be improved if atari is going to sell any
of these things. My first impression was "hey, this is
neat", but after using it for a few minutes, i decided, "i
wouldn't buy this thing because of the screen".

--
========Ignac A. Kolenko (The Ig)=======watmath!watcgl!electro!ignac=========

"Blowed up REAL good!" - Big Jim McBob (Celebrity Blowup - SCTV)
==

3439. Atari 520ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 15:17:54 UTC
From: forman@ide.com
Message-ID: <1992Apr8.151754.22662@ide.com>
Source record: 223880
Cross-posted to: misc.forsale,comp.sys.atari.st,ba.forsale

Atari 520ST for sale. No disk drive. (SF Bay Area)

Best offer.

Bonnie
510/947-6987 (leave message)

--
****
forman@ide.com * ``Things that are Real are given and received *
!sun!ide!forman * in Silence'' M.B. *
****

3440. Re: Is there any public domain gdos fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 15:27:06 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr8172706@orion.laas.fr>
Source record: 223881

And what about public domain GDOS printer fonts for a standard Epson
FX-80?

Thanks in advance,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

3441. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 15:34:39 UTC
From: Bjarne Pohlers <ZX0013@DMSWWU1A.BITNET>
Message-ID: <92099.153439ZX0013@DMSWWU1A.BITNET>
Source record: 221722
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <09BViB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca
(Michel Forget) says:
>No, a window is not the way to go for me. The mailer and newsgroup
>machine was not working regularly, so I think I missed a lot of this
>thread. I did find out one way to shorten the screen. Subtract 1 from
>the value contained at $2AB2 and you have a shorter screen. Add 1 when
>you want to update the status bar. It was as simple as that. At least
>for monochrome.
Who guarantees that this will work with alternative screen-drivers, with
other resolutions than the standart (e.g. autoswitch-overscan, new graphic-
cards, etc....)? Will it run under MGR or with MW? On a TT? Is $2AB2
a documented system-variable? Your program will only run on some special
machines with a special TOS. Don't do that!!!!!!!
> I have to try it with color as well, since I am not
>sure if the address applies to all ST machines.
Please try also on all graphic-cards, on all STs on a TT, the new falcon, under
all TOS-versions, under MiNT, MTOS and please test also all screen accelerators
...:-(
Thanks.
--
!"$%&/);=?!-.'"�!=({\,@*~#+$�'&�(/!&=�`"%$_�.|?>}`>|"/~�<$:&)*;#!;�&=#"&%$\':"�
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (xx49)251-866559 "
�":'\$%&"#=&�;!#;*)&:$<�~/"|>`}>?|.�_$%"`�=&!/(�&'�$+#~*@,\{(=!�'".-!?=;)/&%$"!

3442. SM124 (was Re: MultiTeX 5.0)

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 15:43:51 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr8174351@orion.laas.fr>
Source record: 223882

>>>>> Regarding Re: MultiTeX 5.0; martin@matisse.nlp.physik.th-darmstadt.de (Martin Wiesenfeldt) adds:

Martin> My personal experiences:
Martin> For an effective multitasking the old ST is too slow, and the
Martin> resolution of the good ol' SM124 too poor.

COME ON NOW!! Is this true? A Sun-3 has approx. 75 pixels/inch and a
SPARCstation has 99.19 pixels/inch (both std. monochrome monitors).
Now the SM124, on my machine, has approx. 80-90 pixels/inch.

This seems a quite correct resolution in my book!

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

3443. Re: Stripping Text Files

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 15:52:49 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr8175249@orion.laas.fr>
Source record: 223883

why not use dos2unix and unix2dos? it exists for both Unix and STs.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

3444. Tiny Turbo and IBM software emulator question

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 16:21:47 UTC
From: gibson@lambda.msfc.nasa.gov
Message-ID: <1992Apr8.162147.20813@lambda.msfc.nasa.gov>
Source record: 223884

My wife wants to use Word Perfect 5.1. I was wondering if I could buy a tiny turbo and then run an IBM software emulator on my MEGA 4 ST. I bet it would be the fastest 8088 around. Does anyone know if I can do this? If I can then what is the name of a good IBM software emulator?

3445. Want OS9 disk driver for Atari ST/Supra

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 16:53:17 UTC
From: wmb@pi.Eng.Sun.COM
Message-ID: <ku697tINNhn3@appserv.Eng.Sun.COM>
Source record: 223885
Cross-posted to: comp.sys.atari.st,comp.os.os9

I have an Atari ST with a Supra hard disk drive. I have OS9 for
the machine, but it only works on floppy disks. I can setup the
hard disk partition table using the OS9 FDISK program (which runs
under GEM), but when I try to format the hard disk under OS9
(format /h0fmt), the system hangs. It appears to be waiting for
an interrupt or something.

Does anybody have a modified driver that will work with the Supra drive?
(well, actually it's the Supra controller that appears to be the
problem; I have tried both the original Miniscribe drive and a newer
Quantum drive, both to no avail)

Alternatively, does anybody want to sell me an Atari hard drive system
for cheap?

Please respond directly via email, to either:

Mitch.Bradley@Eng.Sun.COM
or
forthware.uucp!mitch.bradley@auspex.com

Thanks,
Mitch Bradley

3446. Re: Networking software for ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 16:53:59 UTC
From: pm@fortec.tuwien.ac.at
Message-ID: <pm.702752039@fortec.tuwien.ac.at>
Source record: 223886

In <pm.701722127@fortec.tuwien.ac.at> pm@fortec.tuwien.ac.at (Peter Mayer) writes:

>Hello,

>some time ago we purchased a "Riebl-Card plus" ethernet card from Atari
>to connect our Mega-ST to our LAN.

As we were interested in networking between computers of different brands
we built our own telnet and ftp based on the ANS GEMDOS extension
specifications. The performance of the ANS services seemed to be very poor
(ftp transfer rate) so we decided to implement a new TCP/IP kernel.
To allow for several concurrently running applications we use the builtin
pseudo-multitasking capabilities of the AES.
The interface to the hardware is accomplished by a "Packet driver" with
an API modeled similar to the "Packet Driver Specification" for PC network
boards so the hardware layer is completely insulated from the network layer.
All the programs are written in PURE/TURBO-C with few lines of assembler in
the Packet driver.

We do not plan to integrate SLIP support into our TCP/IP implementation, but
it could be done easily by replacing the ethernet "Packet Driver" with one for
the RS232. Besides that, there is the KA9Q package available in the archives
which supports SLIP.
For all we know the Riebl-Card isn't very common (and cheap).
Therefore we started to think about using one of the parallel-port-to-ethernet
adaptors available for PCs (e.g. Xircom). If you know the specifications of
such beasts please mail.

The TCP/IP kernel is implemented as a resident program, which hooks into
the GEMDOS trap. Common TCP/IP parameters (default gateway, local
internet address, size of buffers, ...) are configurable by a resident
data structure accessible via a cookie. The network services are kept alive
by periodically calling a function supported by the kernel.
The original ATARI-ANS supports its own multitasking, background processes and
interprocess communication, these functions are NOT implemented.

UDP is supported in an ANS compatible way and used by our applications to
resolve internet addresses using the old style name server protocol.

Currently our applications are:

o a multi-window AES based telnet client (TUW-Telnet)
This program can be run as program or accessory and emulates a
VT100 terminal (without VT52 mode) for up to as many connections
as the AES provides windows and your computer has memory. :-)
The user-interface is modeled after the MW2 program (MinT Windowing
program by Allan Pratt). Like in MW2 and former UW, various fonts

including the ST system fonts, in sizes from 4x7 to 8x16 are supported.
The 7x13 standard font currently also supports the VT100 semi-graphics
characters. Also supported are cut/paste operations between TUW-Telnet
windows and 80/132 character-per-line modes.
The VT100 emulator has been proofed to be sufficient for vi on a Sun
and EDT on a VAX does like it too. It also passed the vttest program
from Per Lindberg with good results.

o a ftp server which can be run as program or accessory. It is designed
to allow "back connections" from the remote host, that is, concurrently
running telnet and ftp connections.
It supports the standard command set. Password checking is planned to be
added.

o a network monitoring program (netstat) giving information on
currently opened TCP connections.

o a setclock program to set the ATARIs clock from a timeserver.

o a ftp client will be adapted from an earlier version as soon as there
will be sufficient time to do it.

o future plans also include porting of lpr and popmail clients to the
ANS specifications.

We place the binaries on a nearby ftp-site and include the source of the
Packet driver to allow for porting to different hardware.

Archive name:

fortec.tuwien.ac.at: /tuw-tcp/tuw-tcp.zoo
login ftp password yourname@yoursite

This will be in effect after Apr 09 0:00 GMT.
Since this is a new anonymous server please be batient with us :-)

Peter
--
Dipl.-Ing. Peter Mayer Rehabilitation Engineering Group
Institute for Electronics Technical University Vienna, Austria
Email: pm@fortec.tuwien.ac.at phone: +431 58801 3967

3447. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 16:58:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1599019144@thelake.mn.org>
Source record: 223887

[In article <6618@lee.SEAS.UCLA.EDU>,
willing@pantheon.icsl.ucla.edu (Scott Willingham) writes ...]

> Eight bits per color is certainly as good or better than typical video
> systems. Production quality video cameras (including HDTV types) typically
> have a dynamic range of 40 to 50 dB in each color channel. High-quality
> CRT and projection displays are little better. Eight bit channels have
> a signal-to-noise ratio of 49 to 50 dB. Only very specialized systems
> would need more than eight bits per color channel.

``Very specialized'' includes anything having to do with color printing
and publishing. Video quality just won't hack it in that market. 24-bit
color is the standard for electronic darkrooms and artwork. We grab frames
off television when there's nothing better available, but it's obvious
where the image came from even when printed at 85-line resolution on cheap
newsprint at high speeds.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3448. software blitting

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 17:55:53 UTC
From: bnell@ferrari.siemens.com
Message-ID: <bnell.702755753@ferrari>
Source record: 223888

I've been writing a game and I've written my own software blitter routines (since I have a plain 520) and I was just wondering if the routines I had were fast enough compared to any others that may be out there.

On average I can do 900 blitter operations a second. Each operation is 16x16 pixels, computes a mask, does a couple of specific things for my game and then combines the two rasters. Does anyone know if this is a decent speed or what? I've tried the built in line-a routines a long time ago but they are truly lame.

Thanks
Bill

3449. Re: SM124 (was Re: MultiTeX 5.0)

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 17:59:39 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12431@umd5.umd.edu>
Source record: 223889

In article <RALPH.92Apr8174351@orion.laas.fr> ralph@laas.fr (Ralph P. Sobek) writes:
>>>>>> Regarding Re: MultiTeX 5.0; martin@matisse.nlp.physik.th-darmstadt.de (Martin Wiesenfeldt) adds:
>
>Martin> My personal experiences:
>Martin> For an effective multitasking the old ST is too slow, and the
>Martin> resolution of the good ol' SM124 too poor.
>
>COME ON NOW!! Is this true? A Sun-3 has approx. 75 pixels/inch and a
>SPARCstation has 99.19 pixels/inch (both std. monochrome monitors).
>Now the SM124, on my machine, has approx. 80-90 pixels/inch.
>
>This seems a quite correct resolution in my book!

The pixels per inch don't really matter here. The monitor is only
640x400, so you can't realistically have more than one or two full screen
windows open at once (full screen meaning 80x25 chars) without the
font being tiny and illegible. The Suns use 16 and 19 inch monitors,
so the it ends up working out OK. I think Sun has something like 1150x832
or something to that effect.

- Al

3450. Re: Terminal server idler?

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 18:14:02 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992Apr8.181402.8470@eskimo.celestial.com>
Source record: 223890

Someone looking for a terminal program with this feature built in? This is but one of many others built in to the Freeze Dried Terminal program! It seems like the author talked it over with all his friends and put in the features that everyone really wanted! Get version 2.12 as it is the most current and has the most features! Best shareware terminal package I've seen yet! I quit using Interlink in favor of this one!

It seems like I've been plugging the program here on the net... I'm not in any way affiliated with the author. I just really feel that this is the best quality shareware software available out there. And the demo version isn't crippled to the point of practical uselessness like some authors seem to feel necessary to ensure people will register!
--== Andy ==--

3451. Re: TT030/8 Information Needed!

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 18:14:19 UTC
From: shore@equinox.gen.nz
Message-ID: <kq0wiB4w164w@equinox.gen.nz>
Source record: 221900

ekrimen@wet.UUCP (Ed Krimen) writes:

> Jukebox + Noisetracker mods
>
> I showed these at my lame local dealer who has NOTHING for the TT and they
> were quite impressed. You should also try to get the Calamus SL demo. For
> speed (TT RAM), try ARC and LZH programs.

Speaking about Jukebox... for some reason I can't get it to work
on my STE (2 megs RAM)... It loads the MOD okay, plays for 10 - 20
seconds, then crashes with a horrible low pitch buzzing (like it's
playing junk out of the computers RAM)

Any ideas why??

Craig.

+----------+---+------------+
| | Craig Shore, ChCh, New Zealand. | |
| | Email: INTERNET - shore@equinox.gen.nz | |
+----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

3452. GEMULATOR (Stuff that was not posted)

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 18:18:04 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr8.181804.26539@ucsu.Colorado.EDU>
Source record: 223891

Newsgroups: comp.sys.atari.st
Subject: Re: GEMULATOR
Summary:
Expires:
References: <702036473.0@fquest.FidoNet> <1992Apr6.165652.2291@watmath.waterloo.edu>
Sender:
Followup-To:
Distribution:
Organization: University of Colorado, Boulder
Keywords:

In article <1992Apr6.165652.2291@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L. J. Dickey) writes:
>The Gemulator from Branch Always Software was shown at the Toronto
>Atari show this past weekend. It is a program that runs on an IBM PC
>and emulates an Atari ST. Derek Michoka was there with a 33 MHz clone
>runs the Gemulator at about 85% of the speed (my timings) of an 8 MHz
>ST. One surprise for me was that the Gemulator can run inside window
>on the PC. I won't be running out right away to buy the Gemulator,
>because my Atari is still going fine. When the day comes that I want to
>double the speed of my ST programs, it may make more sense to get a 16
>MHz Atari than a 70 MHz PC clone. But, it is nice to know that there
>is some insurance out there, because if (when?) Atari folds up, there
>is a path in the PC clone line that would allow me to run some of my
>favorite Atari software. If someone is forced to move to a PC and they
>still want to run their Atari programs, the Gemulator provides a way to
>do it.

And this was a 386-33Mhz clone? (READ FROM A PREVIOUS POSTING OF WHAT
DEREK WAS SETTING IT ON). It's amazing,
Newsgroups: comp.sys.atari.st
Subject: Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.
Summary:
Expires:
References: <1992Apr5.151539.15944@imada.ou.dk> <12367@umd5.umd.edu>
<1992Apr6.161200.13263@umiami.ir.miami.edu>
Sender:
Followup-To:
Distribution:
Organization: University of Colorado, Boulder
Keywords:

In article <1992Apr6.161200.13263@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu
writes:
>In article <12367@umd5.umd.edu>, adhir@cygnus.umd.edu (Alok Dhir) writes:

>> In article <1992Apr5.151539.15944@imada.ou.dk> micro@imada.ou.dk (Klaus
>> Pedersen) writes:
>>> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>>>
>> DOS/Windows/OS/2 apps. Another cool thing is that Darek was hinting
>> towards the fact that it will actually run Spectre 3.0! So we'll have
>> Mac, ST and PC in one box.
>
>
> We already have one! It is called an ST plus GCR plus At ONCE!
>
What you have is a 16Mhz(?) SX, what is offered is a GEMULATOR running on
a DX and allows for more expansions and speed all using one monitor in
SVGA running in a window on OS/2 multitasking. Another fact is that
the GEMULATOR allows emulation of all ST rez, the AT ONCE needs an VGA
or an SVGA card along with another monitor. PC-Ditto II and I (I use
to have) only allows emulation of CGA and takes up the whole entire cpu
and screen (with emulation of less than an XT speed).

3453. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 18:25:03 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr8.182503.28053@ucsu.Colorado.EDU>
Source record: 223892

In article <1992Apr7.013940.25532@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>I don't see much point in GEMulator. I mean, for the cost of
>the board, plus the TOS ROMs for it, you can buy a used ST
>anyway. If you want to run ST stuff faster, get an acclerator
>for the machine. The reason the screen update is so slow on PC's
>is because of their inferior technology to the ST, Mac, and Amiga.
>PC's are junk. Period. So what if they have ten times as much
>software. All but the latest is pretty lacking in quality, and
>even the newest stuff is ages behind the best stuff for the ST.
>Look at Pagestream, Calamus, DynaCAD, Avant Vector, etc.
I strongly disagree Rob, I think they have some things better than
the ST, while the ST has alot to offer as well. So the gemulator
allows both worlds to come together. Since the ST already has
a AT emulator, and people in the PC world wants an ST emulator that
does all in a window doing all rez, it would be cheaper than buying
it used with RGB and mono.

3454. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 18:32:28 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Apr8.183228.16145@netfs.dnd.ca>
Source record: 223893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <09BViB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (Michel Forget) writes:

> There is a GOOD reason not to use a GEM Window. The first reason,
> which you mentioned, is that the speed is VERY slow. Even with
> accellerators, the output can't keep up with more than 2400 baud in
> Stalker. Without an accellerator it would be hideously slow.

I beg to differ. Based on my own experience, an unadorned 8MHz TOS 1.0 can keep up with 2400 baud in STalker. Adding a software screen accelerator and/or a CPU enhancement can increase this to the point where 9600 baud screen output is achievable. I should add however that the main limitation under VDI is not the text output speed but the scrolling speed. You'll fall a bit behind if you get a blast of LF's in a row, but under more typical situations STalker can keep up. On a T16-equipped Mega4, according to a small test program I wrote, the best I could do was around 50 scrolls/second for an average-sized window.

The one very good reason TO use a GEM window is compatibility. Sticking to a VDI-only implementation may cost you a little in terms of speed, but in my humble opinion, you gain much more than that back in terms of compatibility and ease of use.

> Also, a GEM window takes up space. Instead of 25 lines (24 with a
> status bar) you would have 23 lines and be forced to put the status
> bar at the top of the screen.

In TT medium-res, Overscan, or any of the 3rd party high-res video cards there is plenty of room for everything.

> There is also the added joy of having to handle more complex
> redraws.

True, but as they say "no pain, no gain".

> No, a window is not the way to go for me.

Evidently not. If your main concern is to get something that does the job on specific systems, then do whatever you like. I think the original question though was how to reserve a screen line in a "safe" manner, and as the ongoing discussion has shown, there are varying degrees of "safety", the ultimate being a GEM/VDI-based implementation.

> Subtract 1 from the value contained at $2AB2 and you have a shorter
> screen. Add 1 when you want to update the status bar. It was as
> simple as that. At least for monochrome. I'll have to try it with
> color as well, since I am not sure if the address applies to all ST
> machines.

Hmmmm, you're already in dangerous territory - the address you mention
is almost certainly not the same across TOS revisions, and could
conceivably change within a TOS version due to a screen accelerator.

Good luck,
Eric Rosenquist

3455. vttest (was Re: Networking software for ST)

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 18:47:31 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Apr8.184731.16486@netfs.dnd.ca>
Source record: 223894

In article <pm.702752039@fortec.tuwien.ac.at> pm@fortec.tuwien.ac.at (Peter Mayer) writes:
> [stuff deleted]
> and EDT on a VAX does like it too. It also passed the vttest program
> from Per Lindberg with good results.

Does anyone know where I might be able to find a copy of this fabled
"vttest" program, or any other VTxxx test suite?

Eric Rosenquist

3456. Toadfile 44 Removeable for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 19:05:55 UTC
From: mpl44572@uxa.cso.uiuc.edu
Message-ID: <1992Apr8.190555.5228@ux1.cso.uiuc.edu>
Source record: 223895

For sale: Toadfile 44 removable, about 1 year old. Comes with ICD host adapter and cartridge. (All set up to go). $475 includes shipping.

Mark

3457. Re: TOS 1.62 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 19:10:59 UTC
From: d91jn@efd.lth.se
Message-ID: <1992Apr8.191059.3016@lth.se>
Source record: 223896

In article <7+pjs7q.ladasky@netcom.com> ladasky@netcom.com (John J. Ladasky II) writes:
> So, how does one go about determining which ST's will accomodate
>TOS 1.62 and which will not? I have a 1040 with TOS 1.2. Can I use the
>chips or not?

Easy... STe can use TOS 1.62, others can't. I guess you can fit them if you
use a card like the TEC, but TOS 1.62/1.6 won't work unless you have STe
hardware (unlike 2.06, which is designed to work on any ST(e)). Of course
you might write patches, but why???? TOS 1.4 is just as good in an ST.

/Jerker
--
- Jerker Nilsson, email d91jn@efd.lth.se -
---- My opinion may change, but not the fact that I am right! ----
Insert own toughts here. The above is mine, and only mine!

3458. Atari European market share

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 20:07:59 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Apr8.200759.13233@news.Hawaii.Edu>
Source record: 223897

A recent DataMonitor report regarding the European computer market shows that Atari is more than holding its own against bigger counterparts. They actually beat the likes of IBM and Apple in France and Germany! It shows that the strategy of prioritizing Atari's resources in Europe was a smart maneuver resulting in their status there as an established manufacturer of mainstream machines. Although U.S. (and I guess New Zealand :-) Atari users might have chafed under the "Euro-domination" policy, it seems to me that with the Falcons winging in low and fast over the horizon, everyone will win in the long run.

The development of the STBook portable and the Falcon computers proves that Atari's (and Eric Smith's) R&D is A&W (alive and well)! In light of their proficiency at selling computers in Europe, the claim that Atari's marketing is inherently bad is disproven as well. In fact, ever since they hired people that were developers and hardcore users of Atari systems, they have become more responsive to our wishes than most other companies.

This was the breakdown in percentage of units sold by country:

England		France		Germany		Italy	
Compaq	14.0	Compaq	13.3	Commodore	15.0	Olivetti	25.0
IBM	14.0	ATARI	10.1	ATARI	13.0	IBM	21.0
Commodore	13.2	Apple	8.5	IBM	11.8	Commodore	7.9
Amstrad	7.8	Amstrad	7.9	Compaq	5.0	Amstrad	5.7
Apple	6.8	IBM	6.6	Amstrad	3.3	Apple	3.5
Olivetti	5.7	Olivetti	4.7	Olivetti	2.4	ATARI	2.9
ATARI	5.0	Commodore	3.8	Apple	1.9	Compaq	2.9
Others	38.0	Others	45.1	Others	47.0	Others	31.1

If the 1040/Mega STe and TTs can grab that much market share, then it is almost certain that something like the 50 Mhz Falcon '030 AVIARI (Audio-VIdeo And Realtime Interactive) engine will power Atari to the top!

Jack

3459. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 20:25:12 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Apr8.202512.28315@cheshire.oxy.edu>
Source record: 223898

And, for $180, you can buy a 1040ST with 1meg and Tos 1.0.

Why the GEMulator?

T.

3460. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 20:37:28 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr8.203728.2544@beaver.cs.washington.edu>
Source record: 223899

In article <1992Apr6.164039.313@watmath.waterloo.edu> ljdickey@watmath.waterloo.edu (L. J. Dickey) writes:
>
> [ICD details deleted]
>
>When is someone going to develop the software to support the use of
>off-the-shelf video cassette recorders? This stuff should not have to
>cost an arm and a leg.
>

Are you talking about hard drive backup software/hardware? There is a
product called DVT VCR which has been available for a long time at
E. Arthur Brown in Minnesota which lets you back up your hard drivce to a
regular VCR. It gives 20 megs/30 mins on the tape and claims to be
just as reliable...

>
>--
>Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
>Internet: ljdickey@watmath.UWaterloo.ca
> ljdickey@watmath.waterloo.edu
>UUCP: ljdickey@watmath.UUCP

****
Ben Gilbert
bgilbert@cs.washington.edu
****

3461. Galaxy CAD freeware for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 20:38:39 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Apr8.203839.18540@news.Hawaii.Edu>
Source record: 223900

Anyone tried this digital CAD program for the ST? If it gets ported
over to the hi-res TT (and Falcon!) computers, then thousands of
universities would buy a bundle.

Announcing the GALAXY CAD SYSTEM...

The Galaxy CAD System is an integrated environment for digital
design and for rapid prototyping of CAD tools and other software.
The system currently includes schematic capture and simulation of
both low-level and high-level digital designs, capture and simulation
of state diagrams and hardware flowcharts, synthesis of Intel EPLDs,
and mapping of logic into physical boards (e.g., Wire-Wrap). Galaxy runs
on most of 680X0 platforms, including the Apple Macintosh, HP9000/3XX/4XX,
Sun-3, Apollo Domain, and Atari ST. Versions for Intel 386+ and
RISC workstations are under development.

The Galaxy CAD System is an ideal environment for all levels of digital
design. It has been used successfully for both introductory logic
design and computer design courses at Wisconsin. Some of the
features of Galaxy that make it suitable for education are:

1. Integrated multiple-window environment: All Galaxy tools run
concurrently in a multiple window environment. Copying data
from one window to another is simple. Any number of simulation
sessions can be active simultaneously.

2. Hierarchy: The schematic editor and simulator are both fully
hierarchical. Building hierarchical designs is simple, including
creating symbols for modules. The simulator is a true hierarchical
simulator: it does not require a time-consuming macro-expansion
step.

3. Integrated editing and simulation: Designs are edited and
simulated in the same environment. Simulation input and output
can be shown directly on schematics, allowing direct manipulation
of net values. Unlike other products, Galaxy does not require
modification of the schematic to insert "switch" and "light"
components. In addition, Galaxy allows display of bus values in
hexadecimal directly on schematics to simplify debugging of
high-level designs. Simulation I/O can also use waveforms,
text files, and soon, tables.

4. Faults: Stuck-at faults can be introduced on the schematic
editor and simulated immediately without rebuilding the
simulation model. This provides an excellent way to display

the effects of faults.

5. Buses: Galaxy supports specification and simulation of bus structures, including complex extractions, fanouts, and bit reversal. Buses are specified by annotating nets with text. For simulation, buses are kept intact so that multiple-bit high-level components can be used. Galaxy includes a library of register-transfer components suitable for high-level computer design and simulation.

6. Alternate specification of designs: In addition to schematics, Galaxy users can specify design modules using a textual HDL (GHDL) and using hardware flowcharts and state diagrams. A hierarchical design can mix these representations as desired.

7. High-quality PostScript output: Galaxy schematics are of excellent quality. Gates are drawn according to standard practices, e.g., OR gates are drawn with the correct circular arcs and not ellipses.

8. Uniform user interface: Galaxy tools have the same user interface on all platforms, reducing student learning curves. In fact, the same tool OBJECT CODE runs on all platforms due to the unique structure of Galaxy.

9. Adding new simulation primitives is straightforward.

10. No cost for the software: Galaxy is available for free via anonymous FTP or for copying charges from A. B. Creative Consulting.

11. High quality user documentation: The comprehensive "Galaxy CAD User Manual" describes how to use all released Galaxy tools. It includes both tutorials and detailed reference material, and has extensive indexing and cross-referencing. This manual is only available in hard copy form ($20 plus shipping from A. B. Creative Consulting).

Galaxy is also an excellent environment for rapid prototyping of new CAD tools. By building on top of available resources, we have been able to prototype new tools in days or weeks that would ordinarily have taken months or years. For more information, send e-mail.

To obtain Galaxy CAD, connect to "eceserv0.ece.wisc.edu" (128.104.38.25) using FTP. Log in as "anonymous" with password "guest". Galaxy is in directory "pub/galaxy". The file "README" in that directory gives further instructions. Please register as a user by sending e-mail to "beetem@engr.wisc.edu".

John F. Beetem
ECE Department
University of Wisconsin - Madison
Madison, WI 53706
USA

(608) 262-6229
beetem@engr.wisc.edu

3462. GER2EN19.LZH uploaded to wuarchive

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 20:42:46 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92099.154246EENG6801@RyeVm.Ryerson.Ca>
Source record: 223801

```
I've uploaded GER2EN19.LZH to 128.252.135.4 on /pub/atari.
This is the newest version and it uses an GEM interface.
More then 15000 words are available, on CRACKART.TXT it does
around 70% of the text. Although some parts of the translation
are confusing, I was able to use CrackArt and try some functions
based on it. Speed: ST 2000 words/min, TT 5000 words/min.
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

3463. GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 21:03:13 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr8.210313.16501@ucsu.Colorado.EDU>
Source record: 223802

I have read many posting about this and arguments on both sides. I
feel that Darek did a good job, I don't exactly know what his comments
were about the ST people, but his interest in the ST must still be
there to create this emulator.
I own an ST before I owned an pc, I still have both and now a LC II.
They both(posted earlier) have advantages. I don't feel that the
pc world are pieces of junk. They aren't, pc have better graphics and
have better software supports. They are faster and more powerful(but
will cost more in some cases).
A fully equiped 486-50Mhz PC with gemulator(assuming it to be $300.00)
will now cost $2500.00. And yet you don't get the MIDI, but you do
get the SB pro which has midi and CD-ROM interface. And you also get
to run an emulation of STE at 4096 colors in a WINDOW(I prefer under
OS/2). And if the MAC is compat. GCR, then another window using MAC.
Now you have 3 windows or 4 windows one running mono, another RGB, another
MAC, and another running Mathematica or AutoCAD or MEDIA stuff for the
PC at once! The TT itself would not be able to compete this way, but
then again the TT is another totally different System, but have you
ran an PC emulator on the TT(software) under an window running VGA mode
for that PC and get an result of and SX performance? The 68000 cpu is
assumed to be at a performance of an 386SX16. The gemulator, I know
upset many people in the ST world, infact it hits me too. I alone
spent over $1500.00 on my ST and if the gemulator does come out, then
I will be looking to sell the ST once again, but keeping all my ST
software.
DOS mounter on my MAC can read PC disks 1.44Mb, why can't the PC have
a mounter to do the same?
030-16Mhz running SoftPC can emulate in a window EGA and at 1.6 Mhz AT speed
, to bad.

3464. Re: Tiny Turbo and IBM software emulator question

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 21:07:24 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr8.210724.20165@a.cs.okstate.edu>
Source record: 223803

Software emulation I'm aware of (pcditto 3.01) doesn't work on anything beyond a 68000. But then if Spectre works, and softPC in Mac mode works... You'd have something!

Are there any newer/improved software emulaters beyond pcditto 3.01? If so... can you say how they're improved? Functionally, I found PCDitto 3.01 Very Good... but if it won't work on my NEW Atari... I need something new, preferably software.

jc

3465. Re: Can I send e-mail to pay services?

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 21:24:12 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250033@hpindda.cup.hp.com>
Source record: 223804

odonnj@jec325.its.rpi.edu (James Robert O'Donnell Jr.) writes...

>Is it possible to send e-mail from the net (internet, bitnet, whatevernet) to
>any of the pay services (GEnie, CompuServe, etc.)? I ask because a good friend

I don't know about any of the others, but you can send mail to CompuServe
users from the internet. Their email address would look something like:

<userid>@???.compuserve.com

I would assume that the reverse is true as well.

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
19420 Homestead Road MS 43LT |
Cupertino, CA 95014-9974 |
goo@hpinddh.cup.hp.com |

3466. Can you recommend a Good Color DA Calculator?

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 22:19:08 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr08.221908.3815@cdsmn.mn.org>
Source record: 223805

A few of simple questions:

Do have a desk accesory calculator that you recommend. Either a basic add, subtract, mult., div, type or something with hex. I got hold of DACALC, but alas, it's mono only.

Speaking of which, is there a mono emulator that works for STe (1.6)? I had one that looks great on the STf, but on the STe, the screen has a syncing problem.

And FINALLY! Is there a color.cpx specifically for STe with all 4096 colors?

Thanks,
Doug Plate

Does anyone use Vanterm? I have version 4, and I like it. I can upload somewhere if there is interest.

3467. Re: GEMulator (was Re: Sudden View vs. Intel)

Newsgroup: comp.sys.atari.st
Date: 1992-04-08 22:30:03 UTC
From: petav@Physik.TU-Muenchen.DE
Message-ID: <petav.702772203@e20.physik.TU-Muenchen.DE>
Source record: 223806

Ok, seems like you've dunnit, Darek!
I see thousands of reasons why people could want GEMulator, e.g. to
have a useable Atari compatible notebook, not the ugly
crook from the company, but one with a nice display, floppy, etc.
or simply because of irrational licence cost for some DOS-packages.
I have some questions to Darek:
- have you tried transparent file access from GEMulator
through some PC-network?(some kind of NFS preferred)
- How is your schedule for the releases, esp. in Europe?
- What's about any plans for a unix X-Workstation version.
From what i know of the 68k-emulators, there we would
have ample speed to even emulate a TT easily with REAL ram.
- Might there be some way to run the thing w/o any external
hardware ? (problem for a portable machine)

- Peter -

P.S.: I think flaming and fuzzing around on this subject
is of little help. Let's all hope GEMulator becomes a big
success, so the user base grows and gets more impact. I
personnally feel, that Atari always had too little competition.
Maybe they need even more kicks in the ass.
--
Peter Averkamp, | email:
Physics Department E20 | petav@radon.e20.physik.tu-muenchen.de
Techn. Univ. of Munich | Phone: ++49 (89) 3209-2408
D-8046 Garching, Germany | Fax: ++49 (89) 3209-2338

3468. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 00:06:36 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <PTsXiB14w164w@cyberden.uucp>
Source record: 223807
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm sick of this!

I know that IMO = in my opinion
I DON'T know what IMHO means
or IHO...

somebody? Anybody??

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

3469. Re: Making the screen one line

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 00:43:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A38651@MS.maus.de>
Source record: 223808

mforget@ersys.edmonton.ab.ca, 07.04.92:

>space. Instead of 25 lines (24 with a status bar) you would have 23
>lines and be forced to put the status bar at the top of the screen.

Use the right GDOS fonts!

Regards,
Patrick

3470. Test posting...

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 00:43:08 UTC
From: MDORMAN1@UA1VM.UA.EDU
Message-ID: <9204090044.AA21384@ucbvax.Berkeley.EDU>
Source record: 223809

```
This is a test...

Mike.
```

3471. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 01:19:14 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6640@lee.SEAS.UCLA.EDU>
Source record: 223810

In article <1992Apr7.215837.21737@murdoch.acc.Virginia.EDU> gl8f@fermi.clas.Virginia.EDU (Greg Lindahl) writes:
>In article <6618@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu
> (Scott Willingham) writes:
>
>>p.s. I suspect that "true color" refers to direct storage of RGB values
>> in video RAM as opposed to the use of color palette lookup tables.
>
>"true color" in computer graphics generally means you have enough
>colors to put a different color on each pixel on the screen.

It seems to me that if you have a color palette table big enough to store a different color value for every screen pixel, then you might as well just store the RGB values directly as there is no economy of memory in such a scheme (i.e. your color palette table is as big as your RGB screen memory would be).

Defining color rendition in terms of the number of pixels seems rather arbitrary to me. It probably serves for the moment, but suppose one had a screen device of sufficient size that the number of pixels exceeded the number of colors resolvable by the eye? (2^24 colors would about do it and that is around 16 megapixels.)

-- Scott Willingham // willing@icsl.ucla.edu

3472. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 01:23:32 UTC
From: vsnyder@math.jpl.nasa.gov
Message-ID: <1992Apr9.012332.13418@jato.jpl.nasa.gov>
Source record: 223811

In article <yy4LiB1w165w@micromed.net.netcom.com> system@micromed.net.netcom.com (Duane Davis) writes:
>dogman@micromed.net.netcom.com (Lee Petty) writes:
>> I'm not sure what the prices of the Mega STE are elsewhere, but here in
>> San Jose, California, U.S.A., you can buy a MEGA STE with 4 MB of memory
>> and a 50 MB internal Hard Drive for $899.00. The reason I'm pointing this
>> out is that I keep seeing price comparisons to a 386, which is much more
>> expensive than this.
>
>You can also buy a 386-25 with 4meg and an 80meg hard drive for about $850.

And it's a *lot* faster than an STE :-). Especially if the HD is IDE.
--
Van Snyder = vsnyder@math.jpl.nasa.gov

3473. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 01:38:19 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <k3wXiB3w164w@cyberden.uucp>
Source record: 223812

ljdickey@watmath.waterloo.edu (L. J. Dickey) writes:
> and emulates an Atari ST. Derek Michoka was there with a 33 MHz clone
> runs the Gemulator at about 85% of the speed (my timings) of an 8 MHz
> ST. One surprise for me was that the Gemulator can run inside window

I've been seeing this... a 486/33 Mhz at 85% efficency? If GEMulator
can't run at 200% on a 386/33, I would't touch it. Seems to be a waste...
You would need a 50Mhz 486 just to achieve something worth while...
Who cares... Get the real thing for cheap these days... I personally
would love a GEMulator but have an ST and wouldn't bother elsewise with
85% being the best I can look forward to on my 386/40
<X>orcist

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

3474. Re: : Kiwi attack on Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 01:58:11 UTC
From: cmk57122@uxa.cso.uiuc.edu
Message-ID: <1992Apr9.015811.21308@ux1.cso.uiuc.edu>
Source record: 223813

Could somebody post the specs on the A5000? I can't find out anything
about it and it drvers me nuts.
--

| Christopher Kmiec | Send E-mail to: |
| Atari, gotta have it! | cmk57122@uxa.cso.uiuc.edu |

3475. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 02:06:25 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12446@umd5.umd.edu>
Source record: 223814

Well the good thing about the Gemulator/Spectre whenever this combo becomes available is that not only will it emulate the ST and Mac, but it will do so unobtrusively, meaning it will coreside happily with OS/2 with full multitasking (unlike the other $1000 mac emulator which takes over the PC) and will cost WELL under $1000...probably around $500...since it does not have a 68000 chip on it...the chip is emulated in software (amazing, isn't it?). This also has the result of allowing it to run faster and faster on newer Intel CPUs...so you are not limited by the 8mhz speed of the 68000... When you get a 586 upgrade for your 486, your mac emulator will quintiple in speed also, along with the rest of your system.

I for one difinitely want the Gemulator...to run some of my better ST stuff (believe it or not, but alot of our games will work on it), but to run Mac stuff which I still find far superior to ST and (so far) PC apps...

- Al
.

3476. Personality Matching Software

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 02:15:34 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Apr9.021534.1949@magnus.acs.ohio-state.edu>
Source record: 223815

I need some software! Does anyone know of any software that can produce compatibility data between people. I.E., pass out questionaires to people, have them give answers to the questions, then plug the answers into the computer and find out who the top ten most compatible members of the opposite sex are.

I'm looking for anything from PD, ShareWare, to Commercial. I need it fairly soon, too. Please respond via e-mail, just to make sure I don't miss any postings.

Thanks alot.

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | But Keptin...evweyone knows that .sigs vere inwented
`---- | by a wittle old lady in Wussia? In SIGovia, I beweive.

3477. Re: Hey Gregory! (RE: Atoyi Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 03:08:36 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3751@cod.NOSC.MIL>
Source record: 223816

Best just to ignore the flames and they'll die down more quickly. This is a periodic occurrence that has something to do with the Amigoids' religious rituals.

Mike Healy

healy@cod.nosc.mil

I had a .sig virus, but it died

3478. Computer Dungeon

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 03:16:54 UTC
From: RIFFEGL@PURCCVM.BITNET
Message-ID: <92099.221654RIFFEGL@PURCCVM.BITNET>
Source record: 223817

Has anyone ever heard of a place called Computer Dungeon in Michigan?
It is supposedly a place that buys and sells used ST software. They
advertised in the December issue of AtariUser and I have talked to
the proprieter once but haven't heard from them since.

3479. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 04:04:19 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr9.040419.14492@beaver.cs.washington.edu>
Source record: 223818

In article <1992Apr9.012332.13418@jato.jpl.nasa.gov> vsnyder@math.jpl.nasa.gov (Van Snyder) writes:
>In article <yy4LiB1w165w@micromed.net.netcom.com> system@micromed.net.netcom.com (Duane Davis) writes:
>>dogman@micromed.net.netcom.com (Lee Petty) writes:
>>> I'm not sure what the prices of the Mega STE are elsewhere, but here in
>>> San Jose, California, U.S.A., you can buy a MEGA STE with 4 MB of memory
>>> and a 50 MB internal Hard Drive for $899.00. The reason I'm pointing this
>>> out is that I keep seeing price comparisons to a 386, which is much more
>>> expensive than this.
>>
>>You can also buy a 386-25 with 4meg and an 80meg hard drive for about $850.
>
>And it's a *lot* faster than an STE :-). Especially if the HD is IDE.
>--
>Van Snyder = vsnyder@math.jpl.nasa.gov

Well, not to be picky, but I think that statement is a bit lacking. Whether or not the 386-25 is faster than the Mega STe depends a lot on what you are doing and what extras you have. It's ridiculous to say that a 386 is a *lot* faster than the Mega in general (which I am not convinced is the case)>

I have used both the 16 MHz (and yes I know not everything is fully 16 MHz or whatever, and it's still a 68000 but it IS fast) and a 386-25 and it seems to me the general environments are very close to the same in terms of speed, in fact my 8 MHz 520 with TOS 1.0 can perform some things the same as my roommate's 386, and some things faster (like animation, window draws).

The point being that such a statement as unqualified as that is unjustified and misleading ; sure the 386 may be able to do number-crunching faster but what about running Windows and screen updates? It depends on your applications.

****
Ben Gilbert
bgilbert@cs.washington.edu
****

3480. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 04:28:32 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr9.042832.19250@usenet.ins.cwru.edu>
Source record: 223819

Van Snyder:

According to the benchmarks in a past current notes, a Mega STE
will outperform a 386/25 machine. A standard STE will outperform
any 286 machine, and the TT blows away a 486/25.

Let's keep the facts straight.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3481. Re: Computer Dungeon

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 04:31:13 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Apr9.043113.19521@usenet.ins.cwru.edu>
Source record: 223820

The owner's wife was diagnosed as terminally ill, so he gave up the business
to spend time with her. THe Dungeon may reopen one day, but it's gone
for now.

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

3482. Hybrid Arts Digital Master (Direct Disk Recording)

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 05:28:53 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr09.052853.5756@cdsmn.mn.org>
Source record: 223821
Cross-posted to: comp.sys.atari.st,rec.music.synth

Does anyone own or has anyone demoed the Hybrid Arts Digital Master Direct Disk recording system for AtariST? They sell them at Guitar Center (Roseville, MN), but my chances of getting a meaningful demo there are pretty slim. How many tracks? Is it mainly for mastering? Can a sequencer be running along with the recording software?

Regards,
Doug

3483. More help for Uniterm Fonts?

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 05:39:29 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <w+4tp_l@rpi.edu>
Source record: 223822

Greetings.

I have been trying to figure out how to use the Uniterm fonts that
come with the program. Through some help of other people who have
given me help, I have gotten to this point:
Set one of the function keys to: %loadfont("a\\:uniterm\\font\\lat808.uft")
This doesn't work however, since the program always cannot open the file.
Any more suggestions? I am using Uniterm version 2.0e 015.
Thank you.

Regards,

--- ---
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

3484. Re: ZNET 9214 (REALLY LONG!, I mean it).

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 06:56:13 UTC
From: jonc@status.gen.nz
Message-ID: <ec7yiB3w164w@status.gen.nz>
Source record: 223823

steve@thelake.mn.org (Steve Yelvington) writes:

>
> To subscribe, contact stzmagazine-request@virginia.edu.
>
> If you have easy access to the magazines, it would be *great* if you could
> forward them to the mailing list moderator. Delivery of them hasn't been
> very regular.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Steve,

What is the email address of the moderator?

_
Jon Clarke o( ) The Z*NET Global News Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz or FIDO 3/772:105

3485. How can i hang up the phone in UniTerm?

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 08:30:00 UTC
From: elee8zz@rosie.uh.edu
Message-ID: <9APR199203303630@rosie.uh.edu>
Source record: 223824

Hello there!

I just got uniterm like two days ago and I can't hang up the modem with <alt><h>. Whenever I do that, the modem sends the string to the remote host instead of hanging up. My modem is a Hayes compatible SupraModem 2400. I have tried different combinations of hang up strings and nothing seems to work. Any suggestions...?

John Pagan
elee8zz@jetson.uh.edu

3486. Re: Atari address? Portfolio info?

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 08:30:54 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Apr9.083054.12287@news.Hawaii.Edu>
Source record: 223825

This is a list of Atari divisions around the world. If it has errors, please add corrections....

Atari Australia, 376 Lane Cove Road, North Ryde, NSW 2113
Australia Phone: 0061/2/805-0344

Atari Austria, Grosse Neugasse 28, A-1040 Vienna
Austria Phone: 0043-222-565155

Atari Benelux, Hangenweg 7B, NL-4130 EB Vianen
The Netherlands Phone: 0031-3473-77272

Atari Benelux, Boomsesteenweg 28, B-2621 Schelle
Belgium Phone: 003-23-844-3366

Atari Canada, 90 Grough Road, Markham, Ontario,
Canada L3R 5V5 Phone: 416-479-1266

Atari Denmark, Vaerkstedsgarden 7, DK-2620 Albertslund
Denmark Phone: 0045-2-643344

Atari France, 9, rue Snetou, F-92150 Suresnes
France Phone: 033/1/450-66060

Atari Germany, Frankfurterstrasse 89-91, D-6096 Rauneim
Germany Phone: 0049-6142/2090

Atari Hong Kong, Unit B 3/F, Wong Tze Building, 71 Hoi Yuen Road,
Kwun Tong, Hong Kong, Phone: 00852/3/797-3266

Atari Italy, Via Bellini, 21, 1-20095 Cosano
Italy Phone: 0039/2/613-4141-5

Atari Japan, No. 7 Koike Bldg 6F, 2-3-6 Minami-Shinagawa,
Shinagawa-ku, Tokyo 140, Japan Phone: 0081/3/450-711

Atari Mexico, Viveros de Atizapan No. 1, Viveros de la Loma,
Tialnepantia, Estadio de Mexico Phone: 905-398-4379

Atari Norway, Trollasvejen 4, N-1414 Trollasen,
Norway, Phone: 0047-2-808110

Atari Scandinavia/Atari Sweden, Box 522, S-17526 Jarfalla
Sweden Phone: 0046-8-795-9120

Atari Spain, PO Box 195, Los Calabozos 11, Poligono Industrial de
Alcobendas, E-28100 Alcobendas Madrid, Spain Phone: 0034/1/653-5011

Atari Switzerland, Bahnhofstrasse 28, CH-5400 Baden
Switzerland Phone: 0041-5621-14722

Atari Taiwan, 31, Min-Chu Road, Chu-Wei, Tam-Shui, Taipei,
Taiwan Phone: 00886/2/622-1721

Atari United Kingdom, Intercity House, Railway Terrace
Slough, Berkshire, England SL2 5BZ Phone: 0044/753-33344

Atari USA, 1196 Borregas Avenue, PO Box 3427, Sunnyvale,
California, 94088-3427 Phone: 408-745-2000, Fax: 408-745-2088

3487. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 08:46:38 UTC
From: jww@uhunix.uhcc.Hawaii.Edu
Message-ID: <1992Apr9.084638.14873@news.Hawaii.Edu>
Source record: 223826

brayl@isis.cs.du.edu (Pattie Rayl) writes:

>The machine was shown to deverlopers and press at the Toronto show last
>weekend, so it does exist. I've seen it personally, naturally, since
>we publish Atari Interfaace magazine! :)

If it was an official announcement, were all the specs spelled out?
What exactly did Atari show and just how awesome are the Falcons?
Did Atari also discuss or show the Falcon '040 in the tower and
pizza box versions? Any price and estimate of delivery of the
Falcons '040s?

Just wondering,
Jack

3488. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 09:14:16 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <H7HyiB2w164w@cyberden.uucp>
Source record: 223827

nelson@kodak.kodak.com (Bruce Nelson) writes:
> Derek said it will sell for somewhere in the $300-$500 range and will
> be announcing general availability within the next several months.

???$300 - $500???

This is gonna die fast and hard...

$300 get's you a 1040 ST w/mono monitor these days.. and that has a
built in MIDI interface... $400 will get you a 2 MB 1040 STE...

This GEMulator is sounding really lame... sorry to flame it, but it
sounds like ingenious shareware to me...

Maybe for development... but even then! No true MIDI ports, No True
sound ports, useless....

<X>orcist

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

3489. Re: Terminal server idler?

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 09:21:58 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr9.092158.617@actrix.gen.nz>
Source record: 223828

In article <1992Apr8.181402.8470@eskimo.celestial.com> yellowbd@eskimo.celestial.com (Andy Hubbell) writes:
> Someone looking for a terminal program with this feature built in? This
> is but one of many others built in to the Freeze Dried Terminal program!
> It seems like the author talked it over with all his friends and put in
> the features that everyone really wanted! Get version 2.12 as it is the
> most current and has the most features! Best shareware terminal package
> I've seen yet! I quit using Interlink in favor of this one!
>
> It seems like I've been plugging the program here on the net... I'm not
> in any way affiliated with the author. I just really feel that this is
> the best quality shareware software available out there. And the demo
> version isn't crippled to the point of practical uselessness like some
> authors seem to feel necessary to ensure people will register!
> --== Andy ==--

From the Chaps that use it here in NZ, its very Buggy, has good ANSI emulation though..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3490. Re: : Kiwi attack on Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 09:25:27 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr9.092527.786@actrix.gen.nz>
Source record: 223829

In article <4752@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
> In <1992Mar31.142031.1@neptune.kingston.ac.uk> bd_g710@neptune.kingston.ac.uk writes:
>
> >Concerning the Real machine bit - why a Acorn Archemedes A5000. I have never
> >heard of such a computer, the only Acorn I heard of was a little box like
> >object like the Comm**ore 64 and loveable Spectrum 48.
>
> Strange, Acorn is manufactured in the UK, where it has a substantial market
> share (though mainly in the education sector). That you have not heard of the
> Archimedes goes to show that it is not only Atari that have abysmal marketing.
> The Archimedes has been available from 1988 and the A5000 model from 1992.
>
> The A5000 spec is quite impressive, as is that of the Atari Falcon. These
> machines have different strong points and different weaknesses, but they are
> both modern systems and worth checking out.
>
> --
> Adam David.
> (adamd@rhi.hi.is)

Name what is week about the A5000...?? it eats the Falcon and the TT
for breakfast...!! ITS a 32 Bit RISC Machine...and Run Unix, were is
Unix for the Ataries..!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3491. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 09:33:36 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr9.093336.1081@actrix.gen.nz>
Source record: 223830

```
In article <1992Apr9.042832.19250@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert
C Glover) writes:
>
> Van Snyder:
>
> According to the benchmarks in a past current notes, a Mega STE
> will outperform a 386/25 machine. A standard STE will outperform
> any 286 machine, and the TT blows away a 486/25.
>
> Let's keep the facts straight.
>
> Rob
> --
> | Robert Glover GEnie: R.GLOVER3 |
> | Internet: rg@turing.acs.virginia.edu |
> | Cleveland Freenet: aq115@cleveland.freenet.edu |
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Please tell me what is the point off all this..??

If you don't have software for these so call faster machines..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

3492. MicroEMACS 3.11a-beta3available

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 10:10:40 UTC
From: Bjarne Pohlers <ZX0013@DMSWWU1A.BITNET>
Message-ID: <92100.101040ZX0013@DMSWWU1A.BITNET>
Source record: 221899

Sorry for posting this again, but it seems that this did not get out of
Muenster...
- -
Now there is a beta-test version (patchlevel 3) of MicroEMACS 3.11a
available at ftp.uni-muenster.de (128.176.120.210). There are three
versions:
o me.prg : A dirty programmed version with linea-calls (I
would not guarantee that it will run on future versions of TOS)... But
that does not matter, because there are two other versions:
o gemme.prg: A fine gem-based version. Each MicroEMACS-screen is
displayed in a seperate GEM-window.
o tcme.ttp: A termcap-based version. It works under mw and should also
work under mgr.

Please report any problems and bugs to <srb110@math.uni-muenster.de>.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

3493. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 10:55:17 UTC
From: june@f308.n133.z1.FIDONET.ORG
Message-ID: <343.29E68142@gisatl.fidonet.org>
Source record: 223831

On <Apr 09 02:06>, Alok Dhir of 1:133/411 writes:

AD> From: adhir@cygnus.umd.edu (Alok Dhir)
AD> Date: 6 Apr 92 13:43:13 GMT
AD> Message-ID: <12367@umd5.umd.edu>
AD> Newsgroups: comp.sys.atari.st

AD> Actually, according to Derek Michocka (whatever...the author), on a
AD> 386/33, the Gemulator will run a little faster than a standard STe.
AD> On a
AD> 486/33, it should run about twice as fast. On whatever comes next,
AD> it's
AD> speed will increase accordingly. Not only that, but you can
AD> actually
AD> multitask with it running. You can have Gemulator running as a full
AD> screen DOS session under Windows or OS/2 and switch between it and
AD> other
AD> DOS/Windows/OS/2 apps. Another cool thing is that Darek was hinting
AD> towards the fact that it will actually run Spectre 3.0! So we'll
AD> have
AD> Mac, ST and PC in one box.

AD> My question is whether it will support an aftermarket sound board
AD> like
AD> Soundblaster Pro to emulate the STe sound...

AD> - Al

So, is this actually available?
I've long since $old all my STs, I had three at one time *8^), due to various reasons. Though I have a LOT of software left. It would be neat to be able to use the stuff left over...

--
Ed June

Fidonet: 1:133/308, Atlanta's OS/2 Users Group BBS, 404-471-1549
Internet: ed_june@over.mind.org
Internet: june@gisatl.fidonet.org
UUCP: ...!emory!uumind!overmind!ed_june
UUCP : ...!gatech!warlord!gisatl!308!june

3494. Re: GFA Basic 2.0 EXEC command

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 12:00:35 UTC
From: keithb@hemel.bull.co.uk
Message-ID: <1992Apr9.120035.25708@hemel.bull.co.uk>
Source record: 223832

wagg@zellweger.ch (Georg Wagner) writes:

>In article <702641992.F00001@tdkt.kksys.com> Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
(Chuck Grimsby) writes:
>>
>.......some stuff deleted
>>
>>BTW, dump GFA 2.0 and get 3.x. It's only $150, and the improvements are WELL
>>worth the upgrade fee!
>>
>Don't do it, GFA is out of the atari market. So there will be no support
>and no updates anymore

This could explain why ST Format are giving away GFA Basic 3 (they promise)
with next months issue (beginning of May). Almost worth buying STFormat for!

>Georg
==========
Keith Bedford keith.bedford@hemel.bull.co.uk

3495. need pd-btx-decoder

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 12:46:57 UTC
From: fs21@rummelplatz.uni-mannheim.de
Message-ID: <9204091246.AA24773@cs.utexas.edu>
Source record: 223833

Hello,
i search for a pd-btx-decoder dor atari st, has anyone seen such a beastie?
Thanks
--
Thomas Neser
Zeus im MZES, Universitaet Mannheim, Steubenstr. 46, D-6800 Mannheim, Germany
BITNET: m75 at dhdurz1 INTERNET: fs21@rummelplatz.uni-mannheim.de
X400: C=de; A=dbp ; P=uni-mannheim; OU=rz; OU=munix; S=neser;
FIDO: Thomas Neser 2:247/13 MAGICNET: Mannheim@garfield
UUCP: unima!fs21 ZERBERUS: T_Neser@jokl.zer PC-NET: Mannheim;pc-info
FAX: +49-621-292-8435 TEL: +49-621-292-8473 SEVEN: Mannheim@nirvana

3496. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 12:47:23 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr9.074723.10654@miavx1.acs.muohio.edu>
Source record: 223834
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <1992Apr7.110733.837@sun.pcl.ac.uk>, marcus@sun.pcl.ac.uk (Marcus Harvey) writes:
> I think LC's will have to become significantly cheaper to penetrate the music
> business here. The PowerBook could have done very well (again with those
> with big money) but apparently MIDI is screwed up on it... shame.

Can you explain why MIDI is screwed up? The reason I'm asking is
that I'm a music education major, and I was thinking of getting a
notebook computer to do MIDI. I thought about waiting for the ST Book (I
have actually played on one, very nice.) but the attractive prices of
the Powerbooks have turned my head.

Later.....

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((((((((}}}}}}}}=======--------

3497. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 13:05:59 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92100.130559ONM07@DMSWWU1A.BITNET>
Source record: 221721
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr8.183228.16145@netfs.dnd.ca>, rosenqui@ncs.dnd.ca (E. Rosenquist) says:
>In TT medium-res, Overscan, or any of the 3rd party high-res video
>cards there is plenty of room for everything.

Not to mention that with VDI, you can use a smaller GDOS font (as done in the GEMINI console window).

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

3498. Need informations about the MIDI interface....

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 13:55:46 UTC
From: charles@taloa.unice.fr
Message-ID: <1992Apr9.135546.20825@taloa.unice.fr>
Source record: 223835

Hi atari users...

I look for informations about MIDI. Does it exist a ftp server or
something like that where I can find the complete (or incomplete !!!)
dscription of MIDI (some examples a welcome.......).

It's really very important.......

Please mail me if you have any informations.........

--

3499. Panarthea/Twitterpatter available via FTP?

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 14:10:06 UTC
From: woocm@essex.ac.uk
Message-ID: <2923@sersun1.essex.ac.uk>
Source record: 223836

Netters,
Can the panarthea site<?>, i.e. that which is accessed via the
mail-server archive-server@twitterpater.eng.sun.com, be reached by
anonymous ftp? If so does anyone know the address? Thanks.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

3500. RE: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 14:19:34 UTC
From: oconnor@took.enet.dec.com
Message-ID: <1992Apr9.142039.16164@ryn.mro4.dec.com>
Source record: 223837

I just have to say it.

I want to buy a Gemulator....

To run PC-Ditto :-)

No flames intended. I'm not anti-anything

Joe

3501. Golden Image Scanner troubles

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 14:57:33 UTC
From: "Anthony V.Paul"
Message-ID: <9660@bnr-rsc.UUCP>
Source record: 223838

I just bought a Golden Image hand scanner, but am having some troubles.

When I scan an image, it seems to take whatever the middle inch of the
scanner goes over, and then stretches it out on the screen to make it the
4+ inches the scanner covers.

if I dragged the scanner down over

test

I would get

ttttttttttt eeeeeeeeeee sssssssssss ttttttttttttt

ie, the t would be that wide, not made up from t's

I hope I just have some setting wrong or something?
Any info greatly appreciated.

is all. (I got that from somebody, I like it, he gets credit)

Anthony Paul
ttpui@bnr.ca

3502. Compiler options to make program TT compatible?

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 15:11:07 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Apr9.151107.26478@echo.philips.nl>
Source record: 223839

Hi netters,

I hope you liked the MIDIFILE "playback" program
which I recently made available.
One person did have problems to use it on
the TT.

So I have a question:

Which switches do I have to set (within Lattice C 5.x.x)
to make it run on a TT?

Will it be sufficient to set the 4-byte align switch on,
or do I need more?

Thanks,

John

BTW. In case that you missed the program on the net:
It is available on atari.archive and GEnie and cs.ruu.nl.

--
John Janssen Email: johnj@echo.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

3503. Problems with lattice C file functions

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 15:13:41 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Apr9.151341.26567@echo.philips.nl>
Source record: 223840

Hi netters,

I do have some problems with Lattice 5.x.x (last one!) when trying
to use the UNIX-compatible file functions for character reading.

I encountered this when reading MIDIFILE in my playback program,
which I uploaded recently.

I opened the file with fopen() - in raw/binary mode ofcourse.
Then I used the one character routine (I think it was fgetc()?)
to read byte-by-byte from the file.

I ran into the following problems:

I could read most files (even big ones) without a problem.
Just a few files went wrong for unknow reasons.

The file read routines just skipped a byte now and then.
They did it on the same spot every time again (when they did it).
I could find no specific pattern, neither could I generalise it.

It was not on sector bounds. Sometimes after a few KB, and then
sometimes after a few bytes again. However, the same file went wrong
on the same place(s) everytime.

Does anybody has a clue?

Although I rewrote the file routines for playback by using the
specific atari routines (Fopen(), Fread() and alike), I am
worried on the above, as that means that I cannot trust those
UNIX compatible functions at all.

Thanks,

John
--
John Janssen Email: johnj@echo.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

3504. Re: HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 15:41:18 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr09.154118.8772@cdsmn.mn.org>
Source record: 223841

In article <7APR92231720@acad3.alaska.edu> fnjlh1@acad3.alaska.edu writes:
>Keywords: dead ROM???
>News-Software: VAX/VMS VNEWS 1.4-a3
>
> I tried to plug in a 1.44M 3.5" floppy into a SF314 chaissis recently, and
>now my used-to-be 2.5M ST is behaving oddly.... NeoDesk reports 2.6M (thats ok)
>with 2.1M free (that ok, too) until I run any size program, then Neo sez I have
>37548 free. I'm also getting slower disk operations, with warning of disk doom.
>
> I'm confused, and my ST is dazed. Please help! Have I totally screwed the
>pooch and blown away my ROMS (old style 1.0, 6 of 'em). Anyone have any
>compatibles to sell???? Thanks! j harris/fairbanks

I don't beleive you could possibly blow away your ROM's by doing what you did.
I am a tech, so I'm not just guessing (and I'm not infalable either :).
I would say your problem came not from hooking the disk up, but possibly
when you had the cable hooked up backwards. If I remember right, you did say
in your first message that you tried both cable orientations, didn't you?
Now I have hooked up floppys up backwards on PC's with no ill effects, but
it could POSSIBLY cause trouble. Not to the ROM's though. Maybe to the
power supply, disk controller IC, and I think the sound chip (it's direct
connected to the disk in someway, isn't it?). I don't have an ST schematic,
YET (believe me, I'll get one someday!) so I'm going by descriptions I've read
in the `ST Internals' book.

OR - Perhaps you should recheck the way you re-connected the regular floppy.
Cable may be loose, etc.

Regards,
Doug Plate

3505. Re: Floppy drive mystery

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 15:47:21 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr09.154721.8857@cdsmn.mn.org>
Source record: 223842

In article <1992Apr8.005643.492@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>The following started happening to me after I installed a hard drive
>on my STe, but first, some background...
>

>Ive noticed that the floppy access lights (both) of them blink dimly
>at a rather quick rate. But they no blinken when the above happens.
>(btw: as an aside, just what is this blinking anyways? It did the
>same thing on a 520STfm that I had, but I thought it was just my
>imagination. Is it some kind of heart-beat?)
>Billy D'Augustine | "Wish I had some goddamned milk!
>...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
>azog@thoth.rent.com | - Stormtroopers of Death (SOD)

sorry, Billy, I have a similar setup, but TOS 1.6 and no such problem.
I noticed the floppy LED flashing too. It's especially noticable with
the top cover removed and the LED exposed. My GUESS is: It's the operating
system checking for a media change, probably triggered by a timer interrupt.

Regards,
Doug

3506. Lattice C Support

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 16:12:30 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr9.161230.29852@colorado.edu>
Source record: 223843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if Goldleaf still is supporting Lattice C?

Thanks...

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

3507. IMHO =

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 17:27:55 UTC
From: mckenzie@bbn.com
Message-ID: <ku8vkrINN3vj@news.bbn.com>
Source record: 223844
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
IMHO = In My Humble Opinion

__
/ | /\ Alex McKenzie
/ | \/ mckenzie@bbn.com
\__/|_/\_&_/~X_ 617/873-2962
```

3508. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 17:31:10 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr9.173110.6719@usenet.ins.cwru.edu>
Source record: 223845

Yes, Atari is offering TOS 2.06 as an upgrade to Mega STE's. It's
$60, but I recommend against getting it just yet. See, another
upgrade they're offering is the high density floppy upgrade. For
$150, you get a new disk drive, the AJAX drive controller chip,
AND TOS 2.06, so it's a better deal that way.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3509. Re: Falcons, NeXts, Macs, and Reality

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 17:31:28 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Apr9.173128.7657@mnemosyne.cs.du.edu>
Source record: 223846

In article <1992Apr9.084638.14873@news.Hawaii.Edu> jww@uhunix.uhcc.Hawaii
Edu (Jack W. Wine) writes:
>brayl@isis.cs.du.edu (Pattie Rayl) writes:
>
>>The machine was shown to deverlopers and press at the Toronto show last
>>weekend, so it does exist. I've seen it personally, naturally, since
>>we publish Atari Interfaace magazine! :)
>
>If it was an official announcement, were all the specs spelled out?
>What exactly did Atari show and just how awesome are the Falcons?
>Did Atari also discuss or show the Falcon '040 in the tower and
>pizza box versions? Any price and estimate of delivery of the
>Falcons '040s?
>
>Just wondering,
>Jack
>

Jack,

Who said it was an official announcement? Not I. It was a private showing

to developers and press at the Toronto show, just like what was done
at CeBit.

Pattie Rayl (Atari Interface)

3510. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 17:39:56 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr9.173956.7636@usenet.ins.cwru.edu>
Source record: 223847

A common misconception when it comes to certain machines (the ST, Mac, and Amiga come to mind) is that because a machine doesn't have a quadrillion software titles out for it, like the PC, it's not worth having.

I think I should note that it's not the NUMBER of titles available, but rather the QUALITY of the titles available. How much PC software is truly easy to use, has excellent features, frequent upgrades, is reasonably priced, and is current? Only the most recent, I'm sure. Only since Windows 3 came out have truly exceptional programs become available. And many of them cost an awful lot of money.

There are some really fantastic programs avilable for the ST. For example: Avant Vector, DynaCAD, Pagestream, Calamus, Arabesque Professional, MegaPaint Professional, Didot Professional, NeoDesk, STalker 3.0, Flash II, Mega-Check, and many, many others. There are programs out there to do almost anything you want. They're all extremely easy to use, because the ST was designed wtih a windowing environment in mind, not like the PC, which is a glorified text processor, and still suffers from memory expansion limitations, despite the new features of DOS 5.0.

The point I'm making, in case you haven't figured it out yet, is that sheer numbers don't always count. Quality counts.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3511. Re: software blitting

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 17:45:06 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Apr9.174506.11150@cs.mcgill.ca>
Source record: 223848

Aren't the Line-A routines supposed to use the blitter if it's present ???
I heard they should be able to do 1000 16x16 blits per second (Or at
least this is what Atari claimed in its adds :-). So with the blitter
on, it should go about 1200 + blits per seconds, no ?

As far as I'm concerned, the Line-A routines are *pretty* fast (Not as
fast as what we could do on our own with self-modifying code and all,
but good enough for any games. I wrote Tetris with them, and it's fast)

I think Atari should have stuck with them even in the TT. It can't be
that hard to change them to work with 8 bits/pixel, can it?

Patrick BETREMIEUX.

3512. Re: software blitting

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 18:00:30 UTC
From: eker@cwi.nl
Message-ID: <5827@charon.cwi.nl>
Source record: 223849

In article <bnell.702755753@ferrari>, bnell@ferrari.siemens.com (Bill
Nell) writes:
|> I've been writing a game and I've written my own software blitter routines
|> (since I have a plain 520) and I was just wondering if the routines I had
|> were fast enough compared to any others that may be out there.
|>
|> On average I can do 900 blitter operations a second. Each operation is
|> 16x16 pixels, computes a mask, does a couple of specific things for my game
|> and then combines the two rasters. Does anyone know if this is a decent
|> speed or what? I've tried the built in line-a routines a long time ago
|> but they are truly lame.
|>
|> Thanks
|> Bill

It all depends on exactly what you're doing; assuming you're writing to all
4 planes in lo res you're hitting the screen at

900 * 16 * 4 = 57600 words/sec = ~138cycles/word

This seems slow for most operations. Shifting is a pain but even this can be
done reasonably effeciently. Some hints for faster code:

1. Use linear code (with computed jump ins if necessary)
2. Write to 2 planes at a time with long word instructions.
3. Use a separate routine for each operation - generalized blit routines
are always slow.
4. Rearrange any boolean formula to minimize the number of ops; eg
the classic "cookie cut" function
(SPRITE and MASK) or (BACKGROUND and (not MASK))
(4 ops) becomes:
((BACKGROUND eor SPRITE) and MASK) eor BACKGROUND
(only 3 ops)

There various other tricks but it depends on exactly what you're trying to do
and how much memory you can afford for precomputed stuff.

Steven

3513. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 18:27:24 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr9.182724.4086@ucsu.Colorado.EDU>
Source record: 223850

In article <1992Apr8.202512.28315@cheshire.oxy.edu> leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
>
>And, for $180, you can buy a 1040ST with 1meg and Tos 1.0.
>
>Why the GEMulator?
>
>T.

And yes, no monitor, mono or RGB to go with it. And no large capacity HD.
And saying no High Density drives as well. etc etc...

3514. Re: Falcon true color

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 18:37:26 UTC
From: erik@microware.com
Message-ID: <12866@mcrware.UUCP>
Source record: 223701

In article <QdqrsV_00WBLI6ATZG@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>True color is not 8 bit color. It is not 65,000 simultaneous colors. It
>is, and only is 24/32 bit color, out of the same number. The rumors here
>are contradictory, they say true color with 65,000 on screen or
>something, THIS IS NOT TRUECOLOR.
>
>
>mark

My Guess:

In this case, I believe that True Color is meant to represent an RGB direct mode as opposed to CLUT (color lookup table). So for each pixel on the screen, you say what the RGB values will be (5 bits for each gun perhaps). With 16 bits for color information, it would be possible to have 5 bits for each of red, green, and blue (as with CD-I RGB555 mode, where the 16th bit is used for transparency), or one could perhaps add an extra bit to one of the colors (with green making the most sense, since it has the most affect on intensity).

How Atari plans to work out this graphics mode is up to them (I do not know), but you DEFINITELY will not be able to use 65536 colors from 16 million (lookup table of that size would be absurd).

Erik Johnson erik@microware.com

3515. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 18:37:59 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Apr9.183759.15225@ulrik.uio.no>
Source record: 223702
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <PTsXiB14w164w@cyberden.uucp>,
moon!cyberden!phbill@well.sf.ca.us writes:
> I'm sick of this!
>
> I know that IMO = in my opinion
> I DON'T know what IMHO means
> or IHO...
>
> somebody? Anybody??
>

IMHO === In My Humble Opinion
(Hardly Atari specific I know).

Jarle.
```

3516. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 18:42:36 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6649@lee.SEAS.UCLA.EDU>
Source record: 223703

In article <A1599019144@thelake.mn.org>
steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <6618@lee.SEAS.UCLA.EDU>,
> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes ...]
>
> > Eight bits per color is certainly as good or better than typical video
> > systems. Production quality video cameras (including HDTV types) typically
> > have a dynamic range of 40 to 50 dB in each color channel. High-quality
> > CRT and projection displays are little better. Eight bit channels have
> > a signal-to-noise ratio of 49 to 50 dB. Only very specialized systems
> > would need more than eight bits per color channel.
>
>``Very specialized'' includes anything having to do with color printing
>and publishing. Video quality just won't hack it in that market. 24-bit
>color is the standard for electronic darkrooms and artwork. We grab frames
>off television when there's nothing better available, but it's obvious
>where the image came from even when printed at 85-line resolution on cheap
>newsprint at high speeds.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

I think you're confusing issues here; my comments were meant to apply to
video screen resolution only. Of course a DTP program should be able to
control color to the resolution to which the output device is capable.
You should also be careful not to confuse NTSC/PAL/SECAM artifacts with
simple color rendition issues. In those systems, cross-color and
cross-luminance effects as well as motion and aliasing effects cause
obvious abberations in an image as compared to still photography.
Advanced television and High-Definition television systems will considerably
reduce those artifacts but will not eliminate them. All video systems
are at a considerable disadvantage when compared to still photography;
however, HDTV may come quite close to the capabilies of 35mm motion-picture
film (projected quality, not still quality).

I think we're off on a tangent now... I only meant to comment on what (IMO)
constitutes a reasonable expectation of quality for video graphics output.

-- Scott Willingham // willing@icsl.ucla.edu

3517. Re: How can i hang up the phone in UniTerm?

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 18:46:19 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <92100.144619JOKHC@CUNYVM.BITNET>
Source record: 223704

In article <9APR199203303630@rosie.uh.edu>, elee8zz@rosie.uh.edu (Pagan, John)
says:
>
>Hello there!
>
>I just got uniterm like two days ago and I can't hang up the modem with
><alt><h>. Whenever I do that, the modem sends the string to the remote
>host instead of hanging up. My modem is a Hayes compatible SupraModem 2400.
>I have tried different combinations of hang up strings and nothing seems to
>work. Any suggestions...?
>
Yeah, use <alt>L (long break) works like a charm(and it's faster than alt h
even if you set the pauses right).

3518. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 18:48:05 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr9.184805.5966@ucsu.Colorado.EDU>
Source record: 223705

>>
>>And it's a *lot* faster than an STE :-). Especially if the HD is IDE.
>>--
>>Van Snyder = vsnyder@math.jpl.nasa.gov
>
>Well, not to be picky, but I think that statement is a bit lacking. Whether
>or not the 386-25 is faster than the Mega STe depends a lot on what you are
>doing and what extras you have. It's ridiculous to say that a 386 is a *lot*
>faster than the Mega in general (which I am not convinced is the case)>
>
>I have used both the 16 MHz (and yes I know not everything is fully 16 MHz
>or whatever, and it's still a 68000 but it IS fast) and a 386-25 and it
>seems to me the general environments are very close to the same in terms
>of speed, in fact my 8 MHz 520 with TOS 1.0 can perform some things the same
>as my roommate's 386, and some things faster (like animation, window draws).
>

I think what was meant was the CPU vs CPU, graphics on the ST are faster than
the average VGA card or the average SVGA card. I've ran test of my 1040
against my 386SX, it won in many places as well, but lost in others.
One interesting note, APPLE has this add stating that their 68000 16Mhz machines
are equivalent in speed as a 286 running windows. And puts my LC II 030-16
at the speed of an SX20 running windows. It was in their latest ads all
over magazines.

3519. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 18:54:14 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr9.185414.6552@ucsu.Colorado.EDU>
Source record: 223706

In article <1992Apr9.042832.19250@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>Van Snyder:
>
>According to the benchmarks in a past current notes, a Mega STE
>will outperform a 386/25 machine. A standard STE will outperform
>any 286 machine, and the TT blows away a 486/25.
>
>Let's keep the facts straight.
>
>Rob
Rob why don't you keep your own facts straight! Your TT 030-32 will not blow away the 486-25, sorry but current benchmarks read totally in fair of the 486. That is one reason why the gemulator can run up to the speed of an ST in a window on a 486. Try emulating a AT machine by software on a TT (emulate 286 8Mhz speed). The 386-33 or the 386-40 are more very close in performance as the TT. As far as graphics are in concern, the standard card that is provided with the TT is faster than most that are provided with the AT system. Also look in current benchmarks performed by APPLE in their ill ads.

3520. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 19:24:26 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Apr9.192426.13455@cs.ruu.nl>
Source record: 223707

>>>>> boyd@phi.cs.fsu.edu (Mickey Boyd) (MB) writes:

MB> If you have a hard disk, gcc is the way to go. If you don't, I understand
^ AND at least 2 MB RAM.
You can't do very much with gcc in 1MB.
--
Piet van Oostrum <piet@cs.ruu.nl>

3521. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 19:35:04 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr9.143504.10663@miavx1.acs.muohio.edu>
Source record: 223708

In article <1992Apr7.194955.26378@cis.ohio-state.edu>, tbrown@woozie.cis.ohio-state.edu (Ted Brown) writes:
>
> Well that relieves *some* of my questions. How does it read Mac Disks? It
> would be enough if it could read 1.44 disks (that is as soon as Dave adds
> the capability), but I don't see how you can make a typical IBM read
> Macintosh disks without some extra hardware device (of course I am not a
> hardware-techy type so I could be wrong).
>

I was just wondering this. Mac 1.44 disks use the same type of
recording that MS-DOS 1.44 disks are. (Its MFM, not GCR) So a ST with a
high-density drive would be able to read and write Mac 1.44 disks with
no extra hardware. But if Spectre doesn't support 1.44 drives, then this
is all moot. (BTW, I got a program from somewhere that reads and write
Mac 1.44 meg disks in a HD IBM without extra hardware. Unfortunately, I
lost it and can't find where I got it from in the first place. :-( )

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
-----=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

3522. 030 accelerators

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 19:46:50 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Apr9.124650.1@misvax.mis.arizona.edu>
Source record: 223709

Does anybody know if the SST will fit in a Mega ST that has an internal hard drive (the ICD micro kit)? Also, if somebody could repeat the info about the Tiny Turbo introductory offer, I would appreciate that.
Thanks.

--

Doug Tarico
dtarico@mis.arizona.edu Bombs, not Hippies!
(602)795-7633

3523. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 19:49:07 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12460@umd5.umd.edu>
Source record: 223710

This is for all you ST fanatics that keep bringing up PC Ditto. PC Ditto is a software implementation of a 8088 emulator. It runs at about 10% the speed of an IBM XT, and is unusable in just about all respects other than listing directories. It would probably be alot faster on a TT or Falcon or whatever, but unfortunately it is no longer supported, and will not run on anything above Tos 1.2 or so.

Gemulator, on the other hand, is an emulator that will let you run ST stuff on a pretty average PC compatible (386 and better) at a very usable speed.

ATonce and other card based PC emulators are junk. They limit you to a 286 or 386sx processor, which people have pointed out are about as useful as their STE :)

- Al

3524. Re: Calamus SL Available ! (?)

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 20:04:07 UTC
From: ursulus@status.gen.nz
Message-ID: <kT7ZiB2w164w@status.gen.nz>
Source record: 223711

cosc226@otago.ac.nz (Neil Gardner - Otago, NZ) writes:

> Hi there guys, I want to get hold of Calamus SL demo. Unfortunately I
> am working from a Computer Science account of mine that has a pretty finite
>

The same goes DOUBLE for me, I would KILL for a PEEK at CALAMUS SL, can
anybody say anything about it, I want my appetite wetted

Ursulus, aka Malcolm Fletcher

3525. Re: Hey All! New Atari Corp. C

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 22:25:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A38685@MS.maus.de>
Source record: 223712

moon!cyberden!phbill@well.sf.ca.us wrote:

m>I DON'T know what IMHO means

"In my humble opinion".

With humble regards from Germany,
Patrick

3526. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 22:28:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A38686@MS.maus.de>
Source record: 223713

chan@pyramid.unr.edu wrote:

c>With all the talk about TOS 2.06 and the TEC board, there's no word about
c>an upgrade for the first MegaSTe's that came out with TOS 2.05 (possibly
c>earlier TT's too). The TEC board is for the ST, and STe.
c>
c>Is Atari offering this? Do I need to order from them?
c>Is TEC designing something for the MegaSTe?

In Germany, Atari is offering TOS 2.06 for DM 150. Better wait some time for a
new release which will be (hopefully...) less buggy.
I found out that the VDI workstation bug is still present in TOS 2.06.

Regards,
Patrick

3527. ATARI software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 22:45:27 UTC
From: patf@silvlis.com
Message-ID: <1992Apr9.224527.539@silvlis.com>
Source record: 223714
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have the following items for sale for the Atari ST :

CALAMUS - desktop publishing program $90

CALAMUS Outline Art - allows you to draw pictures $85
for CALAMUS

CALAMUS font editor - Allows you to create and edit $45
fonts.

These items CAN be re-registered to the new owner.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

3528. More ATARI software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 22:46:13 UTC
From: patf@silvlis.com
Message-ID: <1992Apr9.224613.598@silvlis.com>
Source record: 223715
Cross-posted to: ba.market.computers,comp.sys.atari.st

```
EXCELLENT Word Processor and Database program

Timeworks Word Writer ST ... $30
Data Manager ST ... $30

Both programs only : $50

Both the pieces of software do the job
well and have excellent user interfaces.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale ) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.
```

3529. Re: mega st...

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 23:21:33 UTC
From: tesla@lamar.ColoState.EDU
Message-ID: <1992Apr09.232133.69000@yuma.acns.colostate.edu>
Source record: 223716

Some recent posts have debated the speed of Intel platforms vs. Atari platforms. In the past couple days I have run a couple bench mark programs on both platforms, as well as 040/25 NeXT's. On none of the tests did my 1040ST 8Mhz come close in integer or floating point math. The 386 machines were amazingly slow compaired to the 486/33 machine that I use in the lab. The real interesting points came from compairing the 040/25 NeXT and the 486/33. I compiled an integer math bench mark program with Borland C++ as a DOS application and compaired it to the same source compiled on the NeXT using their development software. The DOS version and the NeXT version were very similar in speed with the NeXT winning (while running a Ether Net process in the background) by a _small_ fraction of seconds. To make it a little more fair I recompiled the benchmark program on the 486 as a window's application. In this case the NeXT was almost twice as fast and the 486 wasn't even multi-tasking!

Virtually the identical thing happened when I ran a copy of the Dhrystone code on both machines!

It is important to note that a lot of the speed difference may be due to differences in the compilers. Borland's C++ 3.0 is not know for its great code, while gcc with the -O compiler option is reported to be quite tight. I could e-mail the source for these programs to someone who has other compilers, especially Microsoft C v 7.0. Needless to say, I feel that any 030 computer is likely to be a little slower than a 486/xx when it comes to number crunching.

As mentioned by another post - Motorola is *much* more impressive when it comes to screen access! Flat memory architecture is superior!

One other item of interest. On another news group (*.*.68k ??) a gentleman from Motorola expressed a personal belief that an 040, if controlled by a descent compiler, could compete with the current RISC chips (I don't know which RISC chips he was thinking of exactly...). The problem is that as RISC chips become more popular the computer community will begin to spend more time and effort in developing optimized compilers for those chips and ignore the other chips, such as the 040.

Just my two cents worth!

Jon --------- Go atari!

3530. Gemulator Thoughts

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 23:44:05 UTC
From: revpk@cellar.org
Message-ID: <7FmZiB3w164w@cellar.org>
Source record: 223717

First of all, I'd like to express my admiration for Darek's work;
it's not easy writing an emulator program, and the Gemulator sounds like it
must've been one bitch of a job.

Second, I'd like to mention that since I'll be buying an IBM clone
Real Soon, I'd love to be able to continue to use my old ST software without
too much hassle. (Too bad that my 1040ST's resale value, monitor included,
is less than the cost of the gemulator.)

Third, I want to weigh in with a few additional comments. As nice as
the ST is, I can't use itfor much more than telecommunicating, a little
writing, and Dungeon Master and Chaos Strikes Back. There are no stores
nearby that supply ST software, and it's difficult for me to find out how
well a particular piece of software works from the ST magazines. There are
dozens of reasons why the ST market has stagnated in the U.S., and I don't
think Darek's out4rage at the Atari ST is completely unwarranted.

One thing I would like to auggest to Darek is the possibility of
adding, in later Gemulator versons, a way of linking our old STs up to our
new clones to use as an auxiliary computer/print spooler/ramdisk/whatever.
Even if it's just a way of feeding the video signal in, I'd be happy; it'd
give me a reason to keep the thing on my desk.

bye

Brian "Rev. P-K" Siano revpk@cellar.org
...Saure really turns out to be an adept at the difficult art of papryomancy,
the ability to prophesy through contemplating the way people roll reefers -
the shape, the licking pattern, the wrinkles and folds or absence thereof
in the paper. "You will soon be in love," sez Saure, "see, this line here."
"It's long, isn't it? Does that mean --" "Length is usually intensity.
Not time." -- Thomas Pynchon, _Gravity's Rainbow_

3531. Re: Atari dead in NZ - NEVER!

Newsgroup: comp.sys.atari.st
Date: 1992-04-09 23:46:33 UTC
From: Pandora@kcbbs.gen.nz
Message-ID: <85593.999210296@kcbbs.gen.nz>
Source record: 223718

To Roger W. Sheppard

>In article <12698.989225751@kcbbs.gen.nz> Dawn_Scotting@kcbbs.gen.nz
>(Dawn Scot
>> X-Mailer: KCReader v0.95a
>> help
>> send 8bit/Index
>> pandora@kcbbs.gen.nz OR Fidonet 3:772/90
>> Kia Ora from The Land of the Long White Cloud
>> --- KCReader v0.95 beta
>> >Hey Roger, Atari may very well be dead in New Zealand, but it
>is rather
>> >stupid to extrapolate this to the entire world, and especially
>Europe,
>> >where Atari is doing well. Expand your horizons a little.
>
>Your have you facts wrong!!
>
>From the feed back back that I received Atari is no doing to well
>any were, the TT and Mega STE is a flop, and a lot of software
>houses are dropping Atari..
>
>Don't just read the Bull that you get out of Stupid UK Magazines..

Well Roger, I really must apologise for that mess of a message, I was
learning to use an offline reader for the first time and for some reason
the end of one message and the beginning of the next one were mixed
up and sent as one message! That little bit that ended in ' Expand your
horizons a bit' was a quote from someone elses message, it wasn't me
that said it! Anyway I can't be bothered in carrying this silly conversation
on because really no one will ever win, we all believe what we want
to believe don't we? And I believe that Atari in NZ is far from dead!

3532. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 00:42:22 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr10.004222.16392@ucsu.Colorado.EDU>
Source record: 223719

In article <oF4wiB2w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>Does anyone know how much this "GEMulator" will cost and when it will be
>available here in the states?
><X>orcist

I sent mail to Darek, he said the first orders in will be about $250.00

3533. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 00:51:57 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <54132@hydra.gatech.EDU>
Source record: 223720

I think most people are missing the point about Gemulator. Getting ST users to dump their STs, buy a 386 (or higher) PC and Gemulator is not it. Getting PC users to buy Gemulator is. If Gemulator is sucessful in the PC market, it will help the ST market. Maybe then when I tell PC users I own an ST they won't ask "is that like a Nintendo?".

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3534. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 01:47:33 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Apr10.014733.1859@usenet.ins.cwru.edu>
Source record: 223721

In a previous article, chan@pyramid.unr.edu (Kaho Chan) says:

>In article <1992Apr3.060928.12218@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>>The Atari Falcon '030 are computers for the home and
>>small business. The Jaguar will be a $200 (about) game
>>machine that is supposed to have a lot of the graphic and
>>CD like sound of the Falcons. Psgnosis is making killer
>>stuff for the Jaguar now that will make most people choose
>>it over the Nintento, SEGA, NEC..
>
>The Jaguar is supposed to be a 64-bit game machine... (a 32-bit game machine that was supposed to debut when the Super NES debut, was scrapped so that more
>R & D will go toward the 64-bitter).
>If it is going to have a price tag around $200, then it WILL sell!
>And if Psygnosis is developing already, put my name down!

No, the Panther was suppose to be a 16-bit until it was scrapped for the
Jaguar (32-bit or 64-bit). No one really knows.

Len

>

--

3535. Re: TT030/8 Information Needed!

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 02:27:59 UTC
From: ekrimen@wet.UUCP
Message-ID: <3784@wet.UUCP>
Source record: 223722

In article <kq0wiB4w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
>
>Speaking about Jukebox... for some reason I can't get it to work
> on my STE (2 megs RAM)... It loads the MOD okay, plays for 10 - 20
> seconds, then crashes with a horrible low pitch buzzing (like it's
> playing junk out of the computers RAM)
>
> Any ideas why??

What else do you have installed? Maybe you have a bad MOD? Which one is it?

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3536. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 03:28:55 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Apr10.032855.1641@cheshire.oxy.edu>
Source record: 223723
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

"Attractive prices of the Powerbooks turned my head..."

When did this happen? Aren't Powerbooks $2000 minimum?

T.

3537. Re: Galaxy CAD freeware for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 04:55:46 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr10.045546.25242@oz.plymouth.edu>
Source record: 223724

In article <1992Apr8.203839.18540@news.Hawaii.Edu> jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>Anyone tried this digital CAD program for the ST?
>
>> To obtain Galaxy CAD, connect to "eceserv0.ece.wisc.edu" (128.104.38.25)
>>using FTP. Log in as "anonymous" with password "guest". Galaxy is
>>in directory "pub/galaxy". The file "README" in that directory
>>gives further instructions. Please register as a user by sending
>>e-mail to "beetem@engr.wisc.edu".

Well..... I TRIED to get it..... I got all the parts & d/l'ed most of them.
[For the entire package for the ST you'd have to get:

AtariST.tar.Z
CADtwo.tar.Z
Fonts.tar
Mac.tar.Z
CADtools.tar.Z
Docs.tar.Z
GMDS.path
Print.tar
CodeOnly.tar.Z
CAD.tar.Z
Wafer.tar.Z
ProgEnv.tar.Z

Get the README, it explains what all of these are. You'll need 1.5 MB for the compressed tar files. So far I've used up 3.5MB of disk space for the setup not counting the contents of CADtools.tar.Z. You'll need a 16bit uncompress and a tar program (gnutar worked fine for me). You are SUPPOSED to need the Mac version because teh ST version is built on top of that.
]

The program that handles the GEM stuff for Galaxy CAD is horrible {meaning -BUGGY} on my 1040STf w/2.5mb ram. half the time the mouse disappears so I haven't been able to try anything out. Seems to work... I think. Hard to tell.....

If anybody can get it running, I'd like to know how.... (curiosity really, I don't know if I'll EVER have a use for it....)

-Andy-

```
--
|"The Snark WAS a Boojum, you see!" | |
|"Reality !?! Isn't that something | andys@psc.plymouth.edu |
| you sprinkle on ice ??" | oddjob@oz.plymouth.edu |
```

3538. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 05:31:13 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr10.053113.17730@thoth.rent.com>
Source record: 223725

boyd@phi.cs.fsu.edu (Mickey Boyd) writes:

>I thought that all versions of Flash could do vt100 (try <alt>-m, and select
>ansi), but I jumped on the wagon at version 1.5. There do exist patches
>to bring older versions of Flash up to 1.6 on atari.archive.umich.edu. You
>should get a copy of Uniterm, considered widely to be the best terminal
>program for the ST (and it's free, no less). It is also available from
>the above mentioned site.

I use UniTerm (2somethingE), due to the fact when logging into my VAX,
doing a $ SET TERM/INQ and then a $ SHOW TERM, it is indeed a VT220!
(execpt for the fact that I have to use the delete key). Ive never used
Flash, is it true VT1xx-2xx also? This is very important to a person
who spends 90% of his time logged into VMS...

> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
> ----------------------------------+-------------------------------------
--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3539. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 05:37:16 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr10.053716.17875@thoth.rent.com>
Source record: 223726

aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>Yes, Atari is offering TOS 2.06 as an upgrade to Mega STE's. It's
>$60, but I recommend against getting it just yet. See, another
>upgrade they're offering is the high density floppy upgrade. For
>$150, you get a new disk drive, the AJAX drive controller chip,
>AND TOS 2.06, so it's a better deal that way.
>

What about for non-Mega STes? Ive got a 520STe with 2.06, could I
just get the AJAX and do it?

>Rob
>--
>| Robert Glover GEnie: R.GLOVER3 |
>| Internet: rg@turing.acs.virginia.edu |
>| Cleveland Freenet: aq115@cleveland.freenet.edu |
>~~~~~~
--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3540. DB-19 connectors

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 06:35:18 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr10.063518.18344@thoth.rent.com>
Source record: 223727
Cross-posted to: misc.wanted,comp.sys.atari.st

Anyone know of a source for DB-19 connectors? I need two male and two female. These are the connectors for the Atari ST hard drive port, and all I need to complete my hard drive shoebox...

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3541. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 06:58:44 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <32520@darkstar.ucsc.edu>
Source record: 223728

Well, all of this arguing is fine and dandy, but I wonder if anyone
thought about the notion that perhaps more developers will come out to make
stuff for this gemulator on the pc (if it gets popular enough) which might
in turn create more ST software...

Besides, isn't imitation the best form of flattery?

--

Len Alinea DeJesus (monsoon@cats.ucsc.edu) or (tsunami@ucscb.ucsc.edu)
University of California at Santa Cruz
"Two wrongs don't make a right, but three lefts do..."

3542. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 09:30:21 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <29E5602D.29999@ics.uci.edu>
Source record: 223729

In article <H7HyiB2w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>nelson@kodak.kodak.com (Bruce Nelson) writes:
>> Derek said it will sell for somewhere in the $300-$500 range and will
>> be announcing general availability within the next several months.
>
>???$300 - $500???
>
>This is gonna die fast and hard...

If I didn't know better I'd actually think that some people are
slightly offended that the ST has been emulated on the 'x86 machines.
Obviously, the GEMULATOR won't replace an ST/TT etc. But it seems
to offer an option to those who have to use Clones (or want to) use ST
software. For someone who uses an ST at home and a Clone at work,
this seems invaluable. Or for the person who needs to use a piece of
ST software but wants to use it on a Clone...
Many people run Mac and PC software on their ST because it is their
machine of choice. Why shouldn't it be the other way around as well.
More compatibility amongst machines is a good thing IMHO. This allows
more risk taking by computer manufacturers and better choice for
consumers. I wouldn't buy a GEMULATOR, but that doesn't mean that
there aren't people that will.

How did that quote go? ..."Imitation is the sincerest form of
flattery"..?

--
Joachim Vance
^~^~^~

3543. Re: WANTED! atari.el for GNUemacs18.57 (1857bin8.zoo from aa)

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 09:34:23 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Apr10.093423.17009@daimi.aau.dk>
Source record: 223730

sigrorn@icemark.oche.de (B.E.Heinen) writes:

>Could anybody of you be so kind to tell me where I can get the "atari.el"
>for the GNUemacs! I got the 1857bin8.zoo from a.a and dumped it, but when
>I start emacs after dumping it prints that it needs the term/atari.el file...

>Where can I get it? (Or if it isn't too long could someone mail it to me?)

>yours,

> Benedikt
>--

Well, the file 1857bin8.zoo ONLY contains the files necessary for dumping an
emacs. For actually using it, you really need the file 1857elisp.zoo (could be
a letter wrong here, bear with my rusty memory) which contains the various
modes and packages. It is huge and contains many files you probably never will
need, but it is also very hard to tell what you NEVER will need, so I recommend
you to download it. I will however mail you atari.el if you really needs it.

>==
>Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
> sigrorn@icemark.oche.de
>Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

>A man said to the Universe: "Sir, I exist!"

>"However," replied the Universe, "the fact has not created in me a
>sense of obligation."
> -- Stephen Crane

3544. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 09:46:07 UTC
From: marcus@sun.pcl.ac.uk
Message-ID: <1992Apr10.094607.10657@sun.pcl.ac.uk>
Source record: 223731
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <1992Apr9.074723.10654@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
>In article <1992Apr7.110733.837@sun.pcl.ac.uk>, marcus@sun.pcl.ac.uk (Marcus Harvey) writes:
>> I think LC's will have to become significantly cheaper to penetrate the music
>> business here. The PowerBook could have done very well (again with those
>> with big money) but apparently MIDI is screwed up on it... shame.
>
> Can you explain why MIDI is screwed up? The reason I'm asking is
>that I'm a music education major, and I was thinking of getting a
>notebook computer to do MIDI. I thought about waiting for the ST Book (I
>have actually played on one, very nice.) but the attractive prices of
>the Powerbooks have turned my head.

Well, you should check with your Apple dealer, but I read that there was a timing problem on the PowerBooks which had something to do with their modem capabilities. The symptom was occasional but regular loss of MIDI data. Again, I urge you to check this out with someone more knowledgable, it's just hearsay, it may have been fixed, the article may have been wrong etc., etc.

A studio equipment shop here in London has become an Apple dealer recently and they are selling the PowerBooks so maybe it's all OK now.

Anyone else know more?

Marcus Harvey, Polytechnic of Central London IRS
marcus@uk.ac.pcl.sun - JANET marcus%sun.pcl.ac.uk@ukacrl - BITNET/EARN

...Bubble Up!

3545. Looking for Symbollic linker for GCC.....

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 10:34:35 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <1992Apr10.103435.621@newcastle.ac.uk>
Source record: 223732

I am looking for sym_ld.ttp (I think thats the name) that gdb needs to produce that symbol table in order for it to work effectively. Does it exist?

Dave J.

D.M.Johnson@newcastle.ac.uk

3546. Re: software blitting

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 10:37:27 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92101.103727ONM07@DMSWWU1A.BITNET>
Source record: 221701

In article <1992Apr9.174506.11150@cs.mcgill.ca>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) says:
>
>Aren't the Line-A routines supposed to use the blitter if it's present ???
>I heard they should be able to do 1000 16x16 blits per second (Or at
>least this is what Atari claimed in its adds :-). So with the blitter
>on, it should go about 1200 + blits per seconds, no ?

The extended inquire functionspretends that on a Mega ST with blitter, you can do 5000 16x16 blits per second.

>
>As far as I'm concerned, the Line-A routines are *pretty* fast (Not as
>fast as what we could do on our own with self-modifying code and all,
>but good enough for any games. I wrote Tetris with them, and it's fast)

I wrote a Tetris clone inside a GEM window using only VDI functions, and taht's fast enough, too.

>
>I think Atari should have stuck with them even in the TT. It can't be
>that hard to change them to work with 8 bits/pixel, can it?
>
> Patrick BETREMIEUX.

There's no point in supporting a low level interface, if there are no significant advantages comparred to the VDI interface.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

3547. Re: F1GP is out

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 10:51:47 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992Apr10.105147.18392@city.cs>
Source record: 223733

In article <1992Apr7.090856.21977@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>Speaking of HD support, of the seven or so Microprose packages that I looked
>at, all of them supported HD's on the Amiga but only two on the ST. These
>were Silent Service II and Knights of the Sky. The feature list of Knights of
>the Sky said that playing via modem ports was only available on the PC and
>Amiga versions. What gives? I see no reason why ST versions can't have HD or
>modem support. Paranoia would lead me to believe there was plot here.
>
From what I remember reading in ST Format, Microprose said that there
were not enough hard drive owning ST users to warrant the extra effort
involved in including hard drive support in 'Golf', at least, so I
assume the samew for other games.

Very poor show if you ask me, a survey in ST Format showed that
quite a percentage of ST owners 'intended' getting a hard-drive at
some time, and add me to that. 'Golf' is such a great game, I'd waste
space on my hard drive with it anyday!

Mark.

--
"Wrathchild"	e-mail : dh108@cs.city.ac.uk				Atari - Power
dh108	** All views expressed are my own - **				Without
Mark Keates.	UNTIL I GET MARRIED !!	/	\ Our Support

3548. Archivers

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 10:57:35 UTC
From: vince@sci.kun.nl
Message-ID: <1992Apr10.105735.8189@sci.kun.nl>
Source record: 223734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

Could somebody give me his/her opinion about the best archiver for the ST? Is is LHarc, Arc 6.x, Zoo 2.1? XLHarc? I will probably want to use it under MiNT as well as under TOS. I suppose I could go home and pack my HD with every one of them and see which archive is the smallest, but I reckon somebody must have done a similar thing already.

Thanks!

Sander SToks,
vince@pomeron.sci.kun.nl

3549. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 11:04:05 UTC
From: vince@sci.kun.nl
Message-ID: <1992Apr10.110405.8491@sci.kun.nl>
Source record: 223735

In article <1992Apr9.093336.1081@actrix.gen.nz> you write:
>> [stuff about price and speed of Mega STe's deleted]
>Please tell me what is the point off all this..??
>If you don't have software for these so call faster machines..??

What?! I'm very sorry but I just can't let this pass. I thought it's the quality of software that counts, not the quantity. So maybe there's not as much software for the ST as for MS-DOS, but I just don't like the non-standard user interface of all these different DOS programs. I mean, you can learn the basics of ANY GEM program in just a few moments. If you don't like it, just point in the File menu and select the last option, Quit by default. Now on a PC. You're in some obscure program and want to get out. F10? Nope. F7? Nope. ESC? Nope. ^C? Nope. ^Q? Nope. CTRL-ALT-DEL? Ahhhh, yes. In the meantime you've made quite a mess (as F10 meant "format all harddisks", F7 meant "ERASE *.*" (which can't do much harm after the format, but you get my point.)) Even the HELP key's not standard, let alone UNDO. I'd trade WordPerfect 8.5 for First Word + any time.

Okay, so Windows has more colors than GEM and it looks fancier. It should, as GEM is age-old. You know what? I'm buying the first PC with Windows in ROM, the day it's made standard and all programs run on it.

Didn't mean to insult you or something, but I just HAD to react on this. It's rather a hasty posting, so you'll probably find some untrue thing in the above to flame me on. Good luck.

>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Sander STоks
vince@pomeron.sci.kun.nl

3550. Arabesque

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 11:15:23 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Apr10.111523.18281@aber.ac.uk>
Source record: 223736

I show someone mentioned Arabesque. As far as drawing packages go (i.e not painting ones) has anybody had any experiences with it? I am particularly looking for something that can draw arrows on the ends of arbitrary curves.

Herb

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3551. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 11:51:37 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <29E58149.14135@ics.uci.edu>
Source record: 223737

>> According to the benchmarks in a past current notes, a Mega STE
>> will outperform a 386/25 machine. A standard STE will outperform
>> any 286 machine, and the TT blows away a 486/25.
>
>Please tell me what is the point off all this..??
>If you don't have software for these so call faster machines..??

That's right. There isn't any software. Don't give me these benchmark stories when you know they aren't true. Why, you couldn't even have compiled the benchmarks because there isn't software. And hey, I would know since I have those machines and I don't have any software what so ever. I mean, Lexicor's graphics programs are a hoax. Codehead Technologies are just spin doctors. They don't import top quality software and they never made any cool software of their own. Double Click only utilized your money too. Calamus is just a pipe dream, and Pagestream is a bunch of hot air. All the magazines that say they use these programs for layout are just fooling you. The Foxtex Recorders can't even be used since C-Lab, Dr.T, and Steinberg don't make any MIDI Software. Top radio stations don't use Hybrid Art's Digital Master for production and on-air playback because it's just a hoax too. There is no such thing as Optical Character Recognition software from Migraph because you can't even get a scanner. Multi TOS is a lie. MiNt never multi-tasked anything. You can only get GNU software like GNU C and GNU Emacs and GNU C++ on Apple machines. Sudden View didn't get a raving review from Jerry Pournelle. Atari just paid him to say that. Dave Small just pretends to make a Mac Emulator. And the two '030 boards are just more vaporware.

Didn't you hear? Atari folded 10 years ago.

--
Joachim Vance
^~^~^~

3552. Wonky PD Mega Demo screens !!

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 11:53:56 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Apr10.125356.1@neptune.kingston.ac.uk>
Source record: 223738

I have quite a collection of PD demos from various crews around Europe but have a few problems with some screens.
The problem is with screens that have "no borders". This includes demos : Punish your Machine, Rip-Dis, Transbeauce I + II, Cuddly Demos and a few others. On the Rip-Dis demo the first screen has writing about the demo except it covers the whole screen. If my ST (TOS 1.09) has been left off for a few hours and I load this demo up it comes out fine. Then about 10 secs later the screen sarts to go wonky and completely distorts. The sound is still fine and I can progress through the demo.
What I want to know is if anyone else has had these problems and did they find a solution (or does anyone know a solution). To me it would seem as if some chip gets too hot inside after a few seconds as it is fine after leaving it too cool down.

Any suggestions,

Simon

Could you E-mail if you have a definite answer. Cheers.

3553. Used KnightMare Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 12:33:19 UTC
From: RIFFEGL@PURCCVM.BITNET
Message-ID: <92101.073320RIFFEGL@PURCCVM.BITNET>
Source record: 223739

Anyone have a copy of KnightMare that they want to sell? Please E-mail me if possible.

Thanx,

3554. Re: PowerBooks (Best Bang for the Buck)

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 12:38:41 UTC
From: nick@dcs.ed.ac.uk
Message-ID: <NICK.92Apr10133841@vaila.ed.ac.uk>
Source record: 223740
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

Well, you should check with your Apple dealer, but I read that there was
a timing problem on the PowerBooks which had something to do with their
modem capabilities.

No, it's an interrupt-dropping problem due to a last-minute ECO that went
through on the Power Manager firmware to deal with the screen brightness
control polling.

I think. :-)

A studio equipment shop here in London has become an Apple dealer recently
and they are selling the PowerBooks so maybe it's all OK now.

No. A bugfix is apparently imminent, but I can't say any more. I wouldn't
trust a London dealer further than I could throw a T8 at him.

Nick.
--
Nick Rothwell, LFCS, Edinburgh | Mark X here if article is a gift .. .. .. (X)
nick@dcs.ed.ac.uk | Il s'agit d'un cadeau
Mentation Consultancy Services | or a sample of merchandise .. .. ( )
cassiel@cix.compulink.co.uk | d'un enchantillon de marchandises

3555. JPEG 3.x Binaries for ST ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 13:12:44 UTC
From: dingelde@igd.fhg.de
Message-ID: <dingelde.702911564@korfu>
Source record: 223741

Hello!
I am wondering that I haven't found a newer version of the JPEG-Filter
Software on atari.archive.umich.edu (It's still 1.x there).
Newer versions of that software are
- faster
- able to produce directly gif files (instead of ppm-files)

Could some of the guys with some megabytes and gcc 1.4x compile
the software and make them available for poor 1MByte-users ????

Thanks
Dennis

--
Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
(dingelde@igd.fhg.de) Wilhelminenstr. 7 mWm
D-6100 Darmstadt, West Germany ~.~
Phone: +49/6151/155-112 \-/

3556. Why are there NO GL-Viewers for the ST ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 13:21:14 UTC
From: dingelde@igd.fhg.de
Message-ID: <dingelde.702912074@korfu>
Source record: 223742

Hello!
After seeking some months for a GL-Viewer for my ST, I must admit
that I did not found anything. "xviewgl" might run on the TT using
X11R* , but that's not my hardware.

Is there such a beast, or did someone works on it ?

Dennis
--
Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
(dingelde@igd.fhg.de) Wilhelminenstr. 7 mWm
D-6100 Darmstadt, West Germany ~.~
Phone: +49/6151/155-112 \-/

3557. Re: Galaxy CAD freeware for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 13:23:08 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr10.082309.24969@doug.cae.wisc.edu>
Source record: 223743

In article <1992Apr10.045546.25242@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>In article <1992Apr8.203839.18540@news.Hawaii.Edu> jww@uhunix.uhcc.Hawaii.Edu (Jack W. Wine) writes:
>>Anyone tried this digital CAD program for the ST?
>>
>>> To obtain Galaxy CAD, connect to "eceserv0.ece.wisc.edu" (128.104.38.25)
>>>using FTP. Log in as "anonymous" with password "guest". Galaxy is
>>>in directory "pub/galaxy". The file "README" in that directory
>>>gives further instructions. Please register as a user by sending
>>>e-mail to "beetem@engr.wisc.edu".
>
>Well..... I TRIED to get it..... I got all the parts & d/l'ed most of
>them.
>[For the entire package for the ST you'd have to get:
>
> AtariST.tar.Z
> CADtwo.tar.Z
> Fonts.tar
> Mac.tar.Z
> CADtools.tar.Z
> Docs.tar.Z
> GMDS.path
> Print.tar
> CodeOnly.tar.Z
> CAD.tar.Z
> Wafer.tar.Z
> ProgEnv.tar.Z
>
>Get the README, it explains what all of these are. You'll need 1.5 MB
>for the compressed tar files. So far I've used up 3.5MB of disk space
>for the setup not counting the contents of CADtools.tar.Z. You'll need
>a 16bit uncompress and a tar program (gnutar worked fine for me). You
>are SUPPOSED to need the Mac version because teh ST version is built
>on top of that.
>]
>
>The program that handles the GEM stuff for Galaxy CAD is horrible
>{meaning -BUGGY} on my 1040STf w/2.5mb ram. half the time the mouse
>disappears so I haven't been able to try anything out. Seems to
>work... I think. Hard to tell......
>
>If anybody can get it running, I'd like to know how.... (curiosity
>really, I don't know if I'll EVER have a use for it....)

>
>-Andy-
>
>--
>|"The Snark WAS a Boojum, you see!" | |
>|"Reality !?! Isn't that something | andys@psc.plymouth.edu |
>| you sprinkle on ice ??" | oddjob@oz.plymouth.edu |

I just am finishing up Digital Design 352 this semester, and I have to say the ST version of Galaxy CAD sucks big time.

However, the MAC version is quite acceptable and is very very stable.

It has also been updated much more frequently than the ST version.

The package is quite impressive. Although someone should show these guys how to design software with basic Apple GUI guidelines.

Galaxy CAD is NOT easy to use.

But it does get the job done. It does something screwy with teh keyboard mapping so I had to go through and find alternate key presses for the things basic functions.

But if you want to do small to medium scale circuit design this is an OK package to use.

The UNIX version is a tribute to just HOW BAD UNIX software can be if it is written incorrectly under X-Windows. Made my hair standup on end... (A pretty good feat because I use gel on my hair :)).

So I used the Mac version all this semester. If some one would like to get the copy, I would recommend getting it off the ftp server.

The Mac version requires 1500K in Finder mode, 2000K in Mac MultiFInder mode...which it runs pretty well too.

Running Galaxy CAD at 8Mhz is OK under Finder, really OK at 16Mhz under Finder....Not so great under MultiFinder though at 8MHz..so so at 16MHz.

It also makes a KA BOOM on your Hard drive so make sure you have enough room for about 4 Megs and 500+ files.

--Greggy Poo

3558. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 13:31:48 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr10.083148.27254@doug.cae.wisc.edu>
Source record: 223744

In article <29E58149.14135@ics.uci.edu> jvance@ics.uci.edu (Joachim Vance) writes:
>>> According to the benchmarks in a past current notes, a Mega STE
>>> will outperform a 386/25 machine. A standard STE will outperform
>>> any 286 machine, and the TT blows away a 486/25.
>>
>>Please tell me what is the point off all this..??
>>If you don't have software for these so call faster machines..??
>
> That's right. There isn't any software. Don't give me these
>benchmark stories when you know they aren't true. Why, you couldn't
>even have compiled the benchmarks because there isn't software.
> And hey, I would know since I have those machines and I don't have
>any software what so ever. I mean, Lexicor's graphics programs are a
>hoax. Codehead Technologies are just spin doctors. They don't import
>top quality software and they never made any cool software of their
>own. Double Click only utilized your money too. Calamus is just a
>pipe dream, and Pagestream is a bunch of hot air. All the magazines
>that say they use these programs for layout are just fooling you. The
>Foxtex Recorders can't even be used since C-Lab, Dr.T, and Steinberg
>don't make any MIDI Software. Top radio stations don't use Hybrid
>Art's Digital Master for production and on-air playback because it's
>just a hoax too. There is no such thing as Optical Character
>Recognition software from Migraph because you can't even get a
>scanner. Multi TOS is a lie. MiNt never multi-tasked anything. You
>can only get GNU software like GNU C and GNU Emacs and GNU C++ on
>Apple machines. Sudden View didn't get a raving review from Jerry
>Pournelle. Atari just paid him to say that. Dave Small just pretends
>to make a Mac Emulator. And the two '030 boards are just more
>vaporware.
>
> Didn't you hear? Atari folded 10 years ago.
>
>--
>Joachim Vance
>^~^~^~

-Greg

3559. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 14:12:11 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Apr10.141211.1@lapis.labmed.umn.edu>
Source record: 223745

In article <12460@umd5.umd.edu>, adhir@cygnus.umd.edu (Alok Dhir) writes:
> This is for all you ST fanatics that keep bringing up PC Ditto.

I'm not an ST fanatic, but I'd like to address a few misconceptions here...

> PC Ditto ... runs at about 10% the speed of an IBM XT,

In non-graphics-intensive situations, I would say that it was more like 60%
the speed of an IBM XT.

> and is unusable in just about all respects other
> than listing directories.

Uses:

Word processing (PC Write)
Database management (PC File)
Games playing (just about any non-musical PD text-oriented game)
Graphics conversion (a bit slow, perhaps, but there aren't any PCX-
to-IMG translators written for the ST publicly
available)

> It would probably be alot faster on a TT or
> Falcon or whatever, but unfortunately it is no longer supported, and will
> not run on anything above Tos 1.2 or so.

It runs fine on my Mega ST under TOS 1.4.

> Gemulator, on the other hand, is an emulator that will let you run ST
> stuff on a pretty average PC compatible (386 and better) at a very
> usable speed.

A '386 PC is still not 'pretty average', given that the majority of
machines in use today are still XT/AT clones. The catalog houses are STILL
selling large quantities of '286 machines!

> ATonce and other card based PC emulators are junk. They limit you to
> a 286 or 386sx processor, which people have pointed out are about as
> useful as their STE :)

There's nothing wrong with a 286/386sx processor. One might as well label
all IBM-PC clones 'junk' because they don't have a '386dx or '486 processor.
Of course, if you write software which can =only= be used on a '386dx or '486,
you're going to starve to death while all of the 'junk' developers
are making money. Even Microsoft writes a version of Windows for the AT
clones.

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"It was discovered that unity was plural and at minimum sixfold."
-- R. Buckminster Fuller

3560. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 14:39:09 UTC
From: davidli@lapis.labmed.umn.edu
Message-ID: <1992Apr10.143909.1@lapis.labmed.umn.edu>
Source record: 223746

In article <32520@darkstar.ucsc.edu>, monsoon@cats.ucsc.edu (Len A. DeJesus) writes:
>
> Well, all of this arguing is fine and dandy, but I wonder if anyone
> thought about the notion that perhaps more developers will come out to make
> stuff for this gemulator on the pc (if it gets popular enough) which might
> in turn create more ST software...

Not really. It would seem to me that most of the customer base for the gemulator is going to be those ST owners who wish to move to a high performance Intel-based machine. (And rather foolish customers at that, since it is far cheaper to hang on to an already-paid-for ST to run the occasional ST program than to pay $$ for the gemulator.) These customers will be spending their hard-earned money on PC-based software, not ST-based software.

Another =possible= customer base will be for those PC owners who wish to obtain Macintosh capabilities. These folks aren't going to want to purchase any ST software other than Spectre 128.

I plan on keeping my Mega ST even after obtaining the 'next generation computer' in a few years. It'll make a good first computer for my son (who's already fascinated by the neat graphics and sounds available from the ST.)

--

David Paschall-Zimbel davidli@simvax.labmed.umn.edu

"It was discovered that unity was plural and at minimum sixfold."
-- R. Buckminster Fuller

3561. Re: Arabesque

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 15:08:37 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Apr10.150837.9385@donau.et.tudelft.nl>
Source record: 223747

In <1992Apr10.111523.18281@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>I [saw] someone mentioned Arabesque. As far as drawing packages go (i.e not
>painting ones) has anybody had any experiences with it? I am particularly
>looking for something that can draw arrows on the ends of arbitrary curves.

I have 'Arabesque professional'. It has a vector graphics part and a
bitmap graphics part. The 'professional' in the name indicates that it
supports splines and has a few other improvements over the original
program. It does support arrows on line ends, although I am not entirely
sure this is also true for splines.

The program does have some disadvantages, though:
- input and editing of splines is clumsy (strange commands, double
clicking necessary, etc).
- It may crash on more obscure constructs (bitmap graphics in
vector drawings).
- Clicking on an object point may mean movement of that point, or
movement of the entire object. This is not done properly and
can get very annoying.
- Minor bug: before printing, you can position the output box on
the page, but after that it is ignored.

All in all, I am not entirely satisfied with the program. You
may want to look at alternatives like Becker CAD (I haveits predecessor,
Leonardo, and it had an enormous amount of bugs, but perhaps this one
is better), or one of the MegaPaint versions. As far as I know,
both have splines.

I suggest that if at all possible, you try the program yourself, as
opposed to let someone demonstrate it, before you buy.

=-=-=-

3562. Memory management?

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 15:34:21 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr10.153421.7461@a.cs.okstate.edu>
Source record: 223748

Being more of an end-user than a developer, I have a question about
memory management in a multitasking environment. First I'll mention
an assumption or two:

1) The grandaddy process (OS?) keeps track of any available memory
it's been told about.
2) Processes can request and return memory to this pool (OS tracked)
at any time.
3) The OS will free any memory allocated to a process if that process is
terminated or exited.

Okay... now the "questions"
The OS pool (of free memory) can/will become fragmented. Can this free memory
be defragmented if say a process requests 512K and only 2 chunks of 128k and
say a 370k chunk are the largest blocks available? How about Multi-Tos?
can it defrag free memory?

If a process "starts" another process... is it possible(sp) to have this
2nd process continue after the peocess creating it is exited? Or does one
need to access the "grandaddy" process and start the new process form there
in order to have it survive? If this IS the case, does that mean that
in Multi-Tos one would need to access the desktop to launch a new process?
Alternatively, does it mean that one could not launce a process from a cli
and have it survive past the point the cli is exited?

Really... these are new thoughts to me, so short answers (not in-depth
technical discussions with names of gemdos calls...) will probably help
me figure out if this Multi-tos makes sense to me (or for that matter, Multi
tasking in general). If a MMU chip is key to this... I'd like to know
how it helps.

jc

3563. Release of RDE Version_2

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 17:01:48 UTC
From: wabe@ukc.ac.uk
Message-ID: <724@hobby.ukc.ac.uk>
Source record: 223749

```
*************************************************************************
* (ALL-TOS-compatible Version of Mark Williams Co.'s RDY Ramdisk *
* ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ *
* *
* distributed to the Public Domain *
* ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ *
* by kind permission of Mark Williams Co.( Doug Peterson ) *
* ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ *
*************************************************************************

I have recently obtained permission from Mark Williams Co. to
release my "All-TOS" Version_2 of RDE.PRG to the Public Domain.

Previously, RDE (Version_1) worked only with TOS Versions >= 1.4 and
complemented Mark Williams Co.'s RDY which worked with earlier TOSes. The
current offering works for both cases. Version 2 also has lots of minor
code improvements and an enhanced GUI enabling all drive letters to be
mouse selected. Hence, those who work regularly on both an "old TOS" ST
as well as a "new TOS" machine will find this particularly useful.

To complement this I have also sent RDSH (a mini-shell tailored
specifically to facilitate the extra features that are accessible only
through the command-line invocation of RDE) to the Twitterpater Archives.
This, also, has some novel commands for i/ changing the DRIVE Volume Label
of a saved RDE/RDY file and ii/ for UPGRADING an "old" saved RDE/RDY file
to the new "All-TOS" format. There are also some minor RDE-specific
utilities (DESKTOP.PRG and a tailored boot source code "IQ_BOOT.C")
included with the RDSH submission.

I expect these two submissions will be released very soon.

W. Alan B. Evans,
[wabe@ukc.ac.uk]
```

3564. Re: Galaxy CAD freeware for Atari STnex

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 17:41:21 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Apr10.124121.876@desire.wright.edu>
Source record: 223750

```
>>> To obtain Galaxy CAD, connect to "eceserv0.ece.wisc.edu" (128.104.38.25)
>>>in directory "pub/galaxy". The file "README" in that directory
>>>gives further instructions. Please register as a user by sending
>>>e-mail to "beetem@engr.wisc.edu".
>
> So far I've used up 3.5MB of disk space..
> The program that handles the GEM stuff for Galaxy CAD is horrible
> {meaning -BUGGY} on my 1040STf w/2.5mb ram. half the time the mouse
> disappears so I haven't been able to try anything out. Seems to
> work... I think. Hard to tell......
>
> If anybody can get it running, I'd like to know how....
> -Andy-
```

So would I. The program double-bombs at bootup after trying to open a non-existent GEM handle (I think). I'm running with six megs, so memory ain't a problem. I peeked in the resource file...absolutely no clues what this program even does! I'm going to have a Mac friend get it for his IIcx, and we'll investigate this sucker.

```
--
?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?!?
? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$ !
? )|( >> cse0507@desire.wright.edu << !
? / | \ the above address does not work - please use it!
```

3565. Re: More info on GEMulator please!

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 17:41:26 UTC
From: darekm@microsoft.com
Message-ID: <1992Apr10.174126.18488@microsoft.com>
Source record: 223651

In article <1992Apr6.145527.10156@oz.plymouth.edu> pyr579@oz.plymouth.edu (Technoid) writes:
> I just caught a reply to an earlier posted GEMulator article
>which certainly sounds like an emulator for the IBM to allow it to run
>ST software. How about sending me some more in depth info on this. I am
>looking into buying a laptop and keeping the ST at my house in Maine while
>I'm in Indiana for the next 2-3 years. Thanks,

Since Gemulator was demoed last week at the Toronto show, you'll probably be reading more about it from eyewitnesses, but why I don't I just recap some of what I said at the show:

To run Gemulator you will need a machine with a 386sx, 386, 486sx, or 486 processor. 286's and earlier relics from the early 80's are not supported. Keep in mind that 386 based computers have been around since 1986, and the great majority of PCs sold today are at least 386sx's or higher. I didn't see the point of supporting machines that are hardly used any more. The issues of trying to emulate the 32-bit 68000 on a 16-bit 286 or even the 8-bit 8088 are just to complicated to be worth the trouble. It would be like emulating the 68000 on an Atari 800.

Gemulator can run on MS-DOS or any DOS compatible operating system such as Windows. YOU DO NOT REQUIRE WINDOWS, but if you want to multitask ST and PC software or multitask several pieces of ST software, you need Windows. But if all you want to do is run one ST program at a time, the good old C:> prompt is all you need.

Gemulator requires a PC with 4 meg of RAM. This is because the ST's memory is taken out of your PC's memory, so obviously you need more memory in the PC than what you're emulating in the ST. Gemulator will probably ship configured to emulate a 2 meg ST. If you want a larger ST, you'll need more PC memory.

As was demoed at Toronto, Gemulator's emulation of the 68000 chip and the ST hardware is virtually 100% compatible. Every program that anyone tried to run (and people were encouraged to bring their own disks) worked. Programs that were tested at the show included Pagestream, Calamus, Dynacadd, Tempus, GFA Basic, Sudden View, DC Desktop, Hotwire, Multidesk, Warp 9, Neodesk 2 and 3, APL, Laser C, and many more.

Gemulator uses a plug in card to hold the ST's TOS chips. This way you can plug in ANY version of TOS (from 1.0 to 2.06) into your PC. If you plan to use Gemulator on a laptop, just make sure you get one that has a card slot built in or a docking station option.

Both color and monochrome are emulated and you can switch from color to monochrome with a few keystrokes. No unplugging of monitors or rebooting of the computer! The one VGA monitor handles low rez, medium rez, and monochrome ST modes. In color, all 4096 colors are supported.

I can't give you any ordering information of pricing over the net, so please see the ads in ST Informer, Atari User, Atari Advantage, Current Notes, or Atari Interface Magazine for more information. Please do not send email asking for more information. Read the ads.

- Darek

--

Darek Mihocka. Creator of Quick ST & Gemulator. Views expressed are my own.
Branch Always Software, 14150 NE 20th Street, Unit 302, Bellevue, WA 98007

3566. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 18:36:28 UTC
From: petcher@ds10.scri.fsu.edu
Message-ID: <8166@sun13.scri.fsu.edu>
Source record: 223652

In article <1992Apr9.173110.6719@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>Yes, Atari is offering TOS 2.06 as an upgrade to Mega STE's. It's
>$60, but I recommend against getting it just yet. See, another
>upgrade they're offering is the high density floppy upgrade. For
>$150, you get a new disk drive, the AJAX drive controller chip,
>AND TOS 2.06, so it's a better deal that way.
>

Is the floppy upgrade available with the Codehead board for normal (mega) ST's? Sure could do with a 1.44 Mb floppy drive!

Don Petcher petcher@wuphys.wustl.edu
Dpeartment of Physics
Washington University
Saint Louis, Missouri

3567. Re: mega st...

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 18:56:21 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr10.185621.7330@ucsu.Colorado.EDU>
Source record: 223653

In article <1992Apr09.232133.69000@yuma.acns.colostate.edu> tesla@lamar.ColoState.EDU (Jon Nash) writes:
>Some recent posts have debated the speed of Intel platforms vs. Atari
>platforms. In the past couple days I have run a couple bench mark
>programs on both platforms, as well as 040/25 NeXT's. On none of the
>tests did my 1040ST 8Mhz come close in integer or floating point math.
>The 386 machines were amazingly slow compaired to the 486/33 machine
>that I use in the lab. The real interesting points came from compairing
>the 040/25 NeXT and the 486/33. I compiled an integer math bench mark
>program with Borland C++ as a DOS application and compaired it to the
>same source compiled on the NeXT using their development software. The
>DOS version and the NeXT version were very similar in speed with the NeXT
>winning (while running a Ether Net process in the background) by a _small_
>fraction of seconds. To make it a little more fair I recompiled the
>benchmark program on the 486 as a window's application. In this case the
>NeXT was almost twice as fast and the 486 wasn't even multi-tasking!

Try running Mathematica and calculate Pi out to 11000 on your 486-33 and
your NeXT. The 486-33 in the lab came with in 3 secounds behind the NeXT
040-25. But the fact that the 486-33 is w/o a Weitek 4167($500.00).
Configurations for the 486-33, 40 megs of RAM, 130 HD, etc... NeXT, 16 Megs
or Ram (040-25) etc...
What was resulted from several people was a compilation of these cou
comparisons:
040-40 vs. 486-66
040-33 vs. 486-50
040-25 vs. 486-33
040-20 vs. 486-25
030-50 vs. 486-33
030-40 vs. 486-25
030-33 vs. 486SX, 386-40
030-25 vs. 386-25, 25SX, 33DX
030-16 vs. 386-16SX, 386-20SX, 386-20DX

These were the results of many performance testing using different programs,
raytracing and math compilations... NOTICE, the 486DX machines were without
the Weitek 4167 co-processor.

3568. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 19:19:54 UTC
From: ekrimen@wet.UUCP
Message-ID: <3787@wet.UUCP>
Source record: 223654

In article <1992Apr9.173110.6719@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>Yes, Atari is offering TOS 2.06 as an upgrade to Mega STE's. It's
>$60, but I recommend against getting it just yet. See, another
>upgrade they're offering is the high density floppy upgrade. For
>$150, you get a new disk drive, the AJAX drive controller chip,
>AND TOS 2.06, so it's a better deal that way.

If anyone knows where I can get this 1.44meg drive upgrade, I'd sure like to hear it. :^)

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3569. Re: Networking software for ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 19:39:16 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Apr10.193916.21978@ccu.umanitoba.ca>
Source record: 223655

In article <pm.702752039@fortec.tuwien.ac.at> pm@fortec.tuwien.ac.at (Peter Mayer) writes:

>For all we know the Riebl-Card isn't very common (and cheap).
>Therefore we started to think about using one of the parallel-port-to-ethernet
>adaptors available for PCs (e.g. Xircom). If you know the specifications of
>such beasts please mail.
>
There are relatively cheap and common SCSI-to-ethernet adapters for the
Mac. These could run on an ST with one of the many ACSI-SCSI boards
available. This seems to be the most logical hardware scheme for your
software. If you can make it work, I want it.

Werner Ens

3570. PD Tetris WANTED

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 20:42:38 UTC
From: phu27@seq1.keele.ac.uk
Message-ID: <4432.9204101914@uk.ac.keele.seq1>
Source record: 223656

Hello.

I am looking for an Atari PD Tetris program for a friend. I would prefer
a binary I can download by anonymous FTP if anyone can supply me the
site name/address and location of the file.

Thanks in advance.
Ralph.

--
.
[Believed to be the smallest .sig in the world]

3571. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 20:48:32 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr10.204832.28386@usenet.ins.cwru.edu>
Source record: 223657

What you want to do if you don't have a Mega STE and want a high density disk drive, is to contact Paul Wu of Omnimon Peripherals (I think that's the name). He makes a high density upgrade kit for all ST's. It's $200, and includes the disk drive and a board that plugs into the current disk controller socket (the WD1772). Then you have to solder I think one or two wires somewhere, and you're set. There's a software patch included to make it work with older TOS's, but if you get Codehead's TEC board, that won'tbe a problem.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3572. Re: Making the screen one line

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 21:20:30 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Apr10.212030.1067@cs.mcgill.ca>
Source record: 223658

Why use GDOS ??? The ST is perfectly capable of performing *great* font control (Proportional and all) without this piece of #@#@!!. GDOS is nothing more than a product made for you to give $$$$ to Atari.

The VDI has a function called vst_loadfonts. passing 0 as font number, and the address of the font header in ptsin(0) and ptsin(1) will have it use this font THE RIGHT WAY. You can pass in 1 for the 6x6 font (Nothing in ptsin then), 2 for 8x8 or 3 for 8x16. What more do you need ???

As for printer drivers, well, TOS accepts quite a bunch of types on its own (Like the Atari Laser, any Epson comp. dot matrix, even some color ones)

And using the 6x6 font is good in a window, as it will make up for the space taken by the window border !!!

Patrick BETREMIEUX

3573. help... recovering "formatted" drive, anything like Norton Utilities?

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 21:32:52 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9204102132.AA00848@adelphi-assb01.army.mil>
Source record: 223659

While trying to clean up my sh204..

I hooked up my atari SH204 (20 meg) to the DMA out on my toadfile 85 (icd host adapter, seagate drive), I changed the 204' scsi id to 1, (the toadfile like most hd packages default to 0), everything was fine.

The toadfile 85 has 6 partitions of ~ 14 meg, I moved everything to the upper 3 partitions and copied the three partitions of the 204 to the lower 3 partitions. All good and fine..

Then, I used the hdx that came with the 204, dated March 27 1986 (BAD MOVE) and proceeded to format HD 1 (changing the value from the default 0). Well, then the wrong light is blinking. My toadfile blinks for ~ 10 seconds and then the first 3 partions have been zeroed. I say this coz tho' hdx was supposed to be formatting, it blinked too short to have taken out 40 some meg, coz it left the bottom 3 partitions untouched. Well, the c,d,e partions now have 0bytes 0 items, also the partition size has changed from all 14 megs to something like 40 some, 5 , and 10 meg.

I'm sure the data is there, and I'm fairly familiar with how floppies are set up with the FAT and all, but I'm in the dark with regards to how HD's are setup. Where do you look to see what partitions there are? I suppose that would tell me where the FATS are too. Is it possible that the place that describes the partitions was cleaned up and the actual FATs are still there? The whole thing wasn't wiped out coz all the data on the bottome 3 partitions are good.

This was on a 1040STe w/ tos 1.6.

Help. please...

Thank you

Fo

3574. > > > > Atari ST Computers FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 21:41:00 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9394@vice.ICO.TEK.COM>
Source record: 223660
Cross-posted to: comp.sys.atari.st,or.forsale,pdx.forsale,misc.forsale.computers

==========

Atari 1040ST
with Monochrome Monitor
*** asking $275 ***

Atari Mega2 ST (I have two of these to sell)
with monochrome monitor
*** asking $450 ***

All come with cords and cables and mice.
These are NOT E models
All in excellent working
condition.

Shipping costs are negotiable
keithr@icogem3.ICO.TEK.COM

3575. Re: HELP !!! FRANKIE-Virus and ALADIN

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 21:51:33 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr10.165134.4846@doug.cae.wisc.edu>
Source record: 223661

In article <1992Apr7.174146.25978@wega.rz.uni-ulm.de> GROSSER@rzmain.rz.uni-ulm.de (Grosser Martin) writes:

>
>Help !!! Help !!! Help !!!
>Is there anyone using ALADIN 3.0 on the ST??
>
>Is there anyone who has experience with the horrible FRANKIE virus-infection??
>The FRANKIE virus begins his work after about 15 to 30 minutes. There is a
>message: " Frankie says: no more piracy" and the system crashed. After that time
>you usually changed a few discs and the virus is everywhere and you have to
>clean up the whole system.
>Is there any ANTI-Virus for this bullshit FRANKIE-virus on ST available.
>
>please answer
>martin

Disinfectant 2.5 or better I think, can handle the Frankie VIRUS with no probs.

-Greg

3576. For Sale: Mega2+2 & Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 22:20:44 UTC
From: mjv@brownvm.brown.edu
Message-ID: <s54bsINN2jh@stanley.cis.Brown.EDU>
Source record: 223662

```
For Sale

Mega 2+2 (Mega 2 with 4 megs)
Spectre GCR
SC1224 Color monitor
SM124 Mono monitor
65 Meg HD
SF314 DS external drive

lots of software & magazines.

Asking $1000 for the system, obo. If interested in some of the
pieces seperately then just ask and we'll talk about price.

Marshall
--mjv@brownvm.brown.edu
```

3577. Re: Why are there NO GL-Viewers for the ST ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 22:25:56 UTC
From: youngmw2@mentor.cc.purdue.edu
Message-ID: <44859@mentor.cc.purdue.edu>
Source record: 223663

Dennis Dingeldein writes...

>Hello!
>After seeking some months for a GL-Viewer for my ST, I must admit
>that I did not found anything. "xviewgl" might run on the TT using
>X11R* , but that's not my hardware.
>
>Is there such a beast, or did someone works on it ?

I made a utility that extracts the files from a .gl file.
They include pics and the text control files. From this it should
be no problem to convert it to another format or make your own viewer.
I am currently working on a viewer but do not have much time to work on
it.

3578. Re: JPEG 3.x Binaries for ST ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 22:27:21 UTC
From: darling@cellar.org
Message-ID: <akD2iB2w164w@cellar.org>
Source record: 223664

dingelde@igd.fhg.de (Dennis Dingeldein) writes:

> I am wondering that I haven't found a newer version of the JPEG-Filter
> Software on atari.archive.umich.edu (It's still 1.x there).
> Newer versions of that software are
> - faster
> - able to produce directly gif files (instead of ppm-files)
>
> Could some of the guys with some megabytes and gcc 1.4x compile
> the software and make them available for poor 1MByte-users ????

And while you're at it, could somebody put it up on GEnie? Atari.archive is real inconvenient for us non-FTP folks.

Or, if it's not too big (>200K), send me the uucoded version, and I'd be happy to put it there for you.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

3579. Re: PowerBooks (Best Bang for the Buck)

Newsgroup: comp.sys.atari.st
Date: 1992-04-10 22:37:56 UTC
From: eirikur@ranger.enet.dec.com
Message-ID: <35127@nntpd.lkg.dec.com>
Source record: 223665
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <NICK.92Apr10133841@vaila.ed.ac.uk>, nick@dcs.ed.ac.uk (Nick Rothwell) writes...
>No. A bugfix is apparently imminent, but I can't say any more. I wouldn't
>trust a London dealer further than I could throw a T8 at him.

People our age aren't allowed to throw T8's for frivolous, self-serving, reasons. Cuts down on the gene pool of electronic artists with roots. :-)

Eirikur Hallgrimsson | "Hey, what *is* that thing? It looks like a telephone
eh@ranger.enet.dec.com | switchboard trying to mate with a Hammond organ!"
PATHWORKS for Macintosh|

3580. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 00:16:33 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <ami2iB1w164w@cyberden.uucp>
Source record: 223666

I still think that GEMulator is a waste. There is no pratical
use for it. Get an ST for $200 and be done with it... Why in god's
name would someone waste the time to find the ROMS, waste the diskspace
just to get something that's not even as fast as a $200 ST even with a
386/40?

AND no MIDI interface? You've just lost 50% of your market... and
SOUNDBLATER Midi interfaces are not too standard...

I'm confused...

<X>

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

3581. ** K-Razy Kris Atari HW and SW moving sale! **

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 01:06:55 UTC
From: cwilliam@mimsy.cs.umd.edu
Message-ID: <CWILLIAM.92Apr10210655@mimsy.cs.umd.edu>
Source record: 223667
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,dc.forsale,misc.forsale.computers

ST hardware:
Mega ST 4 w/TOS 1.4, internal Supra drive (no SCSI mech) make offer
Complete SCSI setup: ICD card/under-monitor case/PS/fan/cables
with external DS Atari drive inside, just add your SCSI mech $195
Color SC1224 ST monitor $95
SM124 ST mono monitor $65
ST printer and modem cables $5 each
Spectre Cartridge for Mac emulation (no ROMs) $55
Drive Master allows two external drives $15
ST mouse (new) $20
1200 baud mini-modem (6"x4"x1") w/RS232 $45
8 256K 100ns SIMMS $5 each
TOS 1.2 ROMS $10
Thomson color monitor for ST/8bit/IBM EGA or as TV off VCR $125
Magnavox color monitor for ST/8bit/IBM EGA or as TV off VCR $150
Star NX10 printer including Ultrascript for ST $55
SF314 ST external DS drive $75

Atari 8bit hardware:
MPP 1000C 8bit plug-in 1200 baud modem $10
Atari XLM? 1200 baud modem w/BOTH 8bit SIO and RS232 ports $20
Atari 1020 color printer $20
410 cassette recorder $1
850 interface (lets you use RS232 modems and Cent. printers) $40
4 XF551 drives $75
3 800XL computers $35
1 65XE computer $35
Power supplies for XL/XE/1050/XF551/810, etc... $5 each
DeRe Atari manual (THE inside Atari manual) $10
Atari 400 $10

Atari ST software ($10 each, originals with docs and box) $10 each
Sundog, Stellar Crusade, KQ IV, Word Writer, Hero's Quest,
Colonel's Bequest, Police Quest 2, Shadowgate, Diamondback,
Trump's Casino Gambling, Day at the Races, Gauntlet II,
Sinbad and thieves, Bards Tale, Day of the Viper, Xenomorph,
Manhunter, Manhunter 2, Camelot, Gold Rush!, Codename: Iceman

Other electronic goodies:
JVC RX330V 7audio/3video/30presets Tuner/Amplifier $95
KORG Concert 3500 electronic piano w/88 weighted keys $795
Williams "Comet" pinball machine w/voice module $795
Sony Betamax (does Beta III) just overhauled $95
Sony kids CD w/antishock, spkr/phones/line out for stereo (new) $95

Sony AM/FM Discman w/extra battery and line out for stereo $95
IBM Game Adapter (jotstick) card $10

K-razy Kris' Computer sale. All prices are VERY low so I don't have to take them with me. I will however still consider MULTIPLE purchase offers if no one buys them in one week. Ill take GeNIE Gift of Time, COD, or check for payment. Send email to cwilliam@cs.umd.edu on Internet, C.WILLIAMS06 on GeNIE or call me at 301-595-7942 until 11pmEST

3582. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 01:12:12 UTC
From: techno@lime.in-berlin.de
Message-ID: <2E710WG@lime.in-berlin.de>
Source record: 223668
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

moon!cyberden!phbill@well.sf.ca.us writes:

>I'm sick of this!

>I know that IMO = in my opinion
>I DON'T know what IMHO means
>or IHO...

>somebody? Anybody??

In My Humble Opinion.

BTW, you should *really* get 'The New Hacker's Dictionary', edited by Eric Raymond, The MIT Press, ISBN 0-262-68069-6. It was made from the newest version of the Hacker Jargon File.

Techno

~

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
Hi ! I'm a .signature virus. Join the fun and copy me into your .signature !

3583. Re: GEMulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 03:15:40 UTC
From: ziggy@grafted.UUCP
Message-ID: <T5N2iB1w161w@grafted.UUCP>
Source record: 223669

aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>
> I don't see much point in GEMulator. I mean, for the cost of
> the board, plus the TOS ROMs for it, you can buy a used ST
> anyway. If you want to run ST stuff faster, get an acclerator
> for the machine. The reason the screen update is so slow on PC's
> is because of their inferior technology to the ST, Mac, and Amiga.
> PC's are junk. Period. So what if they have ten times as much
> software. All but the latest is pretty lacking in quality, and
> even the newest stuff is ages behind the best stuff for the ST.
> Look at Pagestream, Calamus, DynaCAD, Avant Vector, etc.
>
Come on now, the PC's are NOT junk, only MSDOS.... I also love
my (Dead) ST, but the reality is that my business uses PC's, and it
would be nice to have a ST at work, as well as in a window... If only
the source for GEMulator would be realesed so someone could port it to
XWindows.....

Also, It it nice that it has been seen in Canada, but where can
I get it here in the mid west???????

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
-= newsfeeds available, contact robert@towers.rn.com =-

3584. MiNT 0.94 available

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 04:52:47 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr10.235247.1180@uwovax.uwo.ca>
Source record: 223670

MiNT 0.94 is now available for anonymous FTP from atari.archive.umich.edu.
Besides a lot of bug fixes (the infamous shift+cursor bug , 8
character file name bug, and MGR mouse bug are all history) this version
now supports advisory file locking on TOS files as well as on pipes.

Because of the bug fixes, I strongly recommend that you upgrade to this
version if you have 0.93. (And if you have 0.92, the new features make
the upgrade worthwhile too...)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

3585. question about game: "Baby Jo in: Going Home"

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 05:29:58 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <5052@tekig7.PEN.TEK.COM>
Source record: 223671

I recently got Baby Jo (a public domain disk) from BRE Software for my kids.
They're unable to get past the duck that asks if Baby Jo wants a carrot.
Is there a trick to this, or is this in fact a demo/shareware game that BRE has
lost the doc file for? The only text file on the disk is "txteng", which
contains the English version of the phrases spoken in "speech balloons".
In demo mode, the computer gets past the duck with no problems.

George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
OR georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
OR tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

3586. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 05:44:17 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Apr11.054417.23434@mnemosyne.cs.du.edu>
Source record: 223672

In article <12385@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
>In article <1992Apr6.220407.21238@cis.ohio-state.edu> tbrown@trout.cis.ohio-state.edu (Ted Brown) writes:
>>
>>Why would I want to pay more than the cost of at TT to run programs just
>>as fast as a ST?
>
>Because you not only get REAL applications (Windows, OS/2, DOS) but you get to keep compatibility with the ST(e) series of computers (god knows why).

This same person (Alok) was comparing Falcon/ST to ZX81 in other news!! If OS/2 is REAL application you use only for playing around with your disk drive?! What else you using it for???

>
>>I surely hope that it runs better than his Atari 8-bit
>>emulator "runs".
>
>Well, he's shown it already, and it DOES run. Like it or not.
>

One person time it at 85% and it still no ready for 5 months?? When Falcon come out that time it will run at least 200%!! And get extras like DSP CD 16bit stereo sound, color graphics, LAN,MIDI...

>Your personal opinion of Darek says just about nothing about the fact that
>the Gemulator is a fact. The only problem I can foresee is him finding
>enough people to back him in such a seemingly useless project. Why would
>a 486 owner want to emulate an ST? There is not one single application on
>the ST which I EVER use...except for those which I run within Spectre. Which
>by the way, runs (or is very close to running) under Gemulator.
>
>Sorry, but the ST has dropped the ball. Forget it.

Ok, you go pay couple of hundred for Gumlulator, I pay couple of hundred for new 16 MHZ Falcon so we are BOTH happy!!!!!
You can tell us when you buy it Ok??

3587. GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 06:03:48 UTC
From: garys@bluemoon.rn.com
Message-ID: <2oy2iB1w164w@bluemoon.rn.com>
Source record: 223673

Hi all...I would like to know who out there is using GFA Basic to program professional quality programs with? Anyone?? And if so, is it worth it for me to purchase GFA for DOS or Windows in order to enable me to port anything I werite commercially for the ST to an IBM?? Any feedback would be greatly appreciated!!

Gary

This is from
garys@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

3588. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 08:26:14 UTC
From: jvance@bonnie.ics.uci.edu
Message-ID: <29E6A2A6.11963@ics.uci.edu>
Source record: 223674

In article <1992Apr10.053113.17730@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>
>I use UniTerm (2somethingE), due to the fact when logging into my VAX,
>doing a $ SET TERM/INQ and then a $ SHOW TERM, it is indeed a VT220!
>(execpt for the fact that I have to use the delete key). Ive never used
>Flash, is it true VT1xx-2xx also? This is very important to a person
>who spends 90% of his time logged into VMS...

The old Flash only supports VT52, ANSI (Mostly VT100), and VIDTEX.
The new Flash, Flash II, seems to try to do everything. Here's some
of the support it offers:

* Supports the following terminal emulations: TTY, VIDTEX,
VT52, ANSI, VT100, VT101, VT102, VT200, VT300 & Prestel.

* Supports ST, IBM and DEC characters sets.

* Internally supports the following protocols: ASCII, Xmodem,
Ymodem, Ymodem-G, Zmodem, Modem7, WXModem, CIS B+, Kermit,
SEAlink, and Telesoftware (for Discovery/Prestel systems).

The Shareware Freeze Dried Terminal also supports as many or more
terminal emulations and a hoard of protocols. It will be interesting
to see how both of these do.
--
Joachim Vance
^~^~^~

3589. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 14:02:46 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr11.140246.28181@usenet.ins.cwru.edu>
Source record: 223675

No, adding an AJAX to a 520/1040STE is of no use. AJAX requires a
16 MHz signal from the 68000 to switch into high density mode. I'm
not sure how they do this, especially since the Mega STE runs at
8 or 16, but high density works regardless of processor speed.

In a previous post, I mentioned that Paul Wu of Omnimon peripherals
sells a high density upgrade kit for allaq115
ST's and STE's for $200. You can use it to upgrade.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3590. Re: Making the screen one line

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 14:06:57 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92102.140657ONM07@DMSWWU1A.BITNET>
Source record: 221704

In article <1992Apr10.212030.1067@cs.mcgill.ca>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) says:
>
>Why use GDOS ??? The ST is perfectly capable of performing *great* font
>control (Proportional and all) without this piece of #@#@!!. GDOS is nothing
>more than a product made for you to give $$$$ to Atari.
>

Wrong. You can get both Atari GDOS and AMCGDOS for free (at least here in Germany).

>The VDI has a function called vst_loadfonts. passing 0 as font number, and
>the address of the font header in ptsin(0) and ptsin(1) will have it use
>this font THE RIGHT WAY. You can pass in 1 for the 6x6 font (Nothing in
>ptsin then), 2 for 8x8 or 3 for 8x16. What more do you need ???
>

This works if and only if GDOS is NOT installed (check this with vq_gdos).

>As for printer drivers, well, TOS accepts quite a bunch of types on its
>own (Like the Atari Laser, any Epson comp. dot matrix, even some color ones)
>

You need GDOS to access these drivers|

>And using the 6x6 font is good in a window, as it will make up for the space
>taken by the window border !!!
>
> Patrick BETREMIEUX
>

3591. Best sound digitizer package?

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 15:20:26 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr11.112026.21248@newstand.syr.edu>
Source record: 223676

I was wondering what you all would recommend as the best
available sound digitizing hardware/software package that
would let me record speaking from a cassette tape onto hard
disk, and then eventually let me transfer it to a resource
fork on the Mac platform.
Thanks very much in advance.
--Gerry
ggreenbe@rodan.acs.syr.edu

3592. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 15:32:38 UTC
From: petcher@ds10.scri.fsu.edu
Message-ID: <8176@sun13.scri.fsu.edu>
Source record: 223677

In article <1992Apr10.204832.28386@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>What you want to do if you don't have a Mega STE and want a
>high density disk drive, is to contact Paul Wu of Omnimon
>Peripherals (I think that's the name). He makes a high density
>upgrade kit for all ST's. It's $200, and includes the disk
>drive and a board that plugs into the current disk controller
>socket (the WD1772). Then you have to solder I think one or two
>wires somewhere, and you're set. There's a software patch included
>to make it work with older TOS's, but if you get Codehead's TEC
>board, that won't be a problem.
>

Does the upgrade include TOS 2.06 (sounds from what you say that it is not included). If not, it is a little pricey. $200 + $140 for the codehead board. Almost in the range of getting a cheap PC clone to use as a disk drive!

Does anyone have an address or phone number for Omnimon Peripherals?

Cheers,
Don Petcher petcher@wuphys.wustl.edu
Department of Physics
Washington University
Saint Louis, Missouri

3593. FAX Software for Supra or Zyxel

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 15:45:31 UTC
From: jesinger@spot.Colorado.EDU
Message-ID: <1992Apr11.154531.25032@ucsu.Colorado.EDU>
Source record: 223678

Hi,

is there any Software available for the Atari ST to send and recive fax
with the new combined V32bis and FAX modems from Zyxel and Supra?
Where can I get such software?

Peter
--
Peter Jesinger (EMail: jesinger@boulder.colorado.edu)

Ich bin ein .signature Virus. Mach' mit und kopiere mich in Deine .signature.

3594. Re: HELP !!! FRANKIE-Virus and ALADIN

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 16:14:28 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Apr11.161428.3830@mnemosyne.cs.du.edu>
Source record: 223679

In article <1992Apr7.174146.25978@wega.rz.uni-ulm.de> GROSSER@rzmain.rz.u
i-ulm.de (Grosser Martin) writes:
>
>Help !!! Help !!! Help !!!
>Is there anyone using ALADIN 3.0 on the ST??
>
>Is there anyone who has experience with the horrible FRANKIE virus-infec
ion??
>The FRANKIE virus begins his work after about 15 to 30 minutes. There i
a
>message: " Frankie says: no more piracy" and the system crashed. After t
at time
>you usually changed a few discs and the virus is everywhere and you have
to
>clean up the whole system.
>Is there any ANTI-Virus for this bullshit FRANKIE-virus on ST available

>
>please answer
>martin

Martin,

I don't know about that pecific virus, but at one show recently, WAACE
I think, GEnie was handing out disks with Alladin and a nice virus.
Of course, GEnie didn't find out until the show was over!

There is a collection of virus utilities called Hospital from programmers
in the UK. In it, there is a file called Watcher. This file sits in your
auto folder and checks each time you put a disk in to see if it has
an executable boot sector. If it does, Watcher flashes the screen.

This programs has saved us several times at AIM headquarters. :)

Pattie Rayl (Atari Interface)

3595. Re: Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 17:34:54 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr11.173454.2419@ucsu.Colorado.EDU>
Source record: 223680

```
>
>> PC Ditto ... runs at about 10% the speed of an IBM XT,
>
>In non-graphics-intensive situations, I would say that it was more like 60%
>the speed of an IBM XT.
```

I ran several tests using PC-Ditto, some speed test as well, it was then 1 Mhz XT speed. Even using 60% of an XT speed is unbearable (if it was true to be 60%), because the XT's them self are awfully slow! I, unfortunately had to use one of these 4.77Mhz XT machines at the office. Paging down and up and spacing was almost an nightmare!

3596. Gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 17:37:05 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr11.173705.2594@ucsu.Colorado.EDU>
Source record: 223681

Newsgroups: comp.sys.atari.st
Subject: Re: Gemulator

>
>> PC Ditto ... runs at about 10% the speed of an IBM XT,
>
>In non-graphics-intensive situations, I would say that it was more like 60%
>the speed of an IBM XT.

I ran several tests using PC-Ditto, some speed test as well, it was less then
1 Mhz XT speed. Even using 60% of an XT speed is unbearable (if it was
true to be 60%), because the XT's them self are awfully slow! I, unfortunately
had to use one of these 4.77Mhz XT machines at the office. Paging down and
up and spacing was almost an nightmare!

3597. -dbx- Debugger for Atari

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 17:54:58 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Apr11.175458.18552@cs.unca.edu>
Source record: 223682

Is there a dbx-ish debugger for C source code for the Atari on the
net anywhere?

gdbx doesn't work -- 1Meg isn't enough for it (and the buggy program).
In fact, all the GNU stuff doesn't work in 1 Meg except gawk...

sozobozo's adb clone is nice, but I don't really have much use for a machine
language debugger. I want something that will let me step through the
code a line at a time & see why it's crashing :)!

Thanks!

Scott

3598. HD cache for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 18:23:11 UTC
From: chan@pyramid.unr.edu
Message-ID: <3354@equinox.unr.edu>
Source record: 223683

Hello out there...

Are there any suggestions for a HD cache for my MegaSTE either PD or commercial?

I DID use Cold Hard Cache 3.5 this week but it caused a minor predicament for melast night. As soon as I enabled it, my FAT tables started to deteriorate on two of my partititions (drive F and G)... maybe I am wrong... but I am taking nochances... After major surgury, I only lost 6 files (whew!)... (thanks, Brian T.)

Any suggestions (especially cache for the MegaSTE (read or write)) will be greatly appreciated...

Please email to:


```
__________ _______
/ ________() Kaho Chan(man) / /
/ /\______ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^
```


PS... Thanks BOB and his user's group for the translation of Crack Art into English!

3599. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 18:31:42 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12503@umd5.umd.edu>
Source record: 223684

>Because you not only get REAL applications (Windows, OS/2, DOS) but you get

Apparently, this line has caused quite a bit of confusion for a number of ST fanatics. What I mean by putting '(Windows, OS/2, DOS)' after applications is 'Windows applications, OS/2 applications, DOS applications'. E.G. Apps that run under Windows, OS/2, and Dos. Sorry about all the confusion this caused. But it brings up a good point, all you people that answered this message laughing about that fact that I called these things applications thinking it was making your point. On the other hand, it made YOU look ignorant. There are PLENTY of GREAT apps available on the PC platform...MANY more than are available on the ST...INCLUDING games.

>Ok, you go pay couple of hundred for Gumlulator, I pay couple of hundred
>for new 16 MHZ Falcon so we are BOTH happy

OK, I go buy Gemulator, you go buy Falcon. Than we BOTH be HAPPY! (Image of jungleman dancing around fire).

(sorry, I just couldn't resist).

- Al

3600. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 20:39:56 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <57274@cup.portal.com>
Source record: 223685

re. all the Falcon rumors and the skepticism displayed by many (I feel it too), the most optimistic thing I have seen on this topic is posts on GEnie and elsewhere by really knowledgeable hardware folk. Some of these have quite cynical, from time time, about Atari's future. These folk saw the prototypes at the recent Canadian show and are bound by signed non-disclosure agreements. What they have said is totally nonspecific. However when a guy who has done some great hardware says he is really impressed and feels optimistic about Atari's future for the first time in a while, I thin we may actually be in for a pleasant surprise. Certainly hope so... I use Macs and IBMs at work and still prefer my ST, would love to see something we could all really be proud of and be glad to spend our money on come out of what I think of as my computer company. (In a weak moment I bought 100 shares of stock :-) in Atari.) Happy bytes, all,

Dave Flory, ALERTsys*Cop
on GEnie - D.Flory

3601. MicroEMACS & The Atari -- .CMD

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 22:10:51 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Apr11.221051.20084@cs.unca.edu>
Source record: 223686

I recently downloaded uE 3.10, for the Atari...

It's really nice, but is there an environment variable you can set
to tell it where the .CMD files are?

I didn't see one in any of the docs that came with
it -- or the uE manual itself (which does have a VMS logical
name you can define for VAXen about the .CMD files.

Scott

3602. Re: Making the screen one line

Newsgroup: comp.sys.atari.st
Date: 1992-04-11 23:09:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A38839@MS.maus.de>
Source record: 223687

bpat@cs.mcgill.ca wrote:

b>The VDI has a function called vst_loadfonts. passing 0 as font number, and
b>the address of the font header in ptsin(0) and ptsin(1) will have it use
b>this font THE RIGHT WAY. You can pass in 1 for the 6x6 font (Nothing in
b>ptsin then), 2 for 8x8 or 3 for 8x16. What more do you need ???

Attention please: You may only use this method if you are sure that there's no GDOS installed, yet (vq_gdos)! Otherwise it won't work!

The increasing number of people who have GDOS installed is an argument for the usage of documented functions - those of GDOS.

Regards,
Patrick

3603. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 00:02:08 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr12.000208.23654@usenet.ins.cwru.edu>
Source record: 223688

No, TOS 2.06 is not included with that high density upgrade. It's not required. See, instead of an Ajax chip, you get a small PCB board that plugs into the socket where the disk controller went, and it handles the mode switching for the disk drive. It's a simple software patch so you can use all versions of TOS. I'm not sure TOS 2.06 would eliminate the need for this patch, as TOS 2.06 is set for an Ajax chip, not his board. Next time I'm on GEnie, I'll ask him about that, and try to get his phone number for you. If you have access to GEnie, I believe is Email address is PAUL.WU.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3604. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 00:12:56 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr12.001256.4676@visual.spk.wa.us>
Source record: 223689
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <PTsXiB14w164w@cyberden.uucp> moon!cyberden!phbill@well.sf.ca.us writes:
>I'm sick of this!

Tsk, tsk... It's not all that hard to figure out. Although I suppose emoticons and contractions aren't as well documented up here as they are down in BBS'dom... (Well, I can't get down on you too much. It took me a year before I figured out BTW... And I'd be willing to bet that not very many people know ROFLASTC...)

>I know that IMO = in my opinion
>I DON'T know what IMHO means
>or IHO...
>

IMHO means "In My Humble Opinion". I'm not sure about IHO. (In His Opinion? Her? Maybe just a typo...)

|jprevost@visual.spk.wa.us|"Reality is a Retreat of the Unimaginitive"|
|.signature virus was here| =//= Bishop d'Song =//= |
~~~~~~
~~~~~~

3605. Re: F1GP is out

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 00:27:50 UTC
From: shore@equinox.gen.nz
Message-ID: <41a4iB7w164w@equinox.gen.nz>
Source record: 221705

pe@cam-orl.co.uk (Philip Elwell) writes:

> Yes, Formula 1 Grand Prix has finally been released for the ST. I haven't see
> it yet, but my brother has a copy. Apparently it is very similar to the Amiga
> version except:

Is this the one by Geoff Cramond (sp?), the guy who wrote
REVS for the BBC??

Does a game exist that is anywhere near as good as REVS on the Atari??

Craig.

+----------+---+------------+
| | Craig Shore, ChCh, New Zealand. | |
| | Email: INTERNET - shore@equinox.gen.nz | |
+----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

3606. Overview of MultiTOS Reprint

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 00:50:54 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr12.005054.25787@usenet.ins.cwru.edu>
Source record: 223690

The following is a reprint from the latest issue of Z*Net
Online Magazine about MultiTOS, Atari's new multitasking TOS,
which was first shown at Cebit, and just recently at the TAF
show in Ontario.

```
=========================================================================
* MULTITOS PREVIEW by David Pischke
=========================================================================
```

MultiTOS demonstrated

Toronto, Ont. -- Atari demonstrated MultiTOS, the multitasking version of the TOS Operating System, at the Atari Canadian Exposition on Saturday, April 4. MultiTOS, which allows users to run several programs simultaneously, was demonstrated at the Atari booth by Bill Rehbock. MultiTOS is slated for release in the fall and will be released "for the lowest price as possible", he said.

When asked whether or not the new MultiTOS will be compatible with non-68030 machines, Bill Rehbock replied that it will, but there will not be the safeguard of hardware memory protection. Hardware memory protection prevents programs that are running from writing in other programs' memory space. To increase compatibility with programs such as STalker and STeno, which pass large chunks of information between each other, PRGFLAGS has been modified to include a new flag which indicates to MultiTOS whether that program's memory will be totally private or whether it can be accessed by other resident applications.

The names of resident programs are listed under the desk accessories. The Desktop is always present and is listed as a fuji symbol followed by "Desktop". Applications can be brought into the foreground by either clicking on their menu entry or by activating their windows; MultiTOS was demonstrated running several applications concurrently with no apparent slowdown; switching between applications is also extremely fast. According to Bill Rehbock, MultiTOS, as well as finally breaking the six-accessory limit, will multitask as many programs as will fit in system memory.

As in Gribnif Software's NeoDesk, background windows can now be moved, resized, scrolled and closed without being topped. In addition, the windows of programs running in the background are updated. MultiTOS has been reported to be running with 90 (ninety) windows on the screen at once. As well, with the new MultiTOS, TOS and TTP programs are run in a window; when these programs are run, three new menu headings, Operations, Window, and Font appear in the menu bar.

According to Bill Rehbock, compatibility with earlier releases of TOS is extremely high. MultiTOS ran STalker, STeno, PageStream, and Tracker/ST successfully. Bill Rehbock warned, however, about "dialogueware", or programs which run in one dialogue box; they will not necessarily fail on the new MultiTOS, but may cause problems, because they tend to assume that they are the only application present, causing problems with redraws of windows. In addition, dialogue boxes lock out users from accessing other programs.

MultiTOS may or may not be released completely in ROM. The version demonstrated at the Atari Canadian Exposition was a beta version in program form, and because the multitasking kernel is large, Atari is considering releasing MultiTOS to the public as an extension to TOS on disk. According to Bill Rehbock, Atari wants a machine that will always come up with at least a single-tasking usable OS, even if both the floppy and hard drives cannot be accessed.

MultiTOS is based on Eric R. Smith's MiNT multitasking Kernal, but has been modified by Atari to allow multitasking of GEM programs. The Desktop Info dialogue now states "MiNT Multitasking Kernal licensed from Eric R. Smith", and MiNT now stands for "MiNT Is Now Tos". "I like what they've done," Eric Smith said. When asked about the licensing agreement and how profitable it was, Smith chuckled. "Atari got a very good deal."

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3607. Re: Can I send e-mail to pay services?

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 00:53:26 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92102.195326JOKHC@CUNYVM.BITNET>
Source record: 223691

In article <40250033@hpindda.cup.hp.com>, goo@hpindda.cup.hp.com (Michael Goo) says:
>
>I don't know about any of the others, but you can send mail to CompuServe
>users from the internet. Their email address would look something like:
>
> <userid>@???.compuserve.com
>
Actually, it's dddddd.ssssss@compuserve.com, where the compuserve id is dddddd,ssssss.
For the inverse, (and which services are uncontactable (like genie and prodigy) see the alt.bbs.internet FAQ (and DON'T post questions there, it's off topic, but they put it in the faq because every loser asked about it there).

3608. Re: FAX Software for Supra or Zyxel

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 01:02:46 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92102.200246JOKHC@CUNYVM.BITNET>
Source record: 223692

In article <1992Apr11.154531.25032@ucsu.Colorado.EDU>,
jesinger@spot.Colorado.EDU (Peter Jesinger) says:
>
>Hi,
>
>is there any Software available for the Atari ST to send and recive fax
>with the new combined V32bis and FAX modems from Zyxel and Supra?
>Where can I get such software?
>
Not yet, but several firms claim to be working on one. No, I don't remember
which.

3609. Re: Looking for Symbollic linker for GCC.....

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 01:16:16 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92102.201616JOKHC@CUNYVM.BITNET>
Source record: 223693

Yes, just dl the gnu utilities from a.a

3610. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 01:44:18 UTC
From: moon!cyberden!system@well.sf.ca.us
Message-ID: <JcH4iB1w164w@cyberden.uucp>
Source record: 223694

chuj@horton.Colorado.EDU (CHU JEFFREY) writes:

> In article <1992Apr8.202512.28315@cheshire.oxy.edu> leavitt@cheshire.oxy.edu
> >
> >And, for $180, you can buy a 1040ST with 1meg and Tos 1.0.
> >
> >Why the GEMulator?
> >
> >T.
>
> And yes, no monitor, mono or RGB to go with it. And no large capacity HD.
> And saying no High Density drives as well. etc etc...
>
Ok... and for $300 you can buy a 1040ST w 1MB, Latest TOS, Mono/Color monitor
of your choice and probably a bunch of software from someone used and
all this runs a lot faster then a 386/33 w/GEMulator. Oh yea, you get
MIDI IN/OUT too.

<X>orcist

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!system@well.sf.ca.us]

3611. C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 02:10:39 UTC
From: krschimm@wsuhub.uc.twsu.edu
Message-ID: <1992Apr11.201039.18@wsuhub.uc.twsu.edu>
Source record: 223695

```
Is there a public domain C compile for the ST
and what is the best C compiler for the st?
```

3612. Re: DB-19 connectors

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 05:46:45 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr12.054645.25093@cdsmn.mn.org>
Source record: 223696
Cross-posted to: misc.wanted,comp.sys.atari.st

In article <1992Apr10.063518.18344@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>Anyone know of a source for DB-19 connectors? I need two male and
>two female. These are the connectors for the Atari ST hard drive
>port, and all I need to complete my hard drive shoebox...
>
>--
>Billy D'Augustine | "Wish I had some goddamned milk!
>...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
>azog@thoth.rent.com | - Stormtroopers of Death (SOD)

I have done a lot of searching for these and they are very hard, if not impossible to obtain in small quantity. I did find some listed in a MOLEX catalog, but the distributer I called was talking quantity 500!

So anyway MOLEX does make them.

Regards,
Doug

p.s. MILK! MILK! I WANT SOME MILK!

3613. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 07:46:15 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr12.074615.12938@actrix.gen.nz>
Source record: 223697

In article <8176@sun13.scri.fsu.edu> petcher@wuphys.wustl.edu (Donald N. Petcher) writes:
> In article <1992Apr10.204832.28386@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu
(Robert C Glover) writes:
> >
> >What you want to do if you don't have a Mega STE and want a
> >high density disk drive, is to contact Paul Wu of Omnimon
> >Peripherals (I think that's the name). He makes a high density
> >upgrade kit for all ST's. It's $200, and includes the disk
> >drive and a board that plugs into the current disk controller
> >socket (the WD1772). Then you have to solder I think one or two
> >wires somewhere, and you're set. There's a software patch included
> >to make it work with older TOS's, but if you get Codehead's TEC
> >board, that won't be a problem.
> >
>
> Does the upgrade include TOS 2.06 (sounds from what you say that it is
> not included). If not, it is a little pricey. $200 + $140 for the
> codehead board. Almost in the range of getting a cheap PC clone to use
> as a disk drive!
>
> Does anyone have an address or phone number for Omnimon Peripherals?
>
> Cheers,
> Don Petcher petcher@wuphys.wustl.edu
> Department of Physics
> Washington University
> Saint Louis, Missouri
>

I don't like the sound of the Omnimon 1.4 meg upgrade, they use a different
WD controler IC, I think its a WD279x , these do not use the same commands
that the WD 1772 uses..

Wait for a kit the uses the Real Ajax chip..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3614. Re: HD cache for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 07:51:56 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr12.075156.13092@actrix.gen.nz>
Source record: 223698

In article <3354@equinox.unr.edu> chan@pyramid.unr.edu (Kaho Chan) writes:
> Hello out there...
>
> Are there any suggestions for a HD cache for my MegaSTE either PD or commercial?
>
> I DID use Cold Hard Cache 3.5 this week but it caused a minor predicament for melast night. As soon as I enabled it, my FAT tables started to deteriorate on
> two of my partititions (drive F and G)... maybe I am wrong... but I am taking nochances... After major surgury, I only lost 6 files (whew!)... (thanks, Brian
> T.)
>
> Any suggestions (especially cache for the MegaSTE (read or write)) will be
> greatly appreciated...
>
> Please email to:
>
> _____ _____
> / _____() Kaho Chan(man) / /
> / /_____ University of /* /
> / /_/_____() Nevada, Reno \ /
> /_____ Internet: \ /
> L_____() chan@cs.unr.edu \/^
>
> PS... Thanks BOB and his user's group for the translation of Crack Art into
> English!

Atari Corp, posted theres to the Net some time back, it could be on A.A...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3615. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 07:59:42 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr12.075942.13304@actrix.gen.nz>
Source record: 223699

In article <1992Apr12.000208.23654@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

> No, TOS 2.06 is not included with that high density upgrade. It's
> not required. See, instead of an Ajax chip, you get a small PCB
> board that plugs into the socket where the disk controller went,
> and it handles the mode switching for the disk drive. It's a
> simple software patch so you can use all versions of TOS. I'm
> not sure TOS 2.06 would eliminate the need for this patch, as
> TOS 2.06 is set for an Ajax chip, not his board. Next time I'm
> on GEnie, I'll ask him about that, and try to get his phone
> number for you. If you have access to GEnie, I believe is
> Email address is PAUL.WU.
>
> Rob
> --
> | Robert Glover GEnie: R.GLOVER3 |
> | Internet: rg@turing.acs.virginia.edu |
> | Cleveland Freenet: aq115@cleveland.freenet.edu |
> ~~~~~~

From what I have read, TOS 2.06 access the Ajax chip via a PAL or GAL, so I don't think it will ever work on a ST/FM Mega or STE...

Also about the Omnimon upgrade, the controler chip used does not have the same command set as the WD 1772, so could fail with some games..??

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3616. "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 09:20:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <57292@cup.portal.com>
Source record: 223700

Sigh... let's try it one more time...

"True Color" means that the human eye cannot tell the
difference between a computer generated image and the "real"
thing.

This phenomenon happens when you reach 24 bits per pixel,
giving approximately 16 million different colors.

The actual screen resolution is not that important, the number
of colors is.

BobR

3617. Re: Can I send e-mail to pay services?

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 09:47:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <57293@cup.portal.com>
Source record: 223601

James Robert O'Donnell Jr. asked if it was possible to send InterNet mail to commercial information services...

As far as I know, the ONLY commercial "pay service" that is connected into the InterNet is CompuServe.

You can send InterNet mail to a CompuServe subscriber if you know their CIS account number...

The address to use is: <CIS Account.Number>@Compuserve.com

For example, if the person you want to send mail to has a CIS account number of 712345,0123 you would address your mail to them as:

712345.0123@Compuserve.com

NOTE... while CIS accounts use a COMMA in the account numbers, INTERNET mail *must* use a PERIOD..

It works... I've done it...

BobR

3618. Re: FAX Software for Supra or

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 13:54:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <A2846@HB.maus.de>
Source record: 223604

JOKHC@CUNYVM.BITNET on Su, 12.04.92 02:02:

>>is there any Software available for the Atari ST to send and recive fax
>>with the new combined V32bis and FAX modems from Zyxel and Supra?
>>Where can I get such software?
>>
>Not yet, but several firms claim to be working on one. No, I don't remember
>which.

There's a programm called QFAX which is perfectly working with my ZyXEL and it
probably working with Supra too, as it's supporting the Class 2 Command Set.
As QFAX is a german program I don't know if it's available with english docs
(an englisch and a dutch .RSC File are included).

The company that sells QFAX is Computer & Design, Eppendorfer Str.59,
5800 Hagen/Westf. 1, Germany (Fax +49 2331 5 42 03)

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | (UUCP) mick@informatik.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | BITNET : G16M @ DHBRRZ41 | & Franz)

3619. Re: WANTED! atari.el for GNUemacs18.57 (1857bin8.zoo from

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 14:04:32 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.spbJZcaB1Z2@icemark.oche.de>
Source record: 223602

In <1992Apr10.093423.17009@daimi.aau.dk>, Christian Lynbech writes:
>sigrorn@icemark.oche.de (B.E.Heinen) writes:
>Well, the file 1857bin8.zoo ONLY contains the files necessary for dumping an
>emacs. For actually using it, you really need the file 1857elisp.zoo (could be
>a letter wrong here, bear with my rusty memory) which contains the various
>modes and packages. It is huge and contains many files you probably never will
>need, but it is also very hard to tell what you NEVER will need, so I recommend
>you to download it. I will however mail you atari.el if you really needs it.

I already had downloaded: 1857bin8.zoo + 1857elis.zoo + 1857src8.zoo
but the atari.el wasn't in any of them... ;-(

...but I got it via eMail from various people! Thanks to all of them!

Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
sigrorn@icemark.oche.de
Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

Wise men profit more from fools than fools from wise men;
for the wise men shun the mistakes of the fools, but fools do not
imitate the successes of the wise.
- Marcus Porcius Cato

3620. Re: Archivers

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 14:10:44 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.40mEKeUXG0A@icemark.oche.de>
Source record: 223603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Apr10.105735.8189@sci.kun.nl>, V.G.J.M. Stoks writes:
>Could somebody give me his/her opinion about the best archiver for the
>ST? Is is LHarc, Arc 6.x, Zoo 2.1? XLHarc? I will probably want to use
>it under MiNT as well as under TOS. I suppose I could go home and pack
>my HD with every one of them and see which archive is the smallest,
>but I reckon somebody must have done a similar thing already.

Zoo 2.1 shows (together with LHarc 2.0*) the best compression rates. LHarc
is a bit faster as zoo, but has some bugs which could leave you with defective
archives...
So I normally use zoo, (for it has the advantage of using the GNU-UNIXMODE,
too) but I have all archivers on my harddisc - even I only use them to depack
archives I get and repack them with zoo afterwards...

Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
sigrorn@icemark.oche.de
Voice: +49-241-408592 heinenb@messua.informatik.rwth-aachen.de

Wise men profit more from fools than fools from wise men;
for the wise men shun the mistakes of the fools, but fools do not
imitate the successes of the wise.
- Marcus Porcius Cato

3621. Re: HELP !!! FRANKIE-Virus and ALADIN

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 16:40:38 UTC
From: bigham@acpub.duke.edu
Message-ID: <2344@news.duke.edu>
Source record: 223605

Disinfectant will detect the Frankie virus as of about version 2.2, I think.
The latest version is 2.6; I don't know where you might find it, though.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3622. Re: FAX Software for Supra or Zyxel

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 17:06:24 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Apr12.170624.28061@mnemosyne.cs.du.edu>
Source record: 223606

In article <1992Apr11.154531.25032@ucsu.Colorado.EDU> jesinger@spot.Color
do.EDU (Peter Jesinger) writes:
>
>Hi,
>
>is there any Software available for the Atari ST to send and recive fax
>with the new combined V32bis and FAX modems from Zyxel and Supra?
>Where can I get such software?
>
>Peter
>--
>Peter Jesinger (EMail: jesinger@boulder.colorado.edu)
>
>Ich bin ein .signature Virus. Mach' mit und kopiere mich in Deine .signa
ure.
>

Peter,

Joppa Software has software called the STraight Fax for $69.95.
Joppa can be reaced at PO Box 214, Dallastown, PA 17313,
Phone (717) 428-3231/Fax (717) 428-0424.

THeir software sends and receives faxes, and works with any fax modem
that's Class II compliant, including the SupraFaxmodems and the Zoom
FX96/24 and the Twincom.

The price of $69.95 is good until May 31st.

Pattie Rayl (Atari Interface)

3623. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 17:47:55 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr12.174755.28261@cdsmn.mn.org>
Source record: 223607

```
In article <57292@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Sigh... let's try it one more time...
>
>"True Color" means that the human eye cannot tell the
>difference between a computer generated image and the "real"
>thing.
>
>This phenomenon happens when you reach 24 bits per pixel,
>giving approximately 16 million different colors.
>
>The actual screen resolution is not that important, the number
>of colors is.
>
>BobR

OR Truecolor can mean that the value of the pixel represents the true color
that will appear on the screen (or Ektachrome, or dye-sublimation printer,
or Ektatherm paper or...) as opposed to the pixel value representing
a vector into a color map ala pseudocolor.

Sorry, when I saw the "sigh", I just couldn't resist! :-)

Regards,
Doug
```

3624. Re: Can't reach atari archives? - What happened?

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 17:48:24 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92103.124824EENG6801@RyeVm.Ryerson.Ca>
Source record: 223608

```
Try 128.252.135.4 on mirrors3/archive.umich.edu/atari...
It's a mirror for atari.archive.umich.edu and it works fine for me.
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

3625. Re: Galaxy CAD freeware for Atari STnex

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 18:39:48 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Apr12.183948.22906@usenet.ins.cwru.edu>
Source record: 223609

I've emailed the author of Galaxy (at least the one mentioned in the press release) and he said that the source code for the Atari ST version is available if anyone is interested in obtaining it, and doing any work on it. The GEM problem may be a result of his not having adequate GEM documentation, and being unable to afford the Atari developers info (At that time there was no Tier 2 system...)

Perhaps someone would clean it up for the rest of us. (grin)

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners, devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18

3626. TOS chips

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 18:45:01 UTC
From: silvert@cs.dal.ca
Message-ID: <1992Apr12.184501.24011@cs.dal.ca>
Source record: 223610

I have a 1040ST with TOS 1.4 and a Mega-2 with TOS 1.2. Before I bother opening these up, can anyone tell me whether the TOS chips are (or are likely to be) interchangeable? I use the Mega-2 much more and would rather switch for free than upgrade for $$$$.

--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
InterNet Address: silvert@biome.bio.dfo.ca
--
William Silvert, Habitat Ecology Division, Bedford Inst. of Oceanography
P. O. Box 1006, Dartmouth, Nova Scotia, CANADA B2Y 4A2. Tel. (902)426-1577
InterNet Address: silvert@biome.bio.dfo.ca

3627. Help with Moria and ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 18:45:26 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <!w7t2rb@rpi.edu>
Source record: 223611

Greetings.
I have been trying to get moria for my ST this weekend. I tried
getting ti from atari.archive.umich.edu and the kukalba (whatever)
site where it originates from. First my deARCer didn;t work. So
I got myself the newest and latest version. Still no dice. I couldn't
even get the arc shell program to work. Then I got the ZOOed version
of moria and treid deZOOing it. No dice. I always get bombs wheneverr
I try running ZOO. Is it a buggy version? How many different versions
are there going around? I had two ZOO programs and each of them had a
diffenerent filesize. Weird.
Well, I'd like to get moria and hopefully a working version of ZOO
soon. I usually know what I am doing but this is a bad weekend for me or
something....
Regards,

___ ___
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

3628. 3D Construction Kit

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 18:50:49 UTC
From: glens@natinst.com
Message-ID: <1992Apr12.185049.20248@natinst.com>
Source record: 223612

I am planning on buying the 3D Construction Kit real soon but I
have some questions about it. Could somebody who has it and won't mind
answering a couple of questions please send me some E mail with a small
description of it.

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. glens@natinst.com

3629. Continuous .MOD player?

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 19:12:16 UTC
From: chan@pyramid.unr.edu
Message-ID: <3362@equinox.unr.edu>
Source record: 223613

Hello ST netters!

I was wondering if there are any PD (or commercial for that matter) MOD
player out there that:
1) loads MOD files unattended according to a user's defined list
2) plays continuously
3) depends on the RAM of the setup

Too bad Noize Tracker STe doesn't have this feature... (great player though)

Any ideas and comments will be appreciated!!!!!!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

3630. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 19:16:34 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Apr12.191634.9537@newshub.ariel.yorku.ca>
Source record: 223614
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

What does "ROFLASTC" mean?

3631. Good software (Was: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 19:53:56 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr12.195356.15468@watmath.waterloo.edu>
Source record: 223615

In article <1992Apr9.173956.7636@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>There are some really fantastic programs avilable for the ST. For
>example: Avant Vector, DynaCAD, Pagestream, Calamus, Arabesque Professional,
>MegaPaint Professional, Didot Professional, NeoDesk, STalker 3.0, Flash
>II, Mega-Check, and many, many others.

I would add to this list:

APL.68000, which is, in my opinion, the fastest APL
available for any micro.
J, which is the most exciting advance in APL in the last
dozen years (it is free for Atari users).
UNITERM, the finest terminal emulator program for any
micro I have used, (and it is free).
MAPLE, mathematically, the best symbolic algebra package
available, (but sadly the latest release is not
yet available fo the ST).
GULAM, an ancient and trusted unix like shell, still my
favorite, after 7 years.

The best advice I ever got about picking a machine is to select the
software first, and then pick a machine that will run it. I followed
that when I bought my Atari ST, and have been pleased with it since.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3632. Re: TOS chips

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 22:08:50 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr12.220850.1658@usenet.ins.cwru.edu>
Source record: 223616

William:

Techincally, yes, your TOS chips are interchangable. How easily depends on whether your 1040ST has a two or six chip set. If it has two chips, then just open each one up and change the chips, just be sure to get the chips back in their corresponding sockets.

If the 1040 has a six chip set, then you'll need to do a little solder work to make it work. I'm not sure what has to be done. Perhaps someone else can tell us. I'd like to know!

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3633. Re: Continuous .MOD player?

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 22:12:42 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr12.221242.1930@usenet.ins.cwru.edu>
Source record: 223617

Well, unffortunately, I don't know of any that will load MODs
from a user-defined list (yet), but I do know of one that runs as
an accessory and it plays MODs on an STE in the BACKGROUND. And
very nicely at that. It has the best sound quality of any ACC
MOD player I've found -- comparable to CD-Player. I haev it
playing right now as I'm typing this.

It's called Paula.ACC, but the real name is Pascal's Amiga-MOD
Player. It's not on the internet (yet), but I will attempt to
post it there. I quit upload to it because my stuff never got
posted.

When Jukebox 1.3 comes out, it will offer a shuffle mode, and
should be more stable, perhaps enough to overthrow Paula. Right
now, at version 1.2, it's a little flakey, and only works well
on a machine that's 16 MHz or greater.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3634. Re: question about game: "Baby Jo in: Going Home"

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 22:21:17 UTC
From: mattw@picasso.cssc-syd.tansu.oz.au
Message-ID: <1992Apr12.222117.11403@picasso.cssc-syd.tansu.oz.au>
Source record: 223618

georgew@tekig1.PEN.TEK.COM (George Walker) writes:

>I recently got Baby Jo (a public domain disk) from BRE Software for my kids.
>They're unable to get past the duck that asks if Baby Jo wants a carrot.
>Is there a trick to this, or is this in fact a demo/shareware game that BRE has
>lost the doc file for? The only text file on the disk is "txteng", which
>contains the English version of the phrases spoken in "speech balloons".
>In demo mode, the computer gets past the duck with no problems.

I got the demo version off a ST Format cover disk and all I do to get past
the duck is to click the fire button. Further along the game just fades
out and goes to the title screen when you get to a certain point. The duck
is about a third of the way there.....

>George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
>*OR* georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
>*OR* tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

- Matthew Watson - | MHSnet: mattw@cssc-syd.tansu.oz.au
Australian and Overseas |
Telecommunications Corporation | Snail : 9th Floor, 320 Pitt Street
Network Services | Sydney, Australia 2000.
Customised Software Solutions | or 115 Mitchell Rd Alexandria 2015.

3635. Re: TOS chips

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 22:58:56 UTC
From: pinelr@aix.rpi.edu
Message-ID: <y37tk!h@rpi.edu>
Source record: 223619

In article <1992Apr12.220850.1658@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>William:
>
>Techincally, yes, your TOS chips are interchangable. How easily
>depends on whether your 1040ST has a two or six chip set. If
>it has two chips, then just open each one up and change the
>chips, just be sure to get the chips back in their corresponding
>sockets.

For the most part, the above is true. However, I have one of the first Mega 2's ever produced. When I upgraded to TOS 1.4, I had to get a 6-chip set because the very first Megas had 6 chip sets. Unless your Mega 2 is 1988 or older, I would *strongly* advise opening it up to see if you do indeed have 2 or 6 chips in there.

--Rob

3636. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 23:43:28 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7512@uqcspe.cs.uq.oz.au>
Source record: 223620

monsoon@cats.ucsc.edu (Len A. DeJesus) writes:

> Well, all of this arguing is fine and dandy, but I wonder if anyone
>thought about the notion that perhaps more developers will come out to make
>stuff for this gemulator on the pc (if it gets popular enough) which might
>in turn create more ST software...

Okay, I've ignored this up until now, but do you REALLY THINK that anyone would develop for an EMULATOR? WHY? Would you develop for the atari 8-bit emulator thing? You might very well develop for Aladin, or something, where the base machine is cheaper than the machine you're emulating. The GEMulator is just for people who want to move away from Atari ST's and into the world of MessDOS. I would say that the majority of these people will be end-users, since programming a PC is just the biggest DOG you've ever heard of (you spend the whole time worrying sbout 64K limits and other irrelevant shit). But if you want to USE a PC, and still USE some of your ST software (for a while, until you pirate all the commercial PC equivalents [you have to pirate them, because even word processors cost ~$300]), then the GEMulator is for you. I'm a programmer, so I'm not interested.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

3637. Public Data Network

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 23:49:02 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr12.194902.14061@newstand.syr.edu>
Source record: 223621

I came across an ad for Public Data Network in Atari Advantage. Since the ad claims this service is supposed to compete (or implies it is to compete) with Genie and Compuserver AND since it boasts a $2.50/hr. connect time, I thought I'd check it out. I called an 800 number and that number gave me a local number. They give you a free 30 minutes to check things out. I didn't really have the time to do it yet, but I was just wondering if anyone else out there uses/subscribes to this service?
One thing I like is that they do NOT charge a monthly fee (if you want to go that route).
--Gerry
ggreenbe@rodan.acs.syr.edu

3638. Re: PD Tetris WANTED

Newsgroup: comp.sys.atari.st
Date: 1992-04-12 23:56:02 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7513@uqcspe.cs.uq.oz.au>
Source record: 223622

phu27@seq1.keele.ac.uk (Asmodeus) writes:

>I am looking for an Atari PD Tetris program for a friend. I would prefer
>a binary I can download by anonymous FTP if anyone can supply me the
>site name/address and location of the file.

IMO, The best is "cooltetris", at atari.archive.umich.edu in the file

atari/games/cooltetrisV1.2.arc

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

3639. Re: Terminal server idler?

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 00:06:15 UTC
From: shore@equinox.gen.nz
Message-ID: <5o55iB5w164w@equinox.gen.nz>
Source record: 221703

Roger.Sheppard@bbs.actrix.gen.nz writes:

[lots deleted on Freeze Dried Terminal]

> From the Chaps that use it here in NZ, its very Buggy, has good ANSI
> emulation though..

Yeah, it has a few bugs, but it's so feature packed & easy to use that
I can live with them.
Nope, I'm not happy with the ANSI emulation... it's as shitty as the rest
of the programs around for the ST except UNITERM (but uniterm doesn't
have the graphics).
Good ANSI emulation in my books, includes *FULL* ANSI emulation,
including windowing support, and your end redrawing the current
line being edited. It speeds things up a hell of a lot.
(The windowing i'm talking about is the way a bbs can define a scroll
wondow on your screen instead of redrawing that part of the screen it
tells your computer to scroll it, then it sends the last line.)

Craig.

+----------+---+------------+
| | Craig Shore, ChCh, New Zealand. | |
| | Email: INTERNET - shore@equinox.gen.nz | |
+----------+ SLNET - 250:700/1266 FIDO - 3:770/120 +------------+
| Equinox Networks Ph +64 3 3854406 | Trashcan BBS Ph +64 3 799345 |
+-----------------------------------+-----------------------------------+

3640. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 00:15:38 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7514@uqcspe.cs.uq.oz.au>
Source record: 223623

Bob_BobR_Retelle@cup.portal.com writes:

>Sigh... let's try it one more time...
>
>"True Color" means that the human eye cannot tell the
>difference between a computer generated image and the "real"
>thing.
>
>This phenomenon happens when you reach 24 bits per pixel,
>giving approximately 16 million different colors.

Sigh :-), sorry to disappoint you, but 256 shades of grey is
no where near the limit of human vision - and that's all the
shades of grey you get with 24 bits (since grey requires all
the R, G, and B values to be the same). I've seen it with
my own eyes. Anyone with a TT can switch to grey mode (giving
just 256 shades of grey), and see it for themselves. Sure,
it's not IMEDIATELY obvious, but you can see the difference.
It is VERY obvious when a circle, of say grey level 100, appears
on a screen all of grey level 99.

So let's just say that there is not point having anything "better"
than "True Colour", just higher resolution.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

3641. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 00:23:09 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr13.002309.914@ucsu.Colorado.EDU>
Source record: 223624

In article <ami2iB1w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>
>I still think that GEMulator is a waste. There is no pratical
>use for it. Get an ST for $200 and be done with it... Why in god's
>name would someone waste the time to find the ROMS, waste the diskspace
>just to get something that's not even as fast as a $200 ST even with a
>386/40?

I wouldn't mind getting a ST for $200.00 dollars, but I already have one.
But the fact that you are missing is that for $200.00, you get a ST with
no monitor at all, and the fact that for $200.00, you are probably getting
a 1 meg ST. With the GEMULATOR, you can have more memory and you can run
fast as a ST with a 486. And the fact that you get the best of ST and
PC. For me I guess is no big loss since I already have a fast enough PC
to run gemulator, but for others who need a fast pc to run ST software,
I would suggest just an ST with an monitor if that is what they are going
for is to run ST only. But for people who are going for a fast pc, and want
ST stuff as well, the Gemulator solves the problem.
>
>AND no MIDI interface? You've just lost 50% of your market... and
>SOUNDBLATER Midi interfaces are not too standard...
I don't know what you mean by SB pro not being standard, but if you are
referring just to SB, you need a module, but the SB pro already has
MIDI capabilities. I don't use MIDI, so that dept. is not what I use
my st for in the first place.
I'm not trying to get people to sell ST just to get the gemulator, NO WAY!
I love the ATARI ST and the STE along with the TT. I can't wait to see the
FALCON as well!!! No, my intention for any postings is that people who
have the same situation as me, ST with a PC, I prefer to have a emulato
for the PC so that I don't need to fork out money for a HardDrive and another
monochrome monitor for the ST. Instead I can sell my ST for enough to get
a gemulator and the ROMs along with some extra cash. Then I have a STE emulator that can do
4096 colors with more available memory!!!
And the fact that I can now port my files onto a 1.44 Meg Floppy instead of
using 720K formats. That alone saved me a few bucks.

3642. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 00:40:45 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr13.004045.4112@ucsu.Colorado.EDU>
Source record: 223625

In article <JcH4iB1w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>> In article <1992Apr8.202512.28315@cheshire.oxy.edu> leavitt@cheshire.oxy.edu
>> >
>> >And, for $180, you can buy a 1040ST with 1meg and Tos 1.0.
>> >
>> >Why the GEMulator?
>> >
>> >T.
>>
>> And yes, no monitor, mono or RGB to go with it. And no large capacity HD.
>> And saying no High Density drives as well. etc etc...
>>
>Ok... and for $300 you can buy a 1040ST w 1MB, Latest TOS, Mono/Color monitor
> of your choice and probably a bunch of software from someone used and
> all this runs a lot faster then a 386/33 w/GEMulator. Oh yea, you get
> MIDI IN/OUT too.
>

I prefer new, sorry. Anyways used will only get one monitor, I have applic.
that will need mono, and personal software that need RGB. You can have the
latest TOS already on the gemulator and you can have more than 1 MEG RAM!
MIDI IN/OUT for somepeople is not needed, but you can get SB pro which has
it already.
IF I was to go the route of buying a new STE, 1.44 Meg floppy, Hi REZ card,
HardDrive, more memory, AT Once,monitor, all new prices, it would amount to over
$2800.00 and you get SX performance along with small 40 or 50 Meg HD.
Now go the route of a 486-33, you get Gemulator and SB pro, the result totals
about $2200.00, that gets you 130Meg HD, both high density drives, mono and
and RGB emulation of STE, and 4 megs on the 486 along with MIDI IN/OUT,
math coprocessor too. With 1024x768 256 color SVGA.
Prices are from recent adds on 486-33 with 256K cache DX, 130 Meg IDE, 4 megs
70ns, 230 Watt P/S, 3 1/2" and 5 1/4" HD floppies, SVGA....$1700.00
SB pro ... $200.00
Gemulator with ROMS ... $300.00 (spoken to Darek, he said $250 for the gemulator)
Mega STE /2 ... $899.00
SVGA (multisync) $500.00, HardDRIVE (40-50 Meg).. $300.00, 1.44 upgrade estimated(don't
exactly know, but seen) $200.00, AT once w VGA $400.00 (right?),
Hi Rez card around $600.00. These figures can be +- $100.00, not in STE prices
are more memory and Co-processor.
As anyone can see, if you are starting fresh to buy a STE and a PC, go with
the PC and the Gemulator, but if have a PC, different pc can determine what
you would like to have.

3643. Re: FAX Software for Supra or Zyxel

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 01:04:25 UTC
From: jartsu@hut.fi
Message-ID: <JARTSU.92Apr13030425@saha.hut.fi>
Source record: 223626

In article <1992Apr11.154531.25032@ucsu.Colorado.EDU> jesinger@spot.Colorado.EDU (Peter Jesinger) writes:

> is there any Software available for the Atari ST to send and recive fax
> with the new combined V32bis and FAX modems from Zyxel and Supra?
> Where can I get such software?

There are several fax software packages available for Atari ST/TT in Germany, some of them have all the best qualities that standalone state-of-the-art faxmachines do. There is even a direct printer-driver like fax driver for Calamus.
Dunno about the availability of these outside Germany (I have to order them directly from Germany), but there is also an US fax software, Joppa Fax, which will be shipping really soon now...

--
* Jari Lehto * Voice 90-387939 * Email Jari.Lehto@hut.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * "There is always room for music (Gospel & synth) *
* Finland * and for love & friendship. And of course Atari." *

3644. Re: PD Tetris WANTED

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 02:04:59 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr13.020459.20268@actrix.gen.nz>
Source record: 223627

```
In article <7513@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
> phu27@seq1.keele.ac.uk (Asmodeus) writes:
>
> >I am looking for an Atari PD Tetris program for a friend. I would prefer
> >a binary I can download by anonymous FTP if anyone can supply me the
> >site name/address and location of the file.
>
> IMO, The best is "cooltetris", at atari.archive.umich.edu in the file
>
> atari/games/cooltetrisV1.2.arc
> Warwick.
> --
> _-_|\ warwick@cs.uq.oz.au / eastings genistas /
> / * <-- Computer Science Department, / giantess seatings /
> \_.-._/ University of Queensland, / teasings tsiganes /
> v Brisbane, Australia. / -------- -------- /

I will second that, real addictive..

Could also try Blox2...!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

3645. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 03:09:40 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Apr13.030940.3482@cc.umontreal.ca>
Source record: 223628

In article <ami2iB1w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>
>I still think that GEMulator is a waste. There is no pratical
>use for it. Get an ST for $200 and be done with it... Why in god's
>name would someone waste the time to find the ROMS, waste the diskspace
>just to get something that's not even as fast as a $200 ST even with a
>386/40?

Face it, a $200 ST will not be able to do very much. It will have 512K/1Meg
RAM, a 720K floppy, and that is all. (No monitor means you cannot use it)

If one already has a decent PC, with 4 Megs of RAM, a hard disk, floppies,
and a monitor (a $200 ST will not have one), with GEMulator, they will have
a _useable_ "2 Meg ST".

A 2 Meg ST with mono monitor will cost more than the Gemulator. Sure, the
real machine is nice, but what you do not seem to comprehend is that
you can use your existing RAM and Monitor, whereas if you get a the ST
at around the same price as the Gemulator, you'll require even more
money to buy RAM and a Monitor for it.

[complaint about MIDI purged]

>I'm confused...

No comment.

[.sig purged]
--
_____________________________________ # ## # Falcon
Odisseas Kosmatos _/ "Do I really need an Iris Indigo?" # ## # at the
u1398@jsp.umontreal.ca _/ "real programmers dont eat." ## ## ## Atari
_____________________/ "You die.--more--" ## ## ## Messe!

3646. Names/Phone #'s for Atari dealers ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 03:16:55 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr13.031655.25209@oz.plymouth.edu>
Source record: 223629

My 1040STf (TOS 1.2) finally gave up the ghost..... it finally had enough of the Zubair 3D/4 meg upgrade I put in last fall and refuses to boot (with or without the upgrade board (which had only 2 meg on it.)) Oh well.......

So I'm without an ST (One that is fully functioning anyway.... I have an older 1040STf that has a bad DMA port but is fine for floppy based operations (ie. games and as a terminal)

WHat I need are the phone numbers for Atari dealers who stock CHEAP ST's [I'm on a limited budget]

Requirements: - CHEAP !!!!! (relatively speaking)
- 4 meg RAM (Need it for TeX and Minix)
- No monitor (Have two already...)
- No HD (already have a Toad/ICD 85meg external
- Mouse not necessary (I have a spare)
- Did I mention cheap ???

Several pple mentioned what seemed like REAL cheap prices in the past two weeks for STe's..... care to repeat ?

-Email preferred.... thanx

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

3647. OverScan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 03:47:51 UTC
From: ac999108@umbc5.umbc.edu
Message-ID: <1992Apr13.034751.14191@umbc3.umbc.edu>
Source record: 223630

Hey all out there is Hardware Modding land. I was considering playing with the Overscan mod due to its incredible complexity (A couple of components.. :) but don't know if its worth it. Has anyone out there put it in? Is it worth it? Any tips or comments about it? If so, drop me a line... thanks..

--
/------------/ Paul Danckaert /--------------------------------------/
/----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
/----/ Fnet#500 /------------------/ GEnie: P.Danckaert /------------/

3648. Neodesk On Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 04:27:11 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr13.042711.43@cdsmn.mn.org>
Source record: 223631

First off, because of the blatent title: I am not affiliated with Gribnif Software!

So anyway - I called Gribnif to order a Neodesk and found out that it is on special right now for $35 dollars. Now, I've never priced Neodesk, but I was told that the normal retail is $69 or something like that.

If you don't have Neodesk and your not hooked on any of the CLI's, (in other words, if you are using the built in desktop) I strongly recommend this product. Especially if you are using a hard disk.

I know this is a widely used product so, maybe eveyone here who's ever going to use Noedesk, already has it, but I thought I'd mention it anyway.

Gribnif Software: (413) 584-7887

Regards,
Doug

3649. Re: Continuous .MOD player?

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 05:51:10 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Apr13.055110.3398@usenet.ins.cwru.edu>
Source record: 223632

```
- When Jukebox 1.3 comes out, it will offer a shuffle mode, and should
- be more stable, perhaps enough to overthrow Paula. Right now, at
- version 1.2, it's a little flakey, and only works well on a machine
- that's 16 MHz or greater.

Well, it's a matter of opinion. I really don't like Paula at all (Slows
the system down alot, and can't play some of my MODs correctly.) Also,
Jukebox has more features... But then, each to his own! (grin)

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18
```

3650. TeX: what...how?

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 06:17:03 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.703145823@ee.ualberta.ca>
Source record: 223633

Hey,

What is TeX? My impression is that it is a typesetter of some sort.
If this is the case, I would like to learn how to use it. I downloaded some
things from the TeX directory at terminator, but there doesn't seem to be
anything explaining configuration, files necessary for use, etc., etc. I
notice that there are two types of files referred to often, *.dvi and *.tex.
What is each of these? I assume that they are text files with embedded
formatting commands. True? If anyone can give me some hints, or better
yet, directions on how to set this up on my system, I would appreciate it.
(Then I could even print out the GCC-ST.TEX file I've been aching to have
a look at.)

Thanks in advance,

Rob Morrison
morrison@bode.ee.ualberta.ca

3651. Re: TOS chips

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 06:38:09 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Apr12.233809.1@misvax.mis.arizona.edu>
Source record: 223634

>>William:
>>
>>Techincally, yes, your TOS chips are interchangable. How easily
>>depends on whether your 1040ST has a two or six chip set. If
>>it has two chips, then just open each one up and change the
>>chips, just be sure to get the chips back in their corresponding
>>sockets.
>
> For the most part, the above is true. However, I have one of the first
> Mega 2's ever produced. When I upgraded to TOS 1.4, I had to get a 6-chip
> set because the very first Megas had 6 chip sets. Unless your Mega 2 is
> 1988 or older, I would *strongly* advise opening it up to see if you do
> indeed have 2 or 6 chips in there.
>
> --Rob

I believe (somebody correct me if I am wrong) that any ST can use the 2 chip TOS sets. I have a Mega 2 which has 6 sockets, but only has 2 ROM chips in it. I believe that there are some solder jumpers that select between the 2 and 6 chip configurations. Actully, I just got out my TOS 1.4 docs. It is easy to change the jumpers on the 1040 so that it will accept a 2 chip set. Making the Mega ST use a 6 chip set (if it currently has a 2 chip set) might require removing a small chip (I can't tell exactly from the picture). Anyway, if you know your way around a soldering iron, you should definitely be able to swap the chips without much effort. If you don't, then you'll have to hope that both machine have the same number of chips. Hope this helps.

Doug Tarico
dtarico@mis.arizona.edu Bombs, not Hippies!
(602)795-7633

3652. Disabling upper 2 megs.

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 07:32:54 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92104.033254JJL101@psuvm.psu.edu>
Source record: 223635

I have a Mega 2 ST that is upgraded with xtra Ram upgrade to 4 megs.
I am looking for a program that will disable EXACTLY that upper 2 megs of
ram, and leave the ST in a state as if this were not installed. I need this
to test out some problems I have encountered.
Any help would be greatly appreciated.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

3653. Re: F1GP is out

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 07:55:13 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr13.075513.28680@cs.hw.ac.uk>
Source record: 223636

In article <1992Apr10.105147.18392@city.cs> dh108@cs.city.ac.uk (KEATES M G) writes:
>From what I remember reading in ST Format, Microprose said that there
>were not enough hard drive owning ST users to warrant the extra effort
>involved in including hard drive support in 'Golf', at least, so I
>assume the same for other games.

I wonder what they meant by extra effort. TOS has file handling so what's the problem? I believe that Geoff Crammond developes his games on the ST so F1GP probably on his HD. However if Microprose access the HD directly like a lot of games access the floppy then I doubt I'd trust it anywhere near my HD.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3654. Re: DB-19 connectors

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 08:11:40 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr13.081140.28738@cs.hw.ac.uk>
Source record: 223637
Cross-posted to: misc.wanted,comp.sys.atari.st

In article <1992Apr10.063518.18344@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>Anyone know of a source for DB-19 connectors? I need two male and
>two female. These are the connectors for the Atari ST hard drive
>port, and all I need to complete my hard drive shoebox...

When I built my first hard drive I made 19 way connectors by cutting off the excess from some 25 way ones. This works OK except that you only get one locking screw. I've made 23 way Amiga video plugs the same way.

For those of you who like to connect your ST to various displays, why not make a 13 way DIN to DB15 cable. DB15 connectors are cheap and in great abundance. You can then make DB15 to SCART/Composite video/Whatever very cheaply and easily.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3655. Re: HELP !!! FRANKIE-Virus and ALADIN

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 08:22:18 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr13.082218.28841@cs.hw.ac.uk>
Source record: 223638

In article <1992Apr11.161428.3830@mnemosyne.cs.du.edu> brayl@isis.cs.du.edu (Bill Rayl) writes:
>There is a collection of virus utilities called Hospital from programmers
>in the UK. ...

Naw, it's just little old me.

>... In it, there is a file called Watcher. This file sits in your
>auto folder and checks each time you put a disk in to see if it has
>an executable boot sector. If it does, Watcher flashes the screen.

Only if the disk is executable AND has a virus. I prefer to use Vaccine instead of Watcher these days.

>This program has saved us several times at AIM headquarters. :)

I'm glad to see it doing good work. It's saved my ST lab on many occasions too.

> Pattie Rayl (Atari Interface)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

3656. Re: F1GP is out

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 08:35:06 UTC
From: pe@cam-orl.co.uk
Message-ID: <1992Apr13.083506.8278@cam-orl.co.uk>
Source record: 223639

In article <41a4iB7w164w@equinox.gen.nz>, shore@equinox.gen.nz (Craig Shore) writes:
|> pe@cam-orl.co.uk (Philip Elwell) writes:
|>
|> > Yes, Formula 1 Grand Prix has finally been released for the ST. I haven't see
|> > it yet, but my brother has a copy. Apparently it is very similar to the Amiga
|> > version except:
|>
|> Is this the one by Geoff Cramond (sp?), the guy who wrote
|> REVS for the BBC??
|>
|> Does a game exist that is anywhere near as good as REVS on the Atari??
|>
|> Craig.
|>

Yes, this is the one by Geoff Crammond (sp!) (check the Keywords: line)

F1GP is very good graphically, with lots of buildings and trees etc. Monaco is almost brick-perfect! On the downside, it is a little like driving in a dual-controls car - the computer does a lot of the steering for you. This makes it easy to learn, but might frustrate some of the more proficient drivers. There is no option to totally switch off the computer-aided steering. The big change from REVS is the intelligence of the other drivers. The cars are obviously being driven properly and obeying the same laws of Physics that your car is, because sometimes they go just a bit too fast and lose it on a corner. Cars can also sustain damage, which causes them to go into the pits.

Don't bother asking me for driving tips - I'm hopeless at it, but in a week or two I will post my brother's settings and lap records, etc. He can do Silverstone in 1:22.5 (REVS on C64), or 1:09.9 using a slightly modified car.

Phil Elwell

3657. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 09:21:11 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Apr13.092111.22168@aber.ac.uk>
Source record: 223640

In article <1992Apr13.030940.3482@cc.umontreal.ca> u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>In article <ami2iB1w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>>
>>I still think that GEMulator is a waste. There is no pratical
>>use for it. Get an ST for $200 and be done with it... Why in god's
>>name would someone waste the time to find the ROMS, waste the diskspace
>>just to get something that's not even as fast as a $200 ST even with a
>>386/40?
>
>Face it, a $200 ST will not be able to do very much. It will have 512K/1Meg
>RAM, a 720K floppy, and that is all. (No monitor means you cannot use it)
>
>If one already has a decent PC, with 4 Megs of RAM, a hard disk, floppies,
>and a monitor (a $200 ST will not have one), with GEMulator, they will have
>a _useable_ "2 Meg ST".
>
>A 2 Meg ST with mono monitor will cost more than the Gemulator. Sure, the
>real machine is nice, but what you do not seem to comprehend is that
>you can use your existing RAM and Monitor, whereas if you get a the ST
>at around the same price as the Gemulator, you'll require even more
>money to buy RAM and a Monitor for it.
>
> _____________________________________ # ## # Falcon
>Odisseas Kosmatos _/ "Do I really need an Iris Indigo?" # ## # at the
>u1398@jsp.umontreal.ca _/ "real programmers dont eat." ## ## ## Atari
>_____________________/ "You die.--more--" ## ## ## Messe!

I have to agree, if one wants good graphics, high density drives, decent
capacity HDs, easy memory upgrades etc etc, and at a price one can
afford ($200 ST get you, 720K drives, no HD, no monitor and especially
1985 graphics) then I guess one ought to
get a PC + Gemulator.

For those of us who like 680x0 boxes which we can mess about with then
the ST/TT route is the one to take (after all there isn't any other decent
and 'cheap' 680x0 box around).

Herb

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

3658. Re: : Kiwi attack on Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 09:29:16 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92104.102917ABADDON@LIVERPOOL.AC.UK>
Source record: 223641

In article <1992Apr9.092527.786@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz
says:
>Name what is week about the A5000...?? it eats the Falcon and the TT
>for breakfast...!! ITS a 32 Bit RISC Machine...and Run Unix, were is
>Unix for the Ataries..!!
Well, the evaluation model we had (not an a5000, one of its big brothers) had
some problems with its Unix. One that comes to mind was that it was possible
to lock up the machine with the mouse whilst running X windows - you needed to
powercyclye to get it going again - ouch. As for Atari Unix, its out, and has a
apparently been with developors for a while now.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

3659. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 09:52:23 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92104.105223ABADDON@LIVERPOOL.AC.UK>
Source record: 223642

In article <1992Apr9.093336.1081@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz says:
>Please tell me what is the point off all this..??
>
>If you don't have software for these so call faster machines..??
>
What's you problem Roger? Of course there's software for these machines.

Kev

3660. Re: TeX: what...how?

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 10:06:37 UTC
From: robin@castle.ed.ac.uk
Message-ID: <20134@castle.ed.ac.uk>
Source record: 223643

In article <morrison.703145823@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:
>Hey,
>
> What is TeX?

TeX is a very useful powerful typesetting language... You create a .tex ASCII file that contains your text and formatting commands, run this through TeX and this creates a .dvi file (DeVice Independant) file, this .dvi file can be converted to screen display with e.g. showdvi, or to any printer with the relevant driver e.g. dvips to convert to postscript.

I use LaTeX which is a higher level set of TeX macros to create documents.

Some kind soul has written a document on how to install TeX (I forget his name). I think you need (at least) 2Mb RAM and ~3Mb disk (alot of different sized fonts).

Robin..

3661. Re: MicroEMACS & The Atari -- .CMD

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 10:47:53 UTC
From: Bjarne Pohlers <ZX0013@DMSWWU1A.BITNET>
Message-ID: <92104.104753ZX0013@DMSWWU1A.BITNET>
Source record: 221706

In article <1992Apr11.221051.20084@cs.unca.edu>, mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) says:
>
>I recently downloaded uE 3.10, for the Atari...
>
>It's really nice, but is there an environment variable you can set
>to tell it where the .CMD files are?
>
Just download MircroEMACS 3.11a from ftp.uni-muenster.de (128.176.120.210) (/atari/editors/emacs.zoo)
The Environment-Variable EMACSCMD contains one or more paths with directories where the .cmd-files are located.
Please tell me about any bugs...

```
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <srb110@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!
```

3662. Re: TeX: what...how?

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 12:30:30 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.703168230@groucho.phil.ruu.nl>
Source record: 223644

morrison@ee.ualberta.ca (Robert Morrison) writes:

> What is TeX? My impression is that it is a typesetter of some sort.

TeX is a typesetting language, originally developed to typeset mathematical books & articles. It's available for (almost?) every kind of machine, and it's public domain (!). In mathematical publishing it already has become the de facto standard, because with TeX you can do (almost?) everything concerning complex formulae (make a stack of 20 exponents, with 15 different sub- and superscripts :) and other math stuff.
I can't help you on the language itself - TeX is one of the things on my list of 'things to do and learn when at last I've got some time' :)
But I know there are some good books on using TeX (titles anyone?) - and I guess the purchase of such a book will be justified, not because TeX is so difficult to learn (I am told it's rather straightforward), but because it has a multitude of possibilities.
Hope this helps a little.

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl * don't worry about life; it's not permanent *

3663. Rumours about new releases.... I've heard 3 rumours lately:

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 12:39:35 UTC
From: arendi@loke.soo.dec.com
Message-ID: <1992Apr13.123935.27069@decuk.uvo.dec.com>
Source record: 223645

```
1. The MEGA STE series will be dropped
2. Replaced by a new TT 020 with tos ON DISK!!!
3. The new series, no name, will be called home computers
and replace 520 and 1040 but will have a up to 60 MIPS
performance.

@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
Not granted, just rumours!!!!
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
```

3664. Re: Disabling upper 2 megs.

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 13:20:40 UTC
From: swwhatley@lescsse.jsc.nasa.gov
Message-ID: <swwhatley.703171240@node_ecdd>
Source record: 223646

In <92104.033254JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:
> I have a Mega 2 ST that is upgraded with xtra Ram upgrade to 4 megs.
>I am looking for a program that will disable EXACTLY that upper 2 megs of
>ram, and leave the ST in a state as if this were not installed. I need this
>to test out some problems I have encountered.
> Any help would be greatly appreciated.

I have had the seme problens with my MEGA 4 because of the extra two megs.
for example, Zany Golf would crash whenever the score card appeared. I called
the dealer and he suggested that I create a 2 meg ram disk using a reset
proof ram disk like MEGMATIC (sp?). That solved my problems. Hope it helps.

Later,
Steven

3665. Re: Rumours about new releases.... I've heard 3 rumours lately:

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 14:07:44 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12521@umd5.umd.edu>
Source record: 223647

60 mips performance...from a 020 TT? HAHAHAHAHAAH!

- Al

3666. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 14:24:46 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr13.142446.27358@usenet.ins.cwru.edu>
Source record: 223648

Now I'd heard a rumor about a 68020 version of the Mega STE, but
I don't really see it happening. The 020 isn't much of a chip.
It has no onboard memory management unit, so MultiTOS couldn't
do hardware memory protection with it, it's overall performance
isn't much better than a 16 MHz 68000, and not many companies even
use it anymore. Apple just dropped the 68020 in the Mac LC and
replaced it with a 16 MHz 68030 in the Mac LC II.

Also, remember when the ST first came out? Remember how they got
the name "ST?" It means Sixteen/Thirty-two, as in a 16-bit
processor with a 32-bit address bus. That's why the TT is
thirty-two/thirty-two. A 32-bit processor with a 32-bit address
bus. If they don't go to a real name for the next generation of
machines (i.e. Sparrow and Falcon), then the 040 should, by all
rights, be called the SS, a 64-bit processor with a 64-bit bus.

We've already heard some genuine information on the first of the
new machines, nicknamed the Falcon 030, but we know that's not
its real name. I figure since it's in a 1040-style case, it's
probably aimed at the lower-end of the high-power market, and
will most likely replace, or at least supplement the TT. I
see the TT going away more than the Mega STE and 1040STE because
it's still Atari's bread and butter. Very few games run on the
030 machines, so they still need to keep 68000-based machines
around.

Just my two cents' worth.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3667. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 14:55:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr13.145501.20740@newshost.lanl.gov>
Source record: 223649

I think gnu-c is still available for the ST and possibly other PD c compilers.

Best commercial compiler? All depends on who you talk to... Laser C, Mark Williams C, and others have a good following. Buy any of the current, modern compilers and you can't go wrong. You pays yer money and you takes yer choice.

3668. Public Domain Software

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 14:59:58 UTC
From: g91e1792@giraffe.ru.ac.za
Message-ID: <g91e1792.3@giraffe.ru.ac.za>
Source record: 223650

Hi!

I live in a rather small town with mainly IBM PC shops around.
I would like to get hold of some good Public Domain software - specifically
demo's, so that I can show off my machine to those PC owners.

The only software that I can get regularly is from the ST User and ST Format
magazines, which arrive one month late in South Africa.

I've got TCB Tracker and I am very impressed! Please could someone send some
.MOD files to me. I've heard some excellent .MOD files on the PC, but could
not convert them to TCB Tracker format

Any Public Domain software and help would be greatly appreciated!

Thanks

3669. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 15:09:11 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.703177751@regent.e-technik.tu-muenchen.de>
Source record: 223551

krschimm@wsuhub.uc.twsu.edu writes:

>Is there a public domain C compile for the ST
>and what is the best C compiler for the st?

1. There is GNU-C (gcc, g++) for the Atari around. It is very good
and on most machines available. The lastest version I have seen
for the Atari was 1.40, whereas the version 2.00 is already
released. I don't know from where you can ftp version 2.00.
1.40 is available in atari.umich.edu

2. The best C-Compiler I know is Pure-C (former Turbo-C).

Peter
pal@regent.e-technik.tu-muenchen.de

3670. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 15:11:48 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr13.151148.21928@newshost.lanl.gov>
Source record: 223552

The GEMULATOR really is a neat hack (saw it running at the Toronto ACE show) but one should realize it`s far from perfect... has some serious problems managing the mouse and it looks like synching timing signals might be a problem too. However, if anyone can come up with fixes for these things, Darek can (in time, anyway). Just understand that with _any_ emulator, you trade away a few things and the GEMULATOR is no different. Will be interesting to see what happens as it develops, though.

Oh, and just because you have a fast, 486-33 or similar, don't expect emulations to be blindingly fast... it just don't work that way, people.

3671. Re: Disabling upper 2 megs.

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 15:16:52 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.OQFQPNwpHw6@jonh.wimsey.bc.ca>
Source record: 223553

In <92104.033254JJL101@psuvm.psu.edu>, J.J. Lehett writes:
> I have a Mega 2 ST that is upgraded with xtra Ram upgrade to 4 megs.
>I am looking for a program that will disable EXACTLY that upper 2 megs of
>ram, and leave the ST in a state as if this were not installed. I need this
>to test out some problems I have encountered.
> Any help would be greatly appreciated.

If it's just for temporary testing, just take out one chip in the bank.
Or disconnect the 3 resistors thet were installed to activate the bank.
If you used sockets for your upgrade, you could do what I did. Pry out
a chip in one bank, bend up the +5 pin, and connect wires to the socket
and the pin and put a switch somewhere on your mega. I did this to play
Knightmare and Railway Tycoon. It's not the prettiest solution, but it has worked
succesfully
for +3 months, and for some reason, make1meg doesn't work on some machines.
I've heard of people using reset proof ramdisks set to 2048, but this
has only worked for me on some programs.
Boycotting companies who write games that break on ST's is of course,
self defeating, as we can barely get them to write them for the ST at all.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either
that, or you've got your thumb on it. -> (lefty@apple.com)

3672. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 15:25:29 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Apr13.152529.12487@cs.ruu.nl>
Source record: 223554

```
>>>>> Bob_BobR_Retelle@cup.portal.com (BBR) writes:

BBR> Sigh... let's try it one more time...
BBR>
BBR> "True Color" means that the human eye cannot tell the
BBR> difference between a computer generated image and the "real"
BBR> thing.

With respect to the use of the term "true color" regarding the new Atari
machines, these are the words of Leonard Tramiel:

"BTW, true color does not mean 16 million colors. It means no palette."

Source: ST Report #813.
--
Piet van Oostrum <piet@cs.ruu.nl>
```

3673. Re: Jukebox STM player

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 16:35:24 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.D5oii1l8Woo@yonder.equinox.gen.nz>
Source record: 223555

In <3784@wet.UUCP>, Ed Krimen writes:
>In article <kq0wiB4w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
>>
>>Speaking about Jukebox... for some reason I can't get it to work
>> on my STE (2 megs RAM)... It loads the MOD okay, plays for 10 - 20
>> seconds, then crashes with a horrible low pitch buzzing (like it's
>> playing junk out of the computers RAM)
>>
>> Any ideas why??
>
>What else do you have installed? Maybe you have a bad MOD? Which one is it?

Umm, dunno what else was installed... Nope, not a bad MOD, i've got
heaps of them & have tried several.

Craig.

(.sig under construction!!!)

3674. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 16:55:02 UTC
From: Joshua Kronengold <JOKHC@CUNYVM.BITNET>
Message-ID: <92104.125502JOKHC@CUNYVM.BITNET>
Source record: 223556
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Apr12.191634.9537@newshub.ariel.yorku.ca>,
cs902117@ariel.yorku.ca (TONY D'ALFONSO) says:
>
>What does "ROFLASTC" mean?
>
>
Rolling on the floor and scaring the cat.

3675. Re: Public Domain Software

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 17:21:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr13.172102.1237@newshost.lanl.gov>
Source record: 223557

Send a letter off to BRE Software, 352 W. Bedford Ave, Suite 104, Fresno, CA 93711, USA for a copy of their latest ST PD Catalog.

Another good source is ST Connection which publishes a bimonthly magazine all about PD and shareware software for the ST. Address is ST Connection, Computer Publications, Unltd., Box 2224, Arvada, CO 80001, USA (foreign subscriptions are US$28 per year or US$84/year with disks).

-Hutch-
Fair Dinkum Technologies

3676. Re: Can't reach atari archives? - What happened?

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 18:13:58 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Apr13.151358.5015@ac.dal.ca>
Source record: 223558

In article <ayqjz0g.ladasky@netcom.com>, ladasky@netcom.com (John J. Ladasky II) writes:
> Hi there...
>
> I'm having a frustrating relationship with ftp. The machine known
> as atari.archives.umich.edu is listed as an 'unknown host,' but I can
^
|
Leave out the 's'.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

3677. ST Port of Keynote

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 18:25:50 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3762@cod.NOSC.MIL>
Source record: 223559

If there are any Keynote users on this group, you may find the
following of interest:

Forwarded from the Keynote mailing list (keynote@blink.att.com)
From: tjt (Tim Thompson)
Subject: Atari ST version of Keynote

The Atari ST version of Keynote 4.7c is in a somewhat usable state
(minor nits, but no known major problems). This includes full graphic
support. Many thanks to Mike Healy for his persistent and excellent
efforts on the port! If you have access to the source/executable area of
the Keynote archive server (e.g. if you've purchased it), you can retrieve
this alpha/beta/whatever version by requesting the file "key47cst.cpio.Z",
which is a compressed cpio containing the binary and library files.
Might need a little work to set it up (moving things into their proper
places) - email me any questions. ...Tim...tjt@blink.att.com...

Mike Healy

healy@cod.nosc.mil

3678. TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 18:34:59 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <1992Apr13.183459.5924@mdd.comm.mot.com>
Source record: 223560
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Has anybody out there installed the TEC 2.06 upgrade in a circa '88 ST?

I'm considering the upgrade, and can handle a soldering iron, but would like to stay away from desoldering any chips.

How difficult is the upgrade installation?

Are the instruction easy to follow? What about the option to switch back to older TOS? Is this an additional installation.

Any comments would be greatly appreciated.

3679. Re: Crack Art: ENGLISH! manual

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 18:35:59 UTC
From: micro@imada.ou.dk
Message-ID: <1992Apr13.183559.29801@imada.ou.dk>
Source record: 223561

cse0507@desire.wright.edu writes:
> Finally, a little off the SUBJECT: Who know of a good PD multi-window
>editor? Should be a GEM program, able to take names from argv[], but still
>be a GEM text editor. EMAIL names, and/or FTP locations.

7UP seems to be a very good and clean GEM editor, it even support monospaced FSM
fonts ;-)

'archie -s 7UP' gave the following:

|Host athene.uni-paderborn.de
|
| Location: /pcsoft/atari/tools/edit
| FILE -rw-r----- 126483 Oct 9 09:30 7up201.lzh
| FILE -rw-r--r-- 125185 Oct 27 21:36 7up207.lzh

-Klaus

3680. Re: OverScan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 18:47:41 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr13.184741.4822@cdsmn.mn.org>
Source record: 223562

In article <1992Apr13.034751.14191@umbc3.umbc.edu> ac999108@umbc5.umbc.edu (ac999108) writes:
>Hey all out there is Hardware Modding land. I was considering playing with
>the Overscan mod due to its incredible complexity (A couple of components.. :)
>but don't know if its worth it. Has anyone out there put it in? Is it worth
>it? Any tips or comments about it? If so, drop me a line... thanks..
>
>
>--
MEE TOO!! Please post opinions.

> /------------/ Paul Danckaert /--------------------------------------/
> /----------------------/ Ac999108@Umbc5.Umbc.Edu /--------------------/
> /----/ Fnet#500 /-------------------/ GEnie: P.Danckaert /------------/

3681. Re: TT030/8 Information Needed!

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 18:48:50 UTC
From: micro@imada.ou.dk
Message-ID: <1992Apr13.184850.29897@imada.ou.dk>
Source record: 223563

shore@equinox.gen.nz (Craig Shore) writes:

>Speaking about Jukebox... for some reason I can't get it to work
> on my STE (2 megs RAM)... It loads the MOD okay, plays for 10 - 20
> seconds, then crashes with a horrible low pitch buzzing (like it's
> playing junk out of the computers RAM)

> Any ideas why??

How come that the author of a program never get's to know things like this??
The Jukebox is free, and all the author ask is to get ideas and bug-reports.
(I am the author, so I know for sure that that there have been around zero
bug-reports.)

Please mail me the details: do you run the program as PRG or ACC, what program
are active when the crash happens, what TSR's are active... (One MOD? - What
MOD?) What version of the Jukebox did you use? Did you get warnings when you
extracted the program??

-Klaus

3682. Re: TeX: what...how?

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 18:57:29 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Apr13.185729.25889@olymp.informatik.uni-bonn.de>
Source record: 223564

In article <morrison.703145823@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:
> What is TeX? [...]
>If anyone can give me some hints, or better
>yet, directions on how to set this up on my system, I would appreciate it.

I suggest that you get the CS-TeX package from atari.archive or one of the other ftp servers. This package comes with a very easy to use install utility that does almost everything for you.

It also comes with a GEM-based shell that is very user-friendly and can be used without prior TeX experience.
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3683. Zoo 2.1 binary which works with Mint with Minix partition wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 19:09:53 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Apr13210951@fysap.fys.ruu.nl>
Source record: 223565

Just as the title says I am looking for such a binary. My current one
(from atari.archive) gives bus error, does not do well with
upper/lower case distinction etc.
Does a better (i.e. more original) zoo2.1 exist?
--

Peter Mutsaers. |==
muts@fysap.fys.ruu.nl | Memento Mori

3684. Fixed Golden Image scanner problem

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 19:23:16 UTC
From: "Anthony V.Paul"
Message-ID: <9678@bnr-rsc.UUCP>
Source record: 223566

Thanks to all who replied.

Jean-Philippe.Guerard@irisa.fr

gave me the solution, thanks jean-Phillippe!

I am using a mega STe (16MHz, cache) it seems Touch Up doesn't like
fast ST's. Once I changed the speed to 8 MHz everything was fine,
actually, I believe it also works at 16 Mhz as long as the cache is
disabled.

thanks
avp

Anthony Paul
ttpui@bnr.ca

3685. MiNIX/GNUSTUFF, ETC

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 19:56:28 UTC
From: heidelj@alleg.edu
Message-ID: <1992Apr13.195628.16176@pellns.alleg.edu>
Source record: 223567

Can someone please help me out? I am interested in finding out what exactly the purpose of these two programs are? Can you also tell me what files to get for beginners to start working with 'MiNIX' and 'GNU'?

Thanks,
jason heideloff
heidelj@alleg.edu

3686. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 20:05:15 UTC
From: tbrown@mussel.cis.ohio-state.edu
Message-ID: <1992Apr13.200515.15958@cis.ohio-state.edu>
Source record: 223568

In article <1992Apr6.144016.1226@maccs.dcss.mcmaster.ca> cs3ca3au@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>In article <92095.191851EENG6801@RyeVm.Ryerson.Ca> Carlos Varela <EENG6801@RyeVm.Ryerson.Ca> writes:
>

>The price ends up being something like $2500 for the Unix operating system,
>a 130Meg 17ms access time HD. This is on top of the price of a TT. It was
>hooked up to a 19 inch monochrome monitor. I'm not sure if the big screen
>was part of a deal or not.
>

It was $2500! Please tell me this is a misprint! If I add the price of a TT (or even just $800) I could have a NeXT, just a little more and I could have a NeXTStation Turbo with a 400Mg HD (that's about $4500 ed.). Of course at "list" price for the NeXT, the Atari Unix price looks better.

Did they say weather they had the ability to run ST/TT programs in a window while running UNIX?

>--
>John Schmitt
>cs3ca3au@maccs.dcss.mcmaster.ca

Ted Brown

3687. Re: Tiny Turbo and IBM software emulator question

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 20:40:08 UTC
From: micro@imada.ou.dk
Message-ID: <1992Apr13.204008.276@imada.ou.dk>
Source record: 223569

Are there anybody out there with a good (interactive) reassembler? I have looked for some time but they are all just little more than disassemblers.

-Klaus

3688. Emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 20:42:52 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr13.204252.2517@ucsu.Colorado.EDU>
Source record: 223570

Sorry to bring up such a redundent question in this group, however
I just purchased an 1040ST yesterday and would like to know if there are
emulators for it to run IBM or MAC software. Wheither they are hardware
or software based. And what I should expect to pay for them.
Also, besides this group, what is a good source for Atari ST
information?

Thanks,
Jonathan
krakover@spot.colorado.edu

3689. GCC 2.0 (or 2.1)...

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 20:43:02 UTC
From: MDORMAN1@UA1VM.UA.EDU
Message-ID: <9204132045.AA09441@ucbvax.Berkeley.EDU>
Source record: 223571

Ummm. Well. I keep hearing that there's a port of GCC 2.0 for the ST already done, but no one will own up to knowing where it is. Anybody know of an ftp site (or a mailing address where I could mail someone so they could send me) where I can get it or so?

Also, somewhere I read that the MiNT libararies weren't yet compatible. Is this still the case?

Oh, and coming soon to atari.archive: CAWF2. Source and binaries to a nroff clone that will process MiNT man pages, and probably the man pages for the GNU utilities and so forth...

I'm also working on a port of a PD KSH clone that I found, since KSH seems to be smaller than BASH, and the last version has some problems with the newest versions of MiNT.

Mike.

3690. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 20:46:41 UTC
From: micro@imada.ou.dk
Message-ID: <1992Apr13.204641.352@imada.ou.dk>
Source record: 223572

Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>I found out that the VDI workstation bug is still present in TOS 2.06.

That is funny, 'cause it's gone in FSM, and TOS 2.06 is newer than FSM, right?

-Klaus

3691. Verify Prob. again, & Disable 2 megs.

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 21:21:48 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92104.172148JJL101@psuvm.psu.edu>
Source record: 223573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks for the replies so far folks, but alas the problem is not due to
game playing. The problem stems from not being able to do large file copies
in programs that store the files to RAM before copying to a hard drive.
As far as I can pinpoint, whenever files cross the original 2 megs of RAM
and go into the Xtra Ram boards 2 megs for storing the files between reading
of source and writing to destination, something happens.... as during the
write process I get spurious Write Error messages followed by Sense 4 errors
on the drive.
Of course I had thought it the drive or controller problem, but after
much testing with varying amounts memory being used, the logical thing is
something to do with memory.
If i load up a 2 megs of ramdisks and accs, I can copy less than 500K
of files before I start receiving these write errors, with NO ACCS or
ram disks, I can copy about 1.5 Megs of files with no problems. Anything
more and the problems begin, this is why I assume it must have something to
do with memory problems. I have not disconnected the board as I was not the
installer and hate messing with other folks work, and would much prefer a softw
are solution for disabling EXACTLY those ramchips.
Oh and this problem never show on normal file copies from the desk top
as it only loads one file into mem then copies it, but in NEODESK, VAULT,
CHEETAH, etc which load files into ram as possible and then copy, this ALWAYS
happens when the files length approach the barriers I mentioned above.
Any thoughts still appreciated,

PS. Yes I did post this problem before when I thought it stemmed from the
hard drive, but after much testing I think it is now somehow a memory problem.
How does write verify work on ICD host adaptors and software? Could it
possibly be munging this verify buffer? (as it often happens that even though
it gave an write error, I cannot seem to find anything wrong with the
written file)

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

3692. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 21:28:30 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <8duTny200VICI3HX1V@andrew.cmu.edu>
Source record: 223574

Actually, the GEM interface, as implemented by a lot of developers, is
far from standard. Look at LDW and tell me where the Quit option is.
This is a shame, and the perpetraotrs should be shot:)

mark

3693. Re: DB-19 connectors

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 21:56:41 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.703202201@nova>
Source record: 223575
Cross-posted to: misc.wanted,comp.sys.atari.st

neil@cs.hw.ac.uk (Neil Forsyth) writes:

>In article <1992Apr10.063518.18344@thoth.rent.com> azog@thoth.rent.com
>(Billy D'Augustine) writes:
>>Anyone know of a source for DB-19 connectors? I need two male and
>>two female. These are the connectors for the Atari ST hard drive
>>port, and all I need to complete my hard drive shoebox...

>When I built my first hard drive I made 19 way connectors by cutting off the
>excess from some 25 way ones. This works OK except that you only get one
>locking screw. I've made 23 way Amiga video plugs the same way.

I recently bought DB-19 connectors, both male and female, from a mail
order shop for electronic supplies. They've got those DB-nn connectors
for a large number of different nn.

I'd give you the address, but I doubt you want to mail order from
Germany. If these connectors are commonplace around here, I'd think
they should be available in other parts of the world as well.

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D
nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

3694. Re: FAX Software for Supra or Zyxel

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 22:00:20 UTC
From: jtrimble@sdf.lonestar.org
Message-ID: <1992Apr13.220020.26881@sdf.lonestar.org>
Source record: 223576

try Joppa Software Development
P.O. Box 214
Dallastown, PA 17313-0214
(717)428-3231 FAX=(717)428-0424

I just received their flyer, but haven't seen or used the software which lists for $69.95

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(717)

3695. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 22:09:19 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <8duUODG00VICA3HYsx@andrew.cmu.edu>
Source record: 223577

Excerpts from netnews.comp.sys.atari.st: 13-Apr-92 Re: "True Color"
(Was: Falcon) Piet van Oostrum@cs.ruu. (501)

> >>>>> Bob_BobR_Retelle@cup.portal.com (BBR) writes:

> BBR> Sigh... let's try it one more time...
> BBR>
> BBR> "True Color" means that the human eye cannot tell the
> BBR> difference between a computer generated image and the "real"
> BBR> thing.

> With respect to the use of the term "true color" regarding the new Atari
> machines, these are the words of Leonard Tramiel:

> "BTW, true color does not mean 16 million colors. It means no palette."

> Source: ST Report #813.
> --
> Piet van Oostrum <piet@cs.ruu.nl>

with respect to the comments of Mr. Tramiel. He is wrong.

mark

3696. little noises

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 22:11:56 UTC
From: vicb@clark.edu
Message-ID: <1992Apr13.221156.8415@clark.edu>
Source record: 223578

I have this small problem with my new STe.
For the first three weeks the built-in floppy was whisper quiet, but for the last three weeks the drive motor has been rubbing on something, producing this annoying squeak (for lack of a better word) at a steady pace (about 3 times/sec.) Sometimes it's pretty loud, sometimes not.
The drive still does its job just fine, no problems there yet.
I originally wasn't sure if my local dealer would fix it under warranty since I mail ordered it, but when I called them to ask about it I never got that far- I was told that 'annoyances' were not covered under warranty.

Anybody have any input/ideas? I really would like to have my quiet drive back. Is there anyone from Atari out there that might have a suggestion?

Thanks-
Victor Bruhn
vicb@clark.edu

3697. Founder of Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 22:12:02 UTC
From: cgeorges@cory.Berkeley.EDU
Message-ID: <sd0viINN7l3@agate.berkeley.edu>
Source record: 223579

Could someone tell me who the founder of Atari was?
I think it was Nolan Bushnell, but my friend thinks Chris
Crawford had something to do with it, which seems totally wrong to
me.

Thanks,
chris

3698. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 22:24:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr13.222401.9138@newshost.lanl.gov>
Source record: 223580

I haven't installed a TEC board but I've seen them. My best advice is that if you have any questions about installation, you should call CodeHead Technologies directly and they'll give you the straight scoop... 213-386-5735 or FAX 213-386-5789.

From what I've heard, it's a _very_ straightforward installation, anyway.

Tell 'em "Hutch" sent ya <grin>,

-Hutch-
Fair Dinkum Technologies

3699. Re: Overscan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 22:48:11 UTC
From: cosc226@otago.ac.nz
Message-ID: <1992Apr14.114811.2544@otago.ac.nz>
Source record: 223581

Regarding your question about the overscan mod...

I have a Mega 2 (pretty old) with a customised version of TOS 1.4 (UK) in it and I decided to have a go at the overscan mod because for my machine it consisted of nothing more than a couple of trace cuts and a couple of wires being soldered in... It took about 40 minutes (as that was the first time I'd ever cut any traces) and required only a fine tipped soldering iron and a sharp craft knife.

The result was a machine with an unobtrusive rocker switch on the back that can do 840*288 in 'medium' rez and 688*512(?) in 'hi' rez. (Low rez is improved too - 420*288 I think)

It's compatible with amost all GEM software like Neodesk, Calamus, 1st Word Plus, Gemini, GIFview etc etc. It's also thoroughly transparent, that is, when it's turned off, it's _GONE_ No compatibility problems at all.

However, there is a newer version of overscan about, that can switch from overscan to normal in software, I have to do that in hardware and reboot.

The autoswitch overscan (as it's called) is a little more complex to install but is more convenient.

All I can say, is if you have a free afternoon and the bits, it's a worthwhile hack...

Cheers, Neil Gardner
"I know what you're thinking, let's do it!" :-)
.sig under construction

3700. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 22:52:15 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Apr13.155215.1@misvax.mis.arizona.edu>
Source record: 223582

In article <1992Apr13.123935.27069@decuk.uvo.dec.com>, arendi@loke.soo.dec.com (Jack A.) writes:
>
> 1. The MEGA STE series will be dropped
> 2. Replaced by a new TT 020 with tos ON DISK!!!
> 3. The new series, no name, will be called home computers
> and replace 520 and 1040 but will have a up to 60 MIPS
> performance.
>
>
> @@@@

3701. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 23:07:45 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <mFZ7iB3w164w@cyberden.uucp>
Source record: 223583
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

jprevost@visual.spk.wa.us (Jack Prevost) writes:

> a year before I figured out BTW... And I'd be willing to bet that not
> very many people know ROFLASTC...)

What pezacaly IS roflastc? (rolflastic! :))

PhBill: Bill Kendrick
moon!cyberden!phbill@well.sf.ca.us

3702. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 23:15:55 UTC
From: pete@introl.introl.com
Message-ID: <1992Apr13.231555.30704@introl.introl.com>
Source record: 223584

```
In article <1992Apr13.123935.27069@decuk.uvo.dec.com> arendi@loke.soo.dec.com writes:
>
> 3. The new series, no name, will be called home computers
> and replace 520 and 1040 but will have a up to 60 MIPS
> performance.

Ummm. 60? Maybe if it's running at 400 MHz. (assuming a 020 @ 20MHz is around
3ish MIPS) They should have it competeing with DEC's Alpha!
-Pete
--
-------------------------------------------------------
Pete Ikusz Introl Corporation pete@introl.com
```

3703. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 23:26:18 UTC
From: tbrown@tortoise.cis.ohio-state.edu
Message-ID: <1992Apr13.232618.28991@cis.ohio-state.edu>
Source record: 223585

In article <1992Apr13.231555.30704@introl.introl.com> pete@introl.introl.com (Pete Ikusz) writes:
>In article <1992Apr13.123935.27069@decuk.uvo.dec.com> arendi@loke.soo.dec.com writes:
>>
>> 3. The new series, no name, will be called home computers
>> and replace 520 and 1040 but will have a up to 60 MIPS
>> performance.
>
>Ummm. 60? Maybe if it's running at 400 MHz. (assuming a 020 @ 20MHz is around
>3ish MIPS) They should have it competeing with DEC's Alpha!

Actually I don't think they are talking about the 680x0 line, but maybe a
RISC chip. The 60 MIPS sounds like the MIPS R4000 or the Motorolla 88110.
But Atari producing a RISC computer sounds about as weird as a 020 at 400 Mhz!
How much do those chips cost apiece anyway? I just don't see Atari producing
a $5000 computer. Well that's what *I* thought when I saw the 60 MIPS.

Ted Brown

3704. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 23:33:21 UTC
From: cs331109@umbc5.umbc.edu
Message-ID: <1992Apr13.233321.10308@umbc3.umbc.edu>
Source record: 223586

I disagree that you can't go wrong with modern C compilers. I've tried many of the ST compilers and I am yet to find ONE that will compile ANSI standard source code. I'm learning C in school, and I use a UNIX compiler. I've tried Mark WIlliams, Lightspeed C, Madmax c (or whatever), and am currently trying to get GNU C and/or Szobon C to work. If anyone DOES know of an ANSI/UNIX c compiler please let me know what it is.

Jim

PS: is anyonedoing anything exciting with MGR and/or UNIX? I've been working on getting icons into MGR and I'm working with Sun workstations at school so.... e mail me.

3705. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 23:41:34 UTC
From: pete@introl.introl.com
Message-ID: <1992Apr13.234134.37032@introl.introl.com>
Source record: 223587

In article <1992Apr13.142446.27358@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>Now I'd heard a rumor about a 68020 version of the Mega STE, but
>I don't really see it happening. The 020 isn't much of a chip.
>It has no onboard memory management unit, so MultiTOS couldn't

There is nothing wrong with the 020. It just needs the 851 for
for fast/efficient memory protection.
The 020 core is still used heavily by Motorola. In fact their 68330
embedded system line uses it. It is quite a popular product.

>do hardware memory protection with it, it's overall performance
>isn't much better than a 16 MHz 68000, and not many companies even

There are enough differences to make it a much better processor to
use. Especially over a 000. And yes there are serious performance
increases.

>use it anymore. Apple just dropped the 68020 in the Mac LC and
>replaced it with a 16 MHz 68030 in the Mac LC II.

I would have to guess that 030's have come down considerably in price.
To the point where it doesn't save Apple much money to use a 020.
(And have to deal with all the different hardware products)

>
>Also, remember when the ST first came out? Remember how they got
>the name "ST?" It means Sixteen/Thirty-two, as in a 16-bit
>processor with a 32-bit address bus. That's why the TT is
>thirty-two/thirty-two. A 32-bit processor with a 32-bit address
>bus. If they don't go to a real name for the next generation of
>machines (i.e. Sparrow and Falcon), then the 040 should, by all
>rights, be called the SS, a 64-bit processor with a 64-bit bus.

Since when is the 040 a 64 bit processor? (Internally or Externally)

The only 64 bit processor currently shipping is from SGI. Their
R4000 box. Maybe DEC also has a R4000 shipping now too. I dunno.

Motorola has not announced it yet, but rumor has it that there will
be no 050, the next in line is the 060. (Even #'s are the big modifications
odd #'s are slight changes) That may be the first 64bit implementation
of the 000 instruction set.

-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

3706. ST Stereo Digitizer Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 23:44:22 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Apr13.234422.25035@usenet.ins.cwru.edu>
Source record: 223588

I'm looking for a digitizer for the ST that will sample both
left and right channels. Anyone have info on such including dealers?
Or could I be really lucky and find someone wanting to sell one used?

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

3707. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-13 23:54:28 UTC
From: pete@introl.introl.com
Message-ID: <1992Apr13.235428.24701@introl.introl.com>
Source record: 223589

In article <1992Apr13.232618.28991@cis.ohio-state.edu> tbrown@tortoise.cis.ohio-state.edu (Ted Brown) writes:
>In article <1992Apr13.231555.30704@introl.introl.com> pete@introl.introl.com (Pete Ikusz) writes:
>>Ummm. 60? Maybe if it's running at 400 MHz. (assuming a 020 @ 20MHz is around
>>3ish MIPS) They should have it competeing with DEC's Alpha!
>
>Actually I don't think they are talking about the 680x0 line, but maybe a
>RISC chip. The 60 MIPS sounds like the MIPS R4000 or the Motorolla 88110.

Agreed!

>But Atari producing a RISC computer sounds about as weird as a 020 at 400 Mhz!
>How much do those chips cost apiece anyway? I just don't see Atari producing
>a $5000 computer. Well that's what *I* thought when I saw the 60 MIPS.

I did not even give that a consideration.
Atari has enough problems producing any product, not less a new RISC line.

>
In any case, it would be a serious technology jump from 6 MIPS to 60!
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

3708. Re: : Kiwi attack on Atari/Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 00:00:48 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.000048.18781@actrix.gen.nz>
Source record: 223590

In article <92104.102917ABADDON@LIVERPOOL.AC.UK> ABADDON@LIVERPOOL.AC.UK writes:
> In article <1992Apr9.092527.786@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz
> says:
> >Name what is week about the A5000...?? it eats the Falcon and the TT
> >for breakfast...!! ITS a 32 Bit RISC Machine...and Run Unix, were is
> >Unix for the Ataries..!!
> Well, the evaluation model we had (not an a5000, one of its big brothers) had
> some problems with its Unix. One that comes to mind was that it was possible
> to lock up the machine with the mouse whilst running X windows - you needed to
> powercyclye to get it going again - ouch. As for Atari Unix, its out, and has a
> apparently been with developors for a while now.

> Kev
> ------
> Kevin O'Donovan | D'you wear a black armband when they shot the man
> kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
> mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
> abaddon@uk.ac.liv.ibm | when I learned to see...
> ~~~~~~

Unix for the Atari is NOT OUT for the public, and Please still tell me
what is week about the A5000 I am still waiting..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3709. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 00:07:03 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.000703.18990@actrix.gen.nz>
Source record: 223591

In article <92104.105223ABADDON@LIVERPOOL.AC.UK> ABADDON@LIVERPOOL.AC.UK writes:
> In article <1992Apr9.093336.1081@actrix.gen.nz>,
> Roger.Sheppard@bbs.actrix.gen.nz says:
> >Please tell me what is the point off all this..??
> >
> >If you don't have software for these so call faster machines..??
> >
> What's you problem Roger? Of course there's software for these machines.
>
> Kev

As you know so much, Please list all this software...

Why is it that we don't have a good data base program,
or a good word proccesser, hard disk tools , ie, Nortons or
PC tools or a good Terminal program, no wee don't have the software
at all, and here we have nill..

On the PC here you can get support for all the main PC programs,
try that for the Atari...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3710. Re: Atari Buying Up Good Software?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 00:25:20 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.002520.19529@actrix.gen.nz>
Source record: 223592

```
In article <5440178@hplsla.hp.com> andyc@hplsla.hp.com (Andy Cassino) writes:
>
> The past week I've read (on GEnie) that Atari has purchased SuperBase
> for the ST from Oxxi, Inc (which bought it from Precision Software, the
> creators of the program). Also, I read that Atari bought LDW Power (from
> LDW). In both cases, the story seems to be, upgrades are no longer available
> from these companies for these programs, and no one seems to know what
> the deal is.
> % Andy Cassino %
> % Hewlett-Packard - Lake Stevens Instrument Division %

I did read some were last week that Oxxi was going to release version 4/1.3
for the Atari as soon as they had finished version 4/1.3 for the Amiga..

Also can I update LDW from version 1.1 to version 2.0..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***
```

3711. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 00:26:51 UTC
From: ekrimen@wet.UUCP
Message-ID: <3798@wet.UUCP>
Source record: 223593

In article <1992Apr13.123935.27069@decuk.uvo.dec.com> arendi@loke.soo.dec.com writes:
>
> 1. The MEGA STE series will be dropped

I've heard this one before. It's possible, and I wouldn't be surprised.

> 2. Replaced by a new TT 020 with tos ON DISK!!!

This won't happen. TOS will never come on disk. And an 020 TT will not
be released. Perhaps a low-end TT030, but not 020.

> 3. The new series, no name, will be called home computers
> and replace 520 and 1040 but will have a up to 60 MIPS
> performance.

From whom did you hear these rumors?
--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3712. WANTED: LOGO for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 00:30:30 UTC
From: smithj@hpsadlu5.sad.hp.com
Message-ID: <750126@hpsadlu5.sad.hp.com>
Source record: 223594

I would like to purchase a copy of LOGO for the Atari from someone.
I understand that LOGO USED TO be shipped with every ST, but it wasn't with
my ST, which I bought in 1989. I would like to let my 7-year-old daughter
play with LOGO to begin to get a feel for programming.

Regards,
- Jim Smith smithj@hpsad.sad.hp.com

3713. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 00:38:33 UTC
From: ziggy@grafted.UUCP
Message-ID: <yu17iB2w161w@grafted.UUCP>
Source record: 223595

```
>
> According to the benchmarks in a past current notes, a Mega STE
> will outperform a 386/25 machine. A standard STE will outperform
> any 286 machine, and the TT blows away a 486/25.
>
Dont believe all of those "benchmarks" they are always a little
biased to prove what ever the testers want to..... Its all in what /
how it is preformed..
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =
```

3714. Stripped Mega ST $$

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 00:47:51 UTC
From: ziggy@grafted.UUCP
Message-ID: <ga27iB3w161w@grafted.UUCP>
Source record: 223596

Does anyone know where and $ of a stripped Mega St, (no HD or
RAM). I already have these and would hate to buy 'extras'...
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

3715. Re: GEMULATOR (WAS RE: SUDDEN VIEW VS.

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 00:48:40 UTC
From: micro@imada.ou.dk
Message-ID: <1992Apr14.004840.649@imada.ou.dk>
Source record: 223597

warwick@cs.uq.oz.au (Warwick Allison) writes:

>Okay, I've ignored this up until now, but do you REALLY THINK that
>anyone would develop for an EMULATOR? WHY? Would you develop for the
>atari 8-bit emulator thing? You might very well develop for Aladin, or
>something, where the base machine is cheaper than the machine you're
>emulating. The GEMulator is just for people who want to move away from
>Atari ST's and into the world of MessDOS. I would say that the
>majority of these people will be end-users, since programming a PC is
>just the biggest DOG you've ever heard of (you spend the whole time
>worrying sbout 64K limits and other irrelevant shit). But if you want

Darek seem to think that it is cool to program a PC therefor he writes the
following in a hate mail:

From darekm@microsoft.com Fri Apr 10 19:10:23 1992
>[...] You probably don't even program on the PC, because if you did you'd
>know that I'm telling the truth.

Basically what he says is that I am unhornest because I 'program on the Atari'.

-Klaus

3716. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 01:47:05 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <29EA3999.1733@noiro.acs.uci.edu>
Source record: 223598

In article <pal.703177751@regent.e-technik.tu-muenchen.de>
pal@regent.e-technik.tu-muenchen.dbp.de (Peter Loibl) writes:
>
>2. The best C-Compiler I know is Pure-C (former Turbo-C).
>

I heard a rumor that Gribnif recently got the rights to distribute
the English version of Pure-C.

Re: PD and Shareware C:
The Sozobon C "Heat and Serve" version is said to be very good as well.

--
Joachim Vance
^~
I am antisesquipedalian--Opposed to the use of long words.
^~

3717. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 02:37:27 UTC
From: bmarcum@world.std.com
Message-ID: <BMoFAF.JLK@world.std.com>
Source record: 223599
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Apr12.191634.9537@newshub.ariel.yorku.ca> cs902117@ariel.yorku.ca (TONY D'ALFONSO) writes:
>
>What does "ROFLASTC" mean?
>
>
Rolling On the Floor Laughing And Scaring The Cat.
ROFLMAO=Rolling On Floor Laughing My A** Off.

Both of these are often seen on GEnie.

Bill Marcum bmarcum@world.std.com GEnie:B.MARCUM

3718. Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 02:42:16 UTC
From: twright@umaxc.weeg.uiowa.edu
Message-ID: <12159@ns-mx.uiowa.edu>
Source record: 223600

I've been looking for a decent word processor for my ST. Right now I'm still using (gasp!) ST-Writer and it's okay, but I'd like to get something better. I'm a real fan of Microsoft Word for the Mac, so something similar would be nice.
Features I would want are: automatic footnoting, style sheets or equivalent, ability to import graphics and flow text, variety of font sizes and styles, and Postscript-to-disk output.
Note that I DON'T want a page-layout program, just a word processor. I read a review of 1st Word Plus some time back and it seemed to have most of these features. Can anyone comment? Plug your favorite program, here's your chance.

3719. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 03:26:18 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Apr14.032618.8894@demon.co.uk>
Source record: 223501

I recently bought an STe (Jan 92). It had an Ajax chip already in place
instead of the Western Digital job. Atari UK said that the factory would
put in whatever was cheapest at the time. Unfortunately it didn't come
with a 1.44/2.88 meg drive to go with it :-(

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

3720. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 06:04:34 UTC
From: mt2bo@tuhhco.rz.tu-harburg.de
Message-ID: <1633@rztsun.rz.tu-harburg.de>
Source record: 223502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

friedric@mdd.comm.mot.com (Bernd Friedrich) writes:

>Has anybody out there installed the TEC 2.06 upgrade in a circa '88 ST?
Yes, it works fine.

>I'm considering the upgrade, and can handle a soldering iron, but would
>like to stay away from desoldering any chips.
You only have to solder a bunch of cables to the CPU.

>How difficult is the upgrade installation?
It's easy. If you know what you're doing it will take you 1-2 hours.

>Are the instruction easy to follow?
Yes the booklet is well written.

>What about the option to switch back to older TOS?
>Is this an additional installation.
Yes it is. But there is good description how to do it.

>Any comments would be greatly appreciated.

Hope this will help you make a decision...

_norbert
mt2bo@rztsun.rz.tu-harburg.de

3721. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 06:16:27 UTC
From: arendi@loke.soo.dec.com
Message-ID: <1992Apr14.061627.26142@PA.dec.com>
Source record: 223503

As i understood it, it was supposed to be a 20 MHz 68030 and NOT a 68020
in the TT020.

Jack

3722. TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 06:22:27 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr14.062227.2195@colorado.edu>
Source record: 223504
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in desperate need of money and need to sell my TT.
The package includes:

TT030 Computer w/ 4MB ST RAM
50MB internal hard drive
PTC1426 color monitor
Cordless mouse
2400 Baud Supra Modem

All for the low asking price of $2100 (excluding shipping).
If you are interested, make me an offer. You can exclude
the monitor for $400.

Besides the above, you get all the other TT features like VME, LAN,
multiple serial ports, higher rez, etc.

Thanks,

Richard Hall

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

3723. Re: Terminal server idler?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 07:41:35 UTC
From: boyd@zeta.cs.fsu.edu
Message-ID: <1992Apr9.132712.28758@mailer.cc.fsu.edu>
Source record: 223505

```
In article <JARTSU.92Apr6032009@saha.hut.fi>, Jari.Lehto@hut.fi writes:
>
>Hello!
>
>I am looking for a program, preferably an accessory, that keeps my
>terminal line up when idling.
>The terminal servers I am using break the connection if there has been
>no input from the user in 30 minutes. So I would like to find
>something that allows me to set the ASCII value and the time-interval
>of the char and then it sends this char to the RS-port according the
>time-interval. And if it could even be auto-starting, like begin this
>idling when a certain time has passed since the last RS-traffic or a
>certain string comes from the RS-port.
>
>Some challenge for programmers? Of course this all should be able to
>run background...
>

There once was such a utility, busy.acc. It only seemed to work on
TOS 1.0 machines, though (so I got rid of it). The logical place to
put this would be as a feature of the terminal program itself.

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

3724. Re: Formatting PC-readable disks on older STs

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 07:41:54 UTC
From: boyd@zeta.cs.fsu.edu
Message-ID: <1992Apr9.133351.28906@mailer.cc.fsu.edu>
Source record: 223506

```
In article <RALPH.92Apr3150823@orion.laas.fr>, ralph@laas.fr (Ralph P. Sobek) writes:
>>>>>> Regarding Re: Formatting PC-readable disks on older STs;
>>>>>> boyd@pi.cs.fsu.edu (Mickey Boyd) adds:
>
>boyd> In article <1992Mar20.225624.2296@lmpsbbs.mot.com>,
>boyd> fergus@areaplg2.corp.mot.com (George Fergus) writes:
>
>>I know that DC FORMATTER does this, but Double-Click doesn't seem to
>>want to publicize the fact. Perhaps the only hackers left in the ST
>>world are the ones who hate MS-DOS and refuse to have anything to do
>>with it? Or they've all upgraded to TOS 1.4 and no longer care...
>
>boyd> I'm not sure what you mean. My docs for DCFormatter say quite
>boyd> clearly that the button marked "MS-DOS" under the "Bootsector
>boyd> Options" menu means exactly what it says.
>
>BEWARE!! DC Format (the shareware version) writes a *DEFAULT* MS-DOS
>bootsector forcing tracks to 80 and sectors/track to 9!!
>
>SO WATCH OUT, if your floppy does not have these specs.
>

True. When formatting disks for the PC, be sure to use 80/9 non-twisted
format. I have heard that you can use the DRIVEPRM (or something like
that) environmental variable in MSDOS to allow reads/writes to twisted
sector disks (or disks with 82/10 formatting). I have never explored this.

I always thought DC Formatter was a bit weird in making one do two separate
things to produce a standard 720k DOS compatible disk (format with 80/9, then
write the bootsector). This is why I use a small utility dedicated to this
particular purpose (it only produces 80/9 MSDOS formatted disks). I use
either the Neodesk formatter or the one in Universal Item Selector 3 (usually
the latter, it is faster) for formatting my ST disks. I have also found that
my drive is perfectly reliable with the 82/10/twisted format (you can
figure out what your drive limits are using the DCMAXTRAK utility).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------
```

3725. Re: Where can one get a new mouse quickly?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 07:42:25 UTC
From: boyd@zeta.cs.fsu.edu
Message-ID: <1992Apr9.135525.29334@mailer.cc.fsu.edu>
Source record: 223507
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

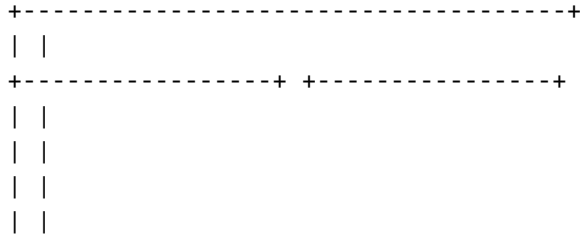
In article <1992Apr6.104420.1@galluk>, CADS_COLE@galluk (Kevin Cole; Washington DC) writes:
>Greetings.
>
>We've got an ST with a mouse that appears to be on it's last legs. (In
>particular, it seems to be growing less and less sensative to clicks and
>double-clicks.) We needs a new mouse before a concert to be given April 24. I
>called the only local dealer listed in the phone book, and was told that they
>only had rebuilt mice (for $42.00) and that ordering a new one would take a
>month. Not good enough. What's the *FASTEST* way to get a reasonably priced
>($60 sounds reasonable to me), decent mouse to Washington, DC? Any good
>sources?
>

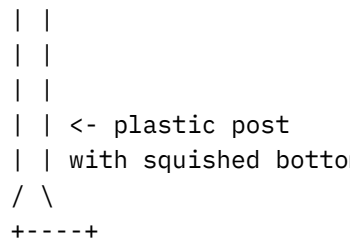
If you are in the DC area, you have several great ST stores to choose from. Two notable ones are Toad Computers at (401)544-6943 in Severna Park,MD, and L&Y Electronics in Woodbridge VA (My favorite). You should be able to call information in Woodbridge to get L&Y's phone number. Both of these stores should have several flavors of mice on the shelf (I know L&Y has some of the new beetle mice, very neat). You should definitely check out L&Y, there is a huge wall COVERED in ST games, and several glass cases full of the latest compilers, DTP, utilities, etc.

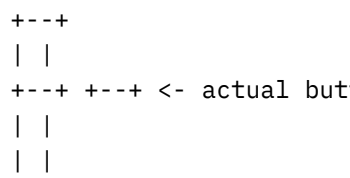
If/when you go to one of these stores GET A COPY OF CURRENT NOTES!!!!!
This is the local area for this mag, so all the local ST dealerships advertise in it. DC is the place to be if you are an Atari owner (my parents live up there, and I always bring LOTS of cash when I visit). You will also find lots of great stuff in their PD library (including MIDI stuff, check out Arpeggiator). Every ST owner to whom I have shown an issue has purchased a subscription (this is 5 folks so far).

Also, I suspect your mouse has the "peened button contact" blues. This is relatively common for those that really press hard on the buttons. This is what it looks like:

place where you put
your finger.







For this, you merely have to add a bit of height to either the button mechanism (a blob of epoxy will do it, or a couple of chunks of credit card). If this is the problem, you might want to make your next mouse one with microswitches (which seem to last longer for heavy-clickers :-).

Another possibility it that the button mechanism itself is shot. One easy way to get up and running again is to swap the right and left button mechanisms on the little board in the mouse (a bit of soldering is required). If you are using software that makes heavy use of the right button, this will not help much, but most software does not use the right one.

--
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."

3726. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 08:49:50 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Apr14.084950.25799@cs.ruu.nl>
Source record: 223508

>>>>> mc4c+@andrew.cmu.edu (Mark Choi) (MC) writes:

> BBR> Sigh... let's try it one more time...
> BBR>
> BBR> "True Color" means that the human eye cannot tell the
> BBR> difference between a computer generated image and the "real"
> BBR> thing.

> With respect to the use of the term "true color" regarding the new Atari
> machines, these are the words of Leonard Tramiel:

> "BTW, true color does not mean 16 million colors. It means no palette."

> Source: ST Report #813.
> --
> Piet van Oostrum <piet@cs.ruu.nl>

MC> with respect to the comments of Mr. Tramiel. He is wrong.

If Mr. Tramiel is tells us that the Falcon will have true color and he
gives his definition of true color, then IMHO it means that whatever other
definition some people use for the term "true color", it does not
necessarily apply to the Falcon. And that is what the question was about.
--
Piet van Oostrum <piet@cs.ruu.nl>

3727. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 08:58:54 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.085854.6299@actrix.gen.nz>
Source record: 223509

In article <12159@ns-mx.uiowa.edu> twright@umaxc.weeg.uiowa.edu (Tom Wright) writes:
>
> I've been looking for a decent word processor for my ST. Right now I'm still
> using (gasp!) ST-Writer and it's okay, but I'd like to get something better.
> I'm a real fan of Microsoft Word for the Mac, so something similar would be
> nice.
> Features I would want are: automatic footnoting, style sheets or equivalent,
> ability to import graphics and flow text, variety of font sizes and styles,
> and Postscript-to-disk output.
> Note that I DON'T want a page-layout program, just a word processor. I read
> a review of 1st Word Plus some time back and it seemed to have most of these
> features. Can anyone comment? Plug your favorite program, here's your chance.
>

Well it looks like you had better start writing one, this is one
Platform that the Atari lacks...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3728. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 09:04:28 UTC
From: fabrizio@deis64.cineca.it
Message-ID: <1992Apr14.090428.22221@deis35.cineca.it>
Source record: 223510

Does anybody know if an english version of Pure C exists ?
Is there any english book about programming in Pure C ?

Why the best C compiler for the Atari ST is still not supported outside Germany ?
Problems with Borland ?

Fabrizio Lugli
fabrizio@deis64.cineca.it

3729. Re: Where can one get a new mouse quickly?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 09:05:20 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.090520.6475@actrix.gen.nz>
Source record: 223511
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.guZq64XnzuA@bara.oche.de> wr@bara.oche.de (Wolfram Roesler) writes:
> In <1992Apr7.013134.6381@actrix.gen.nz>,
> Roger.Sheppard@bbs.actrix.gen.nz (Roger.Sheppard@bbs.actrix.gen.nz) wrote:
>
> > I use a early Amiga one with 2 wires changed around.
>
> Which ones? What exactly must I do to an Amiga mouse to use it on
> the ST? It seems that it's easier to get a good Amiga mouse here
> than a good Atari one.
> --
> Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
> (Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

NOTE: this was a Golden Image mouse for a Amiga, the Yellow and Brown
wires from memory, there is a small plug inside the mouse, with the
use of a pin you can remove the pins from the connector, the pin is
use to lift up the small plastic clickers that hold these pins in..

But remove the plug first..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3730. Re: ST Port of Keynote

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 09:07:22 UTC
From: fabrizio@deis64.cineca.it
Message-ID: <1992Apr14.090722.22272@deis35.cineca.it>
Source record: 223512

In article <3762@cod.NOSC.MIL>, healy@cod.NOSC.MIL (Mike Healy) writes:
|>
|> If there are any Keynote users on this group, you may find the
|> following of interest:
|>
|>
|> ##### Forwarded from the Keynote mailing list (keynote@blink.att.com) #####
|> From: tjt (Tim Thompson)
|> Subject: Atari ST version of Keynote
|>
|> The Atari ST version of Keynote 4.7c is in a somewhat usable state
|> (minor nits, but no known major problems). This includes full graphic
|> support. Many thanks to Mike Healy for his persistent and excellent
|> efforts on the port! If you have access to the source/executable area of
|> the Keynote archive server (e.g. if you've purchased it), you can retrieve
|> this alpha/beta/whatever version by requesting the file "key47cst.cpio.Z",
|> which is a compressed cpio containing the binary and library files.
|> Might need a little work to set it up (moving things into their proper
|> places) - email me any questions. ...Tim...tjt@blink.att.com...
|>
|>
|> Mike Healy
|>
|> healy@cod.nosc.mil

What is Keynote ? some musical software ?
Send more detail please.

Fabrizio Lugli
fabrizio@deis64.cineca.it

3731. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 09:10:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.091013.6610@actrix.gen.nz>
Source record: 223513

In article <1992Apr14.032618.8894@demon.co.uk> Iain Laskey <ilaskey@cix.compulink.co.uk>
writes:
> I recently bought an STe (Jan 92). It had an Ajax chip already in place
> instead of the Western Digital job. Atari UK said that the factory would
> put in whatever was cheapest at the time. Unfortunately it didn't come
> with a 1.44/2.88 meg drive to go with it :-(
>
> /***
> ** Iain R Laskey ** I don't want to start any blasphemous rumours **
> ******************** But I think that God's **
> ** Unix >= DOS ** Got a sick sense of humour - M L Gore **
> ***
> ** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
> ***/

This will not work as there is no hardware inside the STE to support this
Ajax chip, so fitting a 1.4 meg floppy drive is still out of the question,
you will nead to get one of those hardware hacks that change the clock
rate to this chip..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3732. Sound player wanted for .au samples on ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 09:29:18 UTC
From: rlw@ukc.ac.uk
Message-ID: <708@eagle.ukc.ac.uk>
Source record: 223514

I have a sample taken from the sounds.misc newsgroup which I would like to play on my ST. Does anyone have a player that could be used for this purpose please, if so could they uuencode and Email it to me please.

Thanks for your time

Cheers - Dick
--
Well my baby, she don't want me around ! DoD #246, Squid Rating 1.5
She said she's tired of watching me fall down ! Current Steed --- CBX550FII
She wants the good life, with all the best !--------------------------------
But I like that bottle better than the rest ! <- Van Halen wi. David Lee Roth

3733. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 09:32:24 UTC
From: fabrizio@deis64.cineca.it
Message-ID: <1992Apr14.093224.22384@deis35.cineca.it>
Source record: 223515

In article <1992Apr14.000703.18990@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz
writes:
|> In article <92104.105223ABADDON@LIVERPOOL.AC.UK> ABADDON@LIVERPOOL.AC.UK writes:
|> > In article <1992Apr9.093336.1081@actrix.gen.nz>,
|> > Roger.Sheppard@bbs.actrix.gen.nz says:
|> > >Please tell me what is the point off all this..??
|> > >
|> > >If you don't have software for these so call faster machines..??
|> > >
|> > What's you problem Roger? Of course there's software for these machines.
|> >
|> > Kev
|>
|> As you know so much, Please list all this software...
|>
|> Why is it that we don't have a good data base program,

Phonix, Superbase Professional, ...

|> or a good word proccesser,

Calligrapher, Le Redacteur, Signum III, ...

hard disk tools , ie, Nortons or
|> PC tools

Michtron Hard Disk Toolkit, ICD Cleanup, Supra utilities, ...

|> or a good Terminal program,

Flash, Stalker, Rufus, Trapido, Uniterm,...

no wee don't have the software
|> at all, and here we have nill..

Just mention some more applications: Cubase 3.0, Avalon 2.0, Notator 3.1, Calamus
SL, Retouche PRO, TeX, Gemini, MultiGEM, Quick Ray Tracer, Spectre GCR, Scigraph
2.0, plus every software for the Mac I like to use.
Moreover, with a little experimentation I learned to exchange files with just any
computing platform around. My Mac and IBM friends usually resorts to me when they
have problems transferring informations.

In fact my atari can do for me just about everything I need to.
I don't agree with you: in my opinion every computer is good for doing everything.
Is just the person that uses it that determine if it gives its fullest.
I don't think that you are using your computer for more than the 50% it can give.
Surely the fact that live in a country where the St has no diffusion is a good

excuse for this bashing attitude but, then again, even in Italy Atari is not considered a REAL computer.

Concluding, I think that Atari ST is not the most powerful computer in the world, but I think is still one of the most versatile and user-friendly machines around, which for me is enough.
Be realistic Roger: for everyday use how many MIPS do you need ?

Greetings from the other side of the world,
Fabrizio Lugli
fabrizio@deis64.cineca.it
|>
|> On the PC here you can get support for all the main PC programs,
|> try that for the Atari...
|> --
|> *** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
|> *** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
|> *** Kapiti At least I don't Flicker, ***
|> *** New Zealand.. * not like a dying light globe ***

3734. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 10:27:56 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr14.102756.10825@beaver.cs.washington.edu>
Source record: 223516

In article <12159@ns-mx.uiowa.edu> twright@umaxc.weeg.uiowa.edu (Tom Wright) writes:
>
> I've been looking for a decent word processor for my ST. Right now I'm still
>using (gasp!) ST-Writer and it's okay, but I'd like to get something better.
>I'm a real fan of Microsoft Word for the Mac, so something similar would be
>nice.
> Features I would want are: automatic footnoting, style sheets or equivalent,
>ability to import graphics and flow text, variety of font sizes and styles,
>and Postscript-to-disk output.
> Note that I DON'T want a page-layout program, just a word processor. I read
>a review of 1st Word Plus some time back and it seemed to have most of these
>features. Can anyone comment? Plug your favorite program, here's your chance.
>

Well, from what I've seen the new WordFlair II from Goldleaf looks to be a
very high-quality program loaded with features. It does most of the things
you mentioned, importing all sorts of graphics, FSM/GDOS fonts, in addition
to graphing/database/spreadsheet type functions built in to the program.
(check Atari Explorer September 1991 for a review). Goldleaf looks to be
a strong supporter of Atari, and the review in Atari Explorer was very
favorable. One point you mentioned was Postscript-to-disk ability... this
seems like a strange function for a word processor, seems like if you
want postscript you *DO* want a Desktop Publishing program (Pagestream would
do this for you). For all I know, Wordflair II might do this but I don't
know one way or the other? I don't think this is a common word
processor function, on other computers either, although like I alluded to,
Wordflair II is much more than a simple word processor.

If your price range is a bit lower, First Word Plus also has most of the
features, also look for some cool new programs coming out, such as :
Write ON (or is it Write NOW???) -- from Compo Software
That's Write -- from Compo software (Germany) -- look for it soon
in the U.S. market.
Composcript -- this is a "Postscript interpreter" maybe you could
look into this...

As you can see, there are lots of fine products available in the DTP/
Word Processing area, in contrast to what *some* people have been saying.

:-)

P.S. Myself I have Word Writer, it is a basic word processor but I only
have a 9-pin printer so DTP is a little out of my domain for a while anyway.

****
Ben Gilbert

bgilbert@cs.washington.edu

3735. Re: need pd-btx-decoder

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 10:48:37 UTC
From: eugen@hpbbi4.BBN.HP.COM
Message-ID: <510016@hpbbi4.BBN.HP.COM>
Source record: 223517

In comp.sys.atari.st, fs21@rummelplatz.uni-mannheim.de (Thomas Walter Neser) writes:

Hello,
i search for a pd-btx-decoder dor atari st, has anyone seen such a beastie?
Thanks
--
Thomas Neser

Hi Thomas,

TKR is offering a software called "MultiTerm-Mini" for (I guess) DM 8,-.
It is not a PD, although some other PDs has just the same price.

Works fine for that price.

Greetings,
Eugen Bauknecht

3736. Re: Terminal server idler?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 11:05:38 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.110538.8783@actrix.gen.nz>
Source record: 223518

In article <1992Apr9.132712.28758@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
> In article <JARTSU.92Apr6032009@saha.hut.fi>, Jari.Lehto@hut.fi writes:
> >
> >Hello!
> >
> >I am looking for a program, preferably an accessory, that keeps my
> >terminal line up when idling.

> There once was such a utility, busy.acc. It only seemed to work on
> TOS 1.0 machines, though (so I got rid of it). The logical place to
> put this would be as a feature of the terminal program itself.
> Mickey R. Boyd | "Come to your senses professor
> FSU Computer Science | Fernberg. You did not transcend
> Technical Support Group | the time-space continuum. You
> email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."

I do have busybud.acc and it works with my Tos 1.4, I am having
problem with posting it to any site because of the Kermit problems
that I have with the Vax site that I have to use for FTP, I will
change the file to ARC and that could get passed this C-Kermit Vax
bug..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3737. Mega STE and 68881 copro

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 11:16:32 UTC
From: news@unibi.uni-bielefeld.de
Message-ID: <1992Apr14.111632.15120@unibi.uni-bielefeld.de>
Source record: 223520
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings to the world!

I've bought me an 68881-16 copro for my MSTE for the fantastic price of
70 DM = 45 US$. At least that seems to be a fantastic price for germany.
The whole thing would be even more fantastic, if it would work, cause it
doesn't! No program recognized the copro, the tos doesn't set the cookie
and every byte-access to it's adresses is responded with two bombs. I think
I've heard rumors that a GAL in the MSTE is not working correctly (oh not
another one!), but I don't know exactly. Since my local atari-dealer has
prefered to go bancrupt, I'd like to ask the rest of the world if anyone
can help me with this problem...

Thanx in advance and bye
TeSche
--
torsten scherer, universitaet bielefeld, germany
e-mail to : itschere@techfak.uni-bielefeld.de

There is a theory which states that if ever anyone would find out what the
universe exactly is and what it is for it will be instantly replaced by
something even more bizarre and inexplicable.

There is another theory which states that this has already happened.

Douglas Neil Adams

3738. Apple Mac ROMS

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 11:29:43 UTC
From: davidm@NeoSoft.com
Message-ID: <1992Apr14.112943.17880@NeoSoft.com>
Source record: 223521

ALL:
I am selling a pair of 128k mac roms useful in both Amiga and
Atari hardware macintosh emulators. If you are interested
they are $150.00 plus shipping in the US. Phone me at 713-326-3877
and leave a voice message if you are interesed.
David

--

David W. Martin c/o The OpCode Factory tm League City, Texas, USA
Commodore might make the Amiga, but the Amiga makes it possible!
PORTAL: DAVIDM CIS: 72510,3232 UUCP: davidm@sugar.neosoft.com

3739. Re: Atari Buying Up Good Software?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 12:02:55 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Apr14.120255.10251@donau.et.tudelft.nl>
Source record: 223522

In <5440178@hplsla.hp.com> andyc@hplsla.hp.com (Andy Cassino) writes:

>The past week I've read (on GEnie) that Atari has purchased SuperBase
>for the ST from Oxxi, Inc (which bought it from Precision Software, the
>creators of the program). Also, I read that Atari bought LDW Power (from
>LDW). In both cases, the story seems to be, upgrades are no longer available
>from these companies for these programs, and no one seems to know what
>the deal is.
>Inviting speculation, positive or negative, BUT.... please post blatant
>pointless whining elsewhere!

Well, obviously Atari is not interested in reducing the sales of
these packages, only in increasing them.

Atari Benelux sells Dutch language versions of a number of programs,
such as Calamus and related software, First Word Plus and Timeworks
DTP and Adimens (a database program). Probably Atari Benelux has
invested in the translation of these programs to encourage sales
in the Benelux.

My speculation is that by purchasing these programs Atari USA is trying
something similar: encouraging the sales of these packages,
and indirectly the sales of Atari computers.

=-=-=-

3740. Re: Good software (Was: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 12:13:18 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.&578FyydmsU@icemark.oche.de>
Source record: 223519

In <1992Apr12.195356.15468@watmath.waterloo.edu>, L. J. Dickey writes:
>In article <1992Apr9.173956.7636@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>>
>The best advice I ever got about picking a machine is to select the
>software first, and then pick a machine that will run it. I followed
>that when I bought my Atari ST, and have been pleased with it since.

And what machine would you buy if you selected:

khoros as Graphix package (UN*X-box)
DBase IV as database package (MS-DOS)
CyPress as WordProcessor (ST-TOS)

Hmm? ;-)

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 sigrorn@icemark.oche.de
Fax : +49-241-408593 heinenb@messua.informatik.rwth-aachen.de

In the broad and final sense all institutions are educational in the
sense that they operate to form the attitudes, dispositions, abilities
and disabilities that constitute a concrete personality...Whether this
educative process is carried on in a predominantly democratic or non-
democratic way becomes, therefore, a question of transcendent importance
not only for education itself but for its final effect upon all the
interests and activites of a society that is committed to the democratic
way of life.
- John Dewey (1859-1953), American philosopher

3741. Re: TOS 2.06 for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 12:31:24 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92105.123124ONM07@DMSWWU1A.BITNET>
Source record: 221702

In article <1992Apr13.204641.352@imada.ou.dk>, micro@imada.ou.dk (Klaus Pedersen) says:
>
>Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>>I found out that the VDI workstation bug is still present in TOS 2.06.
>
>That is funny, 'cause it's gone in FSM, and TOS 2.06 is newer than FSM, right?
>
>-Klaus

The 'workstation bug' Patrick is speaking of has nothing to do with GEMDOS. It's a problem of the VDI screen driver in ROM.

3742. C; `true' colour

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 12:35:22 UTC
From: strgh@warwick.ac.uk
Message-ID: <1grhb9d2@csv.warwick.ac.uk>
Source record: 223523

1) Thanks to everyone who e-mailed me about timing for Lattice C,
the vex_timv() example worked with the -v flag (stack checking
turned off). Also I was told about the 200Hz timer, and have
looked at the Dlibs code - I may use that instead.

2) Both Lattice C and Prospero C are within epsilon of ANSI compatibility,
though I don't think either have paid to be officially ANSI-checked.
I am very happy with Lattice C v5.06, and I've just had a note from
HiSoft about an imminent upgrade (v.5.5?). I'd like to see a more
C-friendly debugger and a make utility (though there are various PD
makes). People I know with Prospero C like its `workbench' integrated
environment.
[Others will be more knowledgeable than me about C on the Atari,]
[it's just that I hadn't seen anyone mention Lattice or Prospero]

3) `True colour' is surely an exaggeration anyway - I believe that the
perception of some colours (purples and purply-browns) simply CANNOT
be reproduced by RGB mixtures.

Ewart `Power without the Responsibility' Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.csv
University of Warwick, | BITNET: strgh%uk.ac.warwick.csv@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
$$\times\times\qquad\top\gamma\alpha\omega\exists\qquad{\odot\odot\atop\smile}$$

3743. Re: FAX Software for Supra or Zyxel

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 13:14:20 UTC
From: miked@syscon.rn.com
Message-ID: <1992Apr14.131420.4252@syscon.rn.com>
Source record: 223524

jesinger@spot.Colorado.EDU (Peter Jesinger) writes:

>Hi,

>is there any Software available for the Atari ST to send and recive fax
>with the new combined V32bis and FAX modems from Zyxel and Supra?
>Where can I get such software?
Yes it is called Joppafax and is from Joppa Compute.

>Peter
>--
>Peter Jesinger (EMail: jesinger@boulder.colorado.edu)

>Ich bin ein .signature Virus. Mach' mit und kopiere mich in Deine .signature.

3744. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 13:26:38 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Apr14.132638.17700@cs.wayne.edu>
Source record: 223525

In article <1992Apr13.200515.15958@cis.ohio-state.edu> tbrown@mussel.cis.ohio-state.edu (Ted Brown) writes:
>
>It was $2500! Please tell me this is a misprint!

I can't remember exactly, but I believe it's closer to $2,000. Admittedly, it's hard to look at this price and remember 'power without the price', but it's not so bad when you realize that it comes with the hard drive and all the development tools. Interactive Unix for the Intel platform is about $1,700, and NeXTStep for the Intel platform is expected to be about $2,400. Since SunSoft is offering a $200 upgrade from Interactive, their cost is expected to be close to the $2K mark also.

Of course, there's a bit of salt on the wound when you realize that NONE of the Unixes (Unii?) mentioned above cost *more* than the platform they run on, except Atari's.... (yes, even the Intels, as the price of an loaded EISA box can approach $5K, while ISA boxes are not generally considered proper Intel-Unix boxes..)

>Did they say weather they had the ability to run ST/TT programs in a window
>while running UNIX?
>Ted Brown

No, but rumor is that this capability is being worked on; however to keep it from becoming a vapourware frenzy, the authors are making no preannoucements. This should definitely be applauded.
--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

3745. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 13:28:01 UTC
From: bossoj@aix.rpi.edu
Message-ID: <nl9tzhj@rpi.edu>
Source record: 223526

The reasoning behind having the ability to print Postscript-to-disk (in a DTP program, or word processor, or whatever) is so one can take the output somewhere else and get a high quality printout. I personally do this with Pagestream, and on my roommates MS-DOS machine w/ Windows, any program that prints using Windows can also be made to do this (i.e. word pros, spreadsheets, etc.). I then take the disk to the campus SPARC stations and print out the file on a Laserwriter, and I get high quality printouts for free!

Joe
bosso@rpi.edu

3746. Best Vi-Clone?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 13:41:09 UTC
From: andi@gmd.de
Message-ID: <andi.703258869@gmd.de>
Source record: 223527

Hello world!

I'm looking for a really useable VI-Clone.(No Flames please, I like this editor
and will never change to EMACS. ;-)

I've already tested leevee, ELVIS and such, but none of these could satisfy me
too much. Maybe there is another VI-Fan, who can give me a hint, which clone
is the best at this time.

Thanx in advance.

Andreas Rohrschneider
GMD - I5.SKS
German National Research Center for Computer Science
Schloss Birlinghoven phone: (+49 2241) 14-2242
D-5205 Sankt Augustin 1, FRG email: andi@gmdzi.gmd.de

3747. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 13:41:54 UTC
From: glover@casbah.acns.nwu.edu
Message-ID: <1992Apr14.134154.22160@casbah.acns.nwu.edu>
Source record: 223528

More Coal On the Fire...

In article <1992Apr13.123935.27069@decuk.uvo.dec.com> arendi@loke.soo.dec.com writes:
> 1. The MEGA STE series will be dropped
> 2. Replaced by a new TT 020 with tos ON DISK!!!
> 3. The new series, no name, will be called home computers
> and replace 520 and 1040 but will have a up to 60 MIPS
> performance.
> @@@@

enough to the orignal)

3748. Atari ST and MIDI/game/prod software, KB 300 amp, Beyer M69 mic

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 14:06:06 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14690@vela.acs.oakland.edu>
Source record: 223529
Cross-posted to: rec.music.synth,comp.sys.atari.st,misc.forsale

I plan on upgrading a lot of my equipment and software at the
end of the summer, so I am looking to get rid of a lot of the stuff now:

Atari MIDI Software
Passport Master Trax Pro (v 3.6) $125 \ all midi
MIDIMouse UltraMIDI Music Workstation $75) software
Michtron Super Conductor $10 / for $150
also:
GST C compiler $10
games:
Sierra Leisure Suit Larry I $10
Sierra Leisure Suit Larry II $10
Sierra Police Quest 2 $10
Flight Simulator II $20
Mig - 29 Fulcrum $30

Computer system forsale if the price is right:

Atari 1040 STe (Rainbow TOS 1.4 w/4 Meg installed)
4 joystick, 2 serial, 1 parallel, 1 monitor, 1 rf, 1 DMA out
Stereo sound and 320x200 512 Color or 640x400 mono graphics
Internal DS/DD 800K and External SS/DD SF354 400K drive
1 Mouse and 2 Joysticks included
NAP analog monitor and connection cable
Hayes Personal Modem 2400
software included:
Tons of PD/shareware software
LDW Power Spreadsheet (VP Planner compatible)
DBMan (DataBase III+ compatible)

If I get an offer that is sufficient to help me get my new system at this
time, I will sell it to that offer. Otherwise, I will wait till the end
of the summer. So send me those offers!!!

Other Miscillaneous equipment:

Peavey KB300 Keyboard Amplifier - 130W to a 15" and dual horn
3 inputs (HiZ) with built in reverb and three band EQ

local sales preferred (detroit metro) as it is a wee big to
ship, but if you want to pay shipping, I will send it anywhere!

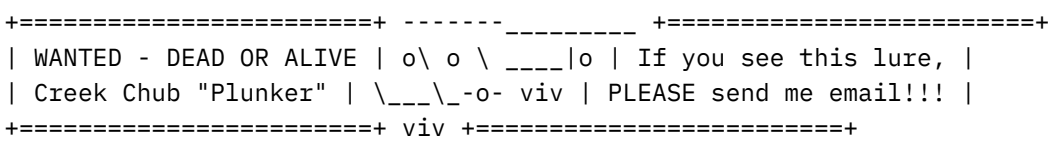
asking $250

Beyer M69 stage microphone. Excellent for doing vocals or
even for miking instruments (horns/woods) Reason for selling

is that I am going to upgrade to the M88TG series of mikes.

asking $125

If you do not agree to any of the above prices, please feel free to make reasonable offers. If you are interested in trades, I am going to be in the market for Ham 2 meter HT's as well as TNC equipment that supports K.I.S.S. I am also in need of a Kawai K1r or K1m and will soon be looking for a Roland Sound Canvas.

swood
--


3749. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 15:21:58 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.PKB38Z99yf2@jonh.wimsey.bc.ca>
Source record: 223530

In <1992Apr13.200515.15958@cis.ohio-state.edu>, Ted Brown writes:
>In article <1992Apr6.144016.1226@maccs.dcss.mcmaster.ca> cs3ca3au@maccs.dcss.mcmaster.ca
(Conan the Barbarian) writes:
>>In article <92095.191851EENG6801@RyeVm.Ryerson.Ca> Carlos Varela
<EENG6801@RyeVm.Ryerson.Ca> writes:
>
>>The price ends up being something like $2500 for the Unix operating system,
>>a 130Meg 17ms access time HD. This is on top of the price of a TT. It was
>>hooked up to a 19 inch monochrome monitor. I'm not sure if the big screen
>>was part of a deal or not.
>
>It was $2500! Please tell me this is a misprint! If I add the price of a
>TT (or even just $800) I could have a NeXT, just a little more and I could
>have a NeXTStation Turbo with a 400Mg HD (that's about $4500 ed.). Of course
>at "list" price for the NeXT, the Atari Unix price looks better.
^^^^^
Thanks for being one of the few who doesn't immediately start
comparing other companies "educational" prices.
Also, I understand Atari's Unix, though still a tad slow on the
mouse handling and stuff for graphic applications, is still constiderably
quicker that the NeXT OS, especially the original 030 version. A friend
of mine who does DTP tried a 040 NeXT running pagemaker in 32 bit colour
mode at a recent show. He basically said you couldn't pay him enough to use
the system as it is now. Appearntly the lag time between clicking and
anything actually happening was frustratingly long. He said the original
mac was faster(of course that was mono)
The original poster should have pointed out that this is Atari's price
for the development version of Atari's Unix, which includes compilers,
documentation, and Xfacemaker, appearantly a very nicely designed resource
builder for the Motif based interface they're using. My informant said
it was a 230 meg hd with the option to get a 4 or 500 meg instead. The unix
comes preinstalled, which anyone who has set up SCO or a similar add on
Unix would appreciate.
As a direct comparison, does anyone know the going price for SCO's
Open Desktop with all development utilities requiired to do X based
application development. This system comes on a huge number of floppys
and takes 6-8 hours to install, and based on my feed site's experience,
several weeks to tune to a reasonable reliable system. What is this
worth to people to avoid.(Assuming the preinstalled Unix from Atari
comes tuned nicely out of the box)

>
>Did they say weather they had the ability to run ST/TT programs in a window
>while running UNIX?

>
Atari has consistantly said they have no plans to do this in house. I'd imagine thay'd be willing to help any developer who thought there was enough of a market for this in implimenting it.
I don't think Atari expects a mass migration of the last Atari users left here to go to Unix. I can't imagine 99% of the people I know who use Ataris wanting to go to Unix. Most can't even figure out how to use Mint.

--
John Henders jhenders@jonh.wimsey.bc.ca
I think your "evolutionary scale" needs an adjustment. Either that, or you've got your thumb on it. -> (lefty@apple.com)

3750. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 15:26:46 UTC
From: godot@uni-paderborn.de
Message-ID: <1992Apr14.152646.17059@uni-paderborn.de>
Source record: 223531

In article <1992Apr14.090428.22221@deis35.cineca.it>, fabrizio@deis64.cineca.it (Fabrizio Lugli) writes:
|> Does anybody know if an english version of Pure C exists ?
It does not.

|> Why the best C compiler for the Atari ST is still not supported outside Germany ?
|> Problems with Borland ?
That's it.

Frank

3751. Re: question about game: "Baby Jo in: Going Home"

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 15:29:30 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <5088@tekig7.PEN.TEK.COM>
Source record: 223532

In article <1992Apr12.222117.11403@picasso.cssc-syd.tansu.oz.au>
mattw@picasso.cssc-syd.tansu.oz.au (Matthew Watson) writes:
>I got the demo version off a ST Format cover disk and all I do to get past
>the duck is to click the fire button. Further along the game just fades
>out and goes to the title screen when you get to a certain point. The duck
>is about a third of the way there.....

My children tried this a couple times last night, but it didn't seem to work.
Maybe I have a different demo version, and the duck is as far as we can get?
What happens is that Baby Jo locks up as soon as the duck appears - the
controls act dead. The duck asks about the carrot, then offers a tip: look
for hidden treasures. Then it goes back in its hole, and Baby Jo sits down
and cries: end of game.

George S. Walker {decvax,hplabs,uunet}!tektronix!tekig1.PEN.TEK.COM!georgew
OR georgew@tekig1.PEN.TEK.COM *OR* georgew%tekig1.tek.com@relay.cs.net
OR tekig1!georgew.tektronix@Udel-Relay Tektronix - Committed to Excellence

3752. Re: Disabling upper 2 megs.

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 15:32:28 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Apr14.153228.16089@olymp.informatik.uni-bonn.de>
Source record: 223533

In article <swwhatley.703171240@node_ecdd> swwhatley@lescsse.jsc.nasa.gov (STEVEN WHATLEY) writes:
>In <92104.033254JJL101@psuvm.psu.edu> J.J. Lehett <JJL101@psuvm.psu.edu> writes:
>>I am looking for a program that will disable EXACTLY that upper 2 megs of
>>ram, and leave the ST in a state as if this were not installed. I need this
>>to test out some problems I have encountered.
>[...] I create a 2 meg ram disk using a reset
>proof ram disk like MEGMATIC (sp?). That solved my problems. Hope it helps.

That would be my suggestion too. I once wrote a RAM disk called EDISK, a tiny, ultra-fast, reset-proof RAM disk utility.

This RAM disk reserves the requested amount of memory, and executes a reset. When the system comes back up, the memory addresses are exactly the same as they would be in an ST equipped with that much less RAM. (I checked.)

I suggest that you use this trick.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3753. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 15:33:00 UTC
From: steve@thelake.mn.org
Message-ID: <A1411389582@thelake.mn.org>
Source record: 223534

[In article <1992Apr13.233321.10308@umbc3.umbc.edu>,
cs331109@umbc5.umbc.edu (cs331109) writes ...]

> I disagree that you can't go wrong with modern C compilers. I've
> tried many of the ST compilers and I am yet to find ONE that
> will compile ANSI standard source code. I'm learning C in school,
> and I use a UNIX compiler. I've tried Mark WIlliams, Lightspeed C,
> Madmax c (or whatever), and am currently trying to get GNU C
> and/or Szobon C to work. If anyone DOES know of an ANSI/UNIX
> c compiler please let me know what it is.

Neither Mark Williams, Megamax Laser C, nor Sozobon C are modern commercial compilers. They do not claim conformance to the ANSI standard. All were created before the ANSI standard was completed. They are based on the K&R description of the C programming language and although each incorporates some extensions to Classic C, none of them supports function prototypes. Sozobon 1.33i, which is free, seems to go farther in the direction of the standard than the others, but you still will need to rewrite prototypes and new-style function argument definitions in order for it to work. Lightspeed does not, to my knowledge, produce a C compiler for the Atari ST.

GNU C (GCC) does support function prototypes and does conform to the ANSI standard if you use the documented compiler switches.

Lattice C 5.0, Turbo/Pure C and Prospero C attempt to conform to the ANSI standard. I think there may be some odd cases in which they might trip over a detail, but on the whole they're reliable for processing ANSI C code.

(Please fix the word wrap on your editor. Your original was entered all on one line. Usenet messages should be < 80 columns wide.)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3754. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 15:38:56 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Apr14.153856.9253@cs.unca.edu>
Source record: 223535

krschimm@wsuhub.uc.twsu.edu writes:
: Is there a public domain C compile for the ST
: and what is the best C compiler for the st?

My $0.02:

GNU's gcc would be nice, if you have *tons* of memory -- it
won't work in 1Meg. In fact, none of their stuff seems to
work in 1 Meg except for gawk. (If I had that much memory,
I'd rather have a Sun or something :))

Sozobon C (is version 2.0 the up-to-the-minute latest?) is
really nice, and since it's free you can't complain!

(I also have Laser C, which is not free but is very nice too.
It allows the "asm { }" block instead of asm(" ") in sozobon.)

Scott

3755. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 15:50:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr14.155055.12901@newshost.lanl.gov>
Source record: 223536

Roger, if your intent is to flame the Atari, there are better places to do it than in this newsgroup. People here are well aware of the Atari's weaknesses (and it's many strengths, for that matter). If you love the PC so much, then I recommend you attend the PC newsgroups and save the diskspace for the rest of us.

Personally, I think we _do_ have good word processors, data bases, hard disk tools, etc, etc, that you complained about. Perhaps not the wide assortment that the PC enjoys, but they are there nonetheless. Sorry that you do not have strong local support for the Atari in Kapiti, New Zealand, but don't feel like the lone stranger.

Sure, we would all like to see massive software support for the Atari such as that enjoyed by the PC community from outfits like Microsoft, Borland, et. al. We would all like to have a qualified Atari dealer in every town. And we would all like to see Atari expend more effort in advertising. But few of us, I venture, would be willing to exchange our current GEM based Ataris for just another clone-in-a-box. We like what we have. It may be less than the ideal, but better than the alternative.

Atari bashing is negativism in its most unproductive form... it doesn't do you, or the rest of us, any good. If you are so unhappy with your Atari, then dump it, buy a PC and leave the rest of us alone. That way, you get the machine you want and we don't have to listen to your pi**ing and moaning any more.

How do the REST of you feel about this???

3756. Re: Best Vi-Clone?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 15:53:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr14.155301.13198@newshost.lanl.gov>
Source record: 223537

Well, it's still not VI (I love that old dog, too) but EDHAK is not a bad piece of work once you get used to the interface.

3757. Solution to munged partition data

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:07:25 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9204141607.AA03482@adelphi-assb01.army.mil>
Source record: 223538

WHat hdx (circa march 86) did was indeed to delete the partition info.
So using icdfrmt, I rewrote the partition info (since I knew what size
they were) and the data was restored. Unfortunately, before I chose the
option to "rewrite partition info only", I decided to rebuild partition C:,
so I lost the info on that.

Moral: if you hook up an atari sh204 to the dma out of a toadfile
(icd hostadaptor) and then try to format the sh204 with the original hdx
that came with it and end up zeroing the partion data on the first three
of your six partitions (no too mention changing the size of the partition),
you can recover the first three parition by rewriting the correct partition
info with icdfmt. This should work in other cases of munging up the
partition info. I praise ICD for including this option in their standard
disk utils.

Fo

3758. Re: Overview of MultiTOS Reprint

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:20:46 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr14.162046.5991@usenet.ins.cwru.edu>
Source record: 223539

MultiTOS is still in development, that's why many of the features aren't in it yet. That's also why it's still slow. It hasn't had the polishing touches put on it yet. Since Atari's aiming for a fall release, they still have plenty of time to get it up to par.

I'm staying optomistic about it, and I'll just wait and see. Remember how long it took Apple to get Multifinder working well? It may take Atari a while too.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3759. GFA dropping support for ST? NOT!

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:25:32 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr14.162532.17478@newshost.lanl.gov>
Source record: 223540

There has been a few rumors flying around that GFA was dropping support for the Atari. I just spoke with John Barger of GFA Software Technologies in Salem, Mass, and he assures me that nothing could be further from the truth. They are, in fact, about to release GFA BASIC version 3.7 for Beta testing so that should be available RSN ("real soon now").

GFA Data Media (the UK office) has worked a deal with ST FORMAT magazine to supposedly release a version of GFA BASIC on the ST FORMAT cover disk next month or the month after. I believe this may be a slightly cut down version, perhaps with the SAVE feature disabled and of course, no compiler or documentation. It is simply a ploy to try to increase GFA sales such as they did with GFA RAYTRACE a year or so ago (which did have the effect of greatly increasing Raytrace sales).

Just thought you GFA users might like to know the _real_ story.

-Hutch-

3760. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:28:09 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr14.162809.6457@usenet.ins.cwru.edu>
Source record: 223541

After reading all the replies to this thread, I feel compelled to
respond.

Codehead's TOS Extension Card (TEC) comes in three variants:

Standard version for $139
CPU Bridge for $155
Bus Bridge for $155

The Standard Version is the one that you solder a bunch of wires
onto your 68000. It's not an easy installation due to the
sensitivity of the 68000 chip. Too much heat will fry it.

The CPU Bridge is my personal favorite, as you desolder the
68000 and solder a socket in it's place. You plug the TEC card
into the socket, and then the 68000 into it. That way, if you
do happen to toast the 68000 when desoldering, it's as easy as
$8 to get a new one.

The Bus Bridge simply plugs into the older Mega ST internal
bus (MegaBUS), no other mods requried. It's the easiest, but
I think if you have an older Mega, you should keep that slot open
for a really neat addon like a new video card, so use the CPU
Bridge instead.

Desoldering chips is not as hard as it sounds. I've done several
68000's and numerous other chips, and that was before I ever bought
a desoldering iron. It just takes time and patience.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3761. Re: More info on GEMulator please!

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:30:56 UTC
From: petav@Physik.TU-Muenchen.DE
Message-ID: <petav.703269056@e20.physik.TU-Muenchen.DE>
Source record: 223542

darekm@microsoft.com (Darek MIHOCKA) writes:
>some of what I said at the show:

... stuff deleted ...

>Gemulator uses a plug in card to hold the ST's TOS chips. This way you
>can plug in ANY version of TOS (from 1.0 to 2.06) into your PC. If you
>plan to use Gemulator on a laptop, just make sure you get one that has
>a card slot built in or a docking station option.

>- Darek

I assume that this clumsy hardware solution is to prevent some
jerk from the company get a lawyer and sue anybody for copyright
violation, right ? If you've got the ROM's you've bought a machine, Ha!
Now, while i understand that this is comfortable if not necessary
these days, I find it totally uncomfortable to install & use. It
not only opens doors for incompatibility but also closes doors to
PC's with other than ISA or no bus architectures. Imagine: a workstation
can run SoftPC, A PC can run GEmulator, soooo.....Ok too slow, I know!

So, Darek, don't you expect an (totally illegal, of course) hack
of Gemulator that's software only ? Or will this be an obtaineable
option, like "show me your atari licence plate and send in the
DMA/GLUE/MMU-chip to obtain your personal numbered copy of Gemulator" ?

You wrote:
>If you
>plan to use Gemulator on a laptop, just make sure you get one that has
>a card slot built in or a docking station option.

Oh, no! You don,t really mean that! Carry a docking station around ? Hmmmm.
So one of the real big advantages of Gemulator, to get a realy useable
atari-compatible notebook, remains - a dream. Please nobody suggest here
the St-book; i've seen it; it's the usual junk: no floppy, but an
unreadeable display, no mouse port, but also no monitor port (:-{puke})-.

- Peter - (a little upset)

##
"What's ASCII?"
"ASCII is one of those silly drawing languages to draw these silly
signatures with!"
"Why?" "To keep you from doing even sillyier things !!!"
--
Peter Averkamp, | email:
Physics Department E20 | petav@radon.e20.physik.tu-muenchen.de

Techn. Univ. of Munich | Phone: ++49 (89) 3209-2408
D-8046 Garching, Germany | Fax: ++49 (89) 3209-2338

3762. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:30:59 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr14.163059.17955@newshost.lanl.gov>
Source record: 223543

Well, it's not _my_ personal favorite but a lot of people swear by Word Perfect for the Atari. It certainly is a powerful word processor, no doubt. It's just a shame that they don't intend to release any more updates for the Atari platform. There are a lot of reasons for this, of course, but every person who has a pirated copy of WP has surely contributed to the problem. When you steal software, we all get hurt!

-Hutch-

3763. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:34:41 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr14.163441.7078@usenet.ins.cwru.edu>
Source record: 223544

Roger,

If you think Atari has no good software, their machines are too slow, etc, then go get a PC, and leave us alone. We like our machines. Atari users are a very close bunch of people. For the most part, our machines are some of the most powerful systems available to the average person. They're also the easiest to use.

We may not have a gazillion programs out there, but we do have some very good software to choose from.

Terminal Programs: STalker 3.01, Flash II

Word Processors: Signum III, Wordflair II, Word Perfect

Spreadsheets: VIP Professional

Databases: LDW Power

Utilities: NeoDesk 3.0, Hard Disk Turbo Kit, ICD Utilities, etc.

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3764. Re: Can't reach atari archives? - What happened?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:44:56 UTC
From: bigham@acpub.duke.edu
Message-ID: <2380@news.duke.edu>
Source record: 223545

From the Holy Book of <ayqjz0g.ladasky@netcom.com>
as spake by ladasky@netcom.com (John J. Ladasky II) :
> [...] The machine known
>as atari.archives.umich.edu is listed as an 'unknown host,' [...]
^

Try again without the 's'. Failing that, use 141.211.164.8.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

3765. Re: does atari staff read usenet?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:55:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr14.165525.20953@newshost.lanl.gov>
Source record: 223546

In article 5440177@hplsla.hp.com, andyc@hplsla.hp.com (Andy Cassino) writes:
>
>Well, they read and respond to people in the Atari ST Roundtable in GEnie,
>which, by my estimation, has three or four orders of magnitude more
>participation than this notesgroup. It's also where most of the commercial
>(U.S.) developers can be found, if they can be found on an electronic
>media.

Well, there is at least one more Atari software developer that frequents this notesgroup...
me!

-Hutch-
Fair Dinkum Technologies

3766. Re: Founder of Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 16:59:15 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr14.165915.21426@newshost.lanl.gov>
Source record: 223547

In article sd0viINN7l3@agate.berkeley.edu, cgeorges@cory.Berkeley.EDU (chris georges) writes:
>
>Could someone tell me who the founder of Atari was?
>I think it was Nolan Bushnell, but my friend thinks Chris
>Crawford had something to do with it, which seems totally wrong to
>me.
>

And the winner is... NOLAN BUSHNELL!

Chris Crawford is a talented programmer who cut his teeth on the Atari 8-bits (he programmed the very popular "War on the Eastern Front-1941" <or some title like that>) but he had nothing to do with founding Atari.

-Hutch-

3767. Re: Good software (Was: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 17:57:46 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Apr14.175746.24409@cs.wayne.edu>
Source record: 223548

In article <H.&578FyydmsU@icemark.oche.de> sigrorn@icemark.oche.de writes:
>And what machine would you buy if you selected:
> khoros as Graphix package (UN*X-box)
> DBase IV as database package (MS-DOS)
> CyPress as WordProcessor (ST-TOS)
>Hmm? ;-)
>Benedikt Eric Heinen

A 50MHZ EISA 486 Intel box running Interactive 3.0, VP-IX and Gemulator

(nobody likes a smart-ass....) :-)

As an aside, the above would probably cost around $9K.

Power has it's price.
--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

3768. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 17:58:06 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1992Apr14.175806.11625@ccu.umanitoba.ca>
Source record: 223549

In article <1992Apr14.102756.10825@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>favorable. One point you mentioned was Postscript-to-disk ability... this
>seems like a strange function for a word processor, seems like if you
>want postscript you *DO* want a Desktop Publishing program (Pagestream would
>do this for you). For all I know, Wordflair II might do this but I don't
>know one way or the other? I don't think this is a common word
>processor function, on other computers either, although like I alluded to,
>Wordflair II is much more than a simple word processor.

Actually, some kind of Postscript support is pretty much standard for all decent word processors on all platforms. The usual method is to send a chunk of Postscript code to the printer to cause it to emulate a microspace printer. Then the word processor simply outputs using its ordinary routines for printing proportional fonts on a microspace printer. This is the method used by Microsoft Word, e.g., and by Word Perfect (all versions, including the Atari one).

I've been considering Wordflair II since WPCorp dropped their Atari support, but I definitely need Postscript output. Does anyone know whether Wordflair provides it?

BBB
--
Bob Bright | E-mail: bright@ccu.umanitoba.ca
Dept. of Philosophy | FAX: (204) 261-0021
University of Manitoba | Voice: (204) 474-9105
Winnipeg, Man R3T 2M8 |

3769. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 18:15:14 UTC
From: sterbbs@eursus
Message-ID: <sterbbs.703275314@eursus>
Source record: 223550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

friedric@mdd.comm.mot.com (Bernd Friedrich) writes:

>Has anybody out there installed the TEC 2.06 upgrade in a circa '88 ST?

>I'm considering the upgrade, and can handle a soldering iron, but would
>like to stay away from desoldering any chips.

>How difficult is the upgrade installation?

>Are the instruction easy to follow? What about the option to switch back
>to older TOS? Is this an additional installation.

I've installed about 4 TEC 2.06 upgrades in different ST's. Most easyest is
the Mega ST but installing it in a very old 520 ST or 1040 ST didn't cost me
more than a half hour. Every (electrician) monkey could do it.

Bert Rozenberg

```
=============================================================================
= If I've insulted anybody or anything I will take =
= everything back and state the opposite. =
= Complaints? EMail: Largest ST BBS in Europe: STER BBS =
= Holland +31 (0)1880 40035 SterUID: SYSOP. =
=============================================================================
```

3770. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 18:42:55 UTC
From: dtarico@mrsvax.mis.arizona.edu
Message-ID: <1992Apr14.114255.1@mrsvax.mis.arizona.edu>
Source record: 223451

In article <1992Apr14.085854.6299@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
> In article <12159@ns-mx.uiowa.edu> twright@umaxc.weeg.uiowa.edu (Tom Wright) writes:
>>
>> I've been looking for a decent word processor for my ST. Right now I'm still
>> using (gasp!) ST-Writer and it's okay, but I'd like to get something better.
>> I'm a real fan of Microsoft Word for the Mac, so something similar would be
>> nice.
>> Features I would want are: automatic footnoting, style sheets or equivalent,
>> ability to import graphics and flow text, variety of font sizes and styles,
>> and Postscript-to-disk output.
>> Note that I DON'T want a page-layout program, just a word processor. I read
>> a review of 1st Word Plus some time back and it seemed to have most of these
>> features. Can anyone comment? Plug your favorite program, here's your chance.
>>
>
> Well it looks like you had better start writing one, this is one
> Platform that the Atari lacks...
> --

That's real helpful, Roger. Anyway, I have seen some info recently about a
word processor called Write Now and it sounded pretty powerful. I have
never seen or used it though. Anybody else know more about it?

--

Doug Tarico
dtarico@mis.arizona.edu Bombs, not Hippies!
(602)795-7633

3771. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 18:46:12 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6707@lee.SEAS.UCLA.EDU>
Source record: 223452

In article <8duUODG00VICA3HYsx@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>Excerpts from netnews.comp.sys.atari.st: 13-Apr-92 Re: "True Color"
>(Was: Falcon) Piet van Oostrum@cs.ruu. (501)
>
>> >>>>> Bob_BobR_Retelle@cup.portal.com (BBR) writes:
>
>> BBR> Sigh... let's try it one more time...
>> BBR>
>> BBR> "True Color" means that the human eye cannot tell the
>> BBR> difference between a computer generated image and the "real"
>> BBR> thing.
>
>> With respect to the use of the term "true color" regarding the new Atari
>> machines, these are the words of Leonard Tramiel:
>
>
>> "BTW, true color does not mean 16 million colors. It means no palette."
>
>> Source: ST Report #813.
>> --
>> Piet van Oostrum <piet@cs.ruu.nl>
>
>
>with respect to the comments of Mr. Tramiel. He is wrong.

This is getting tiresome...

"True Color" is an empty advertising/marketing term. In light of the
many factors that go into video/graphic imaging, a definition consisting
of whether the "human eye cannot tell the difference", without further
elaboration on the means by which to make such a judgment, is just as
empty. And 16 million colors, in any sane implementation, implies that
there is no color palette. Why not just let the term "true color" die and
simply ask "how are graphics implemented on the Falcon?"

-- Scott Willingham // willing@icsl.ucla.edu
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.
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.
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3772. Re: Overscan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 19:09:52 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12545@umd5.umd.edu>
Source record: 223453

I've got a 1040STe, where can I find instructions do perform this modification (software switch OR hardware switch)? Do games and stuff still work?

- Al

3773. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 19:12:34 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12546@umd5.umd.edu>
Source record: 223454

Buy Spectre GCR for your computer and just use MS Word for the Mac!

- Al

3774. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 19:18:44 UTC
From: schwager@arctecserv-2.informatik.uni-kl.de
Message-ID: <1992Apr14.191844.21346@rhrk.uni-kl.de>
Source record: 223455

In article <1992Apr14.085854.6299@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
> In <12159@ns-mx.uiowa.edu> twright@umaxc.weeg.uiowa.edu (Tom Wright) writes:
> >
> > I've been looking for a decent word processor for my ST. Right now I'm still
> > using (gasp!) ST-Writer and it's okay, but I'd like to get something better.
> > I'm a real fan of Microsoft Word for the Mac, so something similar would be
> > nice.
> > Features I would want are: automatic footnoting, style sheets or equivalent,
> > ability to import graphics and flow text, variety of font sizes and styles,
> > and Postscript-to-disk output.
> > Note that I DON'T want a page-layout program, just a word processor. I read
> > a review of 1st Word Plus some time back and it seemed to have most of these
> > features. Can anyone comment? Plug your favorite program, here's your chance.
> >
>
> Well it looks like you had better start writing one, this is one
> Platform that the Atari lacks...

This is definitely not true!
I don't know the international (english-speaking) market, but here (in Germany)
there are at least four or five excellent programs available:

SCRIPT
SIGNUM II
SIGNUM III
CyPress
That's Write

Each of these programs has the features you are asking for (exception:
That's Write is the only one with PS-Output), is better than 1st Word+,
has WYSIWYG, is fast and reliable, has nice outputs (on many printers),
and is still supported.

(I'm using SCRIPT)

Tschuess,
Johannes

3775. Re: Good software (Was: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 19:30:13 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12548@umd5.umd.edu>
Source record: 223456

"the above would probably cost $9K"...

A new 486/50 EISA clone can be had with all the frills for around $4500.

- Al

3776. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 19:30:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1942624398@thelake.mn.org>
Source record: 223457

[In article <1992Apr14.153856.9253@cs.unca.edu>,
mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes ...]

> Sozobon C (is version 2.0 the up-to-the-minute latest?) is
> really nice, and since it's free you can't complain!

It isn't really the latest; 1.33i was released a little bit after
2.0. The 2.0 version is a revision from the original authors that
adds an extended object module format, allowing arbitrarily long
external identifier names. The 1.33i version is based on 1.2 but
significantly enhanced and debugged. I think 1.33i is a much better
setup, even at the expense of the limits on the length of external
identifiers. It's more reliable, faster, optimizes better, is easier
to set up, and runs from the Desktop as well as from a command
interpreter. It also has significant (to me, anyway) extensions
to the preprocessor borrowed from the ANSI standard.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3777. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 19:34:08 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr14.143410.10768@miavx1.acs.muohio.edu>
Source record: 223458
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <1992Apr10.032855.1641@cheshire.oxy.edu>, leavitt@cheshire.oxy.edu (Thomas VanNess Leavitt) writes:
> "Attractive prices of the Powerbooks turned my head..."
>
> When did this happen? Aren't Powerbooks $2000 minimum?

Microcenter in Cincinnati has the PB 100 with external HD floppy
for $1500. Educational pricing is around $1200.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))){{{{{{{{=======--------

3778. Atari 1040STe STILL for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 20:04:16 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12551@umd5.umd.edu>
Source record: 223459

```
================================================================
| FOR SALE - FOR SALE - FOR SALE - FOR SALE - FOR SALE - FOR SALE |
================================================================

- Atari 1040STe with 4mb ram (about 2 months old...)
Great home computer.
- 115 megs of HD space:
Seagate ST296N and Seagate ST138N w/ICD ADSCI+ Host Adapter
both mounted in a dual width, half height custom case (still
room for another 5 1/4" mechanism...I mounted the 138N behind
the 296 to leave room for a Syquest which I never ended up
buying)...powered by a 150watt XT power supply...
- SC1224 Color Monitor: 640x200 (Med and Low res)
- SM124 Mono Monitor: 640x400 (High res)
- Monitor Master switcher
- Spectre 128 w/Spectre v3.0 software
In case you don't know what this is, it's a Macintosh
emulator. Runs 20% faster than a Plus (actually it feels
more like a Mac II since the HD access is about 500% faster
and Macs rely heavily on disk access). 30 megs of HD are
dedicated to Spectre, with all the best Mac Apps running
flawlessly in Mac mode.
- LOTS AND LOTS of software...installed on the HD and on about
200 disks. Great apps (current versions) and great games (new
and old).

I am selling because I have to convert over to the PC platform due to
the nature of my job. I'll be sad to see it go.

Everything above for $1200 + COD charges (negotiable)
-----

Email me at adhir@cygnus.umd.edu or call me at (301) 441-2634.

------------------------------
```

3779. Panasonic 1092 Printer for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 20:06:49 UTC
From: lawrence@access.isc-br.com
Message-ID: <1995@tau-ceti.isc-br.com>
Source record: 223460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers,pnw.forsale

9-pin
160 cps (draft)
32 cps (NLQ)

This printer is in excellent condition. It's about 5 years old, but it has had very light home use. Manual included

$100 or best offer

Terms: as is. - shipped U.P.S. C.O.D. - buyer pays shipping and C.O.D. charges.

Lawrence Kelley

Internet mail

lawrence@access.isc-br.com

Voice

(509) 927-5600 x5413 (7-4 M-F PST)
(509) 467-4516 (evenings & weekends)

3780. Re: HELP !!! FRANKIE-Virus and ALADIN

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 20:23:18 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kumfpmINN475@aludra.usc.edu>
Source record: 223461

In article <2344@news.duke.edu> bigham@acpub.duke.edu (Scott Bigham) writes:
>Disinfectant will detect the Frankie virus as of about version 2.2, I think.
>The latest version is 2.6; I don't know where you might find it, though.
This is not correct. The latest version of Disinfectant is 2.7.1. It
handles more viruses (gee, I wonder :) and some bug fixes from 2.7.
Disinfectant is available on almost all Mac archives - try wuarchive.wustl.edu.
Look in the mirrors/mac (or something like that) directory.
>
> -sbigham
>--
>Scott Bigham | The opinions expressed above are
>bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
> | copied or distributed without a
> | Darn Good Reason(tm).

-Mike

3781. __NEW__ Mega STE deal

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 20:53:58 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr14.165359.13313@umiami.ir.miami.edu>
Source record: 223462

New Atari Package Deals!

Purchase a MEGA STE and get cash off on the monitor.

example:
one store, nameless, offers

MEGA STE 1 $849
MEGA STE 2 $899
MEGA STE 4 $989

Add a 50 meg hard drive with 19ms for $100
Add a 68881 co processor for $79

With the monitors:
SC 1435 $339 regular price
$249 with any MEGA

SM147 $189 regular price
$159 with any MEGA

SC 1224 $229 regular price
$159 with any MEGA

These prices are current. BTW, this is an ATARI deal. They are sponsoring
this package deal. $1250 for a color 4 meg MEGA STE is a really good deal.
Not to mention, the prices are dropping. Something like this is what to watch
out for.

Mark Santora
My name is Mark, but my friends call me Mark...
Founder D.D.I. Productions

3782. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 20:54:18 UTC
From: ersys!mforget@agchem.redwater.iol.ca
Message-ID: <8wN9iB1w164w@ersys.edmonton.ab.ca>
Source record: 223463
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ZX0013@DMSWWU1A.BITNET (Bjarne Pohlers) writes:

> In article <09BViB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca
> (Michel Forget) says:
> >No, a window is not the way to go for me. The mailer and newsgroup
> >machine was not working regularly, so I think I missed a lot of this
> >thread. I did find out one way to shorten the screen. Subtract 1 from
> >the value contained at $2AB2 and you have a shorter screen. Add 1 when
> >you want to update the status bar. It was as simple as that. At least
> >for monochrome.
> Who guarantees that this will work with alternative screen-drivers, with
> other resolutions than the standart (e.g. autoswitch-overscan, new graphic-
> cards, etc....)? Will it run under MGR or with MW? On a TT? Is $2AB2
> a documented system-variable? Your program will only run on some special
> machines with a special TOS. Don't do that!!!!!!!
> > l have to try it with color as well, since I am not
> >sure if the address applies to all ST machines.
> Please try also on all graphic-cards, on all STs on a TT, the new falcon, und
> all TOS-versions, under MiNT, MTOS and please test also all screen accelerato
> ...:-(

Uh-huh. Actually, the address I mentioned was only one way of shortening
the screen, and that way only applies to my own system as far as I know.
The documented way (suggested by someone who didn't know I knew nothing
about assembly) is:

```
dc.w $a000
-42(a0).w
```

Apparently this is how you check the line-a table to see how high the
screen is.

Does anyone know how this could be accomplished through Peeks and Pokes?
I am using Personal Pascal, which has no "asm" call in it so that is
pretty much what I am limited to. I also have Tackle Box ST, if that
helps at all.

From what I have learned from the NET, line-a works but is not gauranteed
to work on future computers. I agree with almost everyone that
shortening the screen is not a nice thing to do to future users of Atari
computers, but that is the best way to get the effect I want. I could
use a window (as was suggested) but that is SLOW. Programs like Stalker
3.x that do use Windows look great, but they can't keep up with my 2400
baud (Supra 2400 Plus, actually) modem. I hate waiting for the text to
catch up with the modem. Anyway, based on the comments about shortening

the screen made by people on the net, here is what I will be doing:

1. The status bar is optional. If you have a system that can use it,
great. If not, just turn it off. For those who don't use it, a keypress
will be enabled that brings up a status report.

Not sure why I numbered that...:) It seemed right at the time.
Now that news is flowing again, perhaps I'll be able to see the responses
people make. I missed most of the thread while things were going crazy.

Thanks for any help. It is appreciated.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>

<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< -- >>

3783. Re: Making the screen one line shorter (at the bottom) -- How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 21:28:13 UTC
From: ersys!mforget@agchem.redwater.iol.ca
Message-ID: <qHP9iB2w164w@ersys.edmonton.ab.ca>
Source record: 223464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

rosenqui@ncs.dnd.ca (E. Rosenquist) writes:

> In article <09BViB1w164w@ersys.edmonton.ab.ca> mforget@ersys.edmonton.ab.ca (
>
> > There is a GOOD reason not to use a GEM Window. The first reason,
> > which you mentioned, is that the speed is VERY slow. Even with
> > accellerators, the output can't keep up with more than 2400 baud in
> > Stalker. Without an accellerator it would be hideously slow.
>
> I beg to differ. Based on my own experience, an unadorned 8MHz TOS
> 1.0 can keep up with 2400 baud in STalker. Adding a software screen
> accelerator and/or a CPU enhancement can increase this to the point
> where 9600 baud screen output is achievable. I should add however
> that the main limitation under VDI is not the text output speed but
> the scrolling speed. You'll fall a bit behind if you get a blast of
> LF's in a row, but under more typical situations STalker can keep up.
> On a T16-equipped Mega4, according to a small test program I wrote,
> the best I could do was around 50 scrolls/second for an average-sized
> window.

I should have mentioned in my first post that my modem is not a standard
2400 baud modem. It is a Supra 2400 Plus. It it uses a compression
protocol when it can, so the text was coming across at around 4500-5000
baud isntead of 2400. This was with a screen accelerator installed. It
didn't fall far behind, of course, but enough so that the wait was
disturbing.

>
> The one very good reason TO use a GEM window is compatibility.
> Sticking to a VDI-only implementation may cost you a little in terms
> of speed, but in my humble opinion, you gain much more than that back
> in terms of compatibility and ease of use.

This is true, I suppose. It is more compatible and a great deal easier
to use for the novice. The down side is that it is slower and an agany
to implement...:)

>
> > Also, a GEM window takes up space. Instead of 25 lines (24 with a
> > status bar) you would have 23 lines and be forced to put the status
> > bar at the top of the screen.
>
> In TT medium-res, Overscan, or any of the 3rd party high-res video
> cards there is plenty of room for everything.
>

> > There is also the added joy of having to handle more complex
> > redraws.
>
> True, but as they say "no pain, no gain".
>
> > No, a window is not the way to go for me.
>
> Evidently not. If your main concern is to get something that does the
> job on specific systems, then do whatever you like. I think the
> original question though was how to reserve a screen line in a "safe"
> manner, and as the ongoing discussion has shown, there are varying
> degrees of "safety", the ultimate being a GEM/VDI-based
> implementation.

Yes, the safest is through using the VDI. The Line-A calls do work for all Atari computers in production, I'm told, but they may not work on future computers. There is also the problem of working with MiNT. If I shorten the screen and a user starts an editor in the background, unpleasent things would happen. The way around this is to have the status bar as an option (which I elected to do). Then there is the problem of screen modifications like Overscan or the others. This is a fairly sticky problem, but not fatal. If the status bar works on your particular setup, use it. If not, turn it off and press Alt-S when you want to know what is going on (a dialog of information will appear if the user does that).

This is fairly frustrating...:)

>
> > Subtract 1 from the value contained at $2AB2 and you have a shorter
> > screen. Add 1 when you want to update the status bar. It was as
> > simple as that. At least for monochrome. I'll have to try it with
> > color as well, since I am not sure if the address applies to all ST
> > machines.
>
> Hmmmm, you're already in dangerous territory - the address you mention
> is almost certainly not the same across TOS revisions, and could
> conceivably change within a TOS version due to a screen accelerator.

Yes, you are right about that. I should not have mentioned the $2AB2 address, since I knew it was only really valid for my own system or other systems like it (TOS 1.4). A more proper way to do it was mentioned to me, which is to do a "dc.w $a000" and then check "-42(a0).w". This would tell me the height of the screen. I am using Personal Pascal (with Tackle Box ST) though, so assembly language doesn't help me out a lot. I wish it did. Even so, I know next to nothing about assembly anyway.

Thanks for your comments.

>
> Good luck,
> Eric Rosenquist

```
<< ---------------------------------------- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ersys!mforget@nro.cs.athabascau.ca >>
<< Michel Forget >>
<< "This offer is valid on absolutely ANY day >>
<< of the year, except...." >>
<< ---------------------------------------- >>
```

3784. Atari 520ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 21:55:21 UTC
From: lawrence@access.isc-br.com
Message-ID: <1996@tau-ceti.isc-br.com>
Source record: 223465
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers,pnw.forsale

Atari 520ST (not FM)
1 meg RAM (not expandable)
DS-DD External Floppy Drive
Monchrome Monitor

$300 or best offer

Includes system software like BASIC, LOGO, and First Word Word Processor and a few games.

Terms: as is. - shipped U.P.S. C.O.D. - buyer pays shipping and C.O.D. charges.

Lawrence Kelley

Internet mail

lawrence@access.isc-br.com

Voice

(509) 927-5600 x5413 (7-4 M-F PST)
(509) 467-4516 (evenings & weekends)

3785. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 21:58:23 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <EdupJzO00VAuI=L3gC@andrew.cmu.edu>
Source record: 223466

Roger Sheppard writes:

>In article <12159@ns-mx.uiowa.edu> twright@umaxc.weeg.uiowa.edu (Tom
Wright) >writes:
>>
>> I've been looking for a decent word processor for my ST. Right now
I'm still
>> using (gasp!) ST-Writer and it's okay, but I'd like to get something
better.
>> I'm a real fan of Microsoft Word for the Mac, so something similar would be
>> nice.
>> Features I would want are: automatic footnoting, style sheets or
equivalent,
>> ability to import graphics and flow text, variety of font sizes and styles,
>> and Postscript-to-disk output.
>> Note that I DON'T want a page-layout program, just a word
processor. I read
>> a review of 1st Word Plus some time back and it seemed to have most of these
>> features. Can anyone comment? Plug your favorite program, here's
your chance.
>>

>Well it looks like you had better start writing one, this is one
>Platform that the Atari lacks...

Au contraire. Try WordFlair II, the descendant of WordUp, which could do
a lot of this. I dunno about the PS to disk, but from what I've heard,
it does the rest, and may do this as well.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
Obligatory Political .sig stuff: We want Tsongas back!
(Either that, or get Jerry Brown a *real* tax plan...)

3786. Re: GEMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 22:13:04 UTC
From: ken@isgtec.com
Message-ID: <2360@isgtec.isgtec.com>
Source record: 223467

In article <32520@darkstar.ucsc.edu> monsoon@cats.ucsc.edu (Len A. DeJesus) writes:
> Well, all of this arguing is fine and dandy, but I wonder if anyone
> thought about the notion that perhaps more developers will come out to make
> stuff for this gemulator on the pc (if it gets popular enough) which might
> in turn create more ST software...

This is theoretically possible, but I don't think it's realistic. I don't
think PC owners (who've never had an ST) would buy a Gemulator at all.
They would if it could run Notator and Cubase, because the PC has little
or no MIDI software with integrated notation, but it can't. And maybe for
Calamus.

No, I think the only market for Gemulator is from ST owners or ex-ST owners
who already have ST software, in which case it's bad because it gives people
reason to dump their ST but keep some of their ST software. Sure, Atari
might scrape together a few bucks from it since you need the Atari ROMs,
but they sell those at cost anyway. But I don't think it'll do anything for
ST software. Just reduce the ST hardware base. By a very small amount, since
it's so expensive, and compatibility is bad currently. Now, if it could
run Notator, they would sell a few of them...
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

3787. Supra 32Meg Hard Drive for Atari ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 22:25:09 UTC
From: lawrence@access.isc-br.com
Message-ID: <1997@tau-ceti.isc-br.com>
Source record: 223468
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale.computers,pnw.forsale

Good condition in a shoebox case. Includes power supply, interface,
documentation and Supra utilities.

Ready to attach to an Atari ST and run.

$275 or best offer

Terms: as is. - shipped U.P.S. C.O.D. - buyer pays shipping and C.O.D. charges.

Lawrence Kelley

Internet mail

lawrence@access.isc-br.com

Voice

(509) 927-5600 x5413 (7-4 M-F PST)
(509) 467-4516 (evenings & weekends)

3788. ST MAGAZINES

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 22:25:28 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr14.222528.23238@ucsu.Colorado.EDU>
Source record: 223469

What magazines are available in the US for the ST?
I use to read STart, but they are not available anywhere here in Colorado.
email chuj@horton.colorado.edu
If you have a phone number to order these, please include it in the
replies.

Thanks,
Jeff

3789. HD Drive?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 22:35:33 UTC
From: Jim.Kung@debug.cuc.ab.ca
Message-ID: <1992Apr14.223533.12724@debug.cuc.ab.ca>
Source record: 223470

Hi, I'm sure this must be a FAQ, but I'm wondering about connecting a
3.5" HD External Drive to my ST(f). Here's the criteria :

1. Works completely with GEM/TOS.
2. Fairly inexpensive/quick set-up.

Please reply via net-mail, as I don't read this group very closely.

Thanks.

| - Ministry of Taxation
Jim.Kung@debug.cuc.ab.ca | "I only bill to know I'm alive..."

3790. Languages for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 22:49:36 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr14.224936.20002@colorado.edu>
Source record: 223471

I have the following two items for sale:

GFA Basic 3.5 (with registration card) - $75
Lattice C v.5 (most current release) - $100

If you are interested, make me an offer, more than likely the
best offer will get it.

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

3791. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 23:14:48 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Apr14.231448.1174@newshub.ariel.yorku.ca>
Source record: 223472

The only word processor I have for my ST is what came with it: 1st Word.
The funny thing is that I also got a program called 1st Word to Postscript.
So, type up your stuff using 1st word, then run it through 1stWord to PS and
you have the post script version of your file on the disk, then send it some-
where where you can send the file to the laser... Although the file only sets
the font up as courier, you can always edit the post script file so that you
can change the font.

____
/ o n y.

P.S - Are there any PD word processors that are better than 1st Word. It's
the only WP I have and use. I wouldn't mind buying a copy of Word Perfect for
the ST...

3792. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 23:29:44 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.232944.8558@actrix.gen.nz>
Source record: 223473

In article <1992Apr14.155055.12901@newshost.lanl.gov> hutch@lanl.gov writes:
> Roger, if your intent is to flame the Atari, there are better places to do it than in this newsgroup. People here are well aware of the Atari's weaknesses (and it's many strengths, for that matter).
If you love the PC so much, then I recommend you attend the PC newsgroups and save the diskspace for the rest of us.
>
> Personally, I think we _do_ have good word processors, data bases, hard disk tools, etc, etc, that you complained about.
Perhaps not the wide assortment that the PC enjoys,
but they are there nonetheless.
Sorry that you do not have strong local support for the Atari in Kapiti, New Zealand, but don't feel like the lone stranger.

Have you ever been to New Zealand, no I don't think so, so you comments are a load of rubish, you are nothing but a Atari bigot, get with it..

Atari has just posted 1/4 year loss of 4.4 million...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3793. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 23:36:32 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr14.233632.8797@actrix.gen.nz>
Source record: 223475

In article <1992Apr14.163441.7078@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
> Roger,
>
> If you think Atari has no good software, their machines are too
> slow, etc, then go get a PC, and leave us alone. We like our
> machines. Atari users are a very close bunch of people. For
> the most part, our machines are some of the most powerful systems
> available to the average person. They're also the easiest to
> use.
>
> We may not have a gazillion programs out there, but we do have some
> very good software to choose from.
>
> Terminal Programs: STalker 3.01, Flash II
>
> Word Processors: Signum III, Wordflair II, Word Perfect
>
> Spreadsheets: VIP Professional
>
> Databases: LDW Power
>
> Utilities: NeoDesk 3.0, Hard Disk Turbo Kit, ICD Utilities, etc.
>
> --
> | Robert Glover GEnie: R.GLOVER3 |
> | Internet: rg@turing.acs.virginia.edu |
> | Cleveland Freenet: aq115@cleveland.freenet.edu |
> ~~~~~~

What a load of Crap, most of that software you list is no longer supported,
and Flash II is not even out yet, Signum III is in German the ICD utils
only work with ICD hosts, is this the best you can do...???
Tell me were do I get support for this software, I also have LDW 1.1 and would
like to get Version 2.0...

Dream on...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3794. Re: Good software (Was: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 23:45:49 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr14.234549.20829@wam.umd.edu>
Source record: 223476

In article <12548@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
>"the above would probably cost $9K"...
>
>A new 486/50 EISA clone can be had with all the frills for around $4500.

You're not counting software like the Unix derivative Patrick mentioned.

Dave Baggett
dmb@wam.umd.edu

3795. Re: Best Vi-Clone?

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 23:47:31 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7547@uqcspe.cs.uq.oz.au>
Source record: 223477

andi@gmd.de (Andreas Rohrschneider) writes:

>I'm looking for a really useable VI-Clone.
>I've already tested leevee, ELVIS and such, but none of these could satisfy me

Eh? I use Elvis 1.4, and it is an excellent clone of VI - it even has
more features (such as a ":prev" to complement ":n"), and lets you map
ALT-key combinations!!!!!!!!!!!!

If you have trouble, it may be a config. thing. One thing I noticed
is that VI assumes you are in VT52 wrap mode (which was true on the old
TOSes, but was changed for some reason). A simple fix is to change to
wrap mode at start-up.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

3796. Re: Good software (Was: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 23:57:38 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.oulhC1aEbuI@jonh.wimsey.bc.ca>
Source record: 223478

In <12548@umd5.umd.edu>, Alok Dhir writes:
>"the above would probably cost $9K"...
>
>A new 486/50 EISA clone can be had with all the frills for around $4500.
>
Priced Unix lately? How about the price of Unix software?

--
There are a lot of intelligent people on the net that will go
ballistic when they are subjected to something stupid.
-- Larry Smith on the rec.arts.manga debate

3797. Re: Overscan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-14 23:58:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39074@MS.maus.de>
Source record: 223479

c>The autoswitch overscan (as it's called) is a little more complex to install
c>but is more convenient.

It's even easier to install and worth its price.

Greetings,
Patrick

3798. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 00:06:58 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7548@uqcspe.cs.uq.oz.au>
Source record: 223480

In <1992Apr14.102756.10825@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>favorable. One point you mentioned was Postscript-to-disk ability... this
>seems like a strange function for a word processor, seems like if you
>want postscript you *DO* want a Desktop Publishing program (Pagestream would
>do this for you).
Other W/processors do provide Postscript output: for example: on MessyDOS
platforms: such as MSWord, WordPerfect, Ami. Postcript is very necessary
for people with access to Postscript-driven laser printers.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3799. Re: More info on GEMulator please!

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 00:09:02 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.Qw937rf3ovI@jonh.wimsey.bc.ca>
Source record: 223481

In <petav.703269056@e20.physik.TU-Muenchen.DE>, Peter Averkamp writes:

>I assume that this clumsy hardware solution is to prevent some
>jerk from the company get a lawyer and sue anybody for copyright
>violation, right ? If you've got the ROM's you've bought a machine, Ha!

You can purchase Tos 1.4 and 2.6 chips right now over the counter
at any atari dealer, so what possible reason do you have for thinking
you have to take the chips out of your own computer, or even own an
Atari to use the Gemulator?

Also, would all you people who want to start flame wars with Darek
please set your follow ups to alt.flame where these postings belong.

--
There are a lot of intelligent people on the net that will go
ballistic when they are subjected to something stupid.
-- Larry Smith on the rec.arts.manga debate

3800. Atari Unix ...

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 00:53:35 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kumvkfINNlpk@aludra.usc.edu>
Source record: 223482

Hi all,

The recent discussion on Atari Unix has left me a couple of questions
that I hope someone out there can answer (if they are doing the development)
or who can give a knowledgeable answer (remarks about how ASV will never come
out, Atari will fold before it is available, or other negative/non-productive
comments are NOT welcome).

The Atari Unix is supposed to be a full port of System VR4, with the
Wish (sp?) windowing interface. What I am wondering is if it will support
the currently-existing SCSI/ACSI ethernet cards (I would assume that it would
support any VME/Megabus cards as it is on the bus like most other UNIX ethernet
cards)? If it does support ethernet (or SLIP, etc.), will it support NFS so
that it can mount fileservers, other accounts, etc.?
Will it support 3rd party video cards (say one of the plethora of
1024x768 cards thave hve come out), or are we stuck with using only the Atari
Monochrome (or other brands I would suppose) monitors?

I realize that ASV doesn't have this support now, or it would already
be out :), but have any developers pledged support for these issues yet?

Thanks,

Mike Baffoni

UCS, USC

3801. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 01:27:44 UTC
From: adhir@oberon.umd.edu
Message-ID: <12558@umd5.umd.edu>
Source record: 223483

```
! A friend of mine who does DTP tried a 040 NeXT running pagemaker in 32 bit
! colour mode at a recent show. He basically said you couldn't pay him enough
! to use the system as it is now. Appearntly the lag time between clicking and
! anything actually happening was frustratingly long. He said the original
! mac was faster( of course that was mono)

This is exactly like the owner of an inferior system. Trash the thing that
is supposed to be the best... You are comparing a TT030 to a NeXT 040? Are
you sick? "you're friend" was probably running on a machine with too little
memory and was waiting for swapfiles to come in and out. The only way to
get 32bit color on the NeXT is with the NeXTDimension color board which has
an Intel i860 coprocessor on it...and it displays 32 bit color at about the
same speed that the non-NeXTDimension NeXTs display mono. I am writing this
from NeXT right now. We have tons of em here on campus (at the University
of MD, College Park), and I use them every day. The original Mac was a 7.x
megahertz 68000...I cannot even believe that you are trying to tell me that
that thing feels faster than a 25mhz 68040. Amazing.

- Al
```

3802. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 01:35:54 UTC
From: martini@cloud9.in-berlin.de
Message-ID: <H.y233Son0KVM@cloud9.in-berlin.de>
Source record: 223474

In <1992Apr13.233321.10308@umbc3.umbc.edu>, cs331109 writes:
( ) I disagree that you can't go wrong with modern C compilers.
I've tried many of the ST compilers and I am yet to find ONE that will
compile ANSI standard source code. I'm learning C in school, and I
use a UNIX compiler. I've tried Mark WIlliams, Lightspeed C, Madmax c
(or whatever), and am currently trying to get GNU C and/or Szobon C
to work. If anyone DOES know of an ANSI/UNIX c compiler please let
me know what it is.

Pure C (the former Turbo C) does compile ANSI C quite well, as does, of
course, GNU C. GNU C will compile just about everything you throw at it,
as long as it's anywhere near C code and you get your options right.
Trouble is, GNU C takes forever to compile, and it fills up your HD
real fast.
--
|||| ~~~~ ALWAYS ~~~~ | Martin P Ibert, Westendallee 100d | __ ||||
|\/| ~~~~ LOOK ON ~~~ | D-1000 Berlin 19, Germany, Europe | ( )__ |\/|
|/\| ~~ THE BRIGHT ~~ |-----------------------------------| (9)_ |/\|
|||| ~ SIDE OF LIFE ~ | Mail: martini@cloud9.in-berlin.de | (_________) ||||

3803. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 01:40:05 UTC
From: kendall@spotted.rice.edu
Message-ID: <KENDALL.92Apr14194005@spotted.rice.edu>
Source record: 223484

The *real* meaning of True Color is that each pixel can be assinged whatever color you like - so if each pixel has eight bits of Red, Green, and Blue, then each pixel can have whatever value you wish for each of the colors. Normally, you'd have to choose 256 (or whatever) specific combinations of those eight bits and that's all the colors you could have on the screen (each pixel would have to be chosen to be one of the 256 colors). With True Color, you can make any pixel on the screen be any color you want (or as close as you can get depending on the number of bits per pixel)

True Color has nothing to do at all with how many colors there are avialiable. It's really more of a hardware graphics term. So Mr. Trameil (sp?) was right...
--
---> Kendall Gelner (kendall@rice.edu)
Quiet people aren't the only ones who don't say much.

3804. Re: Founder of Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 01:55:09 UTC
From: techno@lime.in-berlin.de
Message-ID: <9VA2MFG@lime.in-berlin.de>
Source record: 223485

cgeorges@cory.Berkeley.EDU (chris georges) writes:

>Could someone tell me who the founder of Atari was?
>I think it was Nolan Bushnell, but my friend thinks Chris
>Crawford had something to do with it, which seems totally wrong to
>me.

No, no, it was Nolan Bushnell all right. The inventor of the video game, BTW.

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
<signature virus erased> - whew, finally !

3805. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 02:22:05 UTC
From: leavitt@cheshire.oxy.edu
Message-ID: <1992Apr15.022205.23369@cheshire.oxy.edu>
Source record: 223486

Well, what about the SHARP/APPLE PDA thingy, that is supposed to give
you '040 performance on it's applications, with a Mac-like non-compatible
interface for under $600 retail?

Thom

3806. Re: New rumor about Atari Falcon and NeXT

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 03:15:54 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Apr15.031554.7919@elroy.jpl.nasa.gov>
Source record: 223487

NeXTStep may be cute, but certainly not necessary to bring a machine like the Falcon into a workstation-style arena. There is currently a PD port of 4.3 BSD for Intel 386 on a number of archive sites. It wouldn't be too hard to grab the source for that and get it running on a 68030 box. I personally would rather have real BSD instead of NeXTStep on MACH anyway. Especially since there would be no licensing fees for the real BSD code.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

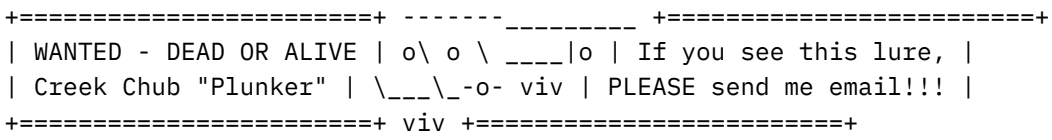
3807. What makes Hermes go?

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 03:43:49 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14701@vela.acs.oakland.edu>
Source record: 223488
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Someone recently put a betatest version of the hermes uucp software
at atari.archive and I have gotten the files and configured them as would be
necessary to access my UUCP information/account. Only problem is that I can
not figure out which program is supposed to set up the environment. I am
done with the config.sys and active, etc. in the other various directories,
and now that I am finished, even login doesn't work so I can make a test
mail message and see how the header reads in the spool directories.

To top it all off, there is no uupoll program to run uucico. Any help out
there? Also, if at all possible, I could stand to hunt down the source
code to the uucico program as I will need to once again add another login
step to it.

swood

--


3808. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 04:23:56 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Apr15.042356.3526@newshub.ariel.yorku.ca>
Source record: 223489

I agree totally! Bashing a machine, or just simply stating "my machine is better than yours" is totally childish, yet most clone users feel that way.

I own a TI 99/4A as well as my ST, and I am happy with both machines. Whenever I mention TI, people say stupid things like "my PC is better than that trash", and I can't stand it, especially when that same clone user has never seen what the machine can really do. I have been seeing the same attitude being applied to other machines, such as the ST as well. I saw beyond Atari's reputation as being the producer of game machines, and saw some useful utilities for it. Yes, software support for the 99/4A or the ST is not as large as that of the IBM world, but we, the users, know it is there and are happy with what we have.

If you want to bash some PC's then you can always state the fact that the clones are simply upgraded outdated technology. First came the 8086, 8088, all the way up to the 486. Looking at the machines, how much change is there? Yes, there is a change in speed, and architectural changes to update the out-dated technology, but other than that, there is no new original thought being implemented. The computer business has become a fast food service where every once in a while, they put an extra ingredient to your hamburger. The clones with their big expensive graphics cards, can't even do what a simple TI takes for granted: sprites. Which brings me to another point about these machines: Use it for your own purposes. If you are going to deal with business, fine, get yourself a clone as most businesses use them. If it is for recreational uses, or educational, is a clone really the machine for you? If you were to put someone infront of a clone for the first time and told them to use it, they would look at you strangely and ask for the manual. Machines like the TI and ST are user friendly, which makes it easier to use. With the TI, you have menus where you pick the corresponding number. With the ST, it's as simple as move the mouse and click. Software support for the machine is not always the main reason to buy a machine. So as limited as our software libraries are, we are happy with our machines and that is what is important.

/ o n y.

3809. Re: Atari 1040STe STILL for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 04:24:51 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Apr15.042451.24010@mnemosyne.cs.du.edu>
Source record: 223490

In article <12551@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
>
> - LOTS AND LOTS of software...installed on the HD and on about
> 200 disks. Great apps (current versions) and great games (new
> and old).
>
>I am selling because I have to convert over to the PC platform due to
>the nature of my job. I'll be sad to see it go.
>
>Everything above for $1200 + COD charges (negotiable)
> -----

WHY are you selling ST software since you said you getting Germulator????
You said that ST is like cheap computer so WHY dont you sell for $12.00
instead?! WHY do you speak one way about Atari when you try selling
and another way when you buying PC?

3810. Re: Developers can get Atari Falcon computers in April?

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 04:41:31 UTC
From: bl692@cleveland.Freenet.Edu
Message-ID: <1992Apr15.044131.19398@usenet.ins.cwru.edu>
Source record: 223491

I have the problem that my local Archemides A5000 dealer

has gone belly up...

3811. Will you send me cons_fix.arc?

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 04:57:46 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr15.045746.14522@cdsmn.mn.org>
Source record: 223492

I have been trying to get cons_fix.arc from atari archive for weeks now, but for some reason it just won't cough up! (I use atari archive via mail server). I've been getting stuff from there regularly (today in fact) so I don't know what's going on. Maybe it's been moved and the Index hasn't been updated yet. I don't know, but rather than worry about it, could someone mail it to me? It's very small.

Thanks,
Doug

p.s. Martin, did you get the kermit you were looking for yet? I tried to mail you, but it bounced. If not, drop me a note and I'll try again.

3812. Re: ST MAGAZINES

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 05:08:40 UTC
From: cmk57122@uxa.cso.uiuc.edu
Message-ID: <1992Apr15.050840.10160@ux1.cso.uiuc.edu>
Source record: 223493

chuj@horton.Colorado.EDU (CHU JEFFREY) writes:

>What magazines are available in the US for the ST?
>I use to read STart, but they are not available anywhere here in Colorado.
>email chuj@horton.colorado.edu
>If you have a phone number to order these, please include it in the
>replies.

> Thanks,
> Jeff

The ones that I know of are: Current Notes, AtariUser, Atari Interface, Atari Explorer, and two on-line magazines Z*Net and STReport. The phone number for Current Notes is (703) 450-4761, but I don't know off hand about the others.

Hope this helps...

--

| Christopher Kmiec | Send E-mail to: |
| Atari, gotta have it! | cmk57122@uxa.cso.uiuc.edu |

3813. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 06:47:14 UTC
From: wagg@zellweger.ch
Message-ID: <1992Apr15.064714.588@zellweger.ch>
Source record: 223494
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr13.183459.5924@mdd.comm.mot.comFriedrich> friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
Friedrich>Has anybody out there installed the TEC 2.06 upgrade in a circa '88 ST?
Friedrich>
Friedrich>I'm considering the upgrade, and can handle a soldering iron, but would
Friedrich>like to stay away from desoldering any chips.
Friedrich>
Friedrich>How difficult is the upgrade installation?
Friedrich>
Friedrich>Are the instruction easy to follow? What about the option to switch back
Friedrich>to older TOS? Is this an additional installation.
Friedrich>
Friedrich>Any comments would be greatly appreciated.
Yesterday I installed the TOS Expansion Board from Hard & Soft in Germany.
If you have your CPU already socketed you can put this card under the CPU.
There a three soldering points, two to the old CE-Pin of the old ROM's
(you have to draw them out of the socket) and one on the CE-pin of
one of ROM sockets. You can switch without any problems between the two
ROM-Versions. If you don't have you CPU socketed you may solder the board
on top of your CPU or use the so called speed bridge for connecting the
board via the mega bus.

I' ve seen ads of artifex the german distributor of the TEC. They also have
new versions of the TEC for soldering on top of a CPU or for the mega bus.

Hope that helps
Georg

_____________ _____________
/ __________() ()__________ \
/ /________ Georg Wagner ________/\ \
/ /_/_______() Zellweger Uster ()________\ \
/____________ wagg@zellweger.ch _____________\
|___________() ()_____________|

3814. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 06:49:35 UTC
From: jmb8302@csseq.cs.tamu.edu
Message-ID: <12428@tamsun.tamu.edu>
Source record: 223495

Has anyone had problems with using the malloc() with Laser C.
I typed in some simple code to use linked lists and when I try to access
any of the nodes my ST bombs with a bus error. Here's the code:

```
struct node
{
int color;
struct node *next;
};
typedef struct node *next_ptr;

main()
{
next_ptr n;

n = (next_ptr) malloc(sizeof(node));
/* allocates a node, size of the structure, and type casts it to next_ptr*/
n->color = 1;
n->next = NULL;

/* I build some more nodes, and link em together. But I get a bus error...*/
```

Well mabey I should post this in st.tech...

3815. Re: Hybrid Arts Digital Master (Direct Disk Recording)

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 08:51:48 UTC
From: fabrizio@deis65.cineca.it
Message-ID: <1992Apr15.085148.25286@deis35.cineca.it>
Source record: 223496
Cross-posted to: comp.sys.atari.st,rec.music.synth

My opinion having tried all the systems currently available for the Atari is don't buy Hybrid Arts, instead wait for the new Yamaha CBX-D5 (prewieved in Frankfurt). It's a 4-track hard disk recording system all in one box that connects into the DMA port of the computer. It contains an internal DSP for mixing, equalizing, reverb, chorus and other effects. It fully multitasks with the Atari and allows use of other sequencers (like the forthcoming Cubase Audio... really powerful).

Definitely it's worth waiting some months.

Fabrizio Lugli
fabrizio@deis64.cineca.it

3816. Re: Rumours about new releases....

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 08:52:12 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.22@sofus.dhhalden.no>
Source record: 223497

In article <1992Apr13.232618.28991@cis.ohio-state.edu> tbrown@tortoise.cis.ohio-state.edu (Ted Brown) writes:

>In article <1992Apr13.231555.30704@introl.introl.com> pete@introl.introl.com (Pete Ikusz) writes:
>>In article <1992Apr13.123935.27069@decuk.uvo.dec.com> arendi@loke.soo.dec.com writes:
>>>
>>> 3. The new series, no name, will be called home computers
>>> and replace 520 and 1040 but will have a up to 60 MIPS
>>> performance.
>>
>>Ummm. 60? Maybe if it's running at 400 MHz. (assuming a 020 @ 20MHz is around
>>3ish MIPS) They should have it competeing with DEC's Alpha!

>Actually I don't think they are talking about the 680x0 line, but maybe a
>RISC chip. The 60 MIPS sounds like the MIPS R4000 or the Motorolla 88110.
>But Atari producing a RISC computer sounds about as weird as a 020 at 400 Mhz!
>How much do those chips cost apiece anyway? I just don't see Atari producing
>a $5000 computer. Well that's what *I* thought when I saw the 60 MIPS.

NeXT is coming out with a new machine this fall, the NeXTbrick, which will have two 50Mhz 88110's running in parallell. The theoretical performance was quoted to be 200 MIPS, whit a practical performance at around 150. But if they're supposed to be home computers they probably would keep 'em compatible with the existing hardware (kids want their games to work...).

>Ted Brown

Spidey

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

3817. Re: True Color

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 09:29:54 UTC
From: vince@sci.kun.nl
Message-ID: <1992Apr15.092954.711@sci.kun.nl>
Source record: 223498

Ummm, with a resolution of, say, 600x800 at 24 bits you'd need
600x800x3=1440000 bytes (1406K). But then again, if the Falcon would
really be shipped with 4 or 8 Meg, what the hell.
But wouldn't BitBlts on 24 bitplanes consume too much CPU time? (Or
maybe they'd put in some Turbo-Blitter...)

P.S. Just pressing some keys on my calculator here; the same amount of
display memory would allow a monochrome res of 3394x3394... (wouldn't
like to pay for the monitor capable of that, though...)

Sander SToks
vince@pomeron.sci.kun.nl

3818. Missionware (Flash II) contact?

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 09:50:39 UTC
From: andre@cix.compulink.co.uk
Message-ID: <1992Apr15.095039.23409@demon.co.uk>
Source record: 223499

Could someone let me know the address & phone number (and/or email address)
of Missionware, the people who publish the Flash II comms package? Replies
by email please, to avoid cluttering up the net.

Many thanks,

Andre

Andre Willey | Email: andre@cix.compulink.co.uk
7 Oaklands Road, Sutton Coldfield, | andre@cix.uucp
West Midlands, B74 2TB, England. | ...{mcsun}!uknet!cix!andre
Phone: (UK) 021-308-5251 | "Il est mort, Jean Luc..."

3819. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 09:56:06 UTC
From: cca10@seq1.keele.ac.uk
Message-ID: <2546@keele.keele.ac.uk>
Source record: 223500
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

From postnews Wed Apr 15 10:52:29 1992

> What pezacaly IS roflastc? (rolflastic! :))
>
> _____________________________
> PhBill: Bill Kendrick
> moon!cyberden!phbill@well.sf.ca.us
> _____________________________

I think it stands for ....

Rolling On Floor Laughing And Scaring The Cat

TCOYN .... (Take Care Of Yourself Now)

Craig Armstrong @ Keele University Computer Centre, Keele, Staffs,
ENGLAND.

3820. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 10:45:41 UTC
From: J.M.C.Geada@newcastle.ac.uk
Message-ID: <1992Apr15.104541.25069@newcastle.ac.uk>
Source record: 223401

Well, you could try Calligrapher Professional, from Working Title.

I've just recently bought it (1 week ago), and so far
it has behaved quite well, produces good quality printout and has
the ability to print postscript to disk.

Features include:
outliner,
large dictionary,
thesaurus,
import graphics (both bitmapped and vector),
table generation,
mathematical formulae,
its own vector fonts for printing (very good quality output on by BJ10e)
style tags (define the ruler/font size/font properties/formatting rules
etc for later use. Changes to tags can be applied to a single
instance or to all similarly tagged instances in the document)
ability to handle multiple columns,
multiple file documents
etc.
=====
SENDER : Joao Geada, PHONE : +44 91 222 8067 FAX : +44 91 222 8232
POST : Computing Laboratory, The University, Newcastle Upon Tyne, UK, NE1 7RU
JANET : J.M.C.Geada@uk.ac.newcastle

3821. Re: Overview of MultiTOS Reprint

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 10:47:35 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Apr15.104735.29325@rhrk.uni-kl.de>
Source record: 223402

EENG6801@RyeVm.Ryerson.Ca (Carlos Varela) writes:

>Well I have to say 2 things about MultiTOS:

stuff deleted

> I think it's a good idea to release it on disk since I'm happy with
> my TOS 1.0 that runs all software. I don't want to get a new TOS
> that doesn't run half the software on the market.
Did you ever think about the software being the problem and not TOS? I made the experience that clean software runs on MultiTOS and that it is not too difficult to adapt programs to it. This only applies of course if these programs are more or less clean regarding the current standards.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

3822. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 11:19:26 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr15.111926.24642@actrix.gen.nz>
Source record: 223403

In article <1992Apr14.191844.21346@rhrk.uni-kl.de>
schwager@arctecserv-2.informatik.uni-kl.de (Johannes Schwagereit) writes:
> In article <1992Apr14.085854.6299@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz
writes:
> > In <12159@ns-mx.uiowa.edu> twright@umaxc.weeg.uiowa.edu (Tom Wright) writes:
> > >
> > > I've been looking for a decent word processor for my ST. Right now I'm still
> > > using (gasp!) ST-Writer and it's okay, but I'd like to get something better.

> > > a review of 1st Word Plus some time back and it seemed to have most of these
> > > features. Can anyone comment? Plug your favorite program, here's your chance.
> > >
> >
> > Well it looks like you had better start writing one, this is one
> > Platform that the Atari lacks...
>
> This is definitely not true!
> I don't know the international (english-speaking) market, but here (in Germany)
> there are at least four or five excellent programs available:

My comments on these programs..

SCRIPT *** Mono only does not have a thesaurus or a English dictionary..
SIGNUM II *** Mono Only, as above, not word Processer. A Calligrapher..
SIGNUM III *** German only , as above..
CyPress *** So far have never heard about this one..
That's Write *** This could be the best there is..!!

There is also Tempus Word and the French Redacteur and SCRIPT II.

> Each of these programs has the features you are asking for (exception:
> That's Write is the only one with PS-Output), is better than 1st Word+,
> has WYSIWYG, is fast and reliable, has nice outputs (on many printers),
> and is still supported.
>
> (I'm using SCRIPT)
>
> Tschuess,
> Johannes

I do find Word Processers that use GDOS a pain as you can't load Fonts
on the fly and they are slow and also nead fonts for the printer..

Wordflair II is a Document processer and uses FMGDOS but does that
have the same problems as GDOS..

The English version of SIGNUM could no longer be support as the firm
that did the port I believe has folded...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3823. GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 11:34:28 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <703527792.F00001@tdkt.kksys.com>
Source record: 223404

In a message of <Apr 11 06:03>, Gary Stollman (1:282/31) writes:
>From: garys@bluemoon.rn.com (Gary Stollman)
>Newsgroups: comp.sys.atari.st

>Hi all...I would like to know who out there is using GFA Basic to program
>professional quality programs with? Anyone?? And if so, is it worth it
>for me to purchase GFA for DOS or Windows in order to enable me to port
>anything I werite commercially for the ST to an IBM?? Any feedback
>would be greatly appreciated!!

Hmmm... This is the third message like this I've seen in the past month or so.

Wonder what's going on.... Oh, well.

I've got both GFA/ST and GFA/PC along with QuickBasic Pro. Personally, I tend
to go the route of programming on the ST with GFA and then porting to
QuickBasick. The two are 98 percent compatable, as long as you don't do stuff
like alert boxes in your GFA code.

I _may_ prefer QuickBasic on the PC because I've been programming in it longer
(That long, terrible wait for a GFA/PC that compiled really hurt GFA!), but
I've also run into a few things that 'hurt' portability. QuickBasic uses it's
memory more efficiently, for instance. I've written code in GFA/ST that won't
load into GFA/PC, but will load into QuickBasic. And yes, it will run when
it's loaded into QuickBasic. Of course, it won't run in GFA/PC because I
can't load it all in! That's sort of a major bug. <grin>

There is a LOT of source for both programs available, so I think that's a moot
point. Enough examples exist to show the user how to do almost anything in
both languages. Help is also available for both languages from enough sources
to make the matter moot.

* Origin: FlightLine PointNet (1:282/47.1)

3824. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 11:51:29 UTC
From: zxmkr08@mailserv.zdv.uni-tuebingen.de
Message-ID: <zxmkr08.703338689@mailserv>
Source record: 223405

In <1992Apr14.191844.21346@rhrk.uni-kl.de> schwager@arctecserv-2.informatik.uni-kl.de (Johannes Schwagereit) writes:

>> > Features I would want are: automatic footnoting, style sheets or equivalent,
>> > ability to import graphics and flow text, variety of font sizes and styles,
>> > and Postscript-to-disk output.
>> > Note that I DON'T want a page-layout program, just a word processor. I read
>> > a review of 1st Word Plus some time back and it seemed to have most of these
>> > features. Can anyone comment? Plug your favorite program, here's your chance.
>> >
>>

>This is definitely not true!
>I don't know the international (english-speaking) market, but here (in Germany)
>there are at least four or five excellent programs available:

>SCRIPT
>SIGNUM II
>SIGNUM III
>CyPress
>That's Write

I'd like to add Tempus Word (also a German program) which seems comparable with SIGNUM II or III. It has some drawbacks in its version 1.10:
- no postscript output
- no output to disk in general (I wrote a small program to circumvent this)
- several slight bugs
- automatic footnoting does not always work properly
(It may have more bugs, but these are the ones I found out so far.)
Advantages:
- WYSIWYG (as usual, to take with care)
- VERY fast
- seems to run on all TOS versions out there (I use it on a MegaSTE with TOS 2.05)
- supports SIGNUM fonts

Tempus Word 2.0 is said to come out RSN. (Well, it was announced for the end of February :-)
--
/* Cornelius Krasel, Department of Physiological Chemistry, U Tuebingen */
/* email: krasel@mailserv.zdv.uni-tuebingen.de (Internet) */
/* krasel@chemie.uni-tuebingen.dbp.de (WIN/X400) */
/* "People are DNA's way of making more DNA." (anonymous) */

3825. Re: Overscan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 12:10:17 UTC
From: m91der@tdb.uu.se
Message-ID: <1992Apr15.121017.14334@tdb.uu.se>
Source record: 223406

adhir@cygnus.umd.edu (Alok Dhir) writes:
: I've got a 1040STe, where can I find instructions do perform this
: modification (software switch OR hardware switch)? Do games and stuff
: still work?

Sorry, but you can't do it on an STE. That's because you can't cut
the traces you need to cut to be able to feed the video-chip a
different 'border-signal' (DE - Display Enable). Everything to do
with the DE-signal is included in one chip (as far as I know at
least).

Daniel Eriksson Internet : m91der@bellatrix.tdb.uu.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

3826. GFA Basic 2.0 EXEC command

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 12:15:50 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <703527792.F00002@tdkt.kksys.com>
Source record: 223407

In a message of <Apr 09 12:00>, Keith Bedford (1:282/31) writes:
>From: keithb@hemel.bull.co.uk (Keith Bedford)
>Newsgroups: comp.sys.atari.st
>wagg@zellweger.ch (Georg Wagner) writes:
>In article <702641992.F00001@tdkt.kksys.com>
Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com (Chuck Grimsby) writes:
>>
>.......some stuff deleted
>>
>>BTW, dump GFA 2.0 and get 3.x. It's only $150, and the improvements are WELL

>>worth the upgrade fee!
>>
>Don't do it, GFA is out of the atari market. So there will be no support
>and no updates anymore

>This could explain why ST Format are giving away GFA Basic 3 (they
>promise) with next months issue (beginning of May). Almost worth buying
>STFormat for!

The latest version of GFA is 3.5. Sounds to me as if GFA made a sale on a old
version. Probably, as it did when 2.x was 'released' in a magazine, they also
hope it'll stimulate version 3.5 sales. GFA sold quite a few version 3.0s
after 2.x was released! (After all, you don't get a manual, just the prg.)

* Origin: FlightLine PointNet (1:282/47.1)

3827. GFA dropping support for ST? NOT!

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 12:20:04 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <703527792.F00003@tdkt.kksys.com>
Source record: 223408

In a message of <Apr 14 16:25>, John Hutchinson (1:282/31) writes:
>From: hutch@bellman.lanl.gov (John Hutchinson)
>Newsgroups: comp.sys.atari.st
>Reply-To: hutch@bellman.lanl.gov

>There has been a few rumors flying around that GFA was dropping support
>for the Atari. I just spoke with John Barger of GFA Software
>Technologies in Salem, Mass, and he assures me that nothing could be
>further from the truth. They are, in fact, about to release GFA BASIC
>version 3.7 for Beta testing so that should be available RSN ("real soon
>now").

>Just thought you GFA users might like to know the _real_ story.

Thanks John. I assumed this would be the case. Thanks for taking the time to
make the call.

* Origin: FlightLine PointNet (1:282/47.1)

3828. Re: Overscan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 13:14:43 UTC
From: davidd@cs.mcgill.ca
Message-ID: <1992Apr15.131443.14908@cs.mcgill.ca>
Source record: 223409

In article <A39074@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>c>The autoswitch overscan (as it's called) is a little more complex to install
>c>but is more convenient.
>
>It's even easier to install and worth its price.
>
>Greetings,
> Patrick

Is there any such product available for the (non-Mega) STe? Last I
heard, it only worked on non-e machines with TOS >=1.2.

David D'Andrea

3829. Re: Atari Unix ...

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 13:27:31 UTC
From: mats@netcom.com
Message-ID: <45yjq8#.mats@netcom.com>
Source record: 223410

baffoni@aludra.usc.edu (Juxtaposer) writes:

> The Atari Unix is supposed to be a full port of System VR4, with the
>Wish (sp?) windowing interface. What I am wondering is if it will support
>the currently-existing SCSI/ACSI ethernet cards (I would assume that it would
>support any VME/Megabus cards as it is on the bus like most other UNIX ethernet
>cards)? If it does support ethernet (or SLIP, etc.), will it support NFS so
>that it can mount fileservers, other accounts, etc.?
> Will it support 3rd party video cards (say one of the plethora of
>1024x768 cards thave hve come out), or are we stuck with using only the Atari
>Monochrome (or other brands I would suppose) monitors?

(I'm not sure _anyone_ knows how to spell WiSH - it's some combination
of captials that may match what I just wrote, or not...).

The TT has only a single 3U VME slot, allowing for one half-high card.
There's a workable ethernet card (Reibl) which has a supported driver,
which allows running TCP, NFS, etc - I'm doing so now. It will support
a 3rd-party video card in the future - I doubt whether I'm at liberty
to say which one. However, with only one slot, you have to make a
choice between ethernet and video adaptor. ACSI devices aren't
appropriate for UNIX because of the way the ACSI bus hogs the processor
(Atari is, I believe, fighting off having to support the ACSI laser
printer for this reason) but it you know of a good SCSI Ethernet, I'd
be intereted in hearing details. At one time there was support for
such a device, but the mfg. discontinued it. I know there was a
company doing such a device for Macs (in Utah?), but I never did get
any more info on them.
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

3830. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 13:46:09 UTC
From: kls30@duts.ccc.amdahl.com
Message-ID: <1fD802aR10.c01@JUTS.ccc.amdahl.com>
Source record: 223411

In article <H.PKB38Z99yf2@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
> ^^^^^
> Thanks for being one of the few who doesn't immediately start
>comparing other companies "educational" prices.
> Also, I understand Atari's Unix, though still a tad slow on the
>mouse handling and stuff for graphic applications, is still constiderably
>quicker that the NeXT OS, especially the original 030 version. A friend
>of mine who does DTP tried a 040 NeXT running pagemaker in 32 bit colour
~~~~~~~~~~~~~~~~~~~~~~~~~~
Since when is PageMaker on the NeXT? I haven't seen it. Also the only
NeXT machine capable of 32 bit color is a NeXTDimension, which is a
cube with a ND board added.

>mode at a recent show. He basically said you couldn't pay him enough to use
>the system as it is now. Appearntly the lag time between clicking and
>anything actually happening was frustratingly long. He said the original
>mac was faster(of course that was mono)

You have got to be kidding. The ND is no way a slug. If he saw a
NeXT running PageMaker it had to be a beta copy and it had to be a
terrible implementation. On the other hand you might be talking about
FrameMaker. But it still isn't that slow. Your friend or someone at the
show must have had a LOT of stuff runnning, enough to cause the machine
to swap out the application and when your friend came along it had to be
swapped back in from disk.

I use a NeXT everyday. It is my primary machine at home, that along with
a 386sx machine.
--
/* -The opinions expressed are my own, not my employers. */
/* For I can only express my own opinions. */
/* */
/* Kent L. Shephard : email - kls30@DUTS.ccc.amdahl.com */
~~~~~~~~~~~~~~~~~~~~~~~~~~

3831. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 13:48:00 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992Apr15.134800.40129@yuma.acns.colostate.edu>
Source record: 223412

I'm glad this thread has come up. I hope we can keep it going for a while.
It is obvious that we all have something to learn. Making the right
choice is getting harder. There probably is no right choice now.

My two bits.

I am as confuse as others. I use Wordflair II as much as I can. But I revert
to Wordwriter and even STWriter, and Pagestream more than I would like. What's
great about Wordflair II:
Spell Checker
Integrated graphics and data/math.
The floating data/math regions --You can make letter into Spreadsheet.
FMSGDOS screen text and rewrites

What's terrible:
Speed of printing to HPLaser (at least on my NEC2-90)
Can't duplicate any of the neat graph/data setups --no templates
One document at a time and no merging
No tagging --Text regions powerful but painstaking

What's not so good:
User interface has some funny priorities to what's easier
It still crashes or fails to load some documents at weird times
Seems to hog memory
No Postscript output.

Mine is a love -hate relationship.

Wordflair III will be great.
Will there be a Wordflair III?

Again, I have much to learn from the rest of you. So I await more opinions.

Bob Komives

3832. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 14:11:06 UTC
From: steve@thelake.mn.org
Message-ID: <A1231231119@thelake.mn.org>
Source record: 223413

[In article <1992Apr14.233632.8797@actrix.gen.nz>,
Roger.Sheppard@bbs.actrix.gen.nz writes ...]

> What a load of Crap, most of that software you list is no longer supported,
> and Flash II is not even out yet, Signum III is in German the ICD utils
> only work with ICD hosts, is this the best you can do...???

Flash II is available. Here is a press release from its publisher.

Missionware Software is proud to annouce the introduction Flash II.
Details for ordering this new program will be found at the end of this
press release, along with some other useful information!

Here's a list of just a few of the new features to be found in
Flash II:

* DO scripts are enhanced. Old script files continue to work
with new features added for support of Flash II's new features.

* DO scripts are no longer needed, however, for automating your
logon process. All board parameters are now set via dialogs.
These parameters are saved in the board configuration file
and automatically configure Flash II when the board is
activated.

* Now permits the use of up to 30 function key macros. 10
macros are considered global, and are accessed by holding
down the Control key and F1 thru F10 keys. The other 20
macros can be programmed separately for each board and are
accessed with the unshifted and shifted function keys. The
macros automatically load when the board is activated.

* Flash II can be used to display, either on- or off-line RLE
and GIF pictures. (Particularly handy on CIS which permits
the use of online graphics viewing.)

* Includes a new Review Mode. Save your online session to disk
and later review it as if you were online!

* Supports the following terminal emulations: TTY, VIDTEX,
VT52, ANSI, VT100, VT101, VT102, VT200, VT300 & Prestel.

* Supports ST, IBM and DEC characters sets.

* Flash II is designed to work on any ST or TT, in any
resolution, from 80 to 132 columns, and 24, 29 or 48 lines.

* A new type ahead buffer is included. It supports up to three lines of text which is fully editable using the cursor, delete and backspace keys. The [Return] key and [Enter] key perform different functions, depending on the configuration. One can be used to enter forced carriage returns into your message, the other is used to send the message.

* You can configure the amount of memory you wish Flash II to grab at startup. Older versions of Flash grabbed everything available. With multitasking on the horizon, you don't necessarily want to do that. You can continue to <Free> unwanted memory once in the program.

* Includes command support for an automatic answer mode.

* New, full-featured GEM text editor with more flexible block commands (you can now start and end blocks anywhere in a line), cut & paste commands, search & replace function, paragraph reformatting, user tab settings and page widths, automatic word wrap & text wrap modes, and much more.

* The editor now permits you to select the type of display mode desired. Whereas older version of Flash always displayed carriage returns, you can now turn those on or off, as well as all other control characters.

* Almost all menu functions have keyboard equivalents, such as Alt-L to "Load" a file. Where appropriate, these keyboard equivalents match the terminal mode keyboard equivalents.

* Includes Silent Line, a new background file transfer program (replaces "Shadow").

* Internally supports the following protocols: ASCII, Xmodem, Ymodem, Ymodem-G, Zmodem, Modem7, WXModem, CIS B+, Kermit, SEAlink, and Telesoftware (for Discovery/Prestel systems).

* Includes a new "Statistics" feature. Keeps track of all of your online time and upload/download information, and calculates your fees based on the BBS' rates.

* Includes built-in timing functions. Flash II will autostart an online session using this timer.

* Includes a totally rewritten, 226 page manual, fully indexed along with a table on contents. The manual includes a tutorial, detailed section on all functions of the program, and a 50-page section explaining (with examples) the DO script language.

Here's the deal for ordering your copy. We'll accept orders for Flash II using any of the following methods:

1) For outright purchases (meaning you aren't going to upgrade from an older version), the price is $49.95 US plus $4 shipping and

handling. You can order via:

a) Telephone: 708-359-9565. If we don't answer, just leave
the following information on the machine and we'll process your
order: VISA or MasterCard number, Expiration Date, Name, Address,
City, State, ZipCode, and phone number. Your charge card will be
billed on the day we ship (which may not be on the day the order is
received, but it *will* be within a day or two! :-). If you want us
to call you back to confirm the order before it is place, please note
that on your message.
b) Mail: Your can, of course, mail order your copy of Flash
II. We'll accept VISA or MasterCard, with the information included
as noted above, or you can send a check or money order (in US funds
please) in with your order. Please do NOT send cash. Although I
don't mind receiving cash in the mail, it's really not a safe thing
to do.
c) Email: Email orders to J.TRAUTSCHOL will be accepted as
if it were a telephone order. Naturally, you must use a charge card
for payment. I'll confirm your order also via Email, and will not
charge to your card until we actually ship.

2) To upgrade from ANY old version of Flash, you must send us your
old Flash disk as proof of ownership. It will be returned to you.
Since we need to see proof of ownership for upgrades, you'll have to
do the mail order thing here. Upgrades are $30 US plus $4 shipping
and handling. You can pay using either check, money order (in US
funds) or VISA and MasterCard. When upgrading, you receive *exactly*
the same package as those who pay the full amount.

For mail orders, our address is:

Missionware Software
354 N. Winston Drive
Palatine, Illinois 60067-4132 USA

For those of you that sent me your address, you'll be receiving a
newletter soon (I hope) with basically the same information in it as
posted above. I'm starting to work on that information sheet now,
and once it's done and I get the mailing labels printed, I'll get it
sent out...hopefully within a week.

We're working on a demo version which we'll post on the various
bulletin boards as soon as we can. The demo will be as functional as
we can make it, and will be time limited for your online time, and
will probably prevent you from saving some files. Again, as soon as
we can get it done, I'll get it posted here for you. I know you're
all anxious to play with the program.

One other thing. Since Flash II is a brand new program, newly written
from the ground up, we figure you'll find some problems that our beta
testers missed. Because of that, we'll be offering a free maintenance
upgrade about 3 to 4 months down the road for all current owners.

You'll need to ship us your master disk. We'll put the new software on it, and ship it back to you at no cost. If the upgrade can be done by posting a patch program, then we'll do it that way. In any case, we want to make sure that all of your problems, if any, are resolved as quickly as possible so that we can move on to the many enhancements already on the list of "things to do" for future upgrades.

Also, if anyone has a special requirement of some sort, or runs into a problem with, say, a terminal emulation mode, we'll try to get you on as a beta tester for future upgrades. That way we'll be certain to get fixed whatever problem you run into.

Again, thanks for your interest an patience. We'll process your orders as quickly as we can, as well as answer your questions to the best of our ability. We're trying to get the author of the program, Paul Nicholls, on GEnie. However, for those of you on CIS, Paul is there already. We'll be setting up support for the product there as well.

John Trautschold
Missionware Software

3833. Re: Atari 1040STe STILL for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 14:29:41 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12568@umd5.umd.edu>
Source record: 223414

> WHY are you selling ST software since you said you getting Germulator????

I will be getting Gemulator to run Spectre...

> You said that ST is like cheap computer so WHY dont you sell for $12.00
instead?!

What kind of a stupid retard are you? Who the hell gave you access to the
net?? Jeezus. Learn english.

> WHY do you speak one way about Atari when you try selling
and another way when you buying PC?

I don't speak one way or the other. I've never said I disliked STs, I said
they are unsupported and underpowered compared to other things on the market
today. But there are still plenty of people who want them. Where in my
post is there any subjective statement made?

Please don't send any more posts addressed to me, you give me a headache.

- Al

3834. Re: Overview of MultiTOS Reprint

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 14:38:09 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr15.093809.10791@miavx1.acs.muohio.edu>
Source record: 223415

In article <92103.193524EENG6801@RyeVm.Ryerson.Ca>, EENG6801@RyeVm.Ryerson.Ca (Carlos Varela) writes:
>
> - I think it's a good idea to release it on disk since I'm happy with
> my TOS 1.0 that runs all software. I don't want to get a new TOS
> that doesn't run half the software on the market.

I'm sorry to hear that. I guess you don't have a hard drive then?
One of the best things I ever did for my ST was upgrade to TOS 1.4
(1.04) I was tired of not being able to run programs like Gemini.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

3835. Re: GEMulator (was Re: Sudden View vs. Intel)

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 14:46:48 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr15.094648.10792@miavx1.acs.muohio.edu>
Source record: 223416

In article <petav.702772203@e20.physik.TU-Muenchen.DE>, petav@Physik.TU-Muenchen.DE (Peter Averkamp) writes:
> Ok, seems like you've dunnit, Darek!
> I see thousands of reasons why people could want GEMulator, e.g. to
> have a useable Atari compatible notebook, not the ugly
> crook from the company, but one with a nice display, floppy, etc.

This is a little off the subject, but, oh well! Have you even seen
the ST Book? I played with one in Chicago, and it was really nice. I
like it better than any DOS laptop/notebook. I can live with the fact of
no internal floppy, since it makes it a lot smaller.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((((((((}}}}}}}}=======--------

3836. Re: Founder of Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 15:02:33 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Apr15.150233.24289@exu.ericsson.se>
Source record: 223417

In article <9VA2MFG@lime.in-berlin.de> techno@lime.in-berlin.de (Techno) writes:
>
>No, no, it was Nolan Bushnell all right. The inventor of the video game, BTW.

A little picky here, but Bushnell developed the first coin-op
video game; he didn't come up the entire concept. Slug Russell's
Space War could probably be called the first video game. And
Ralph Baer did some work in the sixties with paddle types
of games which could be played on a TV. Bushnell's first two
games were a clone of Space War (Computer Space) and Baer's
paddle game (Pong).

Another poster was trying to remember what games Chris Crawford
did for Atari. I can recall Eastern Front, SCRAM, Energy Czar,
and Excalibur. He switched from the Atari 8-bit computers to
the Macintosh around 1984 and he still works on that machine
(Balance of Power, Trust & Betrayal, Guns 'n Butter, etc.).
--
James Hague
exuhag@exu.ericsson.se

3837. RE GALAXY CAD

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 15:09:39 UTC
From: ganea@inmos.co.uk
Message-ID: <1992Apr15.150939.19656@inmos.co.uk>
Source record: 223418

Hi EveryOne

I tried running Galaxy Cad on my TT machine (2 Meg ST Ram
and 4 Meg TT Ram).
I got a Boot strap loaded message followed closely by 2 Bombs,
(Bus Error !!). Has anybody been able to get this program to
work on the TT. Is anybody out there able to do a port of the
ST spacific bits to the TT machine, and sort out the 'BUGGY'
user interface at the same time ????
Has anybody tried the Mac version on the TT using Spectra ??

-- Andy

-- ganea@inmos.co.uk

3838. High density 3.5" floppy drives on ste's

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 15:19:55 UTC
From: be824@cleveland.Freenet.Edu
Message-ID: <1992Apr15.151955.29969@usenet.ins.cwru.edu>
Source record: 223419

What is the final word on high density 3.5" floppies on an atari 1040ste? Will it work? Will it work with Spectre GCR? Will it work with PC-Ditto (1 and/or 2)? Will TOS 1.6 recognize it and use it correctly, or is there an autoboot utility for it? How much does the mod cost? What units a currently working correctly for other users? Bottom line...is it worth it?

3839. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 15:29:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr15.152914.9456@newshost.lanl.gov>
Source record: 223420

In article 8558@actrix.gen.nz, Roger.Sheppard@bbs.actrix.gen.nz () writes:

>Have you ever been to New Zealand, no I don't think so, so you comments
>are a load of rubish, you are nothing but a Atari bigot, get with it..

Yes, I _have_ been to New Zealand... several times as a matter of fact.
And it's a fabulously beautiful country with _mostly_ wonderful, intelligent,
friendly people... of course, there are always exceptions, right, Roger?

And make up your mind, Roger, first you call me a nerd and now I'm an
Atari bigot? I think "nerd" is probably more accurate since I own 4
computers (Atari, Apple and yes, a 386 clone).

>Atari has just posted 1/4 year loss of 4.4 million...

You sure that was for the last 1/4 and not just the last week? :)
Got any more good news to make Atarians feel better?

>What a load of Crap, most of that software you list is no longer supported,
>and Flash II is not even out yet, Signum III is in German the ICD utils

Uh, sorry, Roger... Flash II _is_ out now. Was released by my buddy John
Trautschold at the Toronto ACE show. Should I quote you... "get with it" ?

-Hutch-

3840. Terminal Program Blues

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 16:08:44 UTC
From: jon@chopin.udel.edu
Message-ID: <19573@chopin.udel.edu>
Source record: 223421

I'm looking for a terminal program for the ST that can handle IBM ANSI BBS Graphics. I'm not having much luck.

I've heard that a commercial program called INTERLINK from Intersect Software can handle it. Does anyone know how I can obtain it, though? I don't have the address or phone number of the company, and there's no Atari resellers anywhere near where I live.

Is there any other terminal program that could do what I ask?

Please send replies directly to me, since I don't have access to this list. Thanks for your time.

--Karl Lohner. klohner@drunivac.drew.edu

3841. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 16:40:04 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.cyqvZuPx24U@jonh.wimsey.bc.ca>
Source record: 223422

In <12558@umd5.umd.edu>, Alok Dhir writes:

>This is exactly like the owner of an inferior system. Trash the thing that
>is supposed to be the best... You are comparing a TT030 to a NeXT 040? Are
>you sick? "you're friend" was probably running on a machine with too little
>memory and was waiting for swapfiles to come in and out. The only way to
>get 32bit color on the NeXT is with the NeXTDimension color board which has
>an Intel i860 coprocessor on it...and it displays 32 bit color at about the
>same speed that the non-NeXTDimension NeXTs display mono. I am writing this
>from NeXT right now. We have tons of em here on campus (at the University
>of MD, College Park), and I use them every day. The original Mac was a 7.x
>megahertz 68000...I cannot even believe that you are trying to tell me that
>that thing feels faster than a 25mhz 68040. Amazing.

Try not to read to much of your own prejudices into what I write.
No where in my post did I compare a NeXT to a TT.
My "friend" is used to Pagemaker and Quark express on '030' Macs,
and his comments were strictly made from the point of view of someone
who uses this software professionally on a day to day basis in a production
situation.
In regards to how the machine was set up and running, it was at the
laergest computer show held annually here on the Canadian West Coast. If a
company wants to showcase a machine to potential buyers under-equiped to
run the software they are demoing on it then they are only shooting
themselves in foot, wouldn't you say?
In marketing, first impressions are everything, and this is a case
where one customer would now be difficult to sell on such a system, where,
if what you say is true, he could have come away from the test unsatisfied
with his current system and wanting a NeXT at any cost, this did not happen.
I have also heard reports that the TT mouse response is sluggish under
Unix compared to an 8mhz ST. Maybe this is a characteristic of 'X's mouse
handling routines, I don't know, as I haven't had the opportunity to use
one, but like most people, if someone who's judgement I respect comments on
something, I tend to listen and remember their comments.
On the other hand, I tend to discount statements made by people who
flame anything at the drop of a hat. (Hi Greg)
When you read a post from some college student saying that the ST has
no professional level dtp software, then you read a reply from someone who's
been in the publishing/newspaper business for >10 years saying they don't
know what they're talking about, who would you beleive.
Having been in the pro audio business for >10 years, when I read
statements from Atari saying performing musicians don't need backlit
screens on stage, I have the same reaction.
If I had the money and the need for an '040' machine running some kind
of Unix-like OS, I'd definately look at the NeXT before say the Mac Quadra

running AUX. This again is based on comments I've read, and who they've come from. However, as I don't qualify for educational discounts, I'd also look at the risc machines from SUN, HP, and even at a '486 EISA machine running one of the well known Unix os's.

--
There are a lot of intelligent people on the net that will go
ballistic when they are subjected to something stupid.
-- Larry Smith on the rec.arts.manga debate

3842. Re: Atari 1040STe STILL for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 16:50:18 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.oBe49plYyY_@jonh.wimsey.bc.ca>
Source record: 223423

In <12568@umd5.umd.edu>, Alok Dhir writes:
>
>Please don't send any more posts addressed to me, you give me a headache.

What's the matter, doesn't your newsreader support killfiles?

--
There are a lot of intelligent people on the net that will go
ballistic when they are subjected to something stupid.
-- Larry Smith on the rec.arts.manga debate

3843. (None)

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 16:52:10 UTC
From: mark.thomas@rose.com
Message-ID: <1992Apr15.155225.1386@rose.uucp>
Source record: 223424

```
Date Entered: 04-14-92 00:33
I am looking for advanced mathematics programs for the ST. I believe the
someone made a reference to a program called "Maple". Could someone
please fill me in as to what this and other programs are capable of
doing? A symbolic manipulator or statistical package would be nice. :-)
As I am taking university sciences, I am not interested in the
highschool level progams I see in my local computer store.

Thanks, Mark
---
SLMR 2.0 Unable to locate Coffee -- Operator Halted!
RM 1.60: Usenet: Rose Media - Hamilton (416) 575-5363
```

3844. (None)

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 16:53:39 UTC
From: mark.thomas@rose.com
Message-ID: <1992Apr15.155348.1474@rose.uucp>
Source record: 223425

```
Date Entered: 04-14-92 00:33
I am looking for advanced mathematics programs for the ST. I believe the
someone made a reference to a program called "Maple". Could someone
please fill me in as to what this and other programs are capable of
doing? A symbolic manipulator or statistical package would be nice. :-)
As I am taking university sciences, I am not interested in the
highschool level progams I see in my local computer store.

Thanks, Mark
---
SLMR 2.0 Unable to locate Coffee -- Operator Halted!
RM 1.60: Usenet: Rose Media - Hamilton (416) 575-5363
```

3845. CD Roms

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 17:50:57 UTC
From: heidelj@alleg.edu
Message-ID: <1992Apr15.175057.9654@pellns.alleg.edu>
Source record: 223426

Do other CD-Rom Drives work with the ST and if so, why kinds of software are available for the ST on CD?

-Jason Heideloff
heidelj@alleg.edu

3846. GIF

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 18:04:12 UTC
From: elendir@pegase.enst.fr
Message-ID: <1983@pegase.enst.fr>
Source record: 223427

Hello.
This may be a FAQ, but I'm looking for the GIF ('89 and '87) file format.

I tried some GIF viewer (Viewgif 1.2, zum beispiel) but it cannot handle the TT low rez and med rez, and that's a pity.

SO I plan to write a gif-viewer which can do it, and I will add a JPEG encoder/decoder.

Thanks for any input.

Vincent.

PS : I have no CompuServe account, but I do have free ftp.

3847. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 18:21:07 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr15.182107.13520@usenet.ins.cwru.edu>
Source record: 223428

Mr. Sheppard, this is the last time I will respond to your flaming, childish, demeaning statements.

First of all, all the programs I listed are still being supported, perhaps with the exception of VIP Professional. Flash II IS indeed out, and has been for over two weeks. If you read the BB on GEnie, you'd know it. STalker is about to be upgraded to version 3.02, and NeoDesk 4.0 is in the works. I'm on GEnie EVERY night, so I know these things. My facts are straight, and you are terribly misinformed, or you are too arrogant to care.

You obviously don't have anything better to do than to harrass us, and frankly, we're sick of it. Go get your PC, sell your Atari, or throw it out, as it seems that's what you'd like to do. QUit making these ludicrous, unfounded statements.

Stick that in your PC and smoke it.
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3848. Re: __NEW__ Mega STE deal

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 18:27:37 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr15.182737.13821@usenet.ins.cwru.edu>
Source record: 223429

Sounds like a pretty good deal... BUT, if you don't want a hard drive,
or don't want a monitor, I know two places with better prices:

Computer STudio in Asheville, NC: Mega STE 1 -- $619 +$10 shipping
800-253-0201

TOAD Computers in Severna Park, MD: Mega STE 4 w/50 meg hard drive
800-448-TOAD $1089

I bought my Mega STE 1 from the first place and added two 1 meg SIMMs
that I bought from MacSystems for $33 each (100 ns). They're at
800-942-6227.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3849. Emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 18:55:36 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr15.185536.4794@ucsu.Colorado.EDU>
Source record: 223430

Firstly, I'd like to thanks all of you that send me a response about emulators for the ST. But all the information I got poses a second question. I found that the current price of Spectre (Mac plus emulator) runs about $300-$400, but you can pick up a used Mac plus for $300-$400, is there any advantage to having the emulator over the real Mac, except for saving desk space? The only one I can think of is that my ST hard drive coundn't be used to store Mac programs as would the emulator would let you do. Or is there a way to use one hard drive for two computers?

Thanks,
Jonathan
krakover@spot.colorado.edu

3850. Re: ACE'92 show: Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 19:16:18 UTC
From: chuck@cpg.trs.reuter.com
Message-ID: <3233@richsun.cpg.trs.reuter.com>
Source record: 223431

In article <H.PKB38Z99yf2@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1992Apr13.200515.15958@cis.ohio-state.edu>, Ted Brown writes:
>>In article <1992Apr6.144016.1226@maccs.dcss.mcmaster.ca> cs3ca3au@maccs.dcss.mcmaster.ca (Conan the Barbarian) writes:
>>>In article <92095.191851EENG6801@RyeVm.Ryerson.Ca> Carlos Varela <EENG6801@RyeVm.Ryerson.Ca> writes:
>>
>>>The price ends up being something like $2500 for the Unix operating system,
>>>a 130Meg 17ms access time HD. This is on top of the price of a TT. It was
>>>hooked up to a 19 inch monochrome monitor. I'm not sure if the big screen
>>>was part of a deal or not.

Wellllll... I'm 90% sure that that price does include the $1000 monochrome monitor. I don't have the info with me now that I got in person at the Chicago Atari Show last November. That means I was told that the price without the monitor is $1500. I was also told that it is supposed to be ready this spring (i.e. - Now!) and that they are also working on a color version...which is great since many people may have just the color monitor. Also, it comes installed on a 230 meg hd and a 300 meg hd is an option. Apparently, only developers have it here in the U.S. right now.

>>
> The original poster should have pointed out that this is Atari's price
>for the development version of Atari's Unix, which includes compilers,
>documentation, and Xfacemaker, appearantly a very nicely designed resource
>builder for the Motif based interface they're using. My informant said
>it was a 230 meg hd with the option to get a 4 or 500 meg instead.
>--
> John Henders jhenders@jonh.wimsey.bc.ca

Cheers!
Chuck

3851. Re: Atari Unix ...

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 19:46:28 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Apr15.194628.6445@olymp.informatik.uni-bonn.de>
Source record: 223432

In article <kumvkfINNlpk@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>[...] if it will support the currently-existing SCSI/ACSI ethernet cards

Not that I know of.

>(I would assume that it would
>support any VME/Megabus cards as it is on the bus like most other UNIX ethernet
>cards)? If it does support ethernet (or SLIP, etc.), will it support NFS so
>that it can mount fileservers, other accounts, etc.?

The VME ethernet card is obviously supported. NFS is included in the ASV
package.

> Will it support 3rd party video cards (say one of the plethora of
>1024x768 cards thave hve come out), or are we stuck with using only the Atari
>Monochrome (or other brands I would suppose) monitors?

For now, you're stuck with the mono 19" monitor. Supposedly, some vendors
are working on drivers for their color graphics cards, but I haven't seen any
just yet.

-- Volker

--
Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

3852. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 19:57:33 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992Apr15.195733.12434@demon.co.uk>
Source record: 223433

Roger,

You *really* must accept that Atari exist outside of New Zealand.
Wordprocessors such as Calligrapher (WYSIWYG, tables, multifont, graphics
import, line art, spell check/thesaurus/grammer check etc.), That's Write,
That's Word, Wordperfect, Wordup, Protext, Wordflair, Wordwriter, 1st Word
and so on are all available and have been for some time.
Databases? How about Superbase Pro, Superbase Personal, Prodata, Adimens
and more.
Spreadsheet? VIP, K-Spread 4 (accesses Teletext too), Logistix, LDW Power.
DTP? Calamus SL, Pagestream (Postscript, many types of fonts standards),
Timeworks, Fleet Street 3 and others.
Graphics? DPaint + many wonderful packages which others have already mentioned-
.
Add Postscript emulators, video/audio digitisers, scanners, memory upgrades
beyond the 4meg, 68030 boards (outrun a TT!), 24bit graphics boards,
19inch monitors with superb resolutions, and of course UNIX. I can go
out tomorrow and buy this from Atari. It Does Exist.

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

3853. Re: Drivel and drool

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 20:10:02 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr15.201002.4743@watmath.waterloo.edu>
Source record: 223434

I have noticed recently that a some folks are shooting their
mouths off without much consideration for the intelligence
of others. There is something that one can do about it.

I find that when the quality of the postings gets to drivel and drool,
I can shift the signal to noise level upward somewhat by including a
another line in the KILL file. I think that this may help.

/bbs.actrix.gen.nz/h:j

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3854. Re: Atari Unix ...

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 21:49:20 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kup970INN75i@aludra.usc.edu>
Source record: 223435

In article <45yjq8#.mats@netcom.com> mats@netcom.com (Mats Wichmann) writes:
<stuff deleted>

>The TT has only a single 3U VME slot, allowing for one half-high card.
>There's a workable ethernet card (Reibl) which has a supported driver,
>which allows running TCP, NFS, etc - I'm doing so now. It will support
>a 3rd-party video card in the future - I doubt whether I'm at liberty
>to say which one. However, with only one slot, you have to make a
>choice between ethernet and video adaptor. ACSI devices aren't

Hasn't anyone made a bus-expander? I remember hearing (many moons
ago) that it shouldn't be too hard to design/build an extended bus (ie.
extra connectors/slots) but that because of the way the VME was implemented
it would not support bus-master cards. I should think that this would be a
rather popular (=customer demand) item considering it could be used in TTs and
MegaSTes, not to mention any new machines that Atari comes out with (it
doesn't look like VME will be phased out any time soon). Who wants to get
stuck with the stock video? Who wants to have to decide between 1024x768x24bit
color and an ethernet connection - a truly miserable choice (but I wish I had
that choice :).

>appropriate for UNIX because of the way the ACSI bus hogs the processor
>(Atari is, I believe, fighting off having to support the ACSI laser
>printer for this reason) but it you know of a good SCSI Ethernet, I'd
>be intereted in hearing details. At one time there was support for
>such a device, but the mfg. discontinued it. I know there was a
>company doing such a device for Macs (in Utah?), but I never did get
>any more info on them.

The company, Asante, builds Mac SCSI-ethernet cards. I am sure there
are other companies, but this is only one I know of (and have the address of).
Their address & phone number is:
Asante' Technologies, 404 Tasman Dr., Sunnyvale, CA 94089
1-800-662-9686
>--
>Mats Wichmann
>Systems Software Consultant
>alruna!mats@ossi.com (or mats@netcom.com)

3855. Re: __NEW__ Mega STE deal

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 21:55:33 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr15.215533.4983@oz.plymouth.edu>
Source record: 223436

In article <1992Apr14.165359.13313@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>New Atari Package Deals!
> Purchase a MEGA STE and get cash off on the monitor.

I heard about this Monday when I called 8 Atari dealers lookig{ for a Mega STe (4 meg, no HD)
> example:
> one store, nameless, offers

> MEGA STE 1 $849
> MEGA STE 2 $899
> MEGA STE 4 $989

One (nameless) dealer offered me a mega STe w/the setup I mention above for $749 (but they didn't expeft to get them in stock for a couple days). The next best deal was $799 and shipping w/in 48 hours of the order being placed. Hopefully I'll get it by Friday... %-).

> Add a 50 meg hard drive with 19ms for $100
> Add a 68881 co processor for $79
What is the market price for one of these ? I'd love to get it.....

> These prices are current. BTW, this is an ATARI deal. They are sponsoring
>this package deal. $1250 for a color 4 meg MEGA STE is a really good deal.
>Not to mention, the prices are dropping. Something like this is what to watch
>out for.
It looks like a great deal, except I already have mono & color & a larger HD etc. Just needed a replacement machine (ie. CPU).

>Mark Santora
> My name is Mark, but my friends call me Mark...
> Founder D.D.I. Productions
>

If anyone is interested in the 8 dealers & their prices ask by e-mail. No need to clutter this group with such short lived information. (I asked each dealer (I think) about 4 meg STe's and Mega STe's - CPU only.

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

3856. Re: Good software (Was: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 22:27:54 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr15.222754.1113@ucsu.Colorado.EDU>
Source record: 223437

In article <H.oulhC1aEbuI@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <12548@umd5.umd.edu>, Alok Dhir writes:
>>"the above would probably cost $9K"...
>>
>>A new 486/50 EISA clone can be had with all the frills for around $4500.
>>
> Priced Unix lately? How about the price of Unix software?

Have you priced 50 EISA lately? Try "CLONES ARE US". Seen 50 Mhz EISA for as
little as $2700 with all the frills.

3857. TOS 1.0 => 1.4

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 22:47:46 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr15.224746.2830@ucsu.Colorado.EDU>
Source record: 223438

HELP PLEASE,
A friend of mine is trying to get his old ST from TOS 1.0 upgraded
to TOS 1.4. Well little did he know and as well as me, the ROMS don't
exaclty fit, is there a fix for this?
Another question that is un-related, can a regular serial mouse be modified
to work with the ST, the modifications would require 3 buttons to be wired
to a system of 2 buttons. The reason for this question is that, I already
had to go through 2 Atari mouse and decided it was just getting too costly,
a serial around here is $12.00, besides I would have to mail-order and be
forced to wait for and not use the ST for awhile.

Thanks,
Jeff

3858. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 23:02:39 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr15.230239.23854@actrix.gen.nz>
Source record: 223439

In article <1992Apr15.134800.40129@yuma.acns.colostate.edu> komives@lamar.ColoState.EDU (Robert Komives) writes:
> I'm glad this thread has come up. I hope we can keep it going for a while.
> It is obvious that we all have something to learn. Making the right
> choice is getting harder. There probably is no right choice now.
>
> My two bits.
>
> I am as confuse as others. I use Wordflair II as much as I can. But I revert
> to Wordwriter and even STWriter, and Pagestream more than I would like. What's
> great about Wordflair II:
> Spell Checker
> Integrated graphics and data/math.
> The floating data/math regions --You can make letter into Spreadsheet.
> FMSGDOS screen text and rewrites
>
> What's terrible:
> Speed of printing to HPLaser (at least on my NEC2-90)
> Can't duplicate any of the neat graph/data setups --no templates
> One document at a time and no merging
> No tagging --Text regions powerful but painstaking
>
> What's not so good:
> User interface has some funny priorities to what's easier
> It still crashes or fails to load some documents at weird times
> Seems to hog memory
> No Postscript output.
>
> Mine is a love -hate relationship.
>
> Wordflair III will be great.
> Will there be a Wordflair III?
>
> Again, I have much to learn from the rest of you. So I await more opinions.
>
> Bob Komives

Does this have the same problem that all GDOS type program have, you
nead 2 lots a fonts, one for the screen and one for the printer,
plus you can't load fonts on the fly, only at run time...!!!
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***

*** New Zealand.. * not like a dying light globe ***

3859. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 23:12:52 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr15.231252.24644@actrix.gen.nz>
Source record: 223440

In article <1992Apr15.182107.13520@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

> Mr. Sheppard, this is the last time I will respond to your flaming,
> childish, demeaning statements.
>
> First of all, all the programs I listed are still being supported,
> perhaps with the exception of VIP Professional. Flash II IS indeed
> out, and has been for over two weeks. If you read the BB on GEnie,
> you'd know it. STalker is about to be upgraded to version 3.02,
> and NeoDesk 4.0 is in the works. I'm on GEnie EVERY night, so I
> know these things. My facts are straight, and you are terribly
> misinformed, or you are too arrogant to care.
>
> You obviously don't have anything better to do than to harrass us,
> and frankly, we're sick of it. Go get your PC, sell your Atari,
> or throw it out, as it seems that's what you'd like to do. QUit
> making these ludicrous, unfounded statements.
>
> Stick that in your PC and smoke it.
> --
> | Robert Glover GEnie: R.GLOVER3 |
> | Internet: rg@turing.acs.virginia.edu |
> | Cleveland Freenet: aq115@cleveland.freenet.edu |
> ~~~~~~

What has bean stated about Flash II and what realy happends are too different things, I have many time ordered software from good USA firms, but to find that it took some 6 months to get, they never stated a real shipping date, if you noticed from the Flash II text they are taking orders, they don't state when they will be shipping at all..

I have a lot of friends here that are still waiting for there Supra modems that they ordered some months ago..

I live by Facts not Fiction...!!!

Believe half of what you read and nothing of what you hear...!!

This is worth thinging about..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3860. Re: ST MAGAZINES

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 23:21:44 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Apr15.232144.17515@mnemosyne.cs.du.edu>
Source record: 223441

In article <1992Apr14.222528.23238@ucsu.Colorado.EDU> chuj@horton.Colorad
.EDU (CHU JEFFREY) writes:
>What magazines are available in the US for the ST?
>I use to read STart, but they are not available anywhere here in Colorad
.
>email chuj@horton.colorado.edu
>If you have a phone number to order these, please include it in the
>replies.
>
> Thanks,
> Jeff
>
>
>

Jeff,

I can recommend Atari Interface (no bias there tho! huge grin).

Atari Interface is monthly, and covers the ST/TT, 8Bit (classic) and the
Portfolio. AIM is distributed to Atari dealers in the US and Canada,
as well as being available in the UK and AUSTRALIA.

Additionally, besides Atari Explorer, AIM is the only Atari magazine
available in bookstores across the US.

A subscription to AIM is $18/yr (US addresses) for 12 issues. Canadian
subscriptions cost $42 and foreign subscriptions are $48/yr.

For more information, contact Unicorn Publications, 3487 Braeburn
Circle, Ann Arbor, MI 48108. Phone (313) 973-8825 voice or BBS:
(313) 973-9137. US funds in cash, check or money order are accepted.
We also accept Visa, MasterCard, Diner's club and carte blanche.

Pattie Rayl (Atari Interface)

Oh, I almost forgot. AIM also offers three different disks of the
Month: ST/TT, Mac/Spectre and 8bit.

3861. Re: GIF

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 23:28:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7559@uqcspe.cs.uq.oz.au>
Source record: 223442

In <1983@pegase.enst.fr> elendir@pegase.enst.fr (Vincent Habchi) writes:

>I tried some GIF viewer (Viewgif 1.2, zum beispiel) but it cannot handle the TT
>low rez and med rez, and that's a pity.

Try GEMView (it's like XView under Xwindows) - it handles GIFs VERY well,
in all resolutions, even large ones (you scroll it in a window.
It's at atari.archive.umich.edu

>SO I plan to write a gif-viewer which can do it, and I will add a JPEG encoder/
>decoder.

Good idea, except you can convert JPEG to GIF without losing significant
quality since 256 colours is all you get on a TT anyway (just for viewing
- keep the originals in JPEG for compression and passing on).

Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

3862. Re: Emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 23:31:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7560@uqcspe.cs.uq.oz.au>
Source record: 223443

krakover@spot.Colorado.EDU (KRAKOVER JONATHAN DA) writes:

>is there any advantage to having the emulator over the real Mac,
>except for saving desk space?

Don't know much about it, but I thought Spectre ran faster than
a Mac, and has a bigger screen.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

3863. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 23:34:03 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <29ECBD6A.6356@noiro.acs.uci.edu>
Source record: 223444

In article <1992Apr14.090428.22221@deis35.cineca.it> fabrizio@deis64.cineca.it (Fabrizio Lugli) writes:
>
>Does anybody know if an english version of Pure C exists ?
>Why the best C compiler for the Atari ST is still not supported
>outside Germany ? Problems with Borland ?

My understanding of a recent rumor from the ACE show in Canada is that Gribnif will be handling the English version of Pure C. I suppose that means that it won't be too far off.

--
Joachim Vance
^~^~^~

3864. Re: ST MAGAZINES

Newsgroup: comp.sys.atari.st
Date: 1992-04-15 23:48:26 UTC
From: Carlos Varela <EENG6801@RyeVm.Ryerson.Ca>
Message-ID: <92106.184826EENG6801@RyeVm.Ryerson.Ca>
Source record: 223445

The ones that I know in Toronto are:

ST INFORMER - Orders: 1-800-800-2562 USA $19.95/year 55.95 w/Disk
ATARI ADVANTAGE - (503)476-3578 USA $11.00/year
ATARIUSER - (818)332-0372 USA $19.95/year
ATARI EXPLORER - ??

Imports are:

ST FORMAT (UK) - CDN $8.75/each w/Disk
ST USER (UK) - CDN $8.75/each w/Disk
SHAREWARE SHOPPER (UK) - CDN $6.50/each
PUBLIC DOMAIN (UK) - CDN $8.75/each w/Disk
ST APPLICATIONS (UK) - ??
ST ACTION (UK) - CDN $10.95/each w/Disk
ST MAGAZINE (FRANCE) - CDN $7.95/each w/Disk


```
=====================================================================
| " Competence, like truth, beauty and = Carlos J. C. Varela |
| a contact lens, is in the eye of the = EENG6801.RYERSON.CA |
| beholder." = Fnet Node: #18, #38 |
=====================================================================
```

3865. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 00:41:47 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr16.004147.3795@usenet.ins.cwru.edu>
Source record: 223446

I guess you're just not paying attention.

Flash II is OUT. People HAVE it. The Supra modems are OUT.
People HAVE them too. Like I said, I read the ST Roundtable
every night on GEnie, and people actually have these things.

The press release posted earlier is old. Flash II was released
at the TAF show, and upgrades have already been shipped. People
are using it, and loving it.

I know of several people that I've met on GEnie and they haev
the new Supra modems, and they love them!

The stuff exists, the stuff is supported.
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3866. Re: TOS 1.0 => 1.4

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 00:45:16 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr16.004516.3866@usenet.ins.cwru.edu>
Source record: 223447

It sounds like your friend has EPROMS instead of the standard masked ROMs. In that case, he'll have to do some wiring to make them work. I'm not sure exactly what you do, as there are two versions of the EPROMS, each one requiring something different. I suggest you call Bob Puff at Computer Software Services, or Brad at Best Electronics. They can tell you how to wire the EPROMS.

There is a way to convert a serial mouse from a PC to the ST. There was an article in a past ST Report (or was it Z*Net?) that shows how. Maybe someone knows exactly which one, as most of the issues are available on atari.archive.

ROb
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3867. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 00:52:40 UTC
From: komives@lamar.ColoState.EDU
Message-ID: <1992Apr16.005240.29424@yuma.acns.colostate.edu>
Source record: 223448

In response to Roger Sheppard's question about FMSGDOS and Wordflair II.

You can add an subtract fonts in a desk accessory that comes with FSMGDOS.
You can add new sizes of fonts from within the program. This works pretty
well, though I do not do a lot of font changing.

Bob Komives

3868. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 00:57:07 UTC
From: ekrimen@wet.UUCP
Message-ID: <3804@wet.UUCP>
Source record: 223449

In article <8duTny200VICI3HX1V@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>Actually, the GEM interface, as implemented by a lot of developers, is
>far from standard. Look at LDW and tell me where the Quit option is.
>This is a shame, and the perpetraotrs should be shot:)

I know what you mean, but LDW Power is a poor example. LDW Power tries to
emulate the Lotus 123 menus, not conform to what standards GEM has now.

It seems, on the same note, that Atari is now only starting to enforce
standards. Clipboard implementation, Control Panel guidelines; there was
some discussion a while ago on GEnie about ALT-X,C,V versus CTRL. Apparently,
the programmers at Atari wanted CTRL -- everyone else wanted ALT. I don't
know what the result is.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3869. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 01:04:52 UTC
From: ekrimen@wet.UUCP
Message-ID: <3805@wet.UUCP>
Source record: 223450

In article <1992Apr14.000703.18990@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>On the PC here you can get support for all the main PC programs,
>try that for the Atari...

On the ST here you can get easy- and fun-to-use programs, try that for the
PC.

Maybe the reason MS-DOS machines need so much support from the developer
is that the programs are so hard to use/install/configure. I get much more
support from my ST developers than I could ever use. I wish I could say
the same for the PCs and Macs at work; I want to use a program, not the
phone, to call customer support.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3870. EDISK (Was: Disabling upper 2 megs.

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 03:00:51 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr16.030051.11240@watmath.waterloo.edu>
Source record: 223351

In article <1992Apr14.153228.16089@olymp.informatik.uni-bonn.de>
volker@sfb256.iam.uni-bonn.de (Volker A. Brandt) writes:
> ... I once wrote a RAM disk called EDISK, a tiny,
>ultra-fast, reset-proof RAM disk utility.
>
>This RAM disk reserves the requested amount of memory, and executes a reset.
>When the system comes back up, the memory addresses are exactly the same as
>they would be in an ST equipped with that much less RAM. (I checked.)
> ...
>Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
>UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
>Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

I am a loyal user of EDISK, still my favorite RamDisk.
Thank you, Volker A. Brandt.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3871. Re: What's A Fair Price for a Hard Disk?

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 03:16:17 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr16.031617.12906@watmath.waterloo.edu>
Source record: 223352

In article <1992Apr06.164247.18706@cdsmn.mn.org>
plate@cdsmn.UUCP (Doug Plate) writes:

>What's a fair price for a USED ~40Meg external SCSI hard disk? I'm
>talking about the disk, box, power supply, AdSCSI+ and cable?

I suggest this formula:
Let A be the age of the drive, in months.
Let P be price of a comparable new unit today.
Estimate value of present unit as max { 0, P x (60 - A) / 60 }.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3872. Re: Jukebox STM player

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 03:34:19 UTC
From: ekrimen@wet.UUCP
Message-ID: <3806@wet.UUCP>
Source record: 223353

In article <H.D5oii1l8Woo@yonder.equinox.gen.nz> shore@yonder.equinox.gen.nz writes:
>In <3784@wet.UUCP>, Ed Krimen writes:
>>In article <kq0wiB4w164w@equinox.gen.nz> shore@equinox.gen.nz (Craig Shore) writes:
>>>
>>>Speaking about Jukebox... for some reason I can't get it to work
>>> on my STE (2 megs RAM)... It loads the MOD okay, plays for 10 - 20
>>> seconds, then crashes with a horrible low pitch buzzing (like it's
>>> playing junk out of the computers RAM)
>>>
>>> Any ideas why??
>>
>>What else do you have installed? Maybe you have a bad MOD? Which one is it?
>
>Umm, dunno what else was installed... Nope, not a bad MOD, i've got
> heaps of them & have tried several.

I'm sorry, but without any other information, such as what AUTO folder
programs and desk accessories you had installed, I, and I doubt anyone
else, can help you. Jukebox runs on 2meg STEs.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

3873. Maple (Was: None

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 03:36:17 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr16.033617.14266@watmath.waterloo.edu>
Source record: 223354

In article <1992Apr15.155225.1386@rose.uucp> mark.thomas@rose.com (mark thomas) writes:
>
>I am looking for advanced mathematics programs for the ST. I believe the
>someone made a reference to a program called "Maple". Could someone
>please fill me in as to what this and other programs are capable of
>doing? A symbolic manipulator or statistical package would be nice. :-)
>As I am taking university sciences, I am not interested in the
>highschool level progams I see in my local computer store.

Maple is a top quality symbolic algebra package. Think of any other competetive name in the field, and I think you will find that Maple has the mathematical edge. Sadly, the latest version that I know about is for the Atari is not the latest, but one can still get Version 4.2. This is still high quality stuff, and you will not likely outgrow it, even through your graduate studies in mathemtics or engineering. It is used by a large group of researchers throughout the world, and there is good support.

This note came from someone associated with the project.

>From jbrennan@daisy.waterloo.edu Mon Feb 25 09:28 EST 1991
Date: Mon, 25 Feb 91 09:28:24 EST
From: Joyce Brennan <jbrennan@daisy>

Maple 4.2 is currently available for the Atari. The price for a single user copy of this program is Can $475. Site licenses are also available. If interested, please ask for details.

You will need at least four megabytes of disk space on the destination drive (space for at least 150 folders).

Thank you for requesting information about Maple. Please send me your full postal address, including university/business affiliation, and phone/Fax numbers, and I will mail a comprehensive information package to you. This package should answer most, if not all, of your questions. If after receiving this information package you have any further questions, please do not hesitate to ask.

Would you please tell us how you learned about Maple. Was it through a colleague or through one of our programs: advertising, direct mail, card deck, conference or editorial coverage? We also welcome all customer comments about Maple. Our technical team considers these carefully for all improvements and updates to the product. Thank you for your help.

Joyce Brennan, Distribution Manager
|\^/| Waterloo Maple Software
._|\| |/|_. 160 Columbia St. West

\ MAPLE / Waterloo, Ontario
<____ ____> CANADA N2L 3L3
| Tel: (519) 747-2373 wmsi@daisy.waterloo.edu
Fax: (519) 747-5284 wmsi@daisy.uwaterloo.ca

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3874. Re: Best Vi-Clone?

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 03:38:58 UTC
From: ljdickey@watmath.waterloo.edu
Message-ID: <1992Apr16.033858.14459@watmath.waterloo.edu>
Source record: 223355

In article <7547@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>andi@gmd.de (Andreas Rohrschneider) writes:
>
>>I'm looking for a really useable VI-Clone.
>>I've already tested leevee, ELVIS and such, but none of these could satisfy me
>
>Eh? I use Elvis 1.4, and it is an excellent clone of VI - it even has
>more features (such as a ":prev" to complement ":n"), and lets you map
>ALT-key combinations!!!!!!!!!!!!
>
>If you have trouble, it may be a config. thing. One thing I noticed
>is that VI assumes you are in VT52 wrap mode (which was true on the old
>TOSes, but was changed for some reason). A simple fix is to change to
>wrap mode at start-up.

Don't forget STevie.

All of these programs are just a tad less than vi in one way or
another. One uses disk support rather than free Ram space,
even though the Ram space may be abundant. Some safety in
that, I suppose.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

3875. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 03:54:27 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr16.035427.1975@ucsu.Colorado.EDU>
Source record: 223356

In article <1992Apr15.152914.9456@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 8558@actrix.gen.nz, Roger.Sheppard@bbs.actrix.gen.nz () writes:
>
>>Have you ever been to New Zealand, no I don't think so, so you comments
>>are a load of rubish, you are nothing but a Atari bigot, get with it..
>
>Yes, I _have_ been to New Zealand... several times as a matter of fact.
>And it's a fabulously beautiful country with _mostly_ wonderful, intelligent,
>friendly people... of course, there are always exceptions, right, Roger?
>
>And make up your mind, Roger, first you call me a nerd and now I'm an
>Atari bigot? I think "nerd" is probably more accurate since I own 4
>computers (Atari, Apple and yes, a 386 clone).
>

I don't think NERD is definied by how many computers you have. I alone
have 7 computers(2 ATARI, ST, 486-33, 386SX20 Notebook,286, MAC 030).
It's true that alot of my old high school buddies call me a computer geek,
but look at what most computer science majors would have in their homes.

3876. Re: Hey All! New Atari Corp. Commercial! :)

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 04:12:28 UTC
From: jprevost@visual.spk.wa.us
Message-ID: <1992Apr16.041228.421@visual.spk.wa.us>
Source record: 223357
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <1992Apr12.191634.9537@newshub.ariel.yorku.ca> cs902117@ariel.yorku.ca (TONY D'ALFONSO) writes:
>What does "ROFLASTC" mean?

"Rolling on the Floor Laughing and Scaring the Cat"...

/\/\/_____ "Why, that's nothing but a two-bit ring
/jprevost@visual.spk.wa.us \ from a Cracker-Back Jox..."
\.signature virus was here!/ -Nick Danger, Third Eye
~~~~~~~~~~~~~~~~~~~~\/\/\/
~~~~~~~~~~~~~~~~~~~~

3877. email address for HiSoft, for Lattice C?

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 04:16:27 UTC
From: cs3ca3au@maccs.dcss.mcmaster.ca
Message-ID: <1992Apr16.041627.15663@maccs.dcss.mcmaster.ca>
Source record: 223358

Is HiSoft reacheable by email? I need the address. Post it here or email it to me please, if you have it.

Thanks.

--
John Schmitt
cs3ca3au@maccs.dcss.mcmaster.ca

3878. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 04:29:50 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr16.042950.25042@beaver.cs.washington.edu>
Source record: 223359

In article <1992Apr15.230239.23854@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>Does this have the same problem that all GDOS type program have, you
>nead 2 lots a fonts, one for the screen and one for the printer,
>plus you can't load fonts on the fly, only at run time...!!!
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

No, Wordflair II has FSM/GDOS which means Font Scaling Module Graphic Device
Operating System. This means that all the fonts are represented as
vector objects instead of original bitmaps as in original GDOS and many
IBM fonts (for MS-Word, for example). Here, any font can be scaled to
any size and there is no need to have separate screen and printer fonts
because there are drivers to scale and output the fonts to a variety of
devices.
In addition, like you mentioned it is possible to load fonts on
the fly, just depending on your memory. FSM comes with an accessory which
lets you create new fonts, add existing fonts to the 'active' list, etc etc
without having to modify the assign.sys file as in GDOS and/or reboot or
anything. It's all done very easily from within your GEM program as a
desk accessory.

BTW anyone who is interested, there is a review of FSM/GDOS in the
March/April 1991 Atari Explorer, and Wordflair II in the September 1991
issue.

Happy word processing!

****
Ben Gilbert
bgilbert@cs.washington.edu
****

3879. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 06:26:11 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <57432@cup.portal.com>
Source record: 223360

Warwick Allison writes:

>Sigh :-), sorry to disappoint you, but 256 shades of grey is

OK, so who's talking about "shades of grey"...?

The discussion was "True Color"... try to keep with the program, OK?

BobR

3880. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 07:51:30 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr16.075130.7577@actrix.gen.nz>
Source record: 223361

In article <1992Apr16.004147.3795@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
> I guess you're just not paying attention.
>
> Flash II is OUT. People HAVE it. The Supra modems are OUT.
> People HAVE them too. Like I said, I read the ST Roundtable
> every night on GEnie, and people actually have these things.
>
> The press release posted earlier is old. Flash II was released
> at the TAF show, and upgrades have already been shipped. People
> are using it, and loving it.
>
> I know of several people that I've met on GEnie and they haev
> the new Supra modems, and they love them!
>
> The stuff exists, the stuff is supported.
> --
> | Robert Glover GEnie: R.GLOVER3 |
> | Internet: rg@turing.acs.virginia.edu |
> | Cleveland Freenet: aq115@cleveland.freenet.edu |
> ~~~~~~

Try telling that to the People here, Sorry but I don't believe it,
I also know people that have left E-Mail to Supra on GEnie and never
got a reply and are also still waiting for there modems...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3881. New Zealand

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 08:02:48 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr16.080248.7860@actrix.gen.nz>
Source record: 223362

Well I have just found out to-day that Dave Small is over here,
was seen with Jon Clark of Status BBS in Auckland, could be on Holiday,
or trying to by New Zealand as I think its going cheap, and that does
not include me..:-)
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3882. somboddy HEP ME! , ST department

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 08:23:35 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <15APR92232335@acad3.alaska.edu>
Source record: 223363

My 2 STs (both TOS 1.0 both now 1M) both show their normal amount of memory at the desktop (as reported by NeoControl and/or Intersect), but, after booting a program of any size, show 37548 remaining.

I've tried re-seating all the socketed chips on 1 ST, and I've just run the VKILLER suite on the other (it first said "HolyCow, are you infected! Shut down and reboot") , sanitized some disks and installed a bootsector rastor display. The supposedly sanitized disks still show this magic 37548 remaining memory after running any program.

I'm confused and battered by this. I'm thinking of scuttling down the lines before my Atari empire completely sinks. Any suggestions (including going to MSDOS!) appreciated. Thanks j harris/fairbanks

3883. Word processors, copro and memory

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 09:17:57 UTC
From: elendir@pegase.enst.fr
Message-ID: <1985@pegase.enst.fr>
Source record: 223365

Hello. Some answers :

1. The best word processor I know is "Le redacteur" from Epigraph. It is quick has footnotes, mailing, fonts, graphics, math formulae, etc... capabilities. It can also import/export files with Microsoft Word format.
The only drawback is that this WP is designed for the French and uses French keyboard.

2. Unfortunately, you have to insert a GAL in the mega STE to get your 881 running fine. I have the JEDEC file. I will post this and the debugged High-density PAL tomorrow or maybe Tuesday.

3. To reduce memory size form 4 to 2 megs without disturbing your ST, one can, at boot time, put $1f.ffff in the system variable which designs the end of RAM. Unfortunately, I have not the address here, but I will post it this afternoon.

Vince.

3884. Re: GIF

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 10:20:16 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <0DC29ES@mailgzrz.tu-berlin.de>
Source record: 223366

In article <1983@pegase.enst.fr>, elendir@pegase.enst.fr (Vincent Habchi) writes:
|>
|> Hello.
|> This may be a FAQ, but I'm looking for the GIF ('89 and '87) file format.

If you can wait some days, I could send you approx. 80K descriptive text of
the GIF file format. I ftp'ed it some months ago, but then I forgot the site.

Mail me your interest 'til next week and I'll unpack and send it.

Andr'e Pareis, e.g. pareis@cs.tu-berlin.de
or subiaagb@w350zrz.zrz.tu-berlin.de

3885. Problems with a HD drive in a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 10:26:21 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Apr16.102621.15973@donau.et.tudelft.nl>
Source record: 223367

This is a warning to all people considering installing a HD drive
in a Mega STe: not all Mega STes are suitable for this.

The dutch company 'ATIN' sells a 'HD upgrade kit' for the Mega STe
which consists of a HD drive and an instruction leaflet. According to
the text in and on the box, it fits in all Mega STes, although
some might require a replacement disk controller. This did not work
for me, and ATIN now tells me that they have discovered recently that some
Mega STes require a more extensive modification.

The man from ATIN could tell that my Mega STe requires modification from the
first part of the serial number on the bottom. For my computer this is 'A1 13'
(these characters are stamped, not printed like the rest of the serial number).

According to him, the modification was too difficult to describe easily,
so he did not tell me what is was; he told me to bring my computer to
them. Since I don't want modifications like that in my computer, I did
not insist, but I am curious.

I have given up on the HD drive for now.

Conclusion: even for a Mega STe, changing to a HD drive might be complicated.

=-=-=-

3886. Re: Overscan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 11:08:16 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.RTfd6LLMa7A@discworld.oche.sub.org>
Source record: 223364

In <12545@umd5.umd.edu>, Alok Dhir writes:
>I've got a 1040STe, where can I find instructions do perform this
>modification (software switch OR hardware switch)? Do games and stuff
>still work?
>
Sorry. All Overscan modifications (the old & cheap one and the commercial
Autoswitch OverScan) do not work in ST'E' due to the changed hardware.

cu
Michael
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"Nanny Ogg sent a number of cards home to her family, not a single of which got
back before she did. This is traditional, and happens everywhere in the
universe." Terry Pratchett, Witches Abroad

3887. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 11:34:08 UTC
From: tony@microware.co.uk
Message-ID: <921@mwuk.UUCP>
Source record: 223368

In article <12428@tamsun.tamu.edu> jmb8302@csseq.cs.tamu.edu (Jeffrey M Bilger) writes:
>
> Has anyone had problems with using the malloc() with Laser C.
> I typed in some simple code to use linked lists and when I try to access
> any of the nodes my ST bombs with a bus error. Here's the code:
>
> struct node
> {
> int color;
> struct node *next;
> };
> typedef struct node *next_ptr;
>
> main()
> {
> next_ptr n;
>
> n = (next_ptr) malloc(sizeof(node));
> /* allocates a node, size of the structure, and type casts it to next_ptr*/
> n->color = 1;
> n->next = NULL;
>
> /* I build some more nodes, and link em together. But I get a bus error...*/

I'm not familiar with Laser C, but if it has 16-bit ints, then the above
code takes the low 16 bits of the address malloc is trying to return,
sign extends it, and puts it in n, with a value nothing like what was
intended. You should add the line:

void *malloc();

to specify that malloc() returns a pointer.

There may be a header file <malloc.h> that you can include instead.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

3888. Re: Why are there NO GL-Viewers for the ST ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 12:12:26 UTC
From: Klaus Ottradovetz <PT184@DMSWWU1A.BITNET>
Message-ID: <92107.121226PT184@DMSWWU1A.BITNET>
Source record: 221707

There is one such program, as you may see in the posting i copied below.
Allthough it's not mentioned, there is also a version for the st and it works
fine. Besides a preview it does pixel (IMG) and PCL (Deskjet, Laserjet)
output.

Sorry, but the posting is in German, for those who won't understand, here's
a brief summary: Hp2xx is a hpgl to xx converter, where xx stands for:
img, preview, tex, pcl.You will find the adress for anonymous ftp in the
text below.

*** Original posting ***

Liebe Fans von hp2xx, dem HP-GL Konverter:

Es gibt - rechtzeitig zur Hamburger DANTE-Tagung -
ein neues Release, allerdings noch ohne aktualisierte
Dokumentation und noch im Beta-Stadium (was die neuen
Features betrifft).

Die neue Version ist gruendlich ueberarbeitet und enthaelt
etliche lang vermisste Eigenschaften. Dazu zaehlen u.a.:

o Ein robuster Scanner (manche HPGL-Quellen machten
frueher Aerger)

o Kreise, Kreisboegen

o Font-Unterstuetzung (nur Charset 0) !!!!
(Ich habe mich ueberreden lassen, das von vielen
vermisste LB-Kommando und was so dazugehoert einzubauen)

o Seitenweise Bearbeitung von HP-GL Dateien, die
mehrseitige Grafiken enthalten. (Kommando PG;)

Ferner experimentiere ich mit zwei neuen Ausgabe-Formaten, naemlich

o -m em (emTeX-specials zum Linienziehen)

o -m tex (Linien mit \drawline aus dem epic-Style)

Damit duerften wohl die meisten Kompromisse zur Grafik-Einbindung
unter TeX durch hp2xx versorgt sein, und jede(r) kann nun selbst
entscheiden, welches Teil die Hauptlast der Grafiken tragen soll:
TeX selbst oder Metafont oder die dvi-Treiber - je nach Verfuegbarkeit.

Die neuen Features sind noch im Test, und ich lade alle Interessierten
ein, sich die aktuellen Binaries zu holen (s.u.) und mir noch
verbliebene Bugs zu melden. Die neuen Modi (tex, em)
sowie das Font-Handling enthalten sicher noch ein paar Ueberraschungen...

Die jeweils aktuellen beta-Versionen sind via ftp erhaeltlich auf:

```
% ftp clio.rz.uni-duesseldorf.de (134.99.128.3)
Username: anonymous
Password: your_name
ftp> cd hp2xx
ftp> dir
ftp> binary
ftp> get ...
...
```

Wie bisher bereits gibt's dort Binaries fuer
-- DOS
-- Sun/SPARC
-- Convex (C210)
-- HP9000/3xx
Bitte wenn moeglich ausserhalb der normalen Dienstzeiten uebertragen;
der arme Hostrechner ist mit I/O schon reichlich belastet - danke!
.. (some stuff deleted) ...
So, das waer's. Hoffentlich sind nun die meisten HP-GL Dateien ohne
Probleme in TeX-Grafiken umsetzbar. Viel Vergnuegen mit hp2xx!

-- Heinz Werntges (heinz@biokyb.uni-duesseldorf.de)
***end of original posting ***

3889. Re: Overscan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 12:47:59 UTC
From: heni@bio129.uni-bielefeld.de
Message-ID: <1992Apr16.124759.19576@unibi.uni-bielefeld.de>
Source record: 223369

The best way to get information about the Autoswitch OverScan is to ask Carsten Isakovic (one of the authors) for information:

ki@opal.cs.tu-berlin.de (Karsten Isakovic)

| Henning Rattenholl

3890. Re: Terminal Program Blues

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 13:42:41 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr16.084241.10809@miavx1.acs.muohio.edu>
Source record: 223370

In article <19573@chopin.udel.edu>, jon@chopin.udel.edu (Jon Deutsch) writes:
> I'm looking for a terminal program for the ST that can handle IBM
> ANSI BBS Graphics. I'm not having much luck.

Check out MINITERM at atari.archive.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

3891. wordwriter disk writes

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 14:19:57 UTC
From: jtrimble@sdf.lonestar.org
Message-ID: <1992Apr16.141957.13603@sdf.lonestar.org>
Source record: 223371

My wife and I write together, each using Timeworks WordWriter on separate ST's. We continually run into a problem which we haven't been able to nail down. The problem only happens when we're working together, and after we've swapped disks, though often it is long enough later that we've forgotten exactly what steps we took with each swapped disk.

We swap disks to look at/make changes to one another's pieces of the project. Often, we have two disks working that have many of the same file names, though not necessarily completely identical files on each. Even files with exactly the same information could probably be on different segments of the disk.

Sometimes, when we get going fast and furious on the same story, we wind up unable to save to one disk or another. We get a message approximately like: "Cannot find file to write. Check to see if disk is write protected or in place." It's in place, and it's not write protected, but viewed through Mutil, a disk utility, it does seem to have some parts of some files overlapping other files--more specifically the files we want to access or save to.

It's very aggravating.

We have a theory which we've been unable to field test because the problem always seems to come up when we're writing fast and furious and swapping disks and saving so many times that day that we can't remember every step we took every time.

Our theory is that somehow one or another of us does/has done a "Save" without first opening some file from the disk. (In WordWriter, "Save" doesn't give you a file selector, while "Save as..." and "Save as ASCII" do.) We theorize that the computer doesn't know we've changed disks, and so it prints_to_disk where it "thinks" the file is supposed to be, i.e. where the file would be if we hadn't swapped disks.

We have the "Save" habit from way back before we had two computers, so it's hard(impossible) to remember to use "Save as..." all the time.

Does this sound like a plausible explanation for our trouble? Does anyone know of a desk accessory or such that forces the computer to always check the disk somehow before it prints a file to it, and to make sure that it (WordWriter program, the computer, or whatever) checks for more than just the file_name, but looks at

sectors or tracks or whatever it is that keeps it from plopping
the one file down on top of another?

We only swap single-sided disks. We don't have and can't afford a
hard drive, (and not having it, we can't share it in case that's
the solution you're going to suggest; thanks, but we've thought of
B
it already.)

Thanks for any suggestions e-mailed to jtrimble@sdf.lonestar.org
If there are enough--or one that works--I'll post a summary.

3892. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 15:18:12 UTC
From: boyd@phi.cs.fsu.edu
Message-ID: <1992Apr11.111059.18429@mailer.cc.fsu.edu>
Source record: 223372

In article <1992Apr10.053113.17730@thoth.rent.com>, azog@thoth.rent.com (Billy D'Augustine) writes:
>
>I use UniTerm (2somethingE), due to the fact when logging into my VAX,
>doing a $ SET TERM/INQ and then a $ SHOW TERM, it is indeed a VT220!
>(execpt for the fact that I have to use the delete key). Ive never used
>Flash, is it true VT1xx-2xx also? This is very important to a person
>who spends 90% of his time logged into VMS...
>

Flash does not provide VT2xx support. I think you already use the best ST program for this (Uniterm). What exactly do you mean about the delete key? Uniterm allows you to swap the backspace/delete keys.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

3893. Re: Can I send e-mail to pay services?

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 15:20:37 UTC
From: boyd@phi.cs.fsu.edu
Message-ID: <1992Apr11.111814.18529@mailer.cc.fsu.edu>
Source record: 223373

In article <0v1tj6k@rpi.edu>, odonnj@jec325.its.rpi.edu (James Robert O'Donnell Jr.) writes:
>Is it possible to send e-mail from the net (internet, bitnet, whatevernet) to
>any of the pay services (GEnie, CompuServe, etc.)? I ask because a good friend
>of mine will be going home to Puerto Rico in a couple of months, and we want to
>be able to correspond via e-mail. (I guess another question would be if anyone
>knows of any place in Puerto Rico from which you can send netmail.) He can get
>CompuServe in Puerto Rico (I don't know about GEnie), and I will sign up for it
>if necessary, but was wondering if there is a way to send e-mail to someone on
>CompuServe, or any of the other pay services.

I have communicated with a Compuserve user using the address:

XXXXX.XXXX@Compuserve.COM

Where the X's are the compuserve username of the recipient. I am not sure
how he sent me mail from Compuserve though (the form of the address, I mean).

--
---------------------------------+-------------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-------------------------------------

3894. Cocktail.lzh -> corrupted?

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 15:28:42 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <lp!vyv+@rpi.edu>
Source record: 223374

Hi there. I had dl'ed cocktail.lzh from atari.archive.umich.edu
the other day. When I had started to try to unLZH it, it gave me
a bunch of errors... Anyone ever ues the program and did you have
any problems unLZHing it? Thanks.

--- ---
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

3895. Re: Problems with a HD drive in a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 15:50:43 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr16.155043.10398@newshost.lanl.gov>
Source record: 223375

That's interesting. I thought the only problem with installing a HD in a MegaSTe0 was that you had to mill away the plastic reinforcement in the case where the HD usually goes. But I thought the HD controller and cables were in there already.

Some great buys on MegaSTe machines right now folks (a lot cheaper than what I paid as a "good guy Atari developer" last year). If your old ST is worn out or if you are looking for a new unit, you could do a lot worse for the money. As a minimum, everyone should jump for CodeHead's TEC board (or a similar unit from someone else) because TOS 2.06 is an even bigger improvement than 1.4 was over 1.0. You might want to opt for the switchable TOS option though, as with any new TOS variant, some old favorites (mostly games) don't like 2.05 or 2.06.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3896. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 15:58:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr16.155838.11328@newshost.lanl.gov>
Source record: 223376

In article 1975@ucsu.Colorado.EDU, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:

>I don't think NERD is definied by how many computers you have. I alone
>have 7 computers(2 ATARI, ST, 486-33, 386SX20 Notebook,286, MAC 030).
>It's true that alot of my old high school buddies call me a computer geek,
>but look at what most computer science majors would have in their homes.

Ah, some of us just can't seem to get enough, can we Jeffrey? But my intention
was to imply that a true atari BIGOT (as I was called) wouldn't be caught dead
with anything _but_ an Atari. Me, I like 'em all... just can't afford 'em.

_____________________________ John "HUTCH" Hutchinson _____________________________
___________ Chief Cook & Bottle Washer - Fair Dinkum Technologies ___________
_________________ "No worries, mate... it's from Fair Dinkum!" _________________
____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

3897. Re: CD Roms

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 16:10:21 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr16.161021.25449@a.cs.okstate.edu>
Source record: 223377

All our user group has is the entire CN collection (up to a point) on 2
CD's... anyone else seen aAtari stuff on CD?

jc

3898. Re: Emulators for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 16:12:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr16.161213.12971@newshost.lanl.gov>
Source record: 223378

krakover@spot.Colorado.EDU (KRAKOVER JONATHAN DA) writes:

>>is there any advantage to having the emulator over the real Mac,
>>except for saving desk space?

It depends on what _kind_ of Mac you are comparing it to. I'd say that in comparison to a "real" Mac Plus, you would be better off with the Spectre GCR (given that you already have a working ST with at least 1Mb RAM and a decent monochrome monitor... running on a color monitor is awful!). The Spectre is between 20-30% faster than a stock plus when running on an 8MHz Atari (even faster on 16MHz and better Ataris), you have a slightly larger screen and perhaps a few other bennies. The cost differential, however, is not what it used to be. Used Mac Plus's for $500 are not unusual which is about what a new Spectre GCR with genuine Apple 128K ROMs will cost you.

The Spectre is a really neat hack and I still use mine on occasion even though I have a real Mac as well. System 7.0 support is not here yet but Dave has promised it... sometime RSN. Just remember, that the Spectre GCR emulates a Mac Plus and _not_ a Mac II. Keep that in mind when you make your comparisons.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3899. Re: RE GALAXY CAD

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 16:59:46 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Apr16.165946.8839@usenet.ins.cwru.edu>
Source record: 223379

```
- Hi EveryOne
-
- I tried running Galaxy Cad on my TT machine ( 2 Meg ST Ram
- and 4 Meg TT Ram ).
- I got a Boot strap loaded message followed closely by 2 Bombs,
- (Bus Error !!). Has anybody been able to get this program to
- work on the TT. Is anybody out there able to do a port of the
- ST spacific bits to the TT machine, and sort out the 'BUGGY'
- user interface at the same time ????

The source code for the Atari ST G-SWIM is pub/galaxy/AtariSrc.
Anyone interested in doing some work to clean up is free to... (I asked
the author...)

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18
```

3900. Re: Maple (Was: None

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 17:22:49 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Apr16.172249.5146@aisb.ed.ac.uk>
Source record: 223380

For a stats package, you might like to try BSTAT. It's public Domain but very comprehensive and has graph plotting capabilities. Needs a meg and Hi Res.

Sam.

3901. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 19:30:18 UTC
From: cs331109@umbc5.umbc.edu
Message-ID: <1992Apr16.193018.6536@umbc3.umbc.edu>
Source record: 223381

Out of Curiosity, how is Caligraphy Jr? I have Word Perfect, but its not supported anymore, and I'm still somewhat insulted that WP pushes people to 'Upgrade' to the IBM version. Does it support FSM Gdos? Pictures? Page Layouts? Will it wash my car?....

Paul...

3902. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 19:43:35 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr16.144337.10819@miavx1.acs.muohio.edu>
Source record: 223382

In article <1992Apr15.230239.23854@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
> In article <1992Apr15.134800.40129@yuma.acns.colostate.edu> komives@lamar.ColoState.EDU (Robert Komives) writes:
>> No Postscript output.

Now I thought FSMGDOS came with a driver for postscript? At least
Bob Brodie said it would when I asked him about it in Chicago.

> Does this have the same problem that all GDOS type program have, you
> nead 2 lots a fonts, one for the screen and one for the printer,
> plus you can't load fonts on the fly, only at run time...!!!

With FSMGDOS you can load and unload fonts on the fly. And from
what I understand, it has only one font file for each font.

Later.......

---------={{{{{{{{((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
---------={{{{{{{{((((((()))))))}}}}}}}}=======--------

3903. Atari UNIX, VME, Ethernet, etc.

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 20:25:14 UTC
From: mats@netcom.com
Message-ID: <z=1j4xg.mats@netcom.com>
Source record: 223383

baffoni@aludra.usc.edu (Juxtaposer) writes:

> Hasn't anyone made a bus-expander? I remember hearing (many moons
>ago) that it shouldn't be too hard to design/build an extended bus (ie.
>extra connectors/slots) but that because of the way the VME was implemented
>it would not support bus-master cards. I should think that this would be a
>rather popular (=customer demand) item considering it could be used in TTs and
>MegaSTes, not to mention any new machines that Atari comes out with (it
>doesn't look like VME will be phased out any time soon). Who wants to get
>stuck with the stock video? Who wants to have to decide between 1024x768x24bit
>color and an ethernet connection - a truly miserable choice (but I wish I had
>that choice :).

There's at least one company in Germany that repackages the TT board into
a box of their own design, that includes a 4-slot 3U VME cardcage.
The drivers one the board won't handle more than that, and you still get
onlt A24/D16. It looks awfully industrial, not the sort of thing I'd
like on my desktop, but, hey, if you need more slots...(I had forgotten
all about this when I made my original reply).

>>... but it you know of a good SCSI Ethernet, I'd
>>be intereted in hearing details. ... I know there was a
>>company doing such a device for Macs (in Utah?), but I never did get
>>any more info on them.

> The company, Asante, builds Mac SCSI-ethernet cards. I am sure there
>are other companies, but this is only one I know of (and have the address of).
>Their address & phone number is:
> Asante' Technologies, 404 Tasman Dr., Sunnyvale, CA 94089
>1-800-662-9686

The company I had been thinking of was Dayna; their phone number - I think -
is 801-531-0600 (the address I was given was 50 South Main, Salt Lake Ciy
Utah 84144). I never got any further info on this, though.

Now...does anyone have details on either the Asante or Dayna SCSi Ethernet
product? Performance, price, etc?
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

3904. More about GCC 2.1...

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 20:30:24 UTC
From: MDORMAN1@UA1VM.UA.EDU
Message-ID: <9204162037.AA20987@ucbvax.Berkeley.EDU>
Source record: 223384

Well, I got it, and I configured it, and I've gotten things to run and I've gotten things to compile fine. Wonderful work, guys.

Questions, though:

I had read, in some file, somewhere (with the MNTLIB19 dist, maybe?) that the MiNT libraries weren't yet compatible. Is this true? Or do they just need to be recompiled?

Second, in trying to port Less 1.77 (pretty easy) I found that the PL 72 libs (and MNTLIB 19, btw) 1) don't conform to either the BSD or SYS V regexp function names (re_comp and regcmp--PL72 uses regcomp, I think) and, 2) when I tried to link all this together (after changing appropriate names in the sources) I got an error, "regerror.o not found".

I got Less up and running without regex stuff, but I'd like to figure out what's wrong and recompile. Maybe this has all changed--I have the library sources, now, so I can check myself. Just wanted to know if someone else knew anything.

Mike.

3905. Amiga IFF sound to Atari .snd or similiar....

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 20:43:52 UTC
From: root@myst.uucp
Message-ID: <H.2QtfJVIgiHA@myst.uucp>
Source record: 223385

Howdy,

I would like to know how to ga about converting IIF sounds to .snd or
some similiar format playable on the st... Any Info would be aprecciated.

John Bunch.

--
* John B. Bunch * System Operator *
* 771 Madison Ave. Apt 2e * JB's News and Mail Stop *
* Albany, NY 12208 * UUCP: {...}!crdgw1!sixhub!myst!root *
* C.D.A.C.E Vice President * Inet: sixhub!myst!root@crdgw1.ge.com *

3906. Heat-n-Serve Sozobon...

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 20:51:36 UTC
From: MDORMAN1@UA1VM.UA.EDU
Message-ID: <9204162057.AA22202@ucbvax.Berkeley.EDU>
Source record: 223386

Okay, kids, here's the score:

For a while, I was able to support Heat-n-Serve because I had a BIX account and could get in touch with Ian Lepore through that.

Well, I'm also in college, and couldn't sustain $500+ a year, as much as I enjoyed it.

Well, there's another guy who's on BIX who just got an MCIMail account, and he's volunteered to act as a clearinghouse for bug reports. You can still get answers out of me, or Steve Yelvington (I just figured how to *post* to c.s.a.s, so now I can speak up), or any of the number of knowledgable people out there, but Bob Goff is the only way to get *to* Ian. So if you have a bug report, send it to 0005290822@mcimail.com, the name's Bob, and be sure you UUENCODE binary stuff. Be very sure.

Enjoy,

Mike.

3907. Re: Missionware (Flash II) contact?

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 21:19:37 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr16.211937.21111@newshost.lanl.gov>
Source record: 223387

I've replied to this via email, but for the benefit of others who may be anxiously looking for FLASH II, call the distributor direct:

Missionware Software
354 N. Windsor Drive
Palantine, IL 60067
USA
(708) 359-9565

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3908. Re: Overscan Mod

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 21:44:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39188@MS.maus.de>
Source record: 223388

davidd@cs.mcgill.ca wrote:

> Is there any such product available for the (non-Mega) STe? Last I
>heard, it only worked on non-e machines with TOS >=1.2.

What you've heard is right. There is no such product available for any STE.

Regards,
Patrick

3909. Re: Best Vi-Clone?

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 21:51:51 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6726@lee.SEAS.UCLA.EDU>
Source record: 223389

In article <1992Apr16.033858.14459@watmath.waterloo.edu>
ljdickey@watmath.waterloo.edu (L. J. Dickey) writes:
>One uses disk support rather than free Ram space,
>even though the Ram space may be abundant. Some safety in
>that, I suppose.

Elvis uses temporary disk files as does "real vi". This makes it possible
to recover all but the latest editing change after a system crash. It also
tends to keep the memory usage constant which is helpful when multitasking.
I have my mint.cnf set up to automatically check for and recover editor
files upon system booting (similar to vi under unix).

Two suggestions for elvis users:
1) If you don't have a hard disk or just want to use ram for files,
set up a ram disk and point elvis's tmp files to it.
2) If you are using a hard disk and MiNT: Set up a tmp directory on
a minix file partition for elvis files. Then in your elvis.rc,
add the line "set nosync". This will make file changes faster,
eliminating occasional delays. (Reason: TOS files must be closed
and reopened to make sure current changes are flushed to disk--
this has to do with updating the TOS file-size field. Under TOS,
elvis has the default "set sync" which sets the constant updating.
Without this, file recovery breaks. With a minix file system under
MiNT, however, the tmp files remain consistant with "set nosync"
and the delay is eliminated).

-- Scott Willingham // willing@icsl.ucla.edu

3910. Re: Atari UNIX, VME, Ethernet, etc.

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 22:12:06 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Apr16.221206.62990@yuma.acns.colostate.edu>
Source record: 223390

In article <z=1j4xg.mats@netcom.com> mats@netcom.com (Mats Wichmann) writes:
>baffoni@aludra.usc.edu (Juxtaposer) writes:
>
>>>... but it you know of a good SCSI Ethernet, I'd
>>>be intereted in hearing details. ... I know there was a
>>>company doing such a device for Macs (in Utah?), but I never did get
>>>any more info on them.
>
>> The company, Asante, builds Mac SCSI-ethernet cards. I am sure there
>>are other companies, but this is only one I know of (and have the address of).
>>Their address & phone number is:
>> Asante' Technologies, 404 Tasman Dr., Sunnyvale, CA 94089
>>1-800-662-9686
>
>The company I had been thinking of was Dayna; their phone number - I think -
>is 801-531-0600 (the address I was given was 50 South Main, Salt Lake Ciy
>Utah 84144). I never got any further info on this, though.
>
>Now...does anyone have details on either the Asante or Dayna SCSi Ethernet
>product? Performance, price, etc?
>--
>Mats Wichmann
>Systems Software Consultant
>alruna!mats@ossi.com (or mats@netcom.com)

There is one more, it's compatibility system in Boulder, CO.
Don't have their phone and address handy, but them should have ADs in Mac type magazines.
As the price, they typical listed for $495 or less and mail order price is about $400. However most of them has 50% or so of educational discount for school, which bring the price down to $250 to $300 range.

They use the SCSI bus to transmit information between the computer and the Ethernet, so it needs to share the SCSI bus witht other SCSI device (mainly the hard drive). This sometime will limit the overall transfer rate, but for most application they performed quite well.

There is no softwrae for ST to drive such SCSI-Ethernet device, otherwise it would be a good way to add Ethernet access to ST, TT etc. Once the drive is availible, then the NCSA telnet shouldn't be not far way from porting to ST.

We have 4 or 5 of the compatibility system's SCSI-Ethernet boxes for the Macs in the department. They are a small box of 5" X 6" X 1.5" in size, powered by a DC wall plug supply, a 25pins SCSI connector, a BNC connector for the thin net, a thicknet connector. It can tie to thin, thick and twist pair type

Ethernet wiring. And internally has 32K(or 64KB, forgot the number) buffer. They can easily installed to any Mac with SCSI port (or any machine with SCSI port, but if I remember right, they only have Mac driver and maybe IBM and Unix but certainly not ST).

Tang
sytang@lamar.colostate.edu

3911. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 22:15:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Apr16.221510.7499@csi.uottawa.ca>
Source record: 223391

The idea of having 16 million colours (24 bits worth), that are simply "chosen" rather than using a palette sounds neat, in SOME ways, but is it ultimately ALL that great?

(Note: There WILL be an implicit palette, made up of 16M colours, in which the entries are fixed. Looking at it this way is probably useful in critiquing the idea of "True Color". It should be noted that I am NOT a graphics programmer, and people who've done such things should be the ones that continue any subsequent discussions... Also, as a Canadian, I kind of like British spellings, like "colour" versus the "color" used by those people in North America that live south of the 49th parallel. We're ALL Americans, whether we live in Canada, Mexico, or the United States. Of course, the "Americans" that live in Canada get better service from Atari, but that's another issue!)

1) It means that if some of those colours never get used, whether in a particular application, or possibly EVER (who'd want THAT putrid shade of green?), then that part of the implied palette is wasted. It might be a better use of resources to have a smaller palette that contains the colours that are actually USED.

2) I have often seen palette switching used to do animation/"editing" of pictures. You change colour #1 from White to Black, which seems to be a pretty useful thing. "True Color" seems to throw this sort of feature away.

Any comments from people that are more involved in graphics?
Could the "True Color" mode be merely one of many, where the OTHERS would have palettes?

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

3912. Symbol fonts for GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 22:34:57 UTC
From: yegerleh@longfellow.ecn.purdue.edu
Message-ID: <1992Apr16.223457.7713@noose.ecn.purdue.edu>
Source record: 223392

Dear Netters,

Since apparently we can't hold our breath waiting for FSM-GDOS,
I'll have to settle for something using GDOS. So does anyone
know of any GDOS symbol fonts? Commercial or PD offerings, either
one is just fine. I really need to be able to type special
characters like greek letters, inequality signs, etc.

Thanks in advance,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

3913. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-16 23:17:21 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr16.231721.9923@actrix.gen.nz>
Source record: 223393

In article <1992Apr16.144337.10819@miavx1.acs.muohio.edu> rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:
> In article <1992Apr15.230239.23854@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
> > In article <1992Apr15.134800.40129@yuma.acns.colostate.edu> komives@lamar.ColoState.EDU (Robert Komives) writes:
> >> No Postscript output.
>
> Now I thought FSMGDOS came with a driver for postscript? At least
> Bob Brodie said it would when I asked him about it in Chicago.
>
> > Does this have the same problem that all GDOS type program have, you
> > nead 2 lots a fonts, one for the screen and one for the printer,
> > plus you can't load fonts on the fly, only at run time...!!!
>
> With FSMGDOS you can load and unload fonts on the fly. And from
> what I understand, it has only one font file for each font.
>
> Later.......
>
> -----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
> "You can give her the usual rlcollins@miavx1.acs.muohio.edu
> things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
> you don't intend to keep." rcollins@apsvax.aps.muohio.edu
> -Cogsworth R.COLLINS1 on GEnie
> (Beauty and the Beast)
> ----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

One of the BIG problems is that FSM GDOS has not bean released to the
Public, and from what I have read there is current release date at all..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3914. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 00:14:13 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6729@lee.SEAS.UCLA.EDU>
Source record: 223394

In article <57432@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Warwick Allison writes:
>
>>Sigh :-), sorry to disappoint you, but 256 shades of grey is
>
>OK, so who's talking about "shades of grey"...?
>
>The discussion was "True Color"... try to keep with the program, OK?
>
>BobR

Don't be such a twit.
Grey is a perfectly reasonable color to wish to render.

-- Scott Willingham
.
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.
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.
.
.
.

3915. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 00:19:59 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr17.001959.8484@ucsu.Colorado.EDU>
Source record: 223395

In article <1992Apr16.155838.11328@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 1975@ucsu.Colorado.EDU, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>>I don't think NERD is definied by how many computers you have. I alone
>>have 7 computers(2 ATARI, ST, 486-33, 386SX20 Notebook,286, MAC 030).
>>It's true that alot of my old high school buddies call me a computer geek,
>>but look at what most computer science majors would have in their homes.

Besides my old friends calling me cpu geek, my wife also as well now (of
course she's joking, I hope).
By the way I got some of my old friends totally interested in computers, by
showing demos that they would never imagined existed, but like some of them
they are interested in arcade games.

>Ah, some of us just can't seem to get enough, can we Jeffrey? But my intention
>was to imply that a true atari BIGOT (as I was called) wouldn't be caught dead
>with anything _but_ an Atari. Me, I like 'em all... just can't afford 'em.
>

Well actually enough is what I said, I had the 2 8 Bit ATARIs since I was
12, and still plan to keep these hopefully forever. I jumped into the ST
for school and then the 486 for difficult planetary simulations, later
the notebook was a great idea, since I work with a professor in development
on the pc simulation. The 286 came in for free and the MAC LC II came in last
2 weeks ago. I figure buying a 030 card and a hard drive and a graphics
card for the ST would be more than just buying a MAC 030 already in. The
286 is going out and the ST will be as well when the GEMULATOR comes out.
I hope to get rid of the MAC as well as soon as I learn more on programming
graphic applications on it.

I like to say thanks for all the replies for the ST magazine info. ATARI
people always seemed to be one big family. I'm glad I was able to be a
part of this group.

3916. Re: Cocktail.lzh -> corrupted?

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 00:36:56 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Apr17.003656.4306@usenet.ins.cwru.edu>
Source record: 223396

In a previous article, dinsmm@marcus.its.rpi.edu (Michael John Dinsmore) says:

>Hi there. I had dl'ed cocktail.lzh from atari.archive.umich.edu
>the other day. When I had started to try to unLZH it, it gave me
>a bunch of errors... Anyone ever ues the program and did you have
>any problems unLZHing it? Thanks.
>

I had the same problem with it.

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

3917. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 00:37:47 UTC
From: greg@godzilla.quotron.com
Message-ID: <1992Apr17.003747.20475@cco.caltech.edu>
Source record: 223397

cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>The idea of having 16 million colours (24 bits worth), that are simply
>"chosen" rather than using a palette sounds neat, in SOME ways, but is
>it ultimately ALL that great?
>
>1) It means that if some of those colours never get used, whether in a
>particular application, or possibly EVER (who'd want THAT putrid shade
>of green?), then that part of the implied palette is wasted. It might
>be a better use of resources to have a smaller palette that contains
>the colours that are actually USED.

But who decides what's a "good" color? I'm particularly fond of THAT
putrid shade of green...

>2) I have often seen palette switching used to do animation/"editing"
>of pictures. You change colour #1 from White to Black, which seems to
>be a pretty useful thing. "True Color" seems to throw this sort of
>feature away.

The trouble with palette mapping on displays with huge amounts of
color is that it eats tons of memory. Say you have a page of graphics
with 16 million "colors," each actually a logical color number,
essentially a key into a hash table of "real colors." A 1 in the
display memory means go to the first entry in the hash table, pull out
the value there and use that on the monitor. Between the video memory
and the hash table, you've just doubled the amount of memory the
picture takes up -- a not-insignificant amount with 24-bit color.
(Tangentially, you've also slowed things down a little...) On the
8-bit Ataris this didn't cost anything -- four logical colors map to
four real colors. Not a big deal. On the Falcon (or whatever) it
is (or will be.)

> (We're ALL Americans, whether we live in
>Canada, Mexico, or the United States. Of course, the "Americans" that
>live in Canada get better service from Atari, but that's another
>issue!)

Yeah, but you can also be called Canadians, and people from Mexico
can be called Mexicans. Aside from "Americans" our next choice is
United Statesians, and that that just sounds really, really weenie.
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@{duke|godzilla}.quotron.com so I doubt he'd agree with me.

3918. CD ROM drives on the ST w/ Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 04:56:26 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr17.045626.13078@watserv1.waterloo.edu>
Source record: 223398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I plan to get Spectre GCR VERY soon & most likely an SST as well (I have to do some Mac work)..
My question is this: Can I hook a CD-ROM up to my ST that will AT LEAST work with the mac? It doesn't necessarily have to do anything useful with an ST, as long as it acts like a normal mac cd-rom..
Would I need a megatalk board for this or will my ICD adapter be good enough?
Also, I've heard that the Mac 1.44 meg disks are identical to IBM 1.44's..
Is this true? Could I, in theory, take a 1.44 meg Mac disk to my PC, read the 1.44 disk onto hard drive, re-write to an 800k and move to my ST? That would be nice as well.. (I assume that copying files from the ST to a Spectre partition IS possible?)..

--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

3919. ST into PC case

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 04:59:32 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr17.045932.13217@watserv1.waterloo.edu>
Source record: 223399
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am planning to buy an SST soon (with spectre). I am therefore thinking of moving my ST into a PC case. I have seen some people mention they have done this. Did you use a desktop case or a tower case? Did you move a normal ST or a Mega? Should I buy a used mega (ie would it make things easier)?

Thanks,
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

3920. Re: HD cache for the MegaSTe

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 05:06:08 UTC
From: boyd@phi.cs.fsu.edu
Message-ID: <1992Apr12.112026.5143@mailer.cc.fsu.edu>
Source record: 223400

In article <3354@equinox.unr.edu>, chan@pyramid.unr.edu (Kaho Chan) writes:
>Hello out there...
>
>Are there any suggestions for a HD cache for my MegaSTE either PD or commercial?
>
>I DID use Cold Hard Cache 3.5 this week but it caused a minor predicament for melast
night. As soon as I enabled it, my FAT tables started to deteriorate on
>two of my partititions (drive F and G)... maybe I am wrong... but I am taking nochances...
After major surgury, I only lost 6 files (whew!)... (thanks, Brian
>T.)
>

I found Cold Hard Cache to be extremely reliable. Perhaps it is something
in your auto folder/acc's that is screwing it up. I would say without
hesitation that CHC is the best cache program in the PD/Shareware realm
(actually, I don't think it is in this realm any more; I believe a commercial
version comes with Diamond Back, and previous PD versions are null and void).

If you have an ICD host adaptor, you can use that software for caching. If
you ALREADY are, this might confuse CHC also!

My favorite thing about CHC was the stats (hit ratio, time saved, etc) you
could get from the companion acc. I was taking an OS class at the time, and
it was neat to see what all the fuss was about (wow, that was many moons ago).

I now use my ICD software for caching, so no more stats :-(.

--
---------------------------------+-----------------------------------
Mickey R. Boyd | "Come to your senses professor
FSU Computer Science | Fernberg. You did not transcend
Technical Support Group | the time-space continuum. You
email: boyd@nu.cs.fsu.edu | got drunk in a topless bar."
---------------------------------+-----------------------------------

3921. Excellent new ST BBS software available

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 05:53:41 UTC
From: oracle@iastate.edu
Message-ID: <oracle.703490021@vincent1.iastate.edu>
Source record: 223251

For anyone out there who runs a BBS or has every thought about running a BBS on the ST, there is a new BBS program available called 'TRANSCENDENCE' which is a really nice POWERFUL system.

I would have to say that it has far more potential then the more popular systems like FoReM and TurboBoard. A shareware version is available with a few features disconnected, and it can be registered for $49 (certainly worth it if you have seen what it can do).

If you would like to see Transcendence in action, I have a system set up that you can reach if you can telnet. Just telnet to '129.186.99.31', then at the dial: prompt, type 'me\16125' then follow the prompts. Keep in mind that this is a brand new set up that shows about 20% of what the program can do, and that it is not being used on a modem as it was originally intended. If you are interested give it a try!

P.S. I am not the author of the software, just a happy customer...

3922. Re: RE GALAXY CAD

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 06:08:54 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Apr17.010855.1013@desire.wright.edu>
Source record: 223252

>Jonathan writes:
> The source code for the Atari ST G-SWIM is pub/galaxy/AtariSrc.
> Anyone interested in doing some work to clean up is free to... (I asked
> the author...)

Right, but what language is that? It looks like a mutant mixture of C,
Pascal, and Basic; I know _I_ don't have a compiler that can handle it. Or
is it a proprietary language (shudder)?

?!?
? ||| Bob "SubGenius" Schulze (%!#) @%(-)&$$!
?)|(>> cse0507@desire.wright.edu << !
? / | \ the above address does not work - please use it!

3923. Re: Yikes!

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 06:31:52 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <29EE70D8.16711@noiro.acs.uci.edu>
Source record: 223253

In article <1992Apr11.111059.18429@mailer.cc.fsu.edu> boyd@nu.cs.fsu.edu writes:
>Flash does not provide VT2xx support. I think you already use the best
>ST program for this (Uniterm). What exactly do you mean about the delete
>key? Uniterm allows you to swap the backspace/delete keys.

Flash II does support at least VT200 and I'm pretty sure that
Freeze Dried Terminal does as well.
--
Joachim Vance
^~^~^~

3924. Language sale update

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 06:33:13 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr17.063313.5872@colorado.edu>
Source record: 223254

I have sold Lattice C v.5, but GFA Basic 3.5 is
still available with registration card, $75 or
best offer.

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

3925. Re: ST Port of Keynote

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 06:40:21 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Apr17.064021.1557@elroy.jpl.nasa.gov>
Source record: 223255

In article <1992Apr14.090722.22272@deis35.cineca.it> fabrizio@deis64.cineca.it (Fabrizio Lugli) writes:
>In article <3762@cod.NOSC.MIL>, healy@cod.NOSC.MIL (Mike Healy) writes:
>|>
>|> If there are any Keynote users on this group, you may find the
>|> following of interest:
>|>
>|>
>|> ##### Forwarded from the Keynote mailing list (keynote@blink.att.com) #####
>|> From: tjt (Tim Thompson)
>|> Subject: Atari ST version of Keynote
>
>What is Keynote ? some musical software ?
>Send more detail please.

Keynote is a music programming language and performance environment developed by Tim Thompson at AT&T. I think it's primarily aimed at algorithmic music performance, but it has all the real-time support required for regular sequencing tasks as well. There is also a graphical environment with music editor (player-piano roll-style music format) along with the other stuff.

Keynote is somewhat like FORTH in that you can simply add new words to the language by putting together the built-ins and other procedures.

I've been using a beta version of Mike Healy's ST port off and on for a few weeks now, it's pretty stable and I had only a couple minor gripes about it.

If you're interested in MIDI, music, fractal music, other programmed approaches to generating music, etc., Keynote is definitely worth looking into. I don't believe it has support for printing scores in the current distribution, but you could probably learn enough of the keynote language to make a really cool WYSIWYG music editor and playback front end as well. The system as a whole is incredibly powerful, and well worth your time, if you're interested in music. (There's the implicit assumption that you're also interested in computers, else why would you be reading this newsgroup, eh?)

Even if you're just interested in sequencing, recording tracks, etc., keynote has all of that support already. Also, the programmatic approach to music can be incredibly handy. Like say, you define a phrase
a="c d e f g"

You can then perform various functions and operations on this phrase:
a = a + a

Turns the phrase into "c d e f g c d e f g", pretty much as you'd expect.

Or call up something like,
transpose(a, -3)

to take the phrase down a third, etc. Makes global modification of MIDI tracks incredibly simple...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

3926. Re: More info on GEMulator please!

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 07:02:28 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <57498@cup.portal.com>
Source record: 223256

Peter Averkamp writes about the Gemulator:

>I assume that this clumsy hardware solution is to prevent some
>jerk from the company get a lawyer and sue anybody for copyright
>violation, right ? If you've got the ROM's you've bought a machine, Ha!

Yes indeed... just like the Spectre GCR is a "clumsy hardware
solution" that is "totally uncomfortable to install and use"

And the existing Macintosh emulator board which uses original Mac ROMs
in the PC... that's probably clumsy and leads to incompatibilities too..?

What's your problem with this particular product..?

BobR

3927. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 11:53:11 UTC
From: strgh@warwick.ac.uk
Message-ID: <pnwhbhnz@csv.warwick.ac.uk>
Source record: 223257

In article <A1411389582@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>Lattice C 5.0, Turbo/Pure C and Prospero C attempt to conform to the
>ANSI standard. I think there may be some odd cases in which they
>might trip over a detail, but on the whole they're reliable for
>processing ANSI C code.
>
I've now received HiSoft blurb about Lattice C 5.5, in which they say
...
"The ANSI compliance of the compiler is strict and complete as far as
we know including support for Trigraphs, Float as a native type and
flexible keyword ordering."
...

Presumably the features mentioned are those that were missing/unreliable
in version 5.0 (e.g., as I remember, "int __regargs foo(bar) {...}"
was fine, but "__regargs int foo(bar) {...}" didn't work before).
For those interested, upgrade costs from v5.0 are --
case UK: <pounds>39.95; break;
case !Europe: <pounds>40; break; /* note the extra 5p! */
default: <pound>45;

According to the blurb, v5.5 includes amongst other things a `Project
Manager' (i.e., an integrated `make'), and >280 pages of new documentation.
A `Toolpac' with CLI make etc. "will be available soon", and HiSoft will
also "proceed swiftly" with the much-delayed Source Code Debugger.

Good to hear about Pure C's forthcoming release outside Germany,
it sounds to be a great system.

I have no connection with HiSoft or any other company; hope the above
information isn't read by anyone as an advert.

-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.csv
University of Warwick, | BITNET: strgh%uk.ac.warwick.csv@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
$$\times\times\qquad\top\gamma\alpha\omega\exists\qquad{\odot\odot\atop\smile}$$

3928. Re: CD ROM drives on the ST w/ Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 14:30:32 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr17.143032.12599@newshost.lanl.gov>
Source record: 223258

In article 13078@watserv1.waterloo.edu, ec333way@steam.uwaterloo.ca (Winter92
BEACON ec333 account) writes:
>My question is this: Can I hook a CD-ROM up to my ST that will AT LEAST
>work with the mac? It doesn't necessarily have to do anything useful with
>an ST, as long as it acts like a normal mac cd-rom..
>Would I need a megatalk board for this or will my ICD adapter be good enough?

You will need the megatalk board from Gadgets by Small.

>Also, I've heard that the Mac 1.44 meg disks are identical to IBM 1.44's..
>Is this true? Could I, in theory, take a 1.44 meg Mac disk to my PC, read the
>1.44 disk onto hard drive, re-write to an 800k and move to my ST? That would
>be nice as well.. (I assume that copying files from the ST to a Spectre
>partition IS possible?)..
>
Uh, the physical floppies ARE the same but the formats are not. A Mac with a SuperDrive
1.44 can read and write to PC and ST disks (I do this almost every
day) but not the other way around. The ST can read and format Mac disks, of
course, when using the Spectre GCR. And yes, you may copy files from an ST
partition to a Spectre partition but it's not all that straightforward. You
must keep in mind that the Spectre partition is hidden from the ST operating
system. So to copy a file from ST to Spectre partition, you would first copy
the file to a floppy using the Transverter utility (comes with SPectre) or
some similar utitlity, then boot Spectre, then copy the file from the floppy
to your SPectre partition. Convoluted, perhaps, but it works.

-Hutch-

around.
>
>--
>Mattias Hembruch
>mghembruch@electrical.watstar.uwaterloo.ca
>or ec333way@sail.uwaterloo.ca

_____ John "HUTCH" Hutchinson _____
__________ Chief Cook & Bottle Washer - Fair Dinkum Technologies __________
_____ "No worries, mate... it's from Fair Dinkum!" _____
__________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM __________

3929. Re: ST into PC case

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 14:48:01 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr17.144801.14399@newshost.lanl.gov>
Source record: 223259

In article 13217@watserv1.waterloo.edu, ec333way@steam.uwaterloo.ca (Winter92 BEACON ec333 account) writes:
>I am planning to buy an SST soon (with spectre). I am therefore thinking of
>moving my ST into a PC case. I have seen some people mention they have done
>this. Did you use a desktop case or a tower case?

You can do either, it's up to you. You can buy a complete kit from an outfit called Tech-Specialties, 909 Crosstimbers Street, Houston, TX 77022, phone (713) 691-4527. They can even sell you a kit that allows you to put BOTH an ST and a PC motherboard in the same tower case! Pretty trick, eh? One caution however... if you intend to run a Spectre cartridge, make sure you will have access to the ST`s cartridge socket once you've put it in a PC case!

>Did you move a normal ST or a Mega?

You can move either into a PC case but the SST (for now) is designed only for the Mega version. Of course, I think that's only because the Mega is the only ST with enough room to accomodate the largeish SST board so if you put an ST motherboard inside a PC case, that requirement goes away, I would think.

>Should I buy a used mega (ie would it make things easier)?

It's just as easy to remove the screws from a used mega case as a new one. Tell me where you would find a _new_ MegaST now anyway??? (not a MegaSTe).

Sounds to me like you ought to contact Gadgets and talk to them direct before spending large amounts of cash. Their number is 303-791-6098. Their phone is often busy, though, so I recommend you contact them via fax at 303-791-0253.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3930. Minix Filesystem Driver for MiNT Version 0.55

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 14:56:35 UTC
From: shenson@csm.ac.uk
Message-ID: <15822.9204171456@csm.ac.uk>
Source record: 223260

I've just uploaded the Minix filesystem driver and associated tools for MiNT
to atari.archive , version 0.55 . Not a great deal has changed since the last
version (0.541) except file locking code has been added, this feature requires
MiNT 0.94 at least to work. I've also documented the 'fscntl' calls which can
now be classed as 'official' . An explicit 'copying' file is included rather
than saying just 'copyright' as I did before , which might be misunderstood.
Binaries and sources are included in the archive (it should be in
atari/mint/mfs055.zoo).
For those who aren't familiar with this package ,it is a complete
Unix like filesystem driver for Atari ST and can be used as an alternative to
the standard TOS filesystem. It has most of the features you would expect from
such a filesystem, such as hard links , symbolic links , standard Unix file
permissions, setuid/setgid, mixed case filenames (i.e. not 8+3 upper case only)
etc. Also included is an experimental 'long-filename' filesystem feature which
allows filenames longer than the standard 14 character limit. Unfortunately
certain gem programs don't like mixed case filenames not in 8+3 format so
a facility is offered to translate the mixed case stuff into an approximate
8+3 form for TOS, and only 'MiNT aware' programs can really make use of them
fully (like the GNU filetools in atari/mint).
As might be guessed from its name it uses the same format as 'Minix'
and is very useful if you use Minix as it makes Minix partitions (if set up
correctly) behave similarly to TOS ones. It supports the new V2 filesystem
format too.
A warning or two is in order, since the filesystem format is totally
incompatible with TOS all standard TOS filesystem repair utilities are useless.
So if you don't have the editing and repair utilities in Minix be prepared to
make backups ! Having said that I use two minix partitions on my hard drive
all the time and no release version has ever even damaged one, however I ,
I naturally can't guarantee no version ever will.
For more details see the docs in the package itself. Please mail me
any questions/bugs or bugfixes at shenson@csm.ac.uk as I currently can't
read this newsgroup.

3931. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 15:17:15 UTC
From: "Anthony Paul"
Message-ID: <9806@bnr-rsc.UUCP>
Source record: 223261

In article <29ECBD6A.6356@noiro.acs.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>In article <1992Apr14.090428.22221@deis35.cineca.it> fabrizio@deis64.cineca.it (Fabrizio Lugli) writes:
>>
>>Does anybody know if an english version of Pure C exists ?
>>Why the best C compiler for the Atari ST is still not supported
>>outside Germany ? Problems with Borland ?
>
> My understanding of a recent rumor from the ACE show in Canada is
>that Gribnif will be handling the English version of Pure C. I
>suppose that means that it won't be too far off.
>
>--
>Joachim Vance
>^~^~^~

3932. Wanted Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 16:28:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <1992Apr17.152837.17615@acsu.buffalo.edu>
Source record: 223262

I am looking for an Atari St if anyone is selling one please leave me mail.

3933. IP address of comp.binaries.atari.st archive

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 17:40:21 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <594@tekgen.bv.tek.com>
Source record: 223263

Hello,

Will someone please e-mail me the IP address(number) of the archive site for comp.binaries.atari.st

Thankyou very much,

Bob Luneski
boblu@tekgen.bv.tek.com

3934. MegaSTE Video

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 18:22:02 UTC
From: ziggy@grafted.UUCP
Message-ID: <F4XDJB1w161w@grafted.UUCP>
Source record: 223264

Just wondering if there is a 24 bit video card for
the MegaSTE yet, as well as memory expansion beyond the 4mb system board
limit (VM?). Also, does anyone that sells MegaSTE's take payments?
(not much free $$.... just bought a '386 for Linux.....).

Thanks in advance! Long live Atari Hardware....

Ziggy.

The white zone is for loading and unloading only.....

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

3935. Re: wordwriter disk writes

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 18:28:16 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6735@lee.SEAS.UCLA.EDU>
Source record: 223265

In article <1992Apr16.141957.13603@sdf.lonestar.org>
jtrimble@sdf.lonestar.org (John Trimble) writes:
>
>My wife and I write together, each using Timeworks WordWriter on
>separate ST's. We continually run into a problem which we haven't
>been able to nail down. The problem only happens when we're working
>together, and after we've swapped disks, though often it is long
>enough later that we've forgotten exactly what steps we took with
>each swapped disk.
>
Such disk swapping is dangerous and can easily lead to disk corruption.
Whenever the ST detects that the disk has been removed/replaced from
the drive, it reads the serial number on the disk. If the serial number
has not changed (from the last time it was checked), then the ST _assumes_
that the disk has not changed. If you, in fact, have placed the disk
into another computer and modified it, then the ST's assumption is false--
the disk contents have changed and buffered information (directories and
FATs) may be incorrect. Further changes to the disk can cause the
incorrect directory/FAT information to be written to the disk, corrupting
its files.

I believe that you can avoid this problem by always placing another,
unrelated, disk in the drive between swaps. Do a directory listing
on that disk to flush the old disk's info out of memory. Then, when
you replace your original disk, everything is read afresh. I think
for TOS versions 1.4 and above there is also some desktop hotkey that
forces a re-reading of disk information. Maybe someone else can post
what that might be...

-- Scott Willingham // willing@icsl.ucla.edu

3936. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 18:41:50 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6737@lee.SEAS.UCLA.EDU>
Source record: 223266

In article <1992Apr16.221510.7499@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>The idea of having 16 million colours (24 bits worth), that are simply
>"chosen" rather than using a palette sounds neat, in SOME ways, but is
>it ultimately ALL that great?
>
...
>
>1) It means that if some of those colours never get used, whether in a
>particular application, or possibly EVER (who'd want THAT putrid shade
>of green?), then that part of the implied palette is wasted. It might
>be a better use of resources to have a smaller palette that contains
>the colours that are actually USED.

The main advantage of a "palette-less" system is in image processing. With a direct RGB (or other component) method of image storage, one may process the image by standard, linear filtering methods which use superposition of image intensity and color information. Even non-linear techniques are more straightforward. With a palette system, much translation and untranslation is required, muddling the algorithms. I would venture that with a palette system, most (image processing) programmers would keep an essentially RGB version of the image in memory for processing and convert it to the palette-ized version for display only. In this case the palette is inconvenient and doesn't save any memory.

This is analogous to 12-bit logarithmic encoding of audio as opposed to 16-bit linear. In many ways, 12-bit system can have comparable fidelity and saves memory/storage. However, the linear system has many advantages in filtering and other signal processing.

-- Scott Willingham // willing@icsl.ucla.edu

3937. Wanted: PC-Ditto][board

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 18:47:59 UTC
From: selick@csa.bu.edu
Message-ID: <84264@bu.edu>
Source record: 223267

Wanted:

PC-Ditto][Board
-=-=-=-=-=-=-=-=-
Preferably never been soldered, or modified in any way. If you're not using it, I really could use one! I'd like to pay $30-$40, and I'll pay shipping as well. Please don't sell me a board that doesn't work.
Thanks,
Steve <selick@csa.bu.edu>

3938. Wanted: C-Lab Notator 2.0 or later for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 19:06:11 UTC
From: selick@csa.bu.edu
Message-ID: <84270@bu.edu>
Source record: 223268
Cross-posted to: misc.wanted,ne.wanted,comp.sys.atari.st

I am looking for a used older version of C-Lab's Notator software for the Atari St line of computers for a friend. If you have Notator and do not use it any more, please send me e-mail to <selick@csa.bu.edu>

3939. TT/VME graphics tidbit...

Newsgroup: comp.sys.atari.st
Date: 1992-04-17 19:15:34 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr17.191534.28920@beaver.cs.washington.edu>
Source record: 223269

Hey, just thought some people might like to see this blurb from the new Z-net
(it's not too long, I couldn't resist... :-)

```
| (((((((( | Z*Net International Atari Online Magazine
| (( | ---------------------------------------
| (( | April 10, 1992 Issue #92-15

======================================================================
* ACE '92 EXCLUSIVE EYEWITNESS REPORT by David Pischke
======================================================================
.
.
.
Cybercube Research Limited
Cybercube of Thornhill, Ont. was there with the CyReL Sunrise M16-1280
graphics card. The CyReL Sunrise is a VMEbus card that gives not only
stunning graphics, but 20Mbit/s networking as well. The CyReL Sunrise
can display 32-bit graphics in resolutions up to 2048x1024 -- non-
interlaced. Resolutions are totally programmable from 256x200 to 2048x
1024 and Refresh rates range from 50Hz to 220Hz.

The CyReL Sunrise was shown running on a TT; the graphics were
impressive, to say the least.
.
.
.

All I can say is : I WANT ONE!!!!

Cheers,

Ben

**************************************************************************
Ben Gilbert | | | ST Mega ST
bgilbert@cs.washington.edu | | | STe Mega STe
tymbrimi@u.washington.edu / | \ TT <-- buy one :)
**************************************************************************
```

3940. Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-04-18 16:47:52 UTC
From: elendir@pegase.enst.fr
Message-ID: <1989@pegase.enst.fr>
Source record: 223270

Hi there,
These are the Atari specs regarding the Falcon, as published in a note
dated form February 21st.

CPU 68030 @ 16 MHz.
Optionnal FPU 68882.
RAM : 1, 4 or 14 MB configurations operating in page mode.
ROM: 512 Kb internal, 128 Kb cartridge port.

DSP 56001 @ 32 MHz.
32 KWords (96 KBytes) of 0 wait state static RAM.
DSP connector to allow for modem/fax/voic mail/direct to disk...

Internal direct processor slot for 386SX emulation, or other processors.
Optionnal processor socket.

Super VGA : 640x480 256 colors.
True color 16 bits mode : 320x200 or 640x480, 65536 colors
Accepts external video sync.
15-bit overlay mode for video tiling and special effects.
Programmable overscan
262144 possible colors
Harware assisted horizontal fine scrolling
BLITTER graphics coprocessor

Independant 10 channel 16-bit digital audio DMA record and playback
channels with up to 50 MHz sampling rate.
Stereo 16 bit DMA audio output.
Bitstream 1-bit DAC, 80 times oversampling.
Stereo 8 bit DMA audio input.
RASCAL and SDMA audio signal coprocessors.

SCSI 2 port with DMA
High speed LocalTalk compatible LAN port.
Connector for RVB ST or modulator.
RS 232C serial port.
Bi-directionnal CENTRONICS port
Cartridge port.
MIDI in and out.
Stereo microphone input.
Stereo audio output.
Two joysticks ports.
Two 15-pin enhanced digital/analog controller connectors.

1.44 Mb floppy disk.
Optionnal internal IDE hard drive.

There it is.
Hope you'll enjoy.

Vince.

3941. Re: ST into PC case

Newsgroup: comp.sys.atari.st
Date: 1992-04-18 19:08:58 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6744@lee.SEAS.UCLA.EDU>
Source record: 223271

In article <1992Apr17.144801.14399@newshost.lanl.gov>
hutch@bellman.lanl.gov writes:
>
>You can do either, it's up to you. You can buy a complete kit from an outfit
>called Tech-Specialties, 909 Crosstimbers Street, Houston, TX 77022, phone
>...

I have personally had a rotten experience dealing with Tech Specialties
and have seen many horror-stories in this group from others who have had
similar experiences. My _personal_ recommendation is to stay very far away
from them. It's a depressing fact that they are still in business at all.

-- Scott Willingham // willing@icsl.ucla.edu

3942. Multisync switchbox for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-18 19:24:01 UTC
From: ekrimen@wet.UUCP
Message-ID: <3820@wet.UUCP>
Source record: 223272

```
<<<<< FOR SALE >>>>>

IB Computer's Multi-Switch switchbox for multisync monitors

* Works great, less filling
* Switch resolutions with the press of a button
* Sturdy metal case
* Long cables
* Audio In and Audio Out ports
* Excellent condition

* $40 -- I pay shipping

Respond now, and I'll include a 9-pin-to-15-pin adapter for $5.

Please respond via Email or at 415-751-3693 evenings.
```

3943. Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-04-18 20:42:06 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr18.204206.15429@thoth.rent.com>
Source record: 223273

Recently I started to come across problems extracting files that have been LZHed (one thing from a.a, and a couple from a local BBS), and am wondering if there is a new LZH floating around that I dont have? Been getting bunches of CRC errors.

Thanx

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3944. TeXDraw question

Newsgroup: comp.sys.atari.st
Date: 1992-04-18 21:10:06 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7575@uqcspe.cs.uq.oz.au>
Source record: 223274

Can someone mail or post how to include output from TeXDraw into a Latex document? TeXDraw is terrrific, but my efforts to include its output have been unsuccessful. I need an Idiot's guide! Alas, the docs are in German, and my Deutsch ist nichts gut!
Has anyone translated the TeXDraw docs? Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

3945. Re: Hey Gregory! (RE: Atoyi Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-18 23:52:08 UTC
From: thb@tbuki.toppoint.de
Message-ID: <3420.04.92@tbuki.toppoint.de>
Source record: 223275

healy@cod.NOSC.MIL (Mike Healy) writes:

>Best just to ignore the flames and they'll die down more quickly. This is
>a periodic occurrence that has something to do with the Amigoids'
>religious rituals.

:-)

>Mike Healy

>healy@cod.nosc.mil

>I had a .sig virus, but it died

A virus died. The nobelprice for him !

Thomas

--
Thomas Busse, Kolberg 2I, 2300 Molfsee, Germany, Tel.: +49 4347 9304 (voice)
"In diesem Krieg kaempfen die Unwilligen, unter der Fuehrung der
Unfaehigen fuer die Undankbaren". Toiletteninschrift in Vietnam.

3946. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 01:47:41 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <55029@hydra.gatech.EDU>
Source record: 223276

In article <1992Apr18.155738.10846@usenet.ins.cwru.edu> be824@cleveland.Freenet.Edu (Steve Selick) writes:
>
>What have your experiences been with the Adspeed STe board? What are
>the real-life speed increases? What processes/programs are sped up
>the most? What did you pay for it? Was it worth it?
>-steve <selick@csa.bu.edu>
>p.s. any other info on ste accelerators would be appreciated.

Current Notes Magazine had a favorable review of this board in the April issue. One nifty feature was a socket for a 68881. Does the ST version of this board have a 68881 socket?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

3947. Re: Best Vi-Clone?

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 02:47:21 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr19.024721.17477@thoth.rent.com>
Source record: 223277

bigham@acpub.duke.edu (Scott Bigham) writes:

>[What I'd like to do, actually, is find the STevie source, fix it up and
>recompile it with the MiNTlibs so it will multitask properly. The most recent
>version of the source I've found, though, is 3.69; anyone seen anything more
>recent? Are the authors on the net, perhaps?]

This is probably irrelevant, but then Im good for stuff like that...
I found out a neat trick, pretty obvious in hindsite, but some people
may not know about it...

Using Elvis, I can actually spawn out to shell. Using Gulam, and setting
the environment variable shell to point to Gulam, I use <esc>:sh and
what ho... Pretty handy. Considering the real vi can do the same, and the
amount of time I spend on my unix box, its nice to see that it carries
over :-)

> -sbigham
>--
>Scott Bigham | The opinions expressed above are
>bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
> | copied or distributed without a
> | Darn Good Reason(tm).
--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

3948. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 03:17:42 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr19.031742.11714@usenet.ins.cwru.edu>
Source record: 223278

David:

No, the ST version doesn't have a 68881 socket. The whole thing
is totally lame, and so is ICD's support. I won't go into details
just yet. If you want a GOOD accelerator, get one of Fast Tech's,
like the T16, T20 or T25.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3949. MiNT Hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 03:34:55 UTC
From: u1398@jsp.umontreal.ca
Message-ID: <1992Apr19.033455.11901@cc.umontreal.ca>
Source record: 223279

When I had MiNT running on my 1 meg ST with TOS 1.0, I tried turning on an option called "Hardware Scrolling", and also turned on "Fasttext" mode. Boy was I surprised at the scrolling speed as soon as the shell loaded. How could it possibly scroll so fast? Text displayed and scrolled so fast on my monochrome monitor while running MiNT that it seemed to look like it was "cheating" sometimes: Perhaps scrolling the screen up 5 lines and then quickly printing the 5 lines at the bottom. The scrolling was faster then anything else I ever saw, even Tempus with a window set at 1/4 screen.

(text almost seemed to "appear". Also, there was another option called "biosbuf" which did not seem to change much. What are these?)

I have one thing to say to the people who make Warp 9, Quick ST, Turbo ST, (and perhaps NVDI?): Talk to Eric R. Smith about how it was done, and add it as a feature to your programs;

That way, people who post Quick Index results of:

TOS Scroll: 137% (dismal. Hardly any improvement.)

can now post things like:

TOS Scroll: 500% (who knows.)

I realise that for every line that is scrolled up, the ST has to move 32K, but MiNT somehow implies it is done by "Hardware". Meaning the text must be printed "below" the screen and then the pointer to the physical screen memory is changed. Right??

In any case, its all gone now: I sold my HD.(*) But MiNT 0.92 (?) ran fine on a 1 Meg ST with TOS 1.0. Sure, I could not run NetHack (not enough ram) and MGR did not like the cramped space, but few crashes!

(*) Saving up for a trip to Europe, where hopefully I can go to the Atari Messe. They better have the falcon ready. :-9

--

_____ # ## # Falcon
Odisseas Kosmatos _/ "Do I really need an Iris Indigo?" # ## # at the
u1398@jsp.umontreal.ca _/ "real programmers dont eat." ## ## ## Atari
_____/ "You die.--more--" ## ## ## Messe!

3950. Re: Atari 1040STe STILL for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 04:02:35 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Apr19.040235.17404@mnemosyne.cs.du.edu>
Source record: 223280

In article <12568@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
>> WHY are you selling ST software since you said you getting Germulator????
>
>I will be getting Gemulator to run Spectre...

Huh?! Something fishy here because YOU put this on FOR SALE news

> From: adhir@cygnus.umd.edu (Alok Dhir)
> Subject: Atari 1040STe STILL for sale...
> Date: 14 Apr 92 20:04:16 GMT

> ==> - Spectre 128 w/Spectre v3.0 software
> In case you don't know what this is, it's a Macintosh
> emulator. Runs 20% faster than a Plus (actually it feels
> more like a Mac II since the HD access is about 500% faster
> and Macs rely heavily on disk access). 30 megs of HD are
> dedicated to Spectre, with all the best Mac Apps running
> flawlessly in Mac mode.

SO you telling other people you buying Gemulator to run MAC software BUT
you sell Spectre VERY QUICK!!? So you not TELL TRUTH to people!

>
>What kind of a stupid retard are you? Who the hell gave you access to the
>net?? Jeezus. Learn english.

WHY you insult me when you the one with FORKED TONGUE?? You tell
everyoe about how good Gemulator is when you dont know WHAT THE forked
you telling!!!!

>
>I don't speak one way or the other. I've never said I disliked STs, I said
>they are unsupported and underpowered compared to other things on the market
>today. But there are still plenty of people who want them. Where in my
>post is there any subjective statement made?

Ok I HAVE to show you AGAIN ==>

>From: adhir@cygnus.umd.edu (Alok Dhir)
>Subject: Atari 1040STe STILL for sale...
>Date: 14 Apr 92 20:04:16 GMT

> - LOTS AND LOTS of software...installed on the HD and on about
> 200 disks. Great apps (current versions) and great games (new
> and old).

YOU say 'LOTS AND LOTS', '200 DISKS', 'GREAT APPS' 'GREAT GAMES' when
you SELLING computer but now you say 'UNSUPPORTED' 'UNDRPOWERED' when

you tell everyone to by PC!!

You tell how great PC with 486 LOCAL BUS MUCH better than AMIGA OR
ATARI but my cousin know that LOCAL bus make ALL PCs different and
NEC computer have SLOWER LOCAL BUS than AMIGA or ST. Now BBS say
that 486 have BUGS too!!

>
>Please don't send any more posts addressed to me, you give me a headache.
>
> - Al

Sorry for HEADACHE but if people LOSE $HUNDREDS with PC and Gemlator
then they will get BIG BIG BANKACHE.

3951. Upgrade fever

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 05:49:40 UTC
From: coope@bert.cs.byu.edu
Message-ID: <1992Apr19.054940.753@hamblin.math.byu.edu>
Source record: 223281

I hope the network wise ones are tuned in -- I need some counsel. I would like to upgrade my Mega-2. First, I know I need more memory; some things I want to do right now are hampered. When I try to compile some programs with gcc it does very strange things that I can only guess are caused by running out of memory. (The cassette labelling program from atari.archive won't compile, for instance.)

From looking at the insides of my machine, and examining previous posts, I assume I need 16 RAM chips (1 Meg x 1, reasonably fast) 16 decoupling capacitors, and 3 resistors. At least, I can see places to put those chips on my board after I remove the solder from the holes. Questions:

How fast is reasonably fast? My present chips say 'Nec D421000C - 12' followed by '8834EU002'. Is that 120 ns memory?

What is the specification on the decoupling capacitors? Mine say CGW\n224\nZ5J\n739 which tells me absolutely nothing.

It looks like I need 3 resistors valued at 3.3 ohms (if I haven't goofed on that resistor code.) Are there any other traces/jumpers/components than the ones I mention? There are three spots on the silkscreen for resistors that are not occupied: R71, R72, and R74. I assume that hooking these up would be like enabling the read/write/select lines or something. Is there anything else?

Second, I would like to add a processor upgrade in the future to give me more speed. I've looked hungrily at the discussions of the SST and the TinyTurbo30. One thing I don't know, though, is how well either one of them would get along with my PC-Ditto II. This latter piggy-backs on the CPU chip (it is socketted) and takes up a bit of space inside the Mega chassis. If I got a TinyTurbo30 or an SST, would I have to get rid of PC Ditto II? When PCDII first came out, I thought I heard that several of the CPU upgrades worked fine with it -- does anyone have direct experience with PCDII and ADSpeed, Turbo16, etc.?

Thanks!
So I need a signature....
coope@bert.cs.byu.edu
bcc@eyring.com
uunet.uu.net!lanai!bcc

3952. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 07:01:54 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr19.070154.13739@actrix.gen.nz>
Source record: 223282

In article <1992Apr17.210146.18252@sfu.ca> gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:
> In article <1992Apr16.231721.9923@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
> {stuff deleted}
> >>
> >> Now I thought FSMGDOS came with a driver for postscript? At least
> >> Bob Brodie said it would when I asked him about it in Chicago.
> >>
>
> Where? This I'd like to see!
>
> {more stuff deleted}
> >
> >One of the BIG problems is that FSM GDOS has not bean released to the
> >Public, and from what I have read there is current release date at all..
> >--
>
> Well, I am a member of the public, and I've had FSM GDOS for over 3 months,
> now! I got it from Goldleaf as an upgrade when I bought Wordflair II.
> If Goldleaf has it, surely it must also be available elsewhere.

No Its not Available to the Public at all any were...
So Please be correct in your postings...

> ____
> Gordon Farrell email:gfarrell@sfu.ca
> Computing Science Major
> Simon Fraser University
> Burnaby, B.C., Canada
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3953. Re: Atari 1040STe STILL for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 14:32:25 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12674@umd5.umd.edu>
Source record: 223283

In article <1992Apr19.040235.17404@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>In article <12568@umd5.umd.edu> adhir@cygnus.umd.edu (Alok Dhir) writes:
>>> WHY are you selling ST software since you said you getting Germulator????
>>
>>I will be getting Gemulator to run Spectre...
>
>Huh?! Something fishy here because YOU put this on FOR SALE news
>
>> [bunch of stuff deleted]
>
>SO you telling other people you buying Gemulator to run MAC software BUT
>you sell Spectre VERY QUICK!!? So you not TELL TRUTH to people!
>

What is it about my selling Spectre that implies I will not buy a Gemulator to run Mac stuff? Is it not possible for me to re-invest some money into another Spectre when Gemulator comes around?

>>What kind of a stupid retard are you? Who the hell gave you access to the
>>net?? Jeezus. Learn english.
>
>WHY you insult me when you the one with FORKED TONGUE?? You tell
>everyoe about how good Gemulator is when you dont know WHAT THE forked
>you telling!!!!
>

I insult you because I find you frustratingly offensive and fantasize about relieving you of some limbs.

>>
>>I don't speak one way or the other. I've never said I disliked STs, I said
>>they are unsupported and underpowered compared to other things on the market
>>today. But there are still plenty of people who want them. Where in my
>>post is there any subjective statement made?
>
>Ok I HAVE to show you AGAIN ==>
>>
>YOU say 'LOTS AND LOTS', '200 DISKS', 'GREAT APPS' 'GREAT GAMES' when
>you SELLING computer but now you say 'UNSUPPORTED' 'UNDRPOWERED' when
>you tell everyone to by PC!!
>

This is no way says ANYTHING about PS apps vs ST apps. I happen to have many apps that are considered good in the ST world. Would you have me say "bunch of sorry-ass ST apps but since you like STs you can deal with it" in

my ad? I don't think so, because then a bunch of idiots like you would
jump all over me.

>You tell how great PC with 486 LOCAL BUS MUCH better than AMIGA OR
>ATARI but my cousin know that LOCAL bus make ALL PCs different and
>NEC computer have SLOWER LOCAL BUS than AMIGA or ST. Now BBS say
>that 486 have BUGS too!!
>

First, there is no evidence here implying that your cousin has any
level of knowledge of experience than me. Second, all local busses ARE
different right now, and until there is a standard, will be so. That
makes zero difference in performance though, as long as you the video
board from the same or compatible motherboard manufacturer. The local
busses on most clones run at the same speed as the processor, so my
local bus runs at 50mhz. I don't know about the one on the NECs. As
far BBSs talking about bugs in the 486, well that is one of the most
ignorant statements you've made yet, and you've made quite a few.

>>>
>Sorry for HEADACHE but if people LOSE $HUNDREDS with PC and Gemlator
>then they will get BIG BIG BANKACHE.

Good thing you're here to save the world. Live long and prosper.

JEFF YOUNG IS HERE TO SAVE THE WORLD! REJOICE.
--
==========
Al Dhir Technical Consulting Staff
Inet: adhir@cygnus.umd.edu University of Maryland, College Park
Bitnet: adhir%cygnus.umd.edu@Interbit (301) 405-1500 * (301) 405-3014

3954. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 14:48:20 UTC
From: skershaw@loki.une.edu.au
Message-ID: <2511@loki.une.edu.au>
Source record: 223284

From article <1992Apr17.233355.14640@usenet.ins.cwru.edu>, by as666@cleveland.Freenet.Edu (Jonathan Roy):

>
> Pure C
> The Complete C Development System
>
> Pricing:
> --------
>
> $275 U.S. (plus shipping and handling)

```
If (manuals == english){
printf("Would any kind soul out there in the USA be prepared to");
printf(" obtain and mail me a copy of this program.\n");
printf("Negotiations via e-mail please.\n");
};
```

I figure it will cost me about $400 australian ;^).

Thanks,

Shane.

```
--
| "Life! Don't talk to me about life!" Douglas Adams via Marvin |
| Shane Kershaw Internet: skershaw@loki.une.edu.au |
\ University of NewEngland - Northern Rivers, Lismore NSW Australia /
==========================================================================
```

3955. Installing gcc 2.1 under MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 14:57:57 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Apr19155757@kolsaas.ifi.uio.no>
Source record: 223285

Can someone please tell me what I need to install gcc 2.1 under MiNT?
I need to know all the files to get (from atari.archive) and all the
environment variables to set in order to get it to work. I guess I
also need an assembler and a linker.

Thanks!
--

Terje Vernly
Internet : terjeve@ifi.uio.no

3956. APOLLO Workstation Discformat

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 15:06:00 UTC
From: Frank_Luthe@rd.maus.de
Message-ID: <A37830@RD.maus.de>
Source record: 223286

Hi there,

well, I know this is definitely "off-topic", but I wonder if anyone of you can tell me how to read APOLLO DN 3000(3500) Workstation formated disks on IBMs or Atari STs with an 5.25 inch floppy drive?

Please answer by private mail (you know this is off topic). Thank You.

Frank
--

```
-------------------------------------------------------------------------
| Frank Luthe | Email: frl@informatik.uni-kiel.dbp.de |
| Flensburger Str.38 | binaries to this adress ok. |
| 2370 Rendsburg |-----------------------------------------------
| | or: frank_luthe@rd.maus.de |
| Germany | to this adress no binaries please |
-------------------------------------------------------------------------
```

3957. Re: MIDI questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 15:24:42 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr19.152442.1163@cdsmn.mn.org>
Source record: 223287

In article <1992Apr18.014156.9119@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>I am still relitivly new to the world of MIDI, so this is probably a
>FAQ.
>
>I currently have a Kawai K1-II keyboard, which has a drum sections. But
>am I considering getting a drum machine for obvious reasons. Can I drive
>both machines from my ST? Would I need another set of MIDI ports, or
>could I just go thru the THRU port of the K1?
>
>Thanx
>
>
>--
>Billy D'Augustine | "Wish I had some goddamned milk!
>...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
>azog@thoth.rent.com | - Stormtroopers of Death (SOD)

Billy,
Just run off of the K1-II thru port. You can run any number of instruments in this daisy chain manner. The only time you would have a problem is if you started to saturate the bandwidth of the MIDI port, which doesn't happen unless your doing "power MIDI" applications, like sending a lot of continuous controller data, sysex, etc on many channels at the same time. See rec.music.synth for an on going discussion on MIDI bandwidth.

Anyway, the answer is yes. Use the MIDI thru from the K1-II. I just put in that bit about MIDI bandwidth to keep the power users off my back :-) We'll see if it works.

Regards,
Doug

3958. Re: wordwriter disk writes

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 15:26:01 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Apr19.152601.29165@cs.yale.edu>
Source record: 223288

willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
: In article <1992Apr16.141957.13603@sdf.lonestar.org>
: jtrimble@sdf.lonestar.org (John Trimble) writes:
: >
: >My wife and I write together, each using Timeworks WordWriter on
: >separate ST's. We continually run into a problem which we haven't
: >been able to nail down.
:
: I believe that you can avoid this problem by always placing another,
: unrelated, disk in the drive between swaps. Do a directory listing
: on that disk to flush the old disk's info out of memory. Then, when
: you replace your original disk, everything is read afresh. I think
: for TOS versions 1.4 and above there is also some desktop hotkey that
: forces a re-reading of disk information. Maybe someone else can post
: what that might be...

In TOS 1.4, pressing ESC at the desktop while the disk's window is
current will force the disk information to be re-read. But I presume
that the original poster and his wife do not return to the desktop
each time when swapping disks. In that case, a safer course is to do
as you suggest -- put a different disk into the drive, and force it to
be read. This can be done from WordWriter by selecting OPEN from the
FILE menu and clicking on the drive letter. If you have just put in a
new disk, you should see the drive light go on for a few seconds.
Then press CANCEL to keep from actually opening a new file.

Let me repeat, however, that if you take a disk out of computer 1,
modify it on computer 2, and then put it directly back into computer
1, without first reading a different disk, you are headed for trouble.
Even though the disk light goes on and computer 1 seems to be
re-reading the disk, it is actually just checking the serial number.
When it finds that the same disk is in the drive as before, it ASSUMES
the disk has not changed and does NOT force the critical disk
information to be re-read. You MUST put a different disk into the
drive and force it to be reread before returning the original disk.

==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

3959. Re: MiNT Hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 15:41:26 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr19.154126.23168@usenet.ins.cwru.edu>
Source record: 223289

How did you enable those featues?

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3960. Re: Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 17:17:36 UTC
From: RUDERMI@tat.physik.uni-tuebingen.de
Message-ID: <1992Apr19.171736.12723@intus.zdv.uni-tuebingen.de>
Source record: 223290

In <1992Apr18.204206.15429@thoth.rent.com> azog@thoth.rent.com writes:

<> Recently I started to come across problems extracting files that have
<> been LZHed (one thing from a.a, and a couple from a local BBS), and am
<> wondering if there is a new LZH floating around that I dont have? Been
<> getting bunches of CRC errors.
<>

I have a very new version, LZH 2.01e. This version comes along with the
TeX/Metafont by Stefan Lindner and Lutz Birkhahn. I can mail you the UUENCODED
Version via Mail if you want. Just mail me.

--

/\
\ | /
/ Michael Ruder | Electronic mail: \
\ Taubenstrasse 54 | rudermi@tat.physik.uni-tuebingen.de /
/ DW-7407 Rottenburg - Wurmlingen | gamesmgr@tat.physik.uni-tuebingen.de \
\ Telefon: 49-7472-23547 o. 23068 | rudermi@trillian.tp1.ruhr-uni- /
/ Telex: 726 2867 UTNA D | bochum.de \
\ Telefax: 49-7071-295400 | DatexP: PSI%45050260314::RUDERMI /
/ | \
\ Try NightFall, a LPMUD in Tuebingen/Germany, adr: 134.2.62.161, port: 4242 /
/ | \
\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/

3961. Re: WANTED: the LCD glasses formerly offered by Antic Magazine

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 20:23:58 UTC
From: george@electro.electro.com
Message-ID: <1992Apr19.202358.1574@electro.electro.com>
Source record: 223291
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr17.161322.15431@sunb10.cs.uiuc.edu> hofmann@cs.uiuc.edu (J. Scott Hofmann) writes:
> Paging through some old issues of Antic magazine, I saw an ad for some
>3D glasses that would work perfectly with a VR project I'm involved in.
>However, Antic seems to have died. Is there any way I can get my hands on a
>pair of those glasses, and data such as pinouts and timing diagrams?
>
> Scott
>

You might want to try checking some of the games machines like
SEGA or something similar. I remember seeing this type of
device at TOYS 'R US as well as in Consumer's Distributing.

--

____
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com

3962. WANTED!

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 20:53:21 UTC
From: jared@midiline.la.ca.us
Message-ID: <m8wHJB5w165w@midiline.la.ca.us>
Source record: 223292

A 68000 and/or 68030 system designer and OS programmer, willing to work on the side (in their free time, if applicable) to help build a new computer system. Discussable payment for requested work. Please reply in Email...

jared@midiline.la.ca.us

---

jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

3963. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-19 22:11:56 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.Qn&woTjbJX_@jonh.wimsey.bc.ca>
Source record: 223293

In <1992Apr19.031742.11714@usenet.ins.cwru.edu>, Robert C Glover writes:
>
>David:
>
>No, the ST version doesn't have a 68881 socket. The whole thing
>is totally lame, and so is ICD's support. I won't go into details
>just yet. If you want a GOOD accelerator, get one of Fast Tech's,
>like the T16, T20 or T25.

I have to post a counter to this. I have had an ADspeed in my mega
for >1 year now with no problems, I also use the ADscsi host adapter.
My experience wth ICD has been nothing but good in the hardware
department, and not bad in the support end. I know people with T16's,
and at the time I bought my ADspeed, it had better compatability than
the T16.
I think the reasons for no fpu on the ST version are twofold.
This is my opinion only. One, <1.6 TOS has no direct support for the
fpu, and Two, the number of programs that use the FPU in the <1.4
mode number about 2 or 3. These programs, (DynaCad and Calamus are
the only 2 that come to mind) are the kind that attract users that
upgrade hardware more often.
Anyway, I don't know what this guy's problem with ICD is, but I
wanted to post a balancing opinion.
Usual disclaimers about relations with ICD apply here.

Has anyone run MiNT under one of the 030 accelerators yet? Is
it close to fast enough to do realtime work with one. It seems wth
3 or 4 processesrunning on even a 16 mhz 68000, things slow down a
bit to much for my taste. My reason for asking is I'm debating going
with Linux, but another alternative is to see how MiNT goes as 030's
with MMU's become more accessable. Could memory protection be added to
MiNT?

--
There are a lot of intelligent people on the net that will go
ballistic when they are subjected to something stupid.
-- Larry Smith on the rec.arts.manga debate
jhenders@jonh.wimsey.bc.ca

3964. Wierd stuff with GCC 2.1...

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 00:17:40 UTC
From: MDORMAN1@UA1VM.UA.EDU
Message-ID: <9204200020.AA27954@ucbvax.Berkeley.EDU>
Source record: 223294

Having a hrrible paranoia about mixing libs and such (I was one of the Sozobon 1.33i beta testers who got bitten by such a problem), I decided that I wouldn't use the termcap library in MNTLIB19, opting rather to recompile from the sources.

Well, when I tried to run the stuff through GCC 2.1, I would get the error addbytes.c (22): Format bad in precompiled file.

Well, it's trying to read in "curses.ext". I looked at the file in question, and it doesn't seem to be corrupted or anything. Just straight text.

Any ideas?

Mike.

3965. Atari Laser Printer, Mega 4, Spectre GCR, 40 MB HD, etc. For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 00:17:49 UTC
From: ubar@wpi.WPI.EDU
Message-ID: <1992Apr20.001749.28974@wpi.WPI.EDU>
Source record: 223295
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

SLM 804 Laser Printew/ Ultrascrpit POSTSCRIPT emulation $750
Spectre GCR w/ 128K MAC ROMs - emulates Mac Plus at Mac SE speed also
reads/writes both MAC and IBM disks (cheap format conversion) $300
40 Meg Seagate ST-251 w/Adaptec 4000 controller, BMS 100 Host Adapter, 150 watt Power
supply and XT case $350
SM124 Monochrome monitor (72 HZ) w/ Speaker. $100
Mega 2 up'd to 4 meg $400

All of the above plus 120 disks, dox, 3 years of Mags books, Monitor Master, joysticks,
monitor stand, etc. for only $1700 obo. Please do not
respond to this message.

call Jeff @ 203-596-1363 [Waterbury, CT]

3966. Problems with Elvis shell escape (was Re: Best Vi-Clone?)

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 02:02:12 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <3643@daily-planet.concordia.ca>
Source record: 223296

In article <1992Apr19.024721.17477@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:

> This is probably irrelevant, but then Im good for stuff like that...
> I found out a neat trick, pretty obvious in hindsite, but some people
> may not know about it...
>
> Using Elvis, I can actually spawn out to shell. Using Gulam, and setting
> the environment variable shell to point to Gulam, I use <esc>:sh and
> what ho... Pretty handy. Considering the real vi can do the same, and the
> amount of time I spend on my unix box, its nice to see that it carries
> over :-)

I tried using Elvis (as found on atari.archive.umich.edu) with Gulam, and the shell escape seems to have some bug, or perhaps it's Gulam, or... If I'm editing a file, and then switch to some other file using ':ed!', and then try to execute a shell command using ':!', I get kicked out of Elvis with three bombs. Anyone else experienced the problem?

> --
> Billy D'Augustine | "Wish I had some goddamned milk!
> ...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
> azog@thoth.rent.com | - Stormtroopers of Death (SOD)

--
Agostino Deligia
agostino@concour.cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

3967. Hard Drives For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 02:34:02 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr20.023402.20563@usenet.ins.cwru.edu>
Source record: 223297

* Hard Disk Drives For Sale *

I will sell this as a complete package, or as separate items,
provided I have parties committed to all parts before separating them.

Package Deal:

* Seagate ST-296N 5-1/4" SCSI 80 meg hard drive
* Quantum PRO40S 3-1/2" SCSI 40 meg hard drive
* ICD Host Adapter (with clock)
* Shoebox case with 65 watt power supply

$450.00 OBO

Separate:

* Seagate ST-296N: $175.00
* Quantum PRO40S: $150.00
* ICD Host & Case: $125.00

Prices are somewhat negotiable, and do not include shipping and
insurance. All parts are in excellent working condition. Both
drives are about two years old, and have less than 6000 hours on
them. The Seagate has a 70,000 hour MTBF rating (meantime between
failures) and the Quantum has (I think) a 50,000 hour MTBF rating.
Both drives have an advertised seek rate of 28 ms.

If interested, for best results, call me voice at 804-971-6919,
before 11 pm EDT. If I'm not around, please leave a message on my
answering machine with your phone number, and I'll get back to you as
soon as I can.

I'm selling these drives because they're external, and I want to put
a larger, single drive in my Mega STE, which currently has no
internal drive.

Robert Glover

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3968. Service

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 04:27:00 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992Apr20.032740.2302@acsu.buffalo.edu>
Source record: 223298

Hi... Can someone mail me info on how I can get an ST monitor repaired or replaced by atari... So far my color and my mono monitors have both gone on me... What ever happened to GE doing service for atari?? (Was it GE) anyone know ataris # in CA???
Jeremy

3969. Info on Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 06:17:57 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9204192317.aa21411@Bonnie.ics.uci.edu>
Source record: 223299

Could someone email me about the Sozobon C package.
I'm interested in details such as:

Can it be run from Gem
Is in ANSI compatible
does it have a debugger (is it visual?)
which files are needed from atari.archive and can they
reasonably be run from two floppy drives.
Is 1 Meg of memory enough to run it?
Are the docs any good?

3970. Re: Info on Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 07:12:41 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr20.071241.15524@mnemosyne.cs.du.edu>
Source record: 223300

> ehohnbau@Bonnie.ICS.UCI.EDU writes:
> Could someone email me about the Sozobon C package.
> I'm interested in details such as:
>
> Can it be run from Gem
> Is in ANSI compatible
> does it have a debugger (is it visual?)
> which files are needed from atari.archive and can they
reasonably be run from two floppy drives.
> Is 1 Meg of memory enough to run it?
> Are the docs any good?
I know you asked for an email reply, but I'm posting this publicly,
since others may want the answers to, and also to announce that I'm
now on the internet, and can take Sozobon bug reports at the address
in this message's header.

First, there are two kinds of Sozobon C. One is from the Sozobon crew,
and the other is my modified version of it. The official Sozobon version
is v2.0; my version is marked as v1.33i. The Sozobon folks have c
concentrated on compiler internals -- making it portable to unix, for
example. I don't care about that stuff, so I've concentrated on making
it user-friendly for folks running TOS/GEM.

Can it be run from GEM? v1.33i is specifically designed to be friendly
both to shell users and GEM desktop (or NeoDesk or whatever) users.

Is it ANSI compatible? Nope. Neither v2.0 nor v1.33i is ANSI. But,
v1.33i has some common extensions such as concatenation of adjacent
string literals. Neither version can handle function prototypes.

Does it have a debugger? There is a separate symbolic debbuger that
works with both versions. (I don't use it, the name escapes me.)

Which files are needed? For my version, there is a single file,
SOZC133I.LZH, which contains **everything** you need to install and
run the compiler, except an editor and a debugger if you want one. That
includes GEM programming support.

Is 1 meg enough to run it? I run it in about 300k of free RAM.

Can it run from two floppies? Yep. A big ramdisk helps with performance.

Are the docs any good? So-so. My version is self-installing and
configuring, so you don't need as much help from the docs.
\
- Ian Lepore
co-moderator, BIX atari.st and c.language conferences

3971. Re: Incompatibility of MiNT_.94 and the POMPEY PACKER

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 07:53:14 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May2153714@acae127.cadence.com>
Source record: 223151

This is a common problem with packers: when they unpack and launch
the application they dont do so properly: The proper rule from atari
is:

```
/*
* From: kbad@atari.UUCP (Ken Badertscher)
* Newsgroups: comp.sys.atari.st
* Subject: Am I a DA? (long)
* .....
* I mentioned before that a DA's registers are garbage on startup, well,
* that's not entirely true. When the DA gets control, register A0 always
* points to its basepage. When a program is started by a GEMDOS Pexec(),
* register A0 is always cleared. Using this fact, it is possible to
* implement startup code which gets the basepage address from register A0
* if the code is launched as a DA, or at 4(sp) if the code is launched by
* Pexec(). Since it knows how it was launched, it can also do the stack
* setup required of a DA, otherwise it can use the stack pointer it gets.
*
*/
```

The GCC startup code (both MiNT/TOS libs) look for these conditions,
and decide if you are launching a DA or an application. If A0 is not
clear, it concludes that its a DA and sets up the stack+heap
differently, from what it does for an application, and hence they
fail.

The correct solution is to fix the packer. i had hacked up the gcc
startup code at one time to accomodate packers (by looking at sp@),
but got fried by people for doing that!

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

3972. Re: Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 08:08:25 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr20.080825.6913@actrix.gen.nz>
Source record: 223152

In article <1992Apr19.171736.12723@intus.zdv.uni-tuebingen.de>
RUDERMI@tat.physik.uni-tuebingen.de (Michael Ruder) writes:
> In <1992Apr18.204206.15429@thoth.rent.com> azog@thoth.rent.com writes:
>
> <> Recently I started to come across problems extracting files that have
> <> been LZHed (one thing from a.a, and a couple from a local BBS), and am
> <> wondering if there is a new LZH floating around that I dont have? Been
> <> getting bunches of CRC errors.
> <>
>
> I have a very new version, LZH 2.01e. This version comes along with the
> TeX/Metafont by Stefan Lindner and Lutz Birkhahn. I can mail you the UUENCODED
> Version via Mail if you want. Just mail me.

> / Michael Ruder | Electronic mail: \
> \ Taubenstrasse 54 | rudermi@tat.physik.uni-tuebingen.de /
> / DW-7407 Rottenburg - Wurmlingen | gamesmgr@tat.physik.uni-tuebingen.de \
> \ Telefon: 49-7472-23547 o. 23068 | rudermi@trillian.tp1.ruhr-uni- /
> / Telex: 726 2867 UTNA D | bochum.de \
> \ Telefax: 49-7071-295400 | DatexP: PSI%45050260314::RUDERMI /
> / | \
> \ Try NightFall, a LPMUD in Tuebingen/Germany, adr: 134.2.62.161, port: 4242 /

LZH201E is way out of date, the latest that I have sean is LZH201K,
but that is still a German version, the only English one that I have
seen is LZH201H...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

3973. VCR to 1224?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 08:33:32 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92111.043332JJL101@psuvm.psu.edu>
Source record: 223153

What all is needed to use my 1224 as a 'TV' for a VCR? (If this is
at all possible, anyways.) Just to find out what would happen I connected
the RCA jack audio and video out of the VCR to my Monitor Master switchbox
RCA jacks. I assumed these were out jacks only, but amazingly enough the
audio of the VCR did indeed come through the SC1224. So anyways, what , if any
thing would I need to do to possibly watch the VCR on the 1224? Just a
novelty I guess, but I'd still like to see what its like.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

3974. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 10:44:41 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <29F2A099.28926@noiro.acs.uci.edu>
Source record: 223154

```
In article <2511@loki.une.edu.au> skershaw@loki.une.edu.au (Shane Kershaw) writes:
>
>If (manuals == english){
> printf("Would any kind soul out there in the USA be prepared to");
> printf(" obtain and mail me a copy of this program.\n");
> printf("Negotiations via e-mail please.\n");
>};

From the press release:

Gribnif Software is proud to announce the availability of Application
Systems Heidelberg's Pure C in the North American Atari market...
While the package remains in its original German form, the entire
program's interface is in English.

-and-

o 3 manuals, 650 pages total

I assume this means 650 pages of German? English program, German
manual. Hmmm...is it time to learn German or look elsewhere?

--
Joachim Vance
^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
I am antisesquipedalian--Opposed to the use of long words.
^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~
```

3975. Re: CD ROM drives on the ST w/ Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 11:16:27 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr20.071627.14538@newstand.syr.edu>
Source record: 223155
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr17.045626.13078@watserv1.waterloo.edu> ec333way@steam.uwaterloo.ca (Winter92 BEACON ec333 account) writes:
>I plan to get Spectre GCR VERY soon & most likely an SST as well (I have
>to do some Mac work)..
>My question is this: Can I hook a CD-ROM up to my ST that will AT LEAST
>work with the mac? It doesn't necessarily have to do anything useful with
>an ST, as long as it acts like a normal mac cd-rom..
>Would I need a megatalk board for this or will my ICD adapter be good enough?
What I heard, about a year ago or so, was that the only way to
work a cd-rom player via spectre was with the Megatalk board.

>--
>Mattias Hembruch
>mghembruch@electrical.watstar.uwaterloo.ca
>or ec333way@sail.uwaterloo.ca

--gerry
ggreenbe@rodan.acs.syr.edu

3976. Re: Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 11:52:26 UTC
From: RUDERMI@tat.physik.uni-tuebingen.de
Message-ID: <1992Apr20.115226.4002@intus.zdv.uni-tuebingen.de>
Source record: 223157

In <1992Apr20.080825.6913@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:

<> LZH201E is way out of date, the latest that I have sean is LZH201K,
<> but that is still a German version, the only English one that I have
<> seen is LZH201H...

Can you send me this version? Or can I get it with FTP from somewhere? I don't know where new versions of LZH can be found. Because I'm from Germany, I like the German version. Thanx.

-Michael

--

/\
\ | /
/ Michael Ruder | Electronic mail: \
\ Taubenstrasse 54 | rudermi@tat.physik.uni-tuebingen.de /
/ DW-7407 Rottenburg - Wurmlingen | gamesmgr@tat.physik.uni-tuebingen.de \
\ Telefon: 49-7472-23547 o. 23068 | rudermi@trillian.tp1.ruhr-uni- /
/ Telex: 726 2867 UTNA D | bochum.de \
\ Telefax: 49-7071-295400 | DatexP: PSI%45050260314::RUDERMI /
/ | \
\ Try NightFall, a LPMUD in Tuebingen/Germany, adr: 134.2.62.161, port: 4242 /
/ | \
\/

3977. GER2EN19.LZH uploaded to wuarchive

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 12:40:40 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <703914733.F00001@tdkt.kksys.com>
Source record: 223158

In a message of <Apr 08 20:42>, Carlos Varela (1:282/31) writes:
>From: EENG6801@RyeVm.Ryerson.Ca (Carlos Varela)
>Newsgroups: comp.sys.atari.st

>I've uploaded GER2EN19.LZH to 128.252.135.4 on /pub/atari.
>This is the newest version and it uses an GEM interface.
>More then 15000 words are available, on CRACKART.TXT it does
>around 70% of the text. Although some parts of the translation
>are confusing, I was able to use CrackArt and try some functions
>based on it. Speed: ST 2000 words/min, TT 5000 words/min.

Could someone who has acces to this and GEnie please upload it to GEnie...

Thanks.

* Origin: FlightLine PointNet (1:282/47.1)

3978. Funny error in MiNT 0.94/Gemini

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 13:18:27 UTC
From: olaf@oski.toppoint.de
Message-ID: <920420959@oski.toppoint.de>
Source record: 223156

Recently I got a copy of MiNT 0.94 and installed it. I ran MiNT 0.92
before and never got any problems with my favourite Desktop 'Gemini'.
Now, I discovered a funny weird behaviour of Gemini:

Right after startup (I have Gemini installed as an 'auto-start'
application (TOS 1.4)) Ctrl+key combinations, which are menu
shortcuts in Gemini, aren't recognized. Instead Ctrl+C stops
Gemini (and GEM!) and causes a system breakdown. But if I
use an Alternate+Key combination (like alt+m for the console window
or alt+o for reordering icons) before pressing Ctrl+C the first
time in Gemini, everything starts to behave as usual (i.e., Ctrl+C
will close a window etc.) and stay there.

I tried to relate the problem to one of my auto-folder programs
but it seems to be in MiNT 0.94, i.e., the bug is still there
on a plain vanilla TOS 1.4 without any ACC's or enhancements
(besides MiNT). It does not matter, if I put an
INIT=C:\gem.prg
in mint.cnf or leave INIT alone or if the Minix FS driver is
running or not.

But everything is fine if I install Gemini as 'Normal' and
start it by hand after booting.

I cannot even imagine what is going wrong here. Any suggestions ?

As we are on the topic, may someone send my a copy of the bgacc.acc
source code, most actual version (i.e., the version which uses
windows). I have no access to Internet. I want to enhance its
use of fonts and maybe add a 0x4F6 feature to it.

Regards,

--
Olaf Schlueter, Sandkuhle 4-6, | olaf@oski.toppoint.de,
2300 Kiel 1, Germany, Toppoint Mailbox e.V. | olaf@tpki.toppoint.de
Der abgeschlossene Roman : "Wenn einer an meine Milch geht, werde ich sauer!"
"Aber wenn niemand dran geht, wird die Milch sauer."

3979. Columbus Computer Shops

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 14:12:48 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1992Apr20.091248.7033@uoft02.utoledo.edu>
Source record: 223159

```
I'm going to be in Columbus Ohio later this week with several hours
to kill, can anyone tell me if they have any decent computer/ATARI shops
down there to visit???? Thanx in Advance
////////////////////////////////////////////////////////////////////////////
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
/ * * * /
/ * * * Pistons to the Championship! /
/ * * * /
////////////////////////////////////////////////////////////////////////////
```

3980. Re: Service

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 14:17:27 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr20.141727.341@newshost.lanl.gov>
Source record: 223160

```
Atari Corporation, 1196 Borregas Avenue, Sunnyvale, CA 94089, 408-745-2000.
Technical Support number is 408-745-2004.
---
_____________________________ John "HUTCH" Hutchinson ____________________________
___________ Chief Cook & Bottle Washer - Fair Dinkum Technologies ___________
_________________ "No worries, mate... it's from Fair Dinkum!" _________________
____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
```

3981. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 14:17:28 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr20.141728.2429@usenet.ins.cwru.edu>
Source record: 223161

John:

Okay, you want to know why I hate ICD so much? Here goes:

I bought my AdSpeed late last year. When I installed it, I noticed immediate software incompatibility problems (I won't go into detail here because this message is going to be long enough as it is). I spoke with ICD on the phone, and they insisted they knew of no problems with the software I was having trouble with. "It works for us!" they said. "Send it back and we'll send you a new one."

Okay, I sent it back. A week later I called them to see when the replacement shipped. "Oh, the guy that handles that is on vacation. We'll call you back." I called a week later. Same thing happens. A week and a half later, one finally shows up. I installed it. A few things that didn't work before now work. But others still don't. At that time, I was going through a major location change, so I ignored it for a while. Once I was settled in, I again started to talk with ICD. The peole in the tech dept didn't appear to care one way or another about my problem. The guy I spoke with (I won'tmention any names) didn't write down and of my info the first two times through it. Finally, he asked me to explain it a THIRD time, so he could write it down. Keep in mind this is while I'm paying for the daytime long distance call.

I finally said enough is enough, and decided to be rid of the damn thing once and for all. I called ICD to arrange for a refund. They said okay. I called a week later to see when the check was mailed. (Do you see a pattern starting here?) "Oh, we can't give you a full refund -- only dealer cost." Okay, fine. I'll take a $60 loss. Two days later, I called to make sure the check had been mailed, because I had a Mega STE on order. "Oh, we can't give you dealer cost, our president says we can only give you used value, which is $134.00" Hold on a damn minute. So now I'm looking at 1/2 the price I originally paid? "Oh, well, we'll send you a new one and you can return it to your dealer." I called my dealer. The distributor he bought the stuff from is out of business, so he can't help me. I said just send me a new one and I'll sell it. I also paid them extra to send it UPS Blue Label. When it arrived, it was the wrong one. They sent me an AMIGA AdSpeed. I called, and they sent a new one out the next day UPS Red Label. I did manage to sell the unit (not the Amiga one -- that got sent back) to a guy on GEnie.

Now, after all that, would YOU ever want to deal with ICD again? I sure don't, and never will. That's also part of the reason

behind me selling my ICD host with the hard drive setup a few
message back. I want NOTHING to do with ICD ever again. The
ONLY ICD products I'll continue to own are the 8-bit ones,
like Basic XE, etc. Only because there's nothing better,
and it wasn't their product originally -- it was OSS's.

ROb

--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

3982. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 14:53:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr20.145334.3757@newshost.lanl.gov>
Source record: 223162

In article 2429@usenet.ins.cwru.edu, aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>

>Okay, you want to know why I hate ICD so much? Here goes:

(((long tirade about problems dealing with ICD deleted here)))

>Now, after all that, would YOU ever want to deal with ICD again?

Well, Robert, from your post I'd say you certainly have/had a legit bitch against ICD. This is unusual, however, in that you are the first person that I know of who ever complained of any kind of support problems from ICD. In my experience, ICD has provided nothing but top notch service and support but, of course, I guess there are always exceptions. Let's hope this was just one.

With your OK, I'd like to foward your complaint on to Nathan Potechin of ICD for his consideration. Yeh, it's likely too late to do anything about it but hey, "it couldn hoit!"

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3983. Re: VCR to 1224?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 15:08:30 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <8dwhtiy00VBAA5=F15@andrew.cmu.edu>
Source record: 223163

I'd like to hear if it's possible to use the SC 1224 monitor as a video (i.e. TV/VCR) screen as well. What would this take?

Currently, I have an SC 1224 and a 12" black and white TV, and I'm planning to buy a multisync monitor so I can run WP stuff in high-res mono.

If I could recycle the SC 1224 as a video monitor, I'd save myself the cost of buying a new TV. I can't take black and white any more, except for old movies...

I wonder how good the picture quality would/could be.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
Obligatory Political .sig stuff: We want Tsongas back!
(Either that, or get Jerry Brown a *real* tax plan...)

3984. Re: Info on Sozobon C

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 15:34:12 UTC
From: steve@thelake.mn.org
Message-ID: <A1413879956@thelake.mn.org>
Source record: 223164

[In article <1992Apr20.071241.15524@mnemosyne.cs.du.edu>,
ilepore@isis.cs.du.edu (Ian Lepore) writes ...]

> Which files are needed? For my version, there is a single file,
> SOZC133I.LZH, which contains **everything** you need to install and
> run the compiler, except an editor and a debugger if you want one. That
> includes GEM programming support.

On atari.archive.umich.edu, the filename is sozo133i.zoo. It's packed
with ZOO 2.1. If you have FTP capability, log in as ``anonymous,''
use your name@domain.address as a password, cd to atari/programming,
set type BINARY, and get sozo133i.zoo. If you have no FTP capability,
you can get the archive by sending the following in an email message
to atari@atari.archive.umich.edu:

send programming/sozo133i.zoo

The file should arrive in within 24 hours. If you do not have a mapped
UUCP or domain address, you may attach a ``path'' directive before the
``send'' command. It might look something like this:

path plains.nodak.edu!sodbuster!dirtfloor!hovel!yourname

(Dakota partisans: Just kidding.)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

3985. Apple MAC 128K ROMS

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 18:11:09 UTC
From: davidm@NeoSoft.com
Message-ID: <1992Apr20.181109.13319@NeoSoft.com>
Source record: 223165
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.marketplace,comp.sys.amiga.emulations

ALL:
I've had several responsed [D[D[D[Cs to my posting about my Apple
Mac 128K Rooms[D[D[D[D[DROMS[Ds I have for sale. They are still
availav[Dble. I only have one set. If you are interested
please phone m,[De at 713-326-3877 central time zone in the
US. Evenings are best. I'll return your call if I am not
ther[Dre .[D[D[D[C. Asking $150.00
for them. Includes UPS shippin [Dg in the US.
David
--

David W. Martin c/o The OpCode Factory tm League City, Texas, USA
Commodore might make the Amiga, but the Amiga makes it possible!
PORTAL: DAVIDM CIS: 72510,3232 UUCP: davidm@sugar.neosoft.com

3986. Monitor port pinouts

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 18:32:46 UTC
From: cs902117@juno.ariel.yorku.ca
Message-ID: <1992Apr20.183246.20243@newshub.ariel.yorku.ca>
Source record: 223166

Can someone please post up the monitor port's pinouts? I was told it was in
the ST manual, but I don't have a copy nearby (or at all!)
Your help would be very much appreciated!

____
/ o n y.

P.S - Is there anyone out there who successfully hooked up an ST to a Commie
1084 monitor?

3987. ROMs for Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 18:50:58 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr20.185058.5155@a.cs.okstate.edu>
Source record: 223167

I just got a "bargain" on a brand new Spectre GCR. Problem is, it has no ROMS and the sources listed in the manual are either no longer selling them, or not answering the phone (one of each case). Has anyone purchaced ROMS recently (128k Mac ROMs that is...) Or does someone have an old Spectre 128 to sell with ROMS? I do need the ROMs, as I need to run a current version of SPICE/PROBE next semester...

Thanks!
jc (Email responses appreciated)

3988. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 18:57:14 UTC
From: Mark Choi <mc4c+@andrew.cmu.edu>
Message-ID: <MdwlE__00VIB0VWl1t@andrew.cmu.edu>
Source record: 223168

No, true color can NOT mean that. Although this is how one would
implement any sane true-color system. True colour is 24 bit graphics.
Period. As someone who works in the computer graphics\photorealism
field, I have to deal with this all the time. If your def. of true color
were the case, quite a large number of mono implementations would be
true-color.

mark

3989. STILL for sale...WITH price cut...Atari 1040STe system

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 19:03:26 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12705@umd5.umd.edu>
Source record: 223169

```
================================================================
| FOR SALE - FOR SALE - FOR SALE - FOR SALE - FOR SALE - FOR SALE |
================================================================

- Atari 1040STe with 4mb ram (about 2 months old...)
Great home computer.
- 115 megs of HD space:
Seagate ST296N and Seagate ST138N w/ICD ADSCI+ Host Adapter
both mounted in a dual width, half height custom case (still
room for another 5 1/4" mechanism...I mounted the 138N behind
the 296 to leave room for a Syquest which I never ended up
buying)...powered by a 150watt XT power supply...
- SC1224 Color Monitor: 640x200 (Med and Low res)
- SM124 Mono Monitor: 640x400 (High res)
- Monitor Master switcher
- Spectre 128 w/Spectre v3.0 software
In case you don't know what this is, it's a Macintosh
emulator. Runs 20% faster than a Plus (actually it feels
more like a Mac II since the HD access is about 500% faster
and Macs rely heavily on disk access). 30 megs of HD are
dedicated to Spectre, with all the best Mac Apps running
flawlessly in Mac mode.
- LOTS AND LOTS of software...installed on the HD and on about
200 disks. Great apps (current versions) and great games (new
and old).

I am selling because I have to convert over to the PC platform due to
the nature of my job. I'll be sad to see it go.

Everything above for $1200 + COD charges (negotiable)
-----

*** Reduced to $1000. I am taking a loss here, folks.

Email me at adhir@cygnus.umd.edu or call me at (301) 441-2634.

------------------------------

--
================================================================================
Al Dhir Technical Consulting Staff
Internet: adhir@cygnus.umd.edu University of Maryland, College Park
Bitnet: adhir%cygnus.umd.edu@Interbit (301) 405-1500 * (301) 405-3014
```

3990. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 19:59:45 UTC
From: miked@syscon.rn.com
Message-ID: <1992Apr20.195945.4728@syscon.rn.com>
Source record: 223170

aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>David:
>
>No, the ST version doesn't have a 68881 socket. The whole thing
>is totally lame, and so is ICD's support. I won't go into details
>just yet. If you want a GOOD accelerator, get one of Fast Tech's,
>like the T16, T20 or T25.
I know the T16 does not have a true 8Mhz mode for Spectrum. Does the
T2x series?

3991. ST for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 20:18:38 UTC
From: charlesa@castle.ed.ac.uk
Message-ID: <20451@castle.ed.ac.uk>
Source record: 223171

Please note, the following Atari ST system for sale in the UK:

Atari 520STM + 1Mb RAM
2 x SF314 1Mb Floppy drives
1 x SH204 20Mb Hard disc
1 x SM124 Paper white high resolution monitor
Backpack desktop utilities (Cartridge)

+ selected software (1st word plus, Laserbase, Kcomm, etc.)

Another poor student needs money... Offers, anybody? I'm looking for around 450 pounds (UK). I may be willing to sell the hard disc separately. I can also, if needed, add a 9-pin dot matrix printer (Epson LX80) to the list.

If you're interested, please mail me at :

ws@dcs.ed.ac.uk [Edinburgh University, Scotland, UK)

Thanks,

Bill Swire.

3992. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 20:36:47 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Apr20.203647.7557@magnus.acs.ohio-state.edu>
Source record: 223172

>Okay, you want to know why I hate ICD so much? Here goes:
>
>I bought my AdSpeed late last year. When I installed it, I noticed
>immediate software incompatibility problems (I won't go into detail
>here because this message is going to be long enough as it is).
>I spoke with ICD on the phone, and they insisted they knew of
>no problems with the software I was having trouble with. "It works
>for us!" they said. "Send it back and we'll send you a new one."

That's too bad. I used one for a LONG time (got it right after it came out),
and I never had any incompatibilities at all. I even hooked up the switch and
ran games at 16mhz with the cache on, and all of them worked (even Dungeon
Master). I don't know what you were running, but you are absolutely the FIRST
person I've ever heard of that had incompatibilities with AdSpeed!

>Now, after all that, would YOU ever want to deal with ICD again?
>I sure don't, and never will. That's also part of the reason
>behind me selling my ICD host with the hard drive setup a few
>message back. I want NOTHING to do with ICD ever again. The
>ONLY ICD products I'll continue to own are the 8-bit ones,
>like Basic XE, etc. Only because there's nothing better,
>and it wasn't their product originally -- it was OSS's.

That sounds like a run of bad luck... I was never anything less than completly
satisfied with ICD. They were helpful and friendly on the phone...
-->
-David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Crawl to you
Crawl to me
Writhing in ecstasy
Into the rhythm
Into the sea
Reptile man - Willie Phoenix

3993. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 20:38:17 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Apr20.203817.7648@magnus.acs.ohio-state.edu>
Source record: 223173

> With your OK, I'd like to foward your complaint on to Nathan Potechin of ICD
>for his consideration. Yeh, it's likely too late to do anything about it but
>hey, "it couldn hoit!"

NO NO NO NO NO! Nathan Potechin is ISD, as in Calamus, NOT ICD!!!!!

(I bet they hate this...)
-->
-David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Crawl to you
Crawl to me
Writhing in ecstasy
Into the rhythm
Into the sea
Reptile man - Willie Phoenix

3994. kids sw on atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 20:39:50 UTC
From: randyh@hpsad.HP.COM
Message-ID: <750126@hpsad.HP.COM>
Source record: 223174

I just sent three children's games to atari.archive. They are kidmixup.zoo, kidsong1.zoo and potato.zoo. These are all good quality games by D.A. Brumleve. If anyone else has any children's software that is pd/shareware please upload them to atari.archive. Others have notified me that they also have an interest in this kind of software so if you have some please share it with us.

Thanks,
Randy Hosler randyh@hpsad.sad.hp.com

3995. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 21:12:39 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr20.171239.13359@umiami.ir.miami.edu>
Source record: 223175

In article <1992Apr20.141728.2429@usenet.ins.cwru.edu>, aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>
> John:
>
> Okay, you want to know why I hate ICD so much? Here goes:
>
> I bought my AdSpeed late last year. When I installed it, I noticed
> immediate software incompatibility problems (I won't go into detail
> here because this message is going to be long enough as it is).
> I spoke with ICD on the phone, and they insisted they knew of
> no problems with the software I was having trouble with. "It works
> for us!" they said. "Send it back and we'll send you a new one."

You think that is bad? I I won a T25 from Jim Allen at the WAACE show back in OCTOBER and I'm still waiting on it!!!

Mark Santora

3996. Re: MIDI questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 21:28:18 UTC
From: CADS_COLE@GALLUA.BITNET
Message-ID: <1992Apr20.162818.1@gallua>
Source record: 223176

In article <1992Apr18.014156.9119@thoth.rent.com>, azog@thoth.rent.com (Billy D'Augustine) writes:

> I am still relitivly new to the world of MIDI, so this is probably a
> FAQ.
>
> I currently have a Kawai K1-II keyboard, which has a drum sections. But
> am I considering getting a drum machine for obvious reasons. Can I drive
> both machines from my ST? Would I need another set of MIDI ports, or
> could I just go thru the THRU port of the K1?

One set of ports will do the trick. Use the THRU port on the K1 and set the two machines to different global MIDI channels, and voila, you should be in business. (Right now, I've got 3 Korg M1's hooked into an ST with only one MIDI port on it. All systems go.)
--

========== U.S. Mail ================================ E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

3997. Re: VCR to 1224?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 21:34:58 UTC
From: miked@syscon.rn.com
Message-ID: <1992Apr20.213458.5254@syscon.rn.com>
Source record: 223177

J.J. Lehett <JJL101@psuvm.psu.edu> writes:

> What all is needed to use my 1224 as a 'TV' for a VCR? (If this is
>at all possible, anyways.) Just to find out what would happen I connected
>the RCA jack audio and video out of the VCR to my Monitor Master switchbox
>RCA jacks. I assumed these were out jacks only, but amazingly enough the
>audio of the VCR did indeed come through the SC1224. So anyways, what , if any
>thing would I need to do to possibly watch the VCR on the 1224? Just a
>novelty I guess, but I'd still like to see what its like.
>------------------
Your audio out is just connected to both the RCA jack and the DIN plug
so it was just fed thru. On the video side your monitor takes RG&B signals
plus horiz. and vert. sync. No go unless you have a circuit to convert
composite (from VCR) to these.

3998. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-20 22:12:32 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr20.221232.28737@newshost.lanl.gov>
Source record: 223178

In article 7648@magnus.acs.ohio-state.edu, dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>> With your OK, I'd like to foward your complaint on to Nathan Potechin of ICD
>>for his consideration.

>NO NO NO NO NO! Nathan Potechin is ISD, as in Calamus, NOT ICD!!!!!

Duh... I knew this... really I did! Sheesh!

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

3999. Re: Formatting PC-readable disks on older STs

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 00:09:40 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Apr21.000940.18350@lmpsbbs.mot.com>
Source record: 223179

In article <1992Apr9.133351.28906@mailer.cc.fsu.edu>
boyd@nu.cs.fsu.edu writes:
>
> In article <1992Mar20.225624.2296@lmpsbbs.mot.com>,
> fergus@areaplg2.corp.mot.com (George Fergus) writes:
>
>>>I know that DC FORMATTER does this, but Double-Click doesn't seem to
>>>want to publicize the fact. Perhaps the only hackers left in the ST
>>>world are the ones who hate MS-DOS and refuse to have anything to do
>>>with it? Or they've all upgraded to TOS 1.4 and no longer care...
>
> I'm not sure what you mean. My docs for DCFormatter say quite
> clearly that the button marked "MS-DOS" under the "Bootsector
> Options" menu means exactly what it says.
>
> ...When formatting disks for the PC, be sure to use 80/9 non-twisted
>format. I have heard that you can use the DRIVEPRM (or something like
>that) environmental variable in MSDOS to allow reads/writes to twisted
>sector disks (or disks with 82/10 formatting). I have never explored this.
>
>I always thought DC Formatter was a bit weird in making one do two separate
>things to produce a standard 720k DOS compatible disk (format with 80/9, then
>write the bootsector)...

My original point was that a normal Atari disk (one formatted using the
operating system's standard format routine) can be "converted" to an MS-DOS
readable disk after you've already written stuff on it. The average user
is not aware of this, and no software is advertised as having this (useful)
capability.

I very much doubt that a DRIVEPARM option or any other adjustment would
allow MS-DOS to read a 10-sector-per track Atari disk. If so, someone
would probably have used this (or some variant) in a disk copy-protection
scheme. But none of the MS-DOS software that tries to defeat copy-protection
even considers an unauthorized number of sectors per track.

-George

4000. Re: Columbus Computer Shops

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 00:33:17 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Apr21.003317.8442@mnemosyne.cs.du.edu>
Source record: 223180

John,

I don't know about other Atari products, but you can find Atari Interface
magazine at :

Infinit Computing/Computer Success on Olentangy RIver Rd
Micro Center on Lane Ave
Waldensoftware, in the Northland Mall
In Columbus, Ohio.

Pattie Rayl (AIM)

4001. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 00:41:33 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Apr21.004133.8871@mnemosyne.cs.du.edu>
Source record: 223181

John,

Sorry to disappoint you, but sending to Nathan at ISD Marketing isn't goin to do you any good. He has nothing to do with ICD, Inc. If you want t pass the message on, you need to contact Tom Harker, owner of ICD, Inc.

Pattie (Atari Interface)
Perhaps that's what you reall meant? :)

4002. Developer Docs ....

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 00:51:17 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kv6po5INN4ij@aludra.usc.edu>
Source record: 223182

Hello!

I am in a position to finally get developer docs, but I don't have
the number of Atari. Would someone be kind enough to either post or email
it to me?

Thanx MUCHO!

Mike

4003. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 02:36:00 UTC
From: cgoodier@cix.compulink.co.uk
Message-ID: <1992Apr21.023600.9285@demon.co.uk>
Source record: 223183

In article <1992Apr15.042356.3526@newshub.ariel.yorku.ca>, cs902117@ariel.york-
u.ca (TONY D'ALFONSO) writes:
>I agree totally! Bashing a machine, or just simply stating "my machine is
>better than yours" is totally childish, yet most clone users feel that way.
>
>I own a TI 99/4A as well as my ST, and I am happy with both machines. Whenev-
er
>
> ____
> / o n y.
>
>

Forgive my ignorance (this is not a flame!),but what is a TI
99/4A? I agree with the sentiments expressed in your message
by the way.

Colin

4004. Re: wordwriter disk writes

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 03:29:32 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr21.032932.16128@cdsmn.mn.org>
Source record: 223184

Would a possible solution be to make sure that the disks being swapped have different serial numbers? I have seen utilities to give random serial numbers to a disk (I believe on the atari archive) or else in was in one of the commonly used formatters.

Regards,
Doug

4005. Need chess players to test GRAPHICAL GNUCHESS port

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 03:41:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7584@uqcspe.cs.uq.oz.au>
Source record: 223185

Hi,

I'm looking for people who can play chess to test my GRAPHICAL port
of GNUChess 3.1.

It supports these features of GNUChess:

quit load save edit level switch rotate undo both remove new

ie. You can play chess against the computer.

Trouble is, I'm not much of a chess player (I wrote did this port
as a test of my graphical class library).

Anyone with a colour monitor (sorry, my graphical library is
a bit lacking on monochrome support) is very welcome to bash
away at it. It may not work with 512K - I might need to
severely restrict it (eg. cut the hashtable WAY down).

I'll be releasing all the source code (to chess and my library) as
soon as I iron out any bugs in this port.

If there are enough testers, I'll ftp (tell me where if a.a not okay),
else I'll mail it.

--
Warwick
ps. If you use G++ and would like the source now, that's fine, so
long as you don't want to spread it around yet.
pps. Sorry TT owners, it's a STLow rez game, so it'll probably gross
you out until I get around to supporting TTMedium.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4006. Things Not To Do Demo

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 03:50:15 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Apr21.035015.17651@usenet.ins.cwru.edu>
Source record: 223186

I'm wondering if anyone has noticed the color problems with the characters
in this demo.

Is it normal?

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

4007. Re: Developer Docs ....

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 04:22:59 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr21.042259.14176@mnemosyne.cs.du.edu>
Source record: 223187

> Can somebody post the Atari phone # for getting developer docs.

You need to talk to Gail Baccani at Atari, she's in charge of developer
support. Her phone number is (408) 745-2022.

4008. How to become an Atari developer?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 04:51:13 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1992Apr21.045113.7668@uokmax.ecn.uoknor.edu>
Source record: 223188

Please send replies by e-mail only! I haven't the time for reading
newsgroups on a regular basis.

I'm interested in learning how to become an Atari developer. What's
required? What kind of benefits do I get? How much does it cost? Etc.?

Kenneth Love |
15725 NE 63rd | "Who is this /dev/null person anyways?
Choctaw, OK 73020 | And why does he like so many flames?"
kllove@uokmax.ecn.uoknor.edu | -- Me

4009. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 04:51:56 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr21.045156.20736@usenet.ins.cwru.edu>
Source record: 223189

Nathan Potechin is at ISD, the makers of Calamus (I think). Don't bother forwarding it to anyone. ICD is already aware of how I feel, as I told them (politely) when I finsished up with them last time. They've lost a customer forever, so that's that.

Rob
##
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

4010. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 04:55:09 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr21.045509.21012@usenet.ins.cwru.edu>
Source record: 223190

The T16 DOES have 8 MHz support. In fact, it even switches on
the fly, just like AdSpeed. So do the T20 and T25. I verified
this through Jim Allen of Fast Tech.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

4011. Re: CD Roms

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 05:08:04 UTC
From: seitz@netcom.com
Message-ID: <_q5jq7g.seitz@netcom.com>
Source record: 223191

In article <33253@darkstar.ucsc.edu> monsoon@cats.ucsc.edu (Len A. DeJesus) writes:
>
> Actually, the CD-ROM drive made by Atari is supposed to be compatible
>with IBM and Mac CD-ROM formats so you should have a good base to work from.

No "supposed" about it. All CD-ROM drives support the same "format", so
any CD-ROM drive can read any CD-ROM disc. So the Atari CD-ROM drive is
"compatible" with IBM and Mac CD-ROM discs.

Now, that just means that the Atari CD-ROM drive can read individual sectors
from any CD-ROM disc. Whether or not TOS can interpret those sectors as
files and directories depends on the volume structure used on the CD-ROM.

My understanding is that Atari MetaDOS allows TOS to interpret files and
directories stored using the ISO-9660 and High Sierra volume structures. Since
almost every DOS CD-ROM uses either the ISO or High Sierra volume structure,
you should be able to read the directories and files of any CD-ROM intended
for DOS.

CD-ROMs for the Macintosh may use ISO or High Sierra, or they may use the
HFS volume structure (the same volume structure used on Macintosh hard disks).
MetaDOS will read the ISO or High Sierra Mac discs fine, but can't interpret
the directory tree of an HFS disc. You can still do raw sector reads of an
HFS disc, but you won't be able to interpret those sectors as directories
or files.
--
Matthew Seitz
seitz@netcom.com

4012. Info needed: [Enhanced] ST BASIC and GFA BASIC (long)

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 05:46:24 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1992Apr21.054624.9138@uokmax.ecn.uoknor.edu>
Source record: 223192

Is this the right group to post this to? If not, please direct me toward the right one. Regardless, send replies by e-mail. I'd hate to miss a good reply just because I don't have the time to read this group on a regular basis!

Okay, I have the original ST BASIC and the enhanced version (w/ a LOUSY manual). I also have a commercial game (Bridge 4.0 by Artworx) that runs fine under the original BASIC, but won't work under Enhanced. BTW, are there any other versions out there? I got the Enhanced version with my Mega 2 about 4 years ago.

Among other things, it PEEKS(1099) which I deducted was the screen rez. (1, 2, and 3 imply Low, Med, and High, respectively.) Enhanced ST BASIC (hereafter, ESTB) gives me an illegal function call and stops running the program. How do I check screen resolution in ESTB? How would I select the correct rez? Is there a way to store which resolution the program was booted in (along with screen colors and other things someone may want to be the same after the program exits) and then restore the ST to this (these) setting(s) upon program exit? Are there any good books explaining things like this?

Also, this program uses: GB, CONTRL, GINTIN, etc. The manual for ESTB does not make clear how to use GEM_INTIN, etc. to replace the old syntax. Neither manual explains AES, GEMSYS, or any thing like it (that I've found anyway!). Anybody got a GOOD source for this info especially if it's related to ST BASIC and it's particular syntax? (Would this sort of info be in the developer's docs? See my previous message. RE: 'How to become an Atari developer?')

I'm trying to make the program more structured, but it's not easy. Does anybody know of an algorithm for doing this? I've been trying to figure out one, but it's not coming to me. It should be general enough to write a program converting "spaghetti code" to structured code. (All right! Stop laughing. It *IS* possible to right BASIC code that does NOT use a single GOTO!) I'd just rewrite the whole program in C or Pascal, but why re-invent the wheel? Besides, I've already learned some things I didn't know and it's fun to disect all the code and rewrite it to be more readable. BTW, is it legal for me to do this restructuring?

I have GFA BASIC 3.0 (or was it 2.5? hmmm, I guess I should check on that. I purchased it about the time it switched hands, anybody know which version I've got based on this info? The manual doesn't have the lion on it if that helps. Which company had the lion and which company has GFA now?), but I have never received any upgrade notices, or anything at all for that matter, from the company. I'm not sure which company I

sent my warranty card to (it's been a long time). I know that I just sent in the postcard that came with the package. Am I the only one with this problem? Who owns the program now? What's their address? Upgrade policy? Oh yeah, I don't have a compiler for GFA, does anybody know if my version has one available?

Has anybody got a program to convert ST BASIC programs to GFA? Will I have to do it by hand? Is it legal to do this? (NOTE: I've asked this before, but got nothing definite except to write the company and ask. However, I've lost Artworx's address/number. Anybody have it handy?)

Sorry for the length of this post, but I have a lot of questions!

Kenneth Love |
15725 NE 63rd | "Who is this /dev/null person anyways?
Choctaw, OK 73020 | And why does he like so many flames?"
kllove@uokmax.ecn.uoknor.edu | -- Me

4013. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 06:00:50 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr21.060050.19544@ucsu.Colorado.EDU>
Source record: 223193

In article <56J9iB5w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>> In article <ami2iB1w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us wr
>>
>> I wouldn't mind getting a ST for $200.00 dollars, but I already have one.
>> But the fact that you are missing is that for $200.00, you get a ST with
>> no monitor at all, and the fact that for $200.00, you are probably getting
>> a 1 meg ST. With the GEMULATOR, you can have more memory and you can run
>> fast as a ST with a 486. And the fact that you get the best of ST and
> ------- ---- - ---
>
>... Hardly anyone who is going to step into the world of MS-DOS from the
> ST side is going to fork over for a 486/33 as their starter machine.
> In fact, hardly anyone starts out with a 486/33... 386/40's are so
> cheap in comparison.

By the way, 386-40s with all the extras can be as low as $1200.00 and 486-33DX
caround $1650.00 with all the extras. Anyway, I believe the original saying
was for people who already have a PC and wanted to use some of the ST software
or even people already have PC and ST who wanted this, you are digressing with
the topic.
>
> And I've seen 1MB ST's W/Mono for $200.

Infact how many of these are STE's? and also new?

>> >
>> >AND no MIDI interface? You've just lost 50% of your market... and
>> >SOUNDBLATER Midi interfaces are not too standard...
>> I don't know what you mean by SB pro not being standard, but if you are
>> referring just to SB, you need a module, but the SB pro already has
>> MIDI capabilities. I don't use MIDI, so that dept. is not what I use
>> my st for in the first place.
>
>
> Another thing you have to buy...

Not really if you don't care for it, but even if you do, it's not much.
>
> It still doesn't make sense... I dunno... If the shoe fits...
>
><X>orcist

It fits fine to those who are looking for ST on the PCs

4014. Hermes archives corrupted?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 06:07:33 UTC
From: cs64scm@sdcc8.ucsd.edu
Message-ID: <31877@sdcc12.ucsd.edu>
Source record: 223194

I've download the "HERM100B.LZH" file from a.a, nic.funet.fi, and a couple of other places, and all give me a CRC error when I'm uncompressing, right inside of WHOAMI.TTP... Since four different copies can't ALL be bad (unless... :-(, I think I have an incompatible LHarc. I'm using Quester 2.01i. Is this the proper model to be using?

-- adam

4015. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 06:09:31 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr21.060931.20344@ucsu.Colorado.EDU>
Source record: 223195

In article <3cy9iB2w164w@cyberden.uucp> moon!cyberden!system@well.sf.ca.us writes:
>u1398@JSP.UMontreal.CA (Kosmatos Odisseas) writes:
>
>>
>> Face it, a $200 ST will not be able to do very much. It will have 512K/1Meg
>> RAM, a 720K floppy, and that is all. (No monitor means you cannot use it)
>>
>> If one already has a decent PC, with 4 Megs of RAM, a hard disk, floppies,
>> and a monitor (a $200 ST will not have one), with GEMulator, they will have
>> a _useable_ "2 Meg ST".
>>
>> A 2 Meg ST with mono monitor will cost more than the Gemulator. Sure, the
>> real machine is nice, but what you do not seem to comprehend is that
>> you can use your existing RAM and Monitor, whereas if you get a the ST
>> at around the same price as the Gemulator, you'll require even more
>> money to buy RAM and a Monitor for it.
>>
>
>Ok Price for GEMulator so far has been at $300 - $500.

Not necessarily, Darek is considering prices in ranges of $99.00 - $250.00,
still undecided in mail I received from him
He said anything over $250.00 will be after it's initial release. It's like
when PC-Ditto II came out, to register people, it was $150.00, but to retail
it was $300.00 new.

>TOS Roms Figure $50
>Lowest price possible $350

With lowest possible up to Darek would be $149.00

>
>For $350 I can find you a 1040ST w/2 MB, Mono monitor and a massive
>library of software. Look in the Recycler.

Again used, and only ST, not STE

>
>Hard Drive? Add $400 for a nice 80MB. $750 will get you a great system

Add $400 then, then add $200.00 for upgrade on 1.44Mb floppy and then add
AT speed, and then a hi rez card and then a co-processor and then....

>
>For a PC? You will need to spend $2500 to get anywhere's near the point
>of GEMulator being valid. SVGA, Enough MB to run Windows effectively, a
>SB-PRO, Nice monitor... No hardware support...

>
>Can you plug in a cart into the GEMulator? IE, CLAB's UNITOR?
>

I added figures before and nowhere near what you said to be true,
486-33DX with SB Pro, 4 megs, both high density floppies, 130 meg HD,
gemulator with ROMS, mouse etc... comes only to about $2100.00 at most!
And pay close attention: It's not ST emulation only, it's closer to
a STE 2 meg emulation with both monitors and
etc...

4016. Computer GO

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 06:14:39 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1992Apr21.061439.29214@uokmax.ecn.uoknor.edu>
Source record: 223196

As in my previous messages, I'm looking for e-mail replies only!

I'm looking for a computerized version of GO for Ataris. I have GNUGO and something else that has no computer player, but I'm looking for something better. If the manual included a short description of the rules and terminology of the game, then all the better.

(I definitely do not want GOMOKU, so don't even mention it!)

I've heard that a program called 'GO Nemesis' (or was it 'Master'?) was available somewhere in Europe, but I don't know how to go about finding it (it's old). My local 'Software City' cannot seem to get ST software that I want. (It took 3 weeks for them to find LDW Power for goodness sakes!) Anybody have any information on this game?

Am I going to be reduced to buying and running 'GO Master' under PC Ditto I? It seems to me that this game should be widely available. It is one of the most popular board games in the world, right?

Kenneth Love
kllove@uokmax.ecn.uoknor.edu

4017. Re: RE GALAXY CAD

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 06:33:45 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr21.013346.15288@doug.cae.wisc.edu>
Source record: 223197

In article <1992Apr15.150939.19656@inmos.co.uk> ganea@inmos.co.uk () writes:
>
>
>Hi EveryOne
>
>I tried running Galaxy Cad on my TT machine (2 Meg ST Ram
>and 4 Meg TT Ram).
>I got a Boot strap loaded message followed closely by 2 Bombs,
>(Bus Error !!). Has anybody been able to get this program to
>work on the TT. Is anybody out there able to do a port of the
>ST spacific bits to the TT machine, and sort out the 'BUGGY'
>user interface at the same time ????
>Has anybody tried the Mac version on the TT using Spectra ??
>
>
>-- Andy
>
>-- ganea@inmos.co.uk

Its not worth running on anything in the PC class except on a Mac.

Not only that, but the St version is in badly need of an update.

-Greg

4018. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 06:43:13 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kv7ec1INNqi1@aludra.usc.edu>
Source record: 223198

In article <6729@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>In article <57432@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Warwick Allison writes:
>>
>>>Sigh :-), sorry to disappoint you, but 256 shades of grey is
>>
>>OK, so who's talking about "shades of grey"...?
>>
>>The discussion was "True Color"... try to keep with the program, OK?
>>
>>BobR
>
>Don't be such a twit.
>Grey is a perfectly reasonable color to wish to render.
>
>-- Scott Willingham

I'm ashamed to admit it, but I think BobR is right, in his own rather brusque way. Although grey is a valid color to wish to render, in choosing to render ONLY grey, you are throwing out (8**X-2**X) colors where X is the number of bits per gun (as RGB must all be equal to have levels of grey). So if you have 24-bit COLOUR video you can have 256 levels of grey (as each colour has 8bits), but if you have TOTAL 256 colours, you cannot do this. And in fact, if you did have 256 unique levels of grey, you probably could make it "True color" in that it would be indistinguishable from a black&white photograph, but certainly distinguishable from a color photograph, let alone what you see with your eyeballs.

-Mike

4019. Re: CD ROM drives on the ST w/ Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 06:47:33 UTC
From: baffoni@aludra.usc.edu
Message-ID: <kv7ek5INNqst@aludra.usc.edu>
Source record: 223199

In article <1992Apr17.143032.12599@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 13078@watserv1.waterloo.edu, ec333way@steam.uwaterloo.ca (Winter92
>BEACON ec333 account) writes:
>>My question is this: Can I hook a CD-ROM up to my ST that will AT LEAST
>>work with the mac? It doesn't necessarily have to do anything useful with
>>an ST, as long as it acts like a normal mac cd-rom..
>>Would I need a megatalk board for this or will my ICD adapter be good enough?
>
>You will need the megatalk board from Gadgets by Small.

I thought that the Megatalk only provides a RS-422 port (for appletalk).
Does it also have a SCSI port on it as well?

Hopefully Dave Small will fix Spectre to support the normal SCSI port
so that point will be moot for TT owners...

-Mike

4020. Re: WANTED! atari.el for GNUemacs18.57 (1857bin8.zoo from

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 07:58:16 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Apr21.075816.13796@daimi.aau.dk>
Source record: 223200

Well, it does seem that I have forgot to put in atari.el in the distribution, which off course is a serious mistake. I can't really check it, since the files seems to have vanished from atari.archive. As a last chance, perhaps it ended up in the lisp/term directory.

I really thought that I had been carefull when putting the stuff together :-)

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

4021. Re: Hermes archives corrupted?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 09:02:57 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr21.090257.4431@actrix.gen.nz>
Source record: 223301

In article <31877@sdcc12.ucsd.edu> cs64scm@sdcc8.ucsd.edu (Adam Tilghman) writes:
>
> I've download the "HERM100B.LZH" file from a.a, nic.funet.fi, and
> a couple of other places, and all give me a CRC error when I'm
> uncompressing, right inside of WHOAMI.TTP... Since four different
> copies can't ALL be bad (unless... :-(, I think I have an
> incompatible LHarc. I'm using Quester 2.01i. Is this the proper
> model to be using?
>
> -- adam

Try the k option, this can skip incompatible headers...

LZH is now upto 201K and I have heard of M...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4022. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 09:04:07 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Apr21.090407.14560@donau.et.tudelft.nl>
Source record: 223302

In <29F2A099.28926@noiro.acs.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>Gribnif Software is proud to announce the availability of Application
>Systems Heidelberg's Pure C in the North American Atari market...
>While the package remains in its original German form, the entire
>program's interface is in English.

>-and-
>
>o 3 manuals, 650 pages total

> I assume this means 650 pages of German? English program, German
>manual. Hmmm...is it time to learn German or look elsewhere?

Don't let german manuals deter you: the version I have has
english menus and error messages, and german manuals and online help.
The announcement *may* mean that now the online help is also in english.

Most of the manuals and online help is standard somehow and is therefore
also described in english documentation:

- ANSI C and the ANSI standard libraries are described in K&R 2 and similar
books.

- VDI, AES, XBIOS, BIOS, GEMDOS, and LINE A are described in other
documentation (if nothing else, the now easily available developer docs
describe them).

- The most frequently used compiler options can be set
online using english texts.

- The BGI (Borland Graphics Interface) library is probably described in
many PC books; I have never used it.

For the remaining parts some guessing is required, and perhaps a dictionary.
For me, those 650 pages of documentation have seen perhaps 1 hour usage....
Although I have been taught German at school, I have never been any good
at it, but the language has never been an obstacle when using Pure C.

In short: I can recommend Pure C, also to non-germans.

And yes, the only connection I have with the authors of Pure C is
that I've bought the program.

=-=-=-

2628 CD Delft, The Netherlands

4023. Re: question about game: "Baby Jo in: Going Home"

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 09:30:10 UTC
From: mattw@picasso.cssc-syd.tansu.oz.au
Message-ID: <1992Apr21.093010.2348@picasso.cssc-syd.tansu.oz.au>
Source record: 223303

dogbowl@acme.gen.nz (Alan Brown) writes:

>georgew@tekig1.PEN.TEK.COM (George Walker) writes:

>> In article <1992Apr12.222117.11403@picasso.cssc-syd.tansu.oz.au> mattw@picass
>> >I got the demo version off a ST Format cover disk and all I do to get past
>> >the duck is to click the fire button. Further along the game just fades
>> >out and goes to the title screen when you get to a certain point. The duck
>> >is about a third of the way there..........
>>
>> My children tried this a couple times last night, but it didn't seem to work.
>> Maybe I have a different demo version, and the duck is as far as we can get?
>> What happens is that Baby Jo locks up as soon as the duck appears - the
>> controls act dead. The duck asks about the carrot, then offers a tip: look
>> for hidden treasures. Then it goes back in its hole, and Baby Jo sits down
>> and cries: end of game.
>>

>I've only just got that issue of STformat (takes time to get to my part
>of the world - New Zealand), but my version works perfectly - It's just
>that I can't get past a bunch of fires after the hill section.

>My guess is that you may have a bad disk - there's a fixit service in the
>mag - give that a try...

No, I've got past the fires beyond the hill section. You go to the top
right part of the hill and it takes 2 rattles to kill the thundercloud.
Then you jump on the jack-in-the-box and when it goes off jump up onto the
cloud. then jump up to the top of the hill and get the things there, jump
back on the cloud, and then stay on it as it drifts to the right. There
you should find a small cloud with a life on it. You should be able to
jump down beyond the fires.

- Matthew Watson - | MHSnet: mattw@cssc-syd.tansu.oz.au
Australian and Overseas |
Telecommunications Corporation | Snail : 9th Floor, 320 Pitt Street
Network Services | Sydney, Australia 2000.
Customised Software Solutions | or 115 Mitchell Rd Alexandria 2015.

4024. Re: Falcon (was: "True Color")

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 10:03:25 UTC
From: piet@cs.ruu.nl
Message-ID: <1992Apr21.100325.14253@cs.ruu.nl>
Source record: 223304

>>>>> Mark Choi <mc4c+@andrew.cmu.edu> (MC) writes:

MC> No, true color can NOT mean that. Although this is how one would
MC> implement any sane true-color system. True colour is 24 bit graphics.
MC> Period. As someone who works in the computer graphics\photorealism
MC> field, I have to deal with this all the time. If your def. of true color
MC> were the case, quite a large number of mono implementations would be
MC> true-color.

Ok, apparently people are using different definitions of "True Colo(u)r".
Is there an ISO standard for this term? :=)

Back to the Falcon. What Leonard Tramiel said of the Falcon was:
1. It would have no palette (he called this "true color" - whether this was
the correct term or not has been discussed enough in this group I think)
2. He would not confirm or deny that this would be 24-bit graphics.

Now I wonder what will be the compatibility of the Falcon with previous ST
models. If the Falcon is going to run existing ST software (e.g. painting
programs) it must have some way to emulate the low and medium res, and
these use color palettes. I would think that the graphics should have a
true color mode AND the traditional modes with palettes, wouldn't you?

By the way, if the Falcon will really be what has been revealed so far I
want to have one.
--
Piet van Oostrum <piet@cs.ruu.nl>

4025. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 10:14:42 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92112.111442ABADDON@LIVERPOOL.AC.UK>
Source record: 223305

In article <1992Apr14.090428.22221@deis35.cineca.it>, fabrizio@deis64.cineca.it (Fabrizio Lugli) says:
>Why the best C compiler for the Atari ST is still not supported outside
>Germany
>
I don't understand - Hisoft's Lattice C is supported outside Germany...
;-)

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

4026. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 10:48:55 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.703853335@gideon>
Source record: 223306

steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <6618@lee.SEAS.UCLA.EDU>,
> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes ...]

> > Eight bits per color is certainly as good or better than typical video
> > systems. Production quality video cameras (including HDTV types) typically
> > have a dynamic range of 40 to 50 dB in each color channel. High-quality
> > CRT and projection displays are little better. Eight bit channels have
> > a signal-to-noise ratio of 49 to 50 dB. Only very specialized systems
> > would need more than eight bits per color channel.

>``Very specialized'' includes anything having to do with color printing
>and publishing. Video quality just won't hack it in that market. 24-bit
>color is the standard for electronic darkrooms and artwork. We grab frames
>off television when there's nothing better available, but it's obvious
>where the image came from even when printed at 85-line resolution on cheap
>newsprint at high speeds.

24 bit color (8 x 3) means about 16.7 milj. colors and humand eye can
separate about 6 million different colors and even that is archived
by comparing colors that are very close to each other.
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

4027. Emacs questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 11:04:16 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92112.120416ABADDON@LIVERPOOL.AC.UK>
Source record: 223307

A few questions on the ST version of Emacs 18.57:

1) Has anyone managed to get the ALT key to behave as a meta key?

2) Can I force it to let Mint handle ctl-Z, instead of executing a new shell

3) Is the source available anywhere - I couldn't find it on atari.archive.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

4028. Re: Getting GCC 2.1 to work

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 11:14:04 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <RZH2P5L@mailgzrz.tu-berlin.de>
Source record: 223308

In article <1992Apr18.180551.18187@murdoch.acc.Virginia.EDU>,
sk2n@faraday.clas.Virginia.EDU (Shuichi Koga) writes:
|> I've been trying to get GCC 2.1 to work, but no go. What's happening
|> is that everything seems to work fine until the assembler part kicks
|> in to assemble to a .o file. It stops, saying something like it
|> couldn't find the .o file (which I assume hasn't been written yet).
|> I have all the Gnu stuff in a d:\bin directory, and GCCEXEC and all
|> the other environmental variables should be correct. Maybe it has
|> to do with the new UTIL25.ZOO gcc-as.ttp? Any help (like setup files,
|> etc.) pertaining to setting up GCC 2.1 would be most appreciated. Oh,
|> I don't know if this helps, but I'm using MiNT 0.94 w/ TCSH (whatever
|> the latest version is) on a 4 meg MegaSTe.
|>

My GCC 2.1 works fine with an older version of gcc-as, but it doesn't
seem to be your problem.
As I could read in your article, the gcc-as stops after beginning its
work. Or is it the linker?
Did gcc-as open the .o output file ? Have you set the environment
TEMP or TMP for gnu outputs?

At first try gcc with the -v option to see when gcc-as opens any ouput
file. Then try gcc with '-v -c' to get a .o file. If this doesn't work,
look at your acc's and auto folder prg's.

My gcc didn't work with harlekin, so I removed it. ap.

4029. Re: wordwriter disk writes

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 11:44:45 UTC
From: rml8030@usl.edu
Message-ID: <1992Apr21.114445.13747@usl.edu>
Source record: 223309

In article <1992Apr21.032932.16128@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>Would a possible solution be to make sure that the disks being swapped
>have different serial numbers? I have seen utilities to give random
>serial numbers to a disk (I believe on the atari archive) or else in
>was in one of the commonly used formatters.
>
>Regards,
>Doug

You could go to the file menu, then from there try to delete a

file, this will force a read on the disk and update the media change

status on you ST.

Hope it helps,

Rhena.

4030. Re: Anyone compiled JPEG V3 ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 12:55:21 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992Apr21.130132.15287@arbi.informatik.uni-oldenburg.de>
Source record: 223310

zmathews@isis.cs.du.edu (zak mathews) writes:

>Come on, someone out there must of compiled it by now !
>I managed to get no compiling errors with Sozobon C but it crashed when run,
>can anyone think why ?

>Cheers,
>Zak

Hi zak & everybody else,

I will try to compile it with TurboC 2.0 soon.
If it comes out working, i'll upload it to a.a later

Btw : didn't anybody think of using TC before ? In other words : what is
so great about compiling with GCC ? I made Jpeg2.0 work with TC, and
it is about 30% faster than the version available at a.a that is compiled
with gcc 1.4

read u later,
Frank
--
==
CS Student | I may be late,
Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<---------------------------------
a fool with a tool is still a fool

4031. nroff needed

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 13:03:27 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992Apr21.130543.15477@arbi.informatik.uni-oldenburg.de>
Source record: 223311

Hi!

I am looking for source/executeables of a unix-like 'nroff' that worx on
the ST.

Does anybody have it / know where to ftp it from ?
--
==
CS Student | I may be late,
Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
a fool with a tool is still a fool

4032. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 13:20:58 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Apr21132058@nsx.kagaku.se.fujitsu.co.jp>
Source record: 223312

Yeah, I'm a bit worried about this no-palette stuff. How are you supposed to do vertical twisting scrollers based on hbl palette-flicks if there's no palette??! (e.g. Digital Insanity #1 screen on TLB-Mindbomb megademo). I know there's no chance you can have 256 palette registers on a shifter chip without going to some sort of internal ram, but wouldn't a better solution be to make say the bottom 16 colours go through palette registers? I've also programmed Acorn Archimedes. It's 256 colour mode was a *real* mess. The colour you see was made up from several bits of the actual colour value plus several bits from 1 of 16 palette registers. The result was that many of the 4096 colours were only available from 16-colour (or less) modes. Why don't these computer manufacturers think before they make thousands of people suffer for 5 years?!!

4033. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 13:54:10 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Apr21.135410.1760@digi.lonestar.org>
Source record: 223313

In article <1992Apr21.045509.21012@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
>The T16 DOES have 8 MHz support. In fact, it even switches on
>the fly, just like AdSpeed. So do the T20 and T25. I verified
>this through Jim Allen of Fast Tech.

The T16 supports the 8 Mhz speed but it is not "true" (i.e., meaning fully Atari ST compatible) 8 Mhz. The can be verified by the fact that one cannot display Spectrum pictures on a T16. One can do so on an AdSpeed, which is why I bought mine. :-)

The caveat to the above: This was true when the T16 was introduced. If there have been design changes since then, the T16 may now have a "true" 8 Mhz mode (however, I don't think so :-). Again, Spectrum is the test - ask Jim Allen if the T16 can display Spectrum pictures in the 8 Mhz mode.

Roy C. Gosewehr

(The .sig virus ate my .sig :-)

4034. TeX for 1MB + floppy, Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 13:57:49 UTC
From: woocm@essex.ac.uk
Message-ID: <3052@sersun1.essex.ac.uk>
Source record: 223314

I want to install a minimum, and i suppose it'll have to be,
of TeX on my 1MB, floopy STe. Is this possible, and if so is there
a doc file of some sort that could tell me what i can/can't install.
Thanks.
C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

4035. Re: Developer Docs ....

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 14:17:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr21.141741.28157@newshost.lanl.gov>
Source record: 223315

In article kv6po5INN4ij@aludra.usc.edu, baffoni@aludra.usc.edu (Juxtaposer) writes:

> I am in a position to finally get developer docs, but I don't have
>the number of Atari. Would someone be kind enough to either post or email
>it to me?

I'll reply via email too, but for the benefit of all others, here are Atari's
phone numbers, again:

Corporate HQ: (408) 745-2000
Technical Support: (408) 745-2004
Developer Support: (408) 745-2022

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4036. Atari MIDI Software forsale

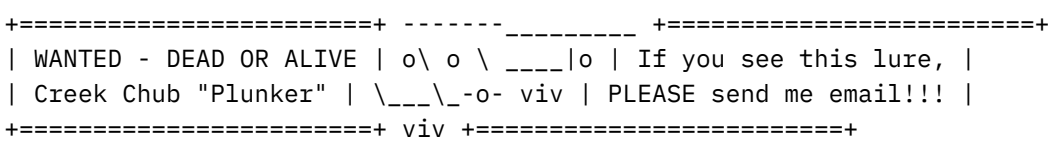
Newsgroup: comp.sys.atari.st
Date: 1992-04-21 14:29:53 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <14767@vela.acs.oakland.edu>
Source record: 223316
Cross-posted to: rec.music.synth,comp.sys.atari.st,misc.forsale

Sorry for the reposting. I keep putting these up, someone commits to
buying them, then backs out...

I have the following Atari MIDI software forsale:

Passport Master Trax Pro (v3.6)
MIDIMouse UltraMIDI total control Workstation
Michtron Super Conductor

I would like to get either $100 each for the first two (Michtron thrown
in to first reply free) or I will sell them all for $150. I want to
get some money so that I can upgrade to Notator by C-Lab.

swood
--


4037. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 14:43:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr21.144319.3581@newshost.lanl.gov>
Source record: 223317

In article 9285@demon.co.uk, cgoodier@cix.compulink.co.uk (Colin Goodier) writes:

> Forgive my ignorance (this is not a flame!),but what is a TI 99/4A?

Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as the Atari 400/800, Commodore 64 and Apple II. The little unit had some tremendous color and sound capabilities, built up quite a user following, and was then orphaned by TI. The lesson to be learned here is that even if the maker of your computer goes belly up (as has been predicted by the doom sayers about Atari for ages now <snicker>), you can _still_ enjoy it!

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4038. Re: Formatting PC-readable disks on older STs

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 14:48:36 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr21.094836.10915@miavx1.acs.muohio.edu>
Source record: 223318

In article <1992Apr21.000940.18350@lmpsbbs.mot.com>, fergus@areaplg2.corp.mot.com (George Fergus) writes:
> I very much doubt that a DRIVEPARM option or any other adjustment would
> allow MS-DOS to read a 10-sector-per track Atari disk. If so, someone
> would probably have used this (or some variant) in a disk copy-protection
> scheme. But none of the MS-DOS software that tries to defeat copy-protection
> even considers an unauthorized number of sectors per track.

My roomates Zenith could even read my TOS 1.0 formatted disks at 10
sectors a track, without me putting a boot sector on it. It was pretty
uncanny. I think there was a problem in the BIOS of some machines to
read 10 sector disks, but I have seen programs for MS-DOS that will
allow more sectors poer track. (The same roomate found one that allowed
1.6 megs on a 3.5 HD disk)

Unfortunately, he upgraded to DR DOS 6.0, and it won't read
extended formatted disks.

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

4039. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 14:53:16 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr21.095316.10916@miavx1.acs.muohio.edu>
Source record: 223319

In article <1992Apr21.023600.9285@demon.co.uk>, cgoodier@cix.compulink.co.uk (Colin Goodier) writes:
> In article <1992Apr15.042356.3526@newshub.ariel.yorku.ca>, cs902117@ariel.york-
> u.ca (TONY D'ALFONSO) writes:
>>I agree totally! Bashing a machine, or just simply stating "my machine is
>>better than yours" is totally childish, yet most clone users feel that way.
>>
>>I own a TI 99/4A as well as my ST, and I am happy with both machines. Whenev-
>>
> Forgive my ignorance (this is not a flame!),but what is a TI
> 99/4A? I agree with the sentiments expressed in your message
> by the way.

I've never owned one, but a friend of mine did. It was an 8-bit computer made by Texas Instruments. Pretty nice machine really, with the built-in sprites. (Awww, the good old days. This was when I had a Radio Shack Color Computer, with extended basic and 16k, and a tape drive.)

I think the Atari 8-bits were better though! :-)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

4040. Re: Info needed: [Enhanced] ST BASIC and GFA B

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 15:03:44 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr21.150344.7272@newshost.lanl.gov>
Source record: 223320

Kenneth, rather than hit all your questions about ST BASIC, I'll give you the best bit of advice up front... FORMAT your ST BASIC disk! At least then, it will be worth something. :) Seriously, ST BASIC (Enhanced or otherwise) is garbage, pure and simple, with my unabashed apologies and sympathies to the original developers of this extremely sorry language. If you want to program in BASIC, then use the latest version of GFA BASIC. Quite simply, there is _no_ other valid choice for serious program development in BASIC on the ST! (arguments to the contrary are invited via email, those who dare). :)

Yes, it _is_ possible to right structured code in BASIC, all you need are the right tools. Your copy of GFA may have been purchased from Antic back when Michtron got p-o'd at GFA and dropped them. To find out what version of GFA you have, enter the command PRINT ERROR 100. You'll get a copyright notice and the version number. If you have anything less than version 3.5, you should upgrade by contacting the US distributor GFA Software Technologies, at 1-800-766-6GFA, in Salem, Mass. Upgrade costs are cheap so check it out. Make sure you get the complete upgrade with new manual and compiler, though.

There have been some PD programs to convert ST BASIC to GFA but they all had one little problem... they didn't work. Well, not very well, anyhow. Sure, it's legal to do whatever you want with public domain code, just don't claim it as yours. If you are mucking around with commercial code, you can still do whatever you want as long as you don't distribute copies of it.

Send email direct if you (or anyone else) has specific GFA questions.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4041. Re: MIDI questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 15:24:57 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60589@aurs01.UUCP>
Source record: 223321

In article <1992Apr18.014156.9119@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:

>I currently have a Kawai K1-II keyboard, which has a drum sections. But
>am I considering getting a drum machine for obvious reasons. Can I drive
>both machines from my ST? Would I need another set of MIDI ports, or
>could I just go thru the THRU port of the K1?

I'm not familiar with the Kawai K1-II, but most MIDI thru ports transmit exactly what was received in the MIDI in port. You will be able to send MIDI data to your drum machine by connecting it's MIDI in port to the Kawai's MIDI thru port...BUT...you won't be able to transmit data back from the drum machine to your ST unless you use a device to merge the output of the Kawai and the drum machine back into the ST's MIDI in port. If you were intending to do patch editing on both, you'll have to ensure that you have two way communication with both. This means that you'll have to swap cables each time you want to edit the other device unless you have a merge device or MIDI patch bay. If all you want to do is play the sounds in the drum machine via the ST, the thru setup should work fine.

If you plan to continue to expand your MIDI system, I'd seriously consider budgeting for a MIDI patch bay.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

4042. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 15:31:59 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Apr21.153159.17496@cs.wayne.edu>
Source record: 223322

In article <1992Apr21.090407.14560@donau.et.tudelft.nl> reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
>In <29F2A099.28926@noiro.acs.uci.edu> jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>>Gribnif Software is proud to announce the availability of Application
>>Systems Heidelberg's Pure C in the North American Atari market...
>
>- The BGI (Borland Graphics Interface) library is probably described in
> many PC books; I have never used it.

What's the difference between VDI/AES and BGI? Can the latter be used
to cross-develop graphic based programs (e.g simulations, games) between
the ST using Pure C and the PC using Turbo C?

--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

4043. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 15:44:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1435572373@thelake.mn.org>
Source record: 223323

[In article <cXJ9iB4w164w@cyberden.uucp>,
moon!cyberden!system@well.sf.ca.us writes ...]

> On GEnie there was this discussion about GFA basic compiler and Lattice C.
>
> It turned out that benchmarks done betweem the 2 showed GFA significantly
> faster then C!... interesting huh?
> <X>

And probably incorrect. Every time I've seen such claims, it has turned
out that the C benchmark code was broken.

The last time I looked into such a case, it involved a C program that took
4 minutes to run. After minor repairs, I had the program executing in a
few seconds.

The program found prime numbers by employing a test that required several
unnecessary layers of floating-point arithmetic, each of which introduced
significant function-call overhead. All that was needed was the C modulo
operator (%).

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4044. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 16:02:27 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <31887@sdcc12.ucsd.edu>
Source record: 223324

In article <1992Apr21.144319.3581@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
>computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as

Actually, the TI 99/4A was powered by a TMS9900 microprocessor,
which was actually on par with the '286 and 68000 in some respects.
(It was a true 16-bit chip). But TI picked a *terrible* way to make
us of it! [TI99ers - don't take offense :-)]

>_____ John "HUTCH" Hutchinson _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

4045. SPECTRA GCR QUESTIONS, PLUS GALAXY CAD

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 17:07:41 UTC
From: ganea@inmos.co.uk
Message-ID: <1992Apr21.170741.1691@inmos.co.uk>
Source record: 223325

Hi
Has anyone been able to run the Mac version of Galaxy Cad
under Spectra GCR on either the ST or TT machines.
Can somebody also answer a few other questions that I have
about Spectra and the TT

(i) Does Spectra support any of the TT Screen Modes,
ie TT Medium and High Res.

(ii) What machine does Spectra emulate when running on
the TT, still Mac Plus !!

(iii) Does Spectra support TT Fast Ram ??

(iv) Do Programs that use Virtual Memory on the Mac run
on the TT .

-- Andy
-- ganea@inmos.co.uk

4046. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 17:08:44 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr21.170844.21301@cdsmn.mn.org>
Source record: 223326

In article <MdwlE__00VIB0VWl1t@andrew.cmu.edu> mc4c+@andrew.cmu.edu (Mark Choi) writes:
>No, true color can NOT mean that. Although this is how one would
>implement any sane true-color system. True colour is 24 bit graphics.
>Period. As someone who works in the computer graphics\photorealism
>field, I have to deal with this all the time. If your def. of true color
>were the case, quite a large number of mono implementations would be
>true-color.
>
>
>mark

Okay, your right. THE meaning of the true-color buzzword as used in mainstream computer graphics DOES MEAN 24 bits.<-That's a period. I admit, I was mainly trying to generate controversy (hey, I did it!). BUT when I asked other computer graphics professionals "who work[s] in the computer graphics\photo-realism field", like you and myself, "what does `true-color' mean?" they reply: "As opposed to...?" As in "as opposed to pseudo-color". As opposed to pseudo-color, my definition CAN be correct. Of course, as opposed to nothing, simply as a buzzword (a marketing buzzword, IMHO), it means 24bits, 8bits each channel.

The main point of this post is: You are correct, I was wrong. Now, how often do you see that anywhere on the net? I guess if you really feel the need, you can come back and say "No, your not even partly correct - PERIOD", but why bother? :-)

Regards,
Doug

4047. Virtual Memory on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 17:14:02 UTC
From: ganea@inmos.co.uk
Message-ID: <1992Apr21.171402.1784@inmos.co.uk>
Source record: 223327

Hi
Does anybody know if there is a piece of software that will
allow the TT to use its Virtual Memory Capability and is compatible
with GEM/TOS programs ??

-- Andy
-- ganea@inmos.co.uk

4048. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 17:22:52 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr21.172252.12140@usenet.ins.cwru.edu>
Source record: 223328

```
Also, the TI used the same Yamaha sound chip that the current ST
does.

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

4049. Sozobon MiNT library version 19

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 17:47:16 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <2527@news.duke.edu>
Source record: 223329
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

As promised, I have placed a compiled version of the MiNT library for Sozobon C at atari.archive; it should be migrating to atari/mint shortly. It consists of a replacement dlibs.a and dstart.o, a termcap library, and a replacement set of floating point printf/scanf routines. I've also included some (very small) source changes and some advice for those who are interested in building this puppy themselves.

If you have problems, send them to me, and I'll forward them if necessary (I don't _think_ i made enough changes to introduce any bugs, but you never know...). My plans for the near future involve adding lmalloc() routines and rearranging the library so it doesn't drag in so much junk by default, so watch this space for new releases.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4050. emacs18.57

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 17:57:16 UTC
From: jim@blade.stack.urc.tue.nl
Message-ID: <3781@tuegate.tue.nl>
Source record: 223330

Hi all,

Ik recently ftp-ed emacs18.57. I dumped it but I can't get it to work.
whenever I run emacs I get an error like: unexpected end of file.
Can anyone tell me why?

JIM.
--
. . . .
. * . . * . ***** . . . .
. . . . . ********* . .. . .. | .
. . | . . . ********** ... .(*)..| .. .

4051. Re: ST into PC case

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 18:01:21 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Apr21.180121.23627@cs.wayne.edu>
Source record: 223331

In article <6744@lee.SEAS.UCLA.EDU> willing@pantheon.icsl.ucla.edu (Scott Willingham) writes:
>In article <1992Apr17.144801.14399@newshost.lanl.gov>
> hutch@bellman.lanl.gov writes:
>>You can do either, it's up to you. You can buy a complete kit from an outfit
>>called Tech-Specialties, 909 Crosstimbers Street, Houston, TX 77022, phone
>I have personally had a rotten experience dealing with Tech Specialties
>and have seen many horror-stories in this group from others who have had
>similar experiences. My _personal_ recommendation is to stay very far away
>from them. It's a depressing fact that they are still in business at all.
>-- Scott Willingham // willing@icsl.ucla.edu

I have to concur. Call Best, they've done Atari since the 400 days and
I've had good experience with them. They have a PC case they sell for
a pretty good price. Unfortunately, I'm at work and I don't have the
number. Anyone?

--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

4052. FORM & DIAL libraries for Lattice C

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 18:21:03 UTC
From: luyten@fwi.uva.nl
Message-ID: <1992Apr21.182103.19394@fwi.uva.nl>
Source record: 223332
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

HELP!

I'm using Lattice C 5.06.02 and wanted to use the MyDials from Interface (SHIFT ...) but that version is for TURBO/PURE C,.. is their a way of using this lib for Lattice C or is their a version availabe for Lattice C.

Has anyone an alternative like FLYDIALS, or an other RESOURCE-supporting library for Lattice C ??? The sources of FLYDIALs or MYDIALs would do it fine, I'll adapt it myself,...

HELP !

Contact me by EMAIL or write me:

Hans Luyten

Westlandgracht 257 III
Holland

1059 TS Amsterdam
The Netherlands

All other Lattice C freaks, contact me please for some lib-swapping !!

hans

4053. Re: Falcon (was: "True Color")

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 19:17:10 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr21.191710.2640@mnemosyne.cs.du.edu>
Source record: 223333

> Truecolor vs palettized color

There's absolutely no reason that truecolor modes (15/16, 24, or 32 bit) and palettized modes can't coexist in the same graphics controller. In fact, every truecolor card I've worked with in the MSDOS world also has palette-mapped modes available.

4054. Sozobon v1.33i - fixed MINSTART.S acc startup source

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 19:31:20 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr21.193120.2993@mnemosyne.cs.du.edu>
Source record: 223334

Some asked for the runtime startup module for a DA using Sozobon and GemFast. Steve Yelvington mentioned the sozc133i.zoo file, but it contains a broken MINSTART.O module. Here's the source for minstart.s that works. Use JAS to assemble this.

```
;************************************************************************
;
; minstart.s MINI-APPLICATION STARTUP PROGRAM
;
; This version contains ONLY what is necessary to start a C program up;
; C runtime support has been trashed (don't try to use printf, et al).
; This startup lets you write a program that can run as both an acc and
; a prg just by renaming it. Test the variable '_accstart' in your C
; code at runtime, if non-zero, you're running as an acc.
;
; The stacksize in this startup file is fixed at 4k. You can't change it
; other than by tweaking the constant below and re-assembling the file.
; If anybody knows of a way to do dynamically-sized stacks at runtime in
; an ACC, please let me know.
;
; 08/12/89 - Added _accflag & code to make this startup file support ACCs.
; 08/26/91 - Modified .ACC detection per Ken Badertscher's info. Now the
; a0 reg at entry is used for detection: non-zero == ACC.
; 09/23/91 - Fixed glitch that was leaving stack pointer in high memory
; after we gave up that memory to DOS, when running as PRG.
; Also, added __base and __envp, so that programs could access
; env data and command line args, concepts which are useful
; only when running as a PRG, of course.
; 04/20/92 - Nice little bit of cleanup. Increased stack from 2k to 4k;
; the new GemFast is a bit more demanding on stack space.
; Added _argv, _argc, and __exit. Nuked stack cookie junk,
; since this is *minstart*, and that was a one-shot debugging
; thing for Bob Goff. When running as a prg, now uses local
; stack instead of allocating another stack (wasting 4k).
; Removed pc-relative accesses in gemdos et. al. that were
; preventing the use of JAS to assemble this file.
;************************************************************************

STKSIZE equ 4096 ; MUST be multiple of 4!!!

;imports...

.globl _main ; C-language main() function.

; exports...
```

```
.globl _gemdos,_bios,_xbios; glue functions
.globl __exit ; direct-exit point

.globl __accflag ; flag: are we running as .ACC?
.globl __base ; -> basepage
.globl __envp ; -> env data
.globl __argc ; numer of args
.globl __argv ; -> argv[]

.text
_entry:
nullterm:
nop ; room to force nullterm on cmdline.
clr.w nullterm ; put nullterm on command line image.

lea localstk,sp ; Load new stack pointer.

lea _entry-256,a6 ; load pointer to basepage, works with
move.l a6,__base ; prg and acc, save the pointer for C.
move.l $2c(a6),__envp ; store pointer to env data for C.

move.l a0,d0 ; test reg a0, if non-zero, we're
bne.b .startcommon ; running as a .ACC.

move.l $c(a6),a0 ; Length of text.
adda.l $14(a6),a0 ; Length of data.
adda.l $1c(a6),a0 ; Length of bss.
lea 256(a0),a0 ; Basepage size.

move.l a0,-(sp) ; a0 holds bytes to keep,
move.l a6,-(sp) ; starting at the basepage.
clr.w -(sp) ; Junk word.
move.w #$4A,-(sp) ; Function code.
trap #1 ; Do Mshrink().
lea 12(sp),sp ; Clean up stack.
clr.w __accflag ; For PRGs, set accflag = FALSE.

.startcommon:

clr.l -(sp) ; NULL envp to main()
pea __argv ; -> argv
move.w #1,-(sp) ; argc always 1
jsr _main ; Go to program.
__exit:
clr.w (sp) ; Back to gemdos,
trap #1 ; if _main returns.

;****************************************************************************
; For GEMDOS, BIOS, or XBIOS calls from C (OSBIND.H)
;****************************************************************************

save_ret: .dc.l 0 ; Return addr save for TOS calls.

_gemdos: move.l (sp)+,save_ret
trap #1
```

```
move.l save_ret,-(sp)
rts
_bios: move.l (sp)+,save_ret
trap #13
move.l save_ret,-(sp)
rts
_xbios: move.l (sp)+,save_ret
trap #14
move.l save_ret,-(sp)
rts

;****************************************************************************
; Data...
;****************************************************************************

.bss
.even
.ds.b STKSIZE-2 ; Stacksize in bytes, less the two
localstk: .ds.w 1 ; bytes which are defined on this line.
__base: .ds.l 1 ; pointer to basepage.
__envp: .ds.l 1 ; pointer to environement data.

.data
.even
__accflag:.dc.w 1 ; Is this an ACC? Assume so.
__argv: .dc.l nullterm ; pointer to empty string
__argc: .dc.w 1 ; 1 arg (prog name)

.end
```

4055. TI 99/4A (Was: Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 20:01:14 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <703886473.15419@minster.york.ac.uk>
Source record: 223335

In article <1992Apr21.023600.9285@demon.co.uk> Colin Goodier
<cgoodier@cix.compulink.co.uk> writes:
> Forgive my ignorance (this is not a flame!),but what is a TI
> 99/4A?

It was the first 16-bit home computer, made by Texas Instruments before they pulled out of the computer market.

It had a 16-bit processor, but very little memory (I forget exactly how much) and a pretty poor version of BASIC. It used to do a pre-scan of BASIC programs before running them (a lengthy wait) and it ran them excruciatingly slowly.

You had to buy a ridiculously expensive disk system before you could do any machine code work on it (no PEEK or POKE in the BASIC). Someone had a look at why the BASIC interpreter was so damned slow and discovered that the interpreter program itself was being interpreted by some other code.

Redeeming features included the terrific speech synthesiser add-on, and some of the games were terrific. I've yet to see anything that rivalled Parsec, a sideways scrolling shoot-em-up that was light years ahead of later stuff.

It also had good implementations of the Scott Adams Adventures, with full graphics, and a great version of Atari Pole Position.

Anyone else who remembers it, please correct me if I've got anything wrong.

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

4056. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 20:40:43 UTC
From: miked@syscon.rn.com
Message-ID: <1992Apr21.204043.10692@syscon.rn.com>
Source record: 223336

rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:

>In article <1992Apr21.045509.21012@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>>
>>The T16 DOES have 8 MHz support. In fact, it even switches on
>>the fly, just like AdSpeed. So do the T20 and T25. I verified
>>this through Jim Allen of Fast Tech.

>The T16 supports the 8 Mhz speed but it is not "true" (i.e., meaning fully
>Atari ST compatible) 8 Mhz. The can be verified by the fact that one
>cannot display Spectrum pictures on a T16. One can do so on an AdSpeed,
>which is why I bought mine. :-)

>The caveat to the above: This was true when the T16 was introduced. If
>there have been design changes since then, the T16 may now have a "true"
>8 Mhz mode (however, I don't think so :-). Again, Spectrum is the test
>- ask Jim Allen if the T16 can display Spectrum pictures in the 8 Mhz mode.

I asked him on GENIE and he said no. I forgot to ask about T20/25 but I think
I read once he had fixed it on these.

4057. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 20:42:47 UTC
From: miked@syscon.rn.com
Message-ID: <1992Apr21.204247.10778@syscon.rn.com>
Source record: 223337

hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 9285@demon.co.uk, cgoodier@cix.compulink.co.uk (Colin Goodier) writes:

>> Forgive my ignorance (this is not a flame!),but what is a TI 99/4A?

>Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
>computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
>the Atari 400/800, Commodore 64 and Apple II. The little unit had some
>tremendous color and sound capabilities, built up quite a user following,
>and was then orphaned by TI. The lesson to be learned here is that even if
>the maker of your computer goes belly up (as has been predicted by the doom
>sayers about Atari for ages now <snicker>), you can _still_ enjoy it!

NO!!!! The TI 99/4A was based on their own 9900 cpu making it the first
16 bit home computer.

4058. Re: Info needed: [Enhanced] ST BASIC and GFA BASIC (long)

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 20:53:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57765@cup.portal.com>
Source record: 223338

The format your language disk was a laugh! True, but still funny. I just thought I'd add that I've tried HiSoft Basic Pro that I picked up for $30, I guess they may be dropping support too. I'm pretty much satisfied with the package since it has a nice editor & compiler. It attempts to be ST Basic, GW Basic, & Quick Basic compatable. It really produces bloated code, but of the IBM GW BASIC stuff I've compiled I've only got 4-8 syntax errors/prg. Usually it's just something like the GW PLAY that isn't supported. A few other oddball things like different screen sizes like 40X21 if you're using a window (I should say the program 'thinks' you're using a window). Anyway, if you find a cheap copy, I'd reccomend it as about 5-10X better then ST Basic.

4059. Can MS-DOS read extended format? (WAS formatting PC-readable disks)

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 22:08:54 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Apr21.220854.24978@lmpsbbs.mot.com>
Source record: 223339

In article <1992Apr21.094836.10915@miavx1.acs.muohio.edu>
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes:

> My roomates Zenith could even read my TOS 1.0 formatted disks at 10
>sectors a track, without me putting a boot sector on it. It was pretty
>uncanny. I think there was a problem in the BIOS of some machines to
>read 10 sector disks, but I have seen programs for MS-DOS that will
>allow more sectors per track. (The same roomate found one that allowed
>1.6 megs on a 3.5 HD disk)
>
> Unfortunately, he upgraded to DR DOS 6.0, and it won't read
>extended formatted disks.

Jody Lenn also sent in the following info:
"I format 82/10 with DC Format all the time and take them to school and
download stuff from the archive to them using a 386???
I have never got an error yet."

All I can say is that the IBM XT and AT computers I tried it on several
years ago refused to recognize 10-sector Atari disks. (I had a Word
Perfect disk whose directory got trashed, and at the time I couldn't
find any decent Atari data-recovery software, so I tried various MS-DOS
disk-tool programs.)

Perhaps some of the newer hardware behaves differently.

-George

4060. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 22:12:53 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.703894373@vega>
Source record: 223340

hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 9285@demon.co.uk, cgoodier@cix.compulink.co.uk (Colin Goodier) writes:

>> Forgive my ignorance (this is not a flame!),but what is a TI 99/4A?

>Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
>computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
>the Atari 400/800, Commodore 64 and Apple II.
I cannot pass this one:-). This information is essentially incorrect.
Chip used inside of these computers was Texas Instrument 9900 and this
was true 16-bit chip in times when no other computer in personal class
was even looking beyond 8-bits. DIV instruction, for example, was
taking 32 bit number dividing it by 16 bit number
and returning 16 bit quotient and 16 bit remainder.
Sounds familiar? :-) It was also using 16 register file of general
registers (not hard but soft registers which could be positioned
anywhere in memory). Does not look very like 6502 or 80xx for that
matter.
It had a number of very interesting hardware solutions - years ahead
of competition - and also pretty "creative", ahem, marketing concepts.
B
Sometimes ones get an impression that quite a few of these marketing
guys later somewhat surfaced in Atari.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

4061. Re: wordwriter disk writes

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 22:55:55 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Apr21.225555.1586@cs.yale.edu>
Source record: 223341

plate@cdsmn.mn.org (Doug Plate) writes:
: Would a possible solution be to make sure that the disks being swapped
: have different serial numbers? I have seen utilities to give random
: serial numbers to a disk (I believe on the atari archive) or else in
: was in one of the commonly used formatters.

Disks normally have different serial numbers. When you format a disk
from the desktop, TOS generates a random 24 bit number to use as the
serial number. The chance of two disks ending up with the same serial
number when formatted this way is very small.

It is important to have different serial numbers, because that's how
TOS recognizes that a DIFFERENT DISK has been inserted into the drive.
But the original poster's problem is different. There, the SAME DISK
was being removed from computer 1, modified on computer 2, and then
returned to computer 1. The serial number was the same because the
disk was the same, and TOS has no idea that the disk was modified
while it was out of the computer. The solution, which I outlined in
my previous posting, is to put another disk in the drive (with a
different serial number) and force TOS to look at it before returning
the original disk.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

4062. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 23:00:20 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Apr21.230020.25288@lmpsbbs.mot.com>
Source record: 223342

In article <1992Apr21.060050.19544@ucsu.Colorado.EDU>
chuj@horton.Colorado.EDU (CHU JEFFREY) writes:

> ...Anyway, I believe the original saying was
>for people who already have a PC and wanted to use some of the ST software.

Sorry, can someone succinctly explain why, if you've moved on to a PC, you would want to run ST software? Surely, for any function you need your software to perform, native MS-DOS software will perform it better than emulated ST software?

If you can't stand WINDOWS and simply *must* have the look of the ST desktop, then you can always get the PC version of GEM (of course you'd want to get the original version of the desktop, not the one that comes with GEM/3).

-George

4063. GCC2.1

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 23:25:38 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <92112.192538JOKHC@CUNYVM.BITNET>
Source record: 223343

Does anyone know where docs for GCC2.1 can be ftp'd, or does it exist in one of the files on A.A?

4064. CD Roms with Macintosh HFS directory structure

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 23:32:33 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992Apr21.233233.25408@lmpsbbs.mot.com>
Source record: 223344

In article <_q5jq7g.seitz@netcom.com>
seitz@netcom.com (Matthew Seitz) writes:
>
> ...the Atari CD-ROM drive can read individual sectors
>from any CD-ROM disc. Whether or not TOS can interpret those sectors as
>files and directories depends on the volume structure used on the CD-ROM.
>
>CD-ROMs for the Macintosh may use ISO or High Sierra, or they may use the
>HFS volume structure (the same volume structure used on Macintosh hard disks).
>MetaDOS will read the ISO or High Sierra Mac discs fine, but can't interpret
>the directory tree of an HFS disc. You can still do raw sector reads of an
>HFS disc, but you won't be able to interpret those sectors as directories
>or files.

If a HFS-format CD-ROM looks just like a big disk drive to the MAC, then
you might be able to read it with SPECTRE GCR. Perhaps you don't even need
MetaDOS in this case?

Also, how can one tell if a CD-ROM disc advertised for use on the MAC is in
ISO/High Sierra or HFS? Is the common format only used for text files, where
the same disc can be used on both MS-DOS and MAC platforms? Presumably any
disc containing graphics or other MAC-specific stuff would be in HFS, since
the same disc could never be used on a MS-DOS system.

-George

4065. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 23:47:24 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr21.234724.8355@actrix.gen.nz>
Source record: 223345

In article <92112.111029ONM07@DMSWWU1A.BITNET> <ONM07@DMSWWU1A.BITNET> writes:
> In article <1992Apr17.233355.14640@usenet.ins.cwru.edu>,
> as666@cleveland.Freenet.Edu (Jonathan Roy) says:
> >
> >FOR IMMEDIATE RELEASE
> >
> > Pure C
> > The Complete C Development System
> >
> >
> >Gribnif Software is proud to announce the availability of Application
> >Systems Heidelberg's Pure C in the North American Atari market. This is the
> >newest version of Turbo C Professional, previously from Borland Germany.
> >While the package remains in its original German form, the entire program's
> >interface is in English.
>
> Sorry, can't resist: The program interface always was in English.
>

No this is a full English version..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4066. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 23:54:40 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr21.235440.8598@actrix.gen.nz>
Source record: 223346

In article <1992Apr21.144319.3581@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
> In article 9285@demon.co.uk, cgoodier@cix.compulink.co.uk (Colin Goodier) writes:
>
> > Forgive my ignorance (this is not a flame!),but what is a TI 99/4A?
>
> Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
> computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
> the Atari 400/800, Commodore 64 and Apple II. The little unit had some
> tremendous color and sound capabilities, built up quite a user following,
> and was then orphaned by TI. The lesson to be learned here is that even if
> the maker of your computer goes belly up (as has been predicted by the doom
> sayers about Atari for ages now <snicker>), you can _still_ enjoy it!
> _____ John "HUTCH" Hutchinson _____
> _____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
> _____ "No worries, mate... it's from Fair Dinkum!" _____
> _____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

Some one has there Facts wrong, the TI used the First 16 bit computer chip,
the TI 9900 series from memory, this chip was out when otheres were raving
about 8 bit chips, I know I have used these chips and a full TI computer
based one one...

From memory the CPU IC did not any built in registers they all in
Ram..!!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4067. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-21 23:59:26 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr21.235926.8766@actrix.gen.nz>
Source record: 223347

In article <1992Apr21.172252.12140@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

> Also, the TI used the same Yamaha sound chip that the current ST
> does.
>
> Rob
> --
> | Robert Glover GEnie: R.GLOVER3 |
> | Internet: rg@turing.acs.virginia.edu |
> | Cleveland Freenet: aq115@cleveland.freenet.edu |
> ~~~~~~

Yes TI also made that chip as well...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4068. Re: Getting GCC 2.1 to work

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 00:20:47 UTC
From: sk2n@faraday.clas.Virginia.EDU
Message-ID: <1992Apr22.002047.6900@murdoch.acc.Virginia.EDU>
Source record: 223348

In article <RZH2P5L@mailgzrz.tu-berlin.de> subiaagb@w350zrz.zrz.tu-berlin.de (Andre Pareis) writes:
>In article <1992Apr18.180551.18187@murdoch.acc.Virginia.EDU>, sk2n@faraday.clas.Virginia.EDU (Shuichi Koga) writes:
>|> I've been trying to get GCC 2.1 to work, but no go. What's happening
>|> is that everything seems to work fine until the assembler part kicks
>|> in to assemble to a .o file. It stops, saying something like it
>|> couldn't find the .o file (which I assume hasn't been written yet).
>|> I have all the Gnu stuff in a d:\bin directory, and GCCEXEC and all
>|> the other environmental variables should be correct. Maybe it has
>|> to do with the new UTIL25.ZOO gcc-as.ttp? Any help (like setup files,
>|> etc.) pertaining to setting up GCC 2.1 would be most appreciated. Oh,
>|> I don't know if this helps, but I'm using MiNT 0.94 w/ TCSH (whatever
>|> the latest version is) on a 4 meg MegaSTe.
>|>
>
>
>
>My GCC 2.1 works fine with an older version of gcc-as, but it doesn't
>seem to be your problem.
>As I could read in your article, the gcc-as stops after beginning its
>work. Or is it the linker?
>Did gcc-as open the .o output file ? Have you set the environment
>TEMP or TMP for gnu outputs?
>
>At first try gcc with the -v option to see when gcc-as opens any ouput
>file. Then try gcc with '-v -c' to get a .o file. If this doesn't work,
>look at your acc's and auto folder prg's.
>
>My gcc didn't work with harlekin, so I removed it. ap.
>

I found that you can't simply install the new archives from scratch. The problem had to do with a missing gcc-as.ttp (oops). Seems as if the -v option doesn't quite work for that. Does anyone know what I need to get the G++ portion working? I figure I need the original G++ include files, but should I use j. bammi's library files or the ones from the abaddon g++ compiler?

Shuichi Koga
skoga@virginia.edu

--

|Shuichi Koga | Contact me at: |

```
|^^^^^^^-->(Shoo eechi)| skoga@virginia.edu |
|1st yr Student at the | |
```

4069. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 00:28:01 UTC
From: ziggy@grafted.UUCP
Message-ID: <ePTLJB1w161w@grafted.UUCP>
Source record: 223349

> >I agree totally! Bashing a machine, or just simply stating "my machine is
> >better than yours" is totally childish, yet most clone users feel that way.
> >
> >I own a TI 99/4A as well as my ST, and I am happy with both machines. Whene
> er
> >
Well, *I* own an ST, 386 & 286 PC, MAC, MicroColor, and 2 home
bulits (an 8031 and a 68020) and **MY** machine is better (grin).

Ziggy.

Dont take anything too seriously, its only life!!

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4070. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 00:32:39 UTC
From: ziggy@grafted.UUCP
Message-ID: <5wTLJB2w161w@grafted.UUCP>
Source record: 223350

> Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
> computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
> the Atari 400/800, Commodore 64 and Apple II. The little unit had some
>
Dong.. you loose. The TI was actually one of the first 16 bit
home machines on the market (** NOT ** 8 bit.) I think it was a TI
processor, but I just cant remember. It was a pretty cool machine,
except for the lack of machine code access, and a few techincal booboos
that slowed the machine way down (down to 8 bit levels....). If anyone
really cares, Iwill ttry to find mine and look at what CPU it has.

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4071. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 04:12:41 UTC
From: adhir@cygnus.umd.edu
Message-ID: <12772@umd5.umd.edu>
Source record: 223201

In article <1992Apr21.230020.25288@lmpsbbs.mot.com> fergus@areaplg2.corp.mot.com (George Fergus) writes:
>In article <1992Apr21.060050.19544@ucsu.Colorado.EDU>
> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>> ...Anyway, I believe the original saying was
>>for people who already have a PC and wanted to use some of the ST software.
>
>Sorry, can someone succinctly explain why, if you've moved on to a PC, you
>would want to run ST software? Surely, for any function you need your
>software to perform, native MS-DOS software will perform it better than
>emulated ST software?
>
>If you can't stand WINDOWS and simply *must* have the look of the ST desktop,
>then you can always get the PC version of GEM (of course you'd want to get
>the original version of the desktop, not the one that comes with GEM/3).
>
>-George

Nostalgia? I don't know. I just know that I want to!

--
==
Al Dhir Technical Consulting Staff
Internet: adhir@cygnus.umd.edu University of Maryland, College Park
Bitnet: adhir%cygnus.umd.edu@Interbit (301) 405-1500 * (301) 405-3014

4072. Re: TeX for 1MB + floppy, Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 07:30:11 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.703927811@mi.el.utwente.nl>
Source record: 223203

In <3052@sersun1.essex.ac.uk> woocm@essex.ac.uk (Wood C M) writes:

> I want to install a minimum, and i suppose it'll have to be,
>of TeX on my 1MB, floopy STe. Is this possible, and if so is there
>a doc file of some sort that could tell me what i can/can't install.

Yes, it is possible. I had this running a couple of years ago as well.

No, you don't like working with such a setup.

No, you can't do big documents with such a setup. I had a 150k ramdisk
which carried my TeX source, my .aux, .log and .dvi files.
VERY restricted.

I think you can install 1) Tex 2) a previewer but metafont is IMHO out
of the question.

I don't have my setup available overhere. If you are really interested i can
dig up a floppy containing the setup (i think). No copy allowed --
copyrighted TeX version on it!

Klamer
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

4073. COMPUTE! technical references.

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 07:46:06 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.703928766@ee.ualberta.ca>
Source record: 223204

I just purchased the COMPUTE! tech ref guide volume 2, AES. I have
been looking for these books for a while, and I know that they are out of
print, so when I saw this one at a store, I snapped it up. What I want to
know is, does anyone know where I can get the other two books in the series,
particularly Vol. 1, the VDI? If it is absolutely impossible to buy them
anywhere, then does anyone have a copy that they would be willing to sell me?

Thanks,

Robert Morrison
morrison@bode.ee.ualberta.ca

4074. TOS memory usage???

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 08:02:24 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <21APR92230224@acad3.alaska.edu>
Source record: 223205

A general (because I don't know enuff to be specific) question on our much beloved OS, in this case TOS 1.0 in a 1M ST:

When running a program from the desktop, does the program grab most of the remaining RAM? When I run FLASH or WordWriter, I get about 37548 of free RAM. When I run FirstWord (which expects to run its printer program later), I get about what I would expect from RAM - program size.

If I create a 500k RAM disk, then run FLASH, I still get the 37548 of remaining RAM, so it seems as if some programs grab most of whatever RAM is available. Is this correct? Why are they so greedy? Are they just programs of the Reagan years? Does your ST do this? Am I here all alone? Tired minds want to know! Thanks jharris/fairbanks

4075. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 09:27:38 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.NRxeYDAKHEc@discworld.oche.sub.org>
Source record: 223202

In <29F2A099.28926@noiro.acs.uci.edu>, Joachim Vance writes:
>In article <2511@loki.une.edu.au> skershaw@loki.une.edu.au (Shane Kershaw) writes:
>>
>>If (manuals == english){
>> printf("Would any kind soul out there in the USA be prepared to");
>> printf(" obtain and mail me a copy of this program.\n");
>> printf("Negotiations via e-mail please.\n");
>>};
>
>From the press release:
>
>Gribnif Software is proud to announce the availability of Application
>Systems Heidelberg's Pure C in the North American Atari market...
>While the package remains in its original German form, the entire
>program's interface is in English.
>
>-and-
>
>o 3 manuals, 650 pages total
>
> I assume this means 650 pages of German? English program, German
>manual. Hmmm...is it time to learn German or look elsewhere?

Even if the manuals are in german, the most important question is if the online help will be fully translated into english. I have worked for some time now woth the german version, and I hardly ever need the manuals - the online help is much better. It includes the complete library, all OS bindings (GEMDOS/BIOS/XBIOS/AES/VDI), all compiler, linker etc. options, a short C reference and some other things which I may have forgotten. You can even add your own context-sensitive help pages. So if all this is translated, you should have no problems using PureC even with german manuals.

cu
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@messua.informatik.rwth-aachen.de (use this for long mails!)
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"Nanny Ogg sent a number of cards home to her family, not a single of which got back before she did. This is traditional, and happens everywhere in the universe." Terry Pratchett, Witches Abroad

4076. Re: Info needed: [Enhanced] ST BASIC and GFA BASIC (long)

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 09:41:20 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <703935679.29734@minster.york.ac.uk>
Source record: 223206

In article <57765@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>The format your language disk was a laugh! True, but still funny. I just
>thought I'd add that I've tried HiSoft Basic Pro that I picked up for $30,
>I guess they may be dropping support too.

No, they're not. It was probably cheap because HiSoft Basic V2 is now
available. It's a significant upgrade, with TT, '030, floating point copro
support and lots of other improvements. And it comes with a BASIC version of
Mon ST (source level debugger).

> I'm pretty much satisfied with the
>package since it has a nice editor & compiler. It attempts to be ST Basic,
>GW Basic, & Quick Basic compatable. It really produces bloated code, but
>of the IBM GW BASIC stuff I've compiled I've only got 4-8 syntax errors/prg.

Yeah, code size and speed is a problem. I don't know if V2 is any better.

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

4077. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 09:48:12 UTC
From: umh@vax5.cit.cornell.edu
Message-ID: <1992Apr22.054812.11887@vax5.cit.cornell.edu>
Source record: 223207
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <1992Apr16.205420.2152@nntp.hut.fi>,
sakari@laureline.cs.hut.fi (Sakari Aaltonen) writes:
> In article <1992Apr14.143410.10768@miavx1.acs.muohio.edu>
rlcollins@miavx1.acs.muohio.edu (Ryan 'Gozar' Collins) writes
>> Microcenter in Cincinnati has the PB 100 with external HD floppy
>>for $1500. Educational pricing is around $1200.
>>
> IMHO: Apple could give away Macs for FREE - I still couldn't afford the
> software.

Ever heard of the InterNet and ftp? I have 125 MB of disk attached to my Mac, mostly full, and with practically no commercial apps on it. There are a wealth of free or cheap shareware products for the Mac, and most are a lot more sophisticated and elegant than their DOS/Win3 counterparts. I imagine this is because Apple has put so much good stuff into the OS that writing such code is fairly easy.

Maynard Handley

4078. What is the latest version of Pure (Turbo) C.

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 10:04:03 UTC
From: geert@ccsds.ahold.nl
Message-ID: <3282@ahds.ahold.nl>
Source record: 223208
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

While looking at the news, I saw some postings about Pure C
for the atari-st. I am a proud owner of Turbo C.
What is the version of Pure (Turbo) C now? The latest version
I know and have is 2.03, and was then named Turbo C.
If there exists a newer one, what are the enhancements made
to the 2.03 version, and how much is the update price.

Also, for those who are using the bgi interfaces of Turbo C2.03,
I have the following question.

Is it possible to combine bgi with gem? When I use the bgi interface,
the mouse pointer disappear. You can switch it back on. But I discovered
problems using a menubar or a form with bgi being actif.
Mostly the program crashed when I enabled something of GEM.
How is it possible to mix both gem and bgi? Hopely someone will help
me with this.

Thanks in advance.

Geert (geert@ccsds.ahold.nl)
--
==========
============ Geert W.T. Jonkheer. =============
========== Ahold N.V. The Netherlands geert@ccsds.ahold.nl ==========
==========

4079. Re: COMPUTE! technical references.

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 10:32:38 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr22.103238.3822@actrix.gen.nz>
Source record: 223209

In article <morrison.703928766@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:
> I just purchased the COMPUTE! tech ref guide volume 2, AES. I have
> been looking for these books for a while, and I know that they are out of
> print, so when I saw this one at a store, I snapped it up. What I want to
> know is, does anyone know where I can get the other two books in the series,
> particularly Vol. 1, the VDI? If it is absolutely impossible to buy them
> anywhere, then does anyone have a copy that they would be willing to sell me?
>
> Thanks,
>
> Robert Morrison
> morrison@bode.ee.ualberta.ca
>

Funny thing that, but you can still get them here, I also here that
the book on 'C' is also very good..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4080. BBS

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 13:40:50 UTC
From: ai609@cleveland.Freenet.Edu
Message-ID: <1992Apr22.134050.7417@usenet.ins.cwru.edu>
Source record: 223210

Whoever posted that message about the BBS that was available
through internet, please upload your address again?!

Thanks,
Jason Heideloff
heidelj@alleg.edu
--

4081. Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 13:45:24 UTC
From: CADS_COLE@GALLUA.BITNET
Message-ID: <1992Apr22.084524.1@gallua>
Source record: 223211
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Greetings from the void,

I've got an ancient (relativly speaking), ST with an equally ancient TOS and Mark Williams C. The copyright on the C book says 1986. Unfortunately, it's not mine, and it's the end of the semester, so I have neither the time nor the motivation to buy upgrades for it.

Now, the problem: Is there something wrong with the fseek()? Here's a fragment of a program that runs correctly on a VAX and an Amiga 3000 with Matt Dillon's DICE. The whole program is 319 lines long.

```
-----------

(void) fseek(fin,0L,2);
dumpsize = ftell(fin);
head = NULL;
if ((head = lcalloc(dumpsize,1L)) == NULL)
{
printf("The memory allocation failed... Aborting.\n");
exit();
}
(void) fseek(fin,0L,0);
(void) fread(head,dumpsize,1,fin);
fclose(fin);
printf("%ld bytes read from %s\n",dumpsize,fid);

-----------
```

This results in 3 bombs. Dropping some printf's in to see where things failed, it appears to happen just after the second fseek(), when it attempts the read. This suggests to me that the fseek(fin,0L,0) is not returning me to the start of the file, as it claims in the book. (I tried using SEEK_SET or was it SET_SEEK? In either the #define isn't there for this version of Mark Williams. It does exist for the VAX and the Amiga C's.)

--

========== U.S. Mail ================================ E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

4082. Re: CD Roms

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 15:15:03 UTC
From: hojo@cbnewsb.cb.att.com
Message-ID: <1992Apr22.151503.9026@cbfsb.cb.att.com>
Source record: 223212

In article <_q5jq7g.seitz@netcom.com>, seitz@netcom.com (Matthew Seitz) writes:
> In article <33253@darkstar.ucsc.edu> monsoon@cats.ucsc.edu (Len A. DeJesus) writes:
> >
> > Actually, the CD-ROM drive made by Atari is supposed to be compatible
> >with IBM and Mac CD-ROM formats so you should have a good base to work from.
>
> No "supposed" about it. All CD-ROM drives support the same "format", so
> any CD-ROM drive can read any CD-ROM disc. So the Atari CD-ROM drive is
> "compatible" with IBM and Mac CD-ROM discs.
>

To set the record straight.

A CD-ROM (the media) looks a lot like an Atari Hard Disk (in spirit!).
There is an initial information block at 0.
There ARE partitions. The information identifies their location and
type (music, data, or ??).

The current IBM format uses a single data partition. You can well expect
newer "multi-media" ones won't.

The MAC format uses multiple data partitions.

Music discs are one partition (all music).

The Atari CD-504 drive that I have will ONLY READ ONE PARTITION.
Further, it will only read as "data" sectors in a DATA partition.
Thus you cannot read a music disc as data -- you can only play it.
(This may be a copy protection scheme -- or just short sightedness).

Applications:

CD-ROM applications come in two flavors.
1. The CD-ROM is the DATA, the program is on a floppy.
This allows, for example, a CD-ROM of the Bible, with the access program
compiled for a particular computer and put on a floppy.

Here it is possible to "write a program for a different computer" and still
use the CD-ROM.

2. The CD-ROM is stand alone. the access program(s) are on it.
These discs are often much more machine specific.

Compatibility:

1. The Atari (with its CD-ROM software) can read the identification area
of any comformant CD-ROM.
2. The Atari can read the data blocks from the first partition. Even if

this is in some "nice" format (ISO), the contents is likely to be compressed (maybe encrypted) and intended to be read only by a program capable of interpreting it.
3. If the CD-ROM disc is for IBM, the IBM emulators cannot easily connect the (IBM) program with the hardware. Ms/dos requires mscdex and a driver to be loaded, and the emulator has to emulate the drivers io command.

(I did this for PC-Ditto I. It works.)

4. If Spectre GCR/128 was to permit this something similar would have to happen. (I just read and AD for a PC emulator on the MAC -- This low cost version leaves out this support; the expensive one includes mscdex, and a driver for them to emulate.

p.s. mscdex == MicroSoft CD rom Extensions. The combination of mscdex and a driver looks just like the Atari Pseudo-DOS/driver/protocol modules.

Howard Johnson
ATT BELL LABS
att!mtgzy!hcj
hcj@mtgzy.att.com

4083. Re: GCC/G++ 2.1 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 16:10:51 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May4235451@acae127.cadence.com>
Source record: 223213

```
> btw: Could anybody give me a _complete_ list of all the enviroment vars that
> are needed or usefull for gcc 2.1?
>
> nils-henner

you should really be reading the file gcc-st.tex that details all such
aspects of the gcc port: but anyways here are the importants ones

Fisrtly gcc.ttp should be in your PATH or of course you can use a full
path to it.

GCCEXEC where to find exectables. the value of GCCEXEC is prefixed to
the executable that gcc.ttp is trying to run. A typical value
is "e:\gnu\bin\gcc-", so that when gcc.ttp tries to run say
"cc1" it actually looks for $GCCEXECcc1.TTP == e:\gnu\bin\gcc-cc1.ttp

GNUINC a ',' or ';' seperated list of directory names. This is where
gcc looks for <include.h> files, by prefixing the filename
with each of the directory names in order until it is found.
Typical value is "e:\gnu\include,d:\include,c:\include", so
a #include <stdio.h> is looked for in
e:\gnu\include\stdio.h if not found then
d:\include\stdio.h if not found then
c:\include\stdio.h
The value can be simply "e:\gnu\include" in which case only
that directory is searched.

GNULIB again a ',' or ';' seperated list of directory names where
library files are searched for. typical value
"e:\gnu\lib,d:\lib". When looking for a library file specified
as -lgnu, it will look for
e:\gnu\lib\gnu.olb if not found then
d:\lib\gnu.olb
if -L<directory> is also specified, that <directory> is
searched first before $GNULIB.

Also, the startup file crt0.0 (or gcrt0.o, when -pg) is looked
for in the first directory specfied in $GNULIB, ie
e:\gnu\lib\crt0.o (and nowhere else)

Also if when looking for a <include.h> file if it is not found
in any of the directories named by $GNUINC, or if GNUINC is
not in the environment, then each of the directories specified
by $GNULIB is searched.

GXXINC a ',' or ';' seperated list of directories searched when
looking for a <include.h> file from a G++ source file.
```

if not found in $GXXINC then $GNUINC is looked at and failing
that the direcories in $GNULIB are searched. This way common
include files between G++ an C can be shared by only putting
the g++ specific files in $GXXINC (even files with the same
name). g++ libraries are always looked for in $GNULIB.

When compiling for MiNT (gcc -mint),
- the preprocessor symbol __MINT__ is automatically defined.
- the startup file's name is mcrt0.o (or mgcrt0.o when -pg)
- the libraries -lmint -lgnu are looked for.

--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4084. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 16:15:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Apr22.161512.29382@csi.uottawa.ca>
Source record: 223214

In article <9806@bnr-rsc.UUCP> ttpui@bnr.ca writes:
>My understanding from being at the ACE show (and talking to Gribnif) was
>that due to some contract or something with Borland, an English version
>of the manual is not allowed. I got no impression from discussion with
>people at gribnif that an english version was anywhere near. Too Bad.

Of course, this presents an obvious possibility:

Third-party documentation. Gribnif/PureInc(?) isn't allowed to write an
English manual, but does this prevent someone else from doing it? Sybex
has no such agreement with Borland... Nor do you or I. Here's a thought:
1) The "Net" version, written using TeX. "Freeware" - printed copies for
$25, available from (name the User Group).
2) Gribnif could be encouraged to write something (possibly?) I don't
know if this would conflict with the Borland agreement.
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

4085. Atari ST software For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 16:38:25 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr22.163825.24062@newshost.lanl.gov>
Source record: 223215

If anyone is looking for a good deal on a wide assortment of Atari ST software, go check out the MISC.FORSALE.COMPUTERS newsgroup. I just posted a list of 29 software titles (12 utils/productivity & 17 games) which are for sale. Send email if you are interested.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4086. Re: Spectre GCR Qustions/Galaxy CAD

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 17:27:32 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Apr22.172732.2208@magnus.acs.ohio-state.edu>
Source record: 223216

```
>* Spectre supports only ST high res (640x400) at this time.

Not true, it also supports the Isaac 1024*768 mono mode, and the
Moniterm/Viking (whatever) 1280*960 monochrome card...
------------------------------------------------------------------------>
-David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Crawl to you
Crawl to me
Writhing in ecstasy
Into the rhythm
Into the sea
Reptile man - Willie Phoenix
```

4087. TI 99/4A

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 19:09:40 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Apr22.190940.2285@digi.lonestar.org>
Source record: 223217

In article <1992Apr21.144319.3581@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
>computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
>the Atari 400/800, Commodore 64 and Apple II. The little unit had some
>tremendous color and sound capabilities, built up quite a user following,
>and was then orphaned by TI. The lesson to be learned here is that even if
>the maker of your computer goes belly up (as has been predicted by the doom
>sayers about Atari for ages now <snicker>), you can _still_ enjoy it!
>

I don't think so. I used to work for TI (condolences accepted), albeit
not in the semiconductor or computer groups. As I remember it, the CPU
was (a version of) the TMS9900, which is a 16 bit (internal) machine. It
had something like 72K of ROM (awesome for it's day). And if TI had not
totally blown the packaging (originally chiclet keys and a totally
closed architecture without a vast array of I/O ports), I daresay that
we would be comparing our Atari ST to TI-compatibles rather than (IBM)
PC-compatibles. In other words, it was a much more powerful CPU than
the 8088 that IBM used and could have set the standard *IF* TI had an
open architecture. That is one of the "big ones that got away" for TI.
(I wonder if their foot still shows the bullet hole scars? :-)

R.C.G.

4088. Problems w/BRAND NEW Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 19:45:13 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr22.194513.8674@oz.plymouth.edu>
Source record: 223218

I just a Mega STe and ran into a serious problem....

Whenever I try to run ANY program (so far...) I get 3 bombs in the
left side of the screen and the computer freezes. Does anyone have any
ideas ? This is very annoying %-). Could it be my hard disk driver ?
It's version 5.2.0 from ICD..... is that too old ??

ANY ideas would be great.. I really NEED to be using this machine
today..... and don't want to wait for it tobe replaced......

(Oh yeah..... files on the boot disk (in the autofolder/acc's seem to
work fine..... but nothing else.....)

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4089. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 19:58:42 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr22.195842.9668@ucsu.Colorado.EDU>
Source record: 223219

In article <1992Apr21.230020.25288@lmpsbbs.mot.com> fergus@areaplg2.corp.mot.com (George Fergus) writes:
>In article <1992Apr21.060050.19544@ucsu.Colorado.EDU>
> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>> ...Anyway, I believe the original saying was
>>for people who already have a PC and wanted to use some of the ST software.
>
>Sorry, can someone succinctly explain why, if you've moved on to a PC, you
>would want to run ST software? Surely, for any function you need your
>software to perform, native MS-DOS software will perform it better than
>emulated ST software?
>
>If you can't stand WINDOWS and simply *must* have the look of the ST desktop,
>then you can always get the PC version of GEM (of course you'd want to get
>the original version of the desktop, not the one that comes with GEM/3).

GEM on the pc sucks, get OS/2 instead if anything.

4090. Re: How to become an Atari developer?

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 20:28:52 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr22.202852.14245@newshost.lanl.gov>
Source record: 223220

```
In article 6256@cs.hw.ac.uk, neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1992Apr21.045113.7668@uokmax.ecn.uoknor.edu>
>kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>>I'm interested in learning how to become an Atari developer.
>>What's required?
>
>Tolerance, patience and above all optomism! :-)
>
>(Sorry folks but it was too good to resist)
>
Well said, Neil!!!

---
_____________________________ John "HUTCH" Hutchinson ____________________________
___________ Chief Cook & Bottle Washer - Fair Dinkum Technologies ___________
_________________ "No worries, mate... it's from Fair Dinkum!" _________________
____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
```

4091. Re: wordwriter disk writes

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 21:07:22 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr22.210722.29616@cdsmn.mn.org>
Source record: 223221

In article <1992Apr21.225555.1586@cs.yale.edu> fischer-michael@CS.YALE.EDU (Michael Fischer) writes:
>plate@cdsmn.mn.org (Doug Plate) writes:
>: Would a possible solution be to make sure that the disks being swapped
>
etc.
>Disks normally have different serial numbers. When you format a disk
>from the desktop, TOS generates a random 24 bit number to use as the
>serial number. The chance of two disks ending up with the same serial
>number when formatted this way is very small.
>
...
>while it was out of the computer. The solution, which I outlined in
>my previous posting, is to put another disk in the drive (with a
>different serial number) and force TOS to look at it before returning
>the original disk.
>--
>==
>| Michael Fischer <fischer-michael@cs.yale.edu> |
>==

Yes, your right. I was thinking that he and his wife would literally SWAP disks in which case, each machine would sense a media change, but I see where that's probably not the case.

However, didn't the original poster also say that they didn't want to have to learn any new habits and was accustom to hitting a certain save command?

What if there was patch program that would change the floppy serial number each time a media change was detected? Like, her machine senses a media change and changes the serial number (it has to read the fats, etc anyway). Then when placed back in his machine, media change, new serial number, etc.

I guess my point is moot since I don't have the skills to write the program mentioned - yet.

Regards,
Doug

4092. Re: TeX for 1MB + floppy, Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 23:40:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Apr22.234009.23014@csi.uottawa.ca>
Source record: 223222

> I want to install a minimum, and i suppose it'll have to be,
>of TeX on my 1MB, floopy STe. Is this possible, and if so is there
>a doc file of some sort that could tell me what i can/can't install.

Not plausible.
Minimum would include (well, this is a partial list. But it's big enuf to
prove the point...)

tex.ttp (197K)
plain.fmt (150K) (this means NO LaTeX files - latex.fmt takes 294K)
assorted font files (probably 300K worth, for a typical document).

This alone adds up to the 720K mark.

And it is the ABSOLUTE minimum. You'd need to put the input/output
files on a RAMdisk, and with only 1MB, you don't have room for that.

Plus, this would NOT run LaTeX - which is assumed for a lot of the stuff
you'd get.

It MAY be possible to run a stripped-down TeX which only has a couple of
fonts (which means: no math), but I wouldn't want to try it.

Oh right, you also would need to have some sort of shell, in order to
set up the environment variables. It costs you some combination of
RAM and disk space.

It ain't gonna work.

If you had a hard drive, then there would be NO problem. (Indeed, the
package CS-TeX for the ST is better in my experience than many of the
versions for other computers. And it's free, to boot.)
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

4093. Serial speed under MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-04-22 23:56:54 UTC
From: thb@tbuki.toppoint.de
Message-ID: <3502.04.92@tbuki.toppoint.de>
Source record: 223223

Hi

Can anyone (Eric ?) tell me why the serial speed under MiNT/MultiTOS is so low ? First i thought it is my old 8Mhz ST but a few days ago i a friend told me that the speed is on a TT equal. We both use 14.4er Modems and got about 600cps.

Thomas

--
Thomas Busse, Kolberg 2I, 2300 Molfsee, Germany, Tel.: +49 4347 9304 (voice)
"In diesem Krieg kaempfen die Unwilligen, unter der Fuehrung der Unfaehigen fuer die Undankbaren". Toiletteninschrift in Vietnam.

4094. GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 00:20:43 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr23.002043.28446@actrix.gen.nz>
Source record: 223224

Can any one help me with the versions of GFA that are out,
a friend of mine has GFA 3.5E, but as I would like to get a copy,
what are the later versions, is there a 3.6 or even a 3.7, or is this
some kind of wishfull thinking..

I don't need TT support..

So what versions support what...??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4095. * Hard Disks For Sale UPDATE *

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 01:12:22 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr23.011222.20396@usenet.ins.cwru.edu>
Source record: 223225

I must update the list of hard disk drives I posted for sale here
the other day:

The Seagate and case/power supply have been sold. The new list is
as follows:

Quantum P40S 40 meg, 3.5", SCSI hard drive, 28 ms and ICD Host
Adapter. $200 plus shipping.

For best results, please call me voice at 804-971-6919, before 11 pm
EDT. Thanks!

Rob
--
| Robert Glover GEnie: R.GLOVER3 |
| Internet: rg@turing.acs.virginia.edu |
| Cleveland Freenet: aq115@cleveland.freenet.edu |
~~~~~~
~~~~~~

4096. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 02:50:19 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr23.025019.17623@thoth.rent.com>
Source record: 223226

>> Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
>> computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
>> the Atari 400/800, Commodore 64 and Apple II. The little unit had some
>>

I dont think the 6502 was developed my Motorola. I seem to recall
reading in alt.folklore.computers, or somewhere! That the 6502 was
designed as a cheap competetor to the 680x series.

From what I remember about 6502 lore, it was developed by MOS Technologies,
but was later purchased by Commodore. Of course, all this could be wrong :-)
I have a terrible memory.

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

4097. Re: Info needed: [Enhanced] ST BASIC and GFA BASIC (long)

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 03:53:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <57843@cup.portal.com>
Source record: 223227

Do you know who's providing HiSoft Basic support now? The only registration card I got was for Michtron. I know Goldleaf took over just about all HiSoft products but the BASIC. I'd actually be interested in upgrading if it's not too pricey. I haven't noticed anything running to slow to be tolerable, but then I don't really do anything that exactly requires a Cray anyway <g>.
Rick

4098. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 03:53:59 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992Apr23.035359.28440@usenet.ins.cwru.edu>
Source record: 223228

```
- > Sorry, can't resist: The program interface always was in English.
- >
-
- No this is a full English version..

You're incorrect. Pure C has always been in English in the program
itself, and Gribnif is selling German docs with it. The box/packaging
might be in English, but it's almost exactly the same as it's always
been. English interface, German docs.

--
||| Jonathan Roy (The Ninja) Internet: as666@cleveland.freenet.edu
||| -- BBS: Darkest Realm - (Down for now) - Public UUCP/Usenet --
/ | \ "...make him want to change his name,take him to the cleaners,
devastate him, wipe him out, humiliate him." -CHESS GEnie: J.ROY18
```

4099. Re: TeX for 1MB + floppy, Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 03:57:54 UTC
From: bossoj@aix.rpi.edu
Message-ID: <q0av!6p@rpi.edu>
Source record: 223229

As a followup to the original question on the 1MB + floppy setup,
is it posible to setup a _usable_ TeX?? I only need one font at a time
and I plan on outputing to disk, so I can take it to the campus mainframe
and printing...
Joe
bossoj@rpi.edu

4100. Re: Problems w/BRAND NEW Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 04:58:54 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr23.045854.9790@oz.plymouth.edu>
Source record: 223230

[I know it's bad "form" to follow yourself up but...]
In article <1992Apr22.194513.8674@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
>I just a Mega STe and ran into a serious problem....
>
>Whenever I try to run ANY program (so far...) I get 3 bombs in the
>left side of the screen and the computer freezes. Does anyone have any
>ideas ? This is very annoying %-). Could it be my hard disk driver ?
>It's version 5.2.0 from ICD..... is that too old ??

>ANY ideas would be great.. I really NEED to be using this machine
>today..... and don't want to wait for it tobe replaced......
WHich was one of the suggestions I did get..... something about
jumpers not being correctly set w/in the computer, making use of an
external Hard drive wierd...
>(Oh yeah..... files on the boot disk (in the autofolder/acc's seem to
>work fine..... but nothing else.....)
All this means is that AUTO folder programs, .CPX, & .ACC's work fine.

I went and got 5.5 from the ICD BBS and it doesn't seem to solve the
problem. I did find a way of getting to my HD though....

If I boot from a floppy & THEN run ICDBOOT (did I mention that
programs work fine from a floppy if the HD driver is NOT loaded ?)
[assuming I can get to this step] I can access my hard drive just
fine...

Obviously, something about the ICD utilities is strange..... when
mixed w/a Mega STe(in NH, in the early spring..... etc.).

I'm clueless..... I haven't tried the Atari hard drive utilities
yet... maybe that'll fix the problem. But I would rather NOT have to
reformat if possible.

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4101. help!

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 05:21:10 UTC
From: chester@uniwa.uwa.edu.au
Message-ID: <1992Apr23.052110.2931@uniwa.uwa.edu.au>
Source record: 223231

Can anyone please help me with a decent terminal emulator. At present I
am stuck with the old VT52 standard original and am having great
difficulties.
Could someone please tell me where I could find a vt100 emulator
or better type of terminal program or give me information on how to
improve the vt52 emulator.

Thanks
chester@uniwa.uwa.edu.au aka Craig Abbott

4102. Re: ADSPEED STE Reccomendations?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 05:21:26 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Apr23.052126.1028@msuinfo.cl.msu.edu>
Source record: 223232

aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>No, the ST version doesn't have a 68881 socket. The whole thing
>is totally lame, and so is ICD's support. I won't go into details

I am MORE than pleased with my ICD AdSpeed ST... I've found ICD to
be more than adequate in the support department, although I must admit
I was a bit put off once when I called there and the tech automatically
presumed I was an Amiga user. I proceded to remind him where ICD's roots
lie...

-MOlin "The sad thing about Windows bashing is it's all true"

4103. Re: Founder of Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 05:26:01 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Apr23.052601.1673@msuinfo.cl.msu.edu>
Source record: 223233

exuhag@exu.ericsson.se (James Hague) writes:

>Another poster was trying to remember what games Chris Crawford
>did for Atari. I can recall Eastern Front, SCRAM, Energy Czar,
>and Excalibur.

If memory serves, didn't Chris Crawford also do the Galahad/Holy Grail
thing for ATX?

4104. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 05:49:00 UTC
From: steve@thelake.mn.org
Message-ID: <A102766743@thelake.mn.org>
Source record: 223234

[In article <1992Apr22.155947.108338@rrz.uni-koeln.de>,
aeg03@rrz.uni-koeln.de (Jan T. Kim) writes ...]

> Benchmark programs are usually not programmed for speed, but to test
> the speed of a programming system or a computer system.
> Did you do the corresponding optimizations in the GFA program too?

No -- I don't have GFA. I found it disturbing, though, that this particular ``benchmark'' was being (mis)interpreted as something more than what it was: an illustration of a freak situation. The C compilers that I've used all employ function libraries to handle floating-point arithmetic, and the example program (which was published in the Atari Explorer) exploited that fact. GFA does produce a faster executable in the narrow example, but it's a mistake to extend that to any broader conclusions. Real-world programs don't do what the example program did.

> I have never tried 'official' benchmarks, but from the comparisons I made
> I never got the impression that either C or GFA is much faster. It only
> comes to major differences in speed when the structures used by the
> languages are different, which is most evident in the case of string
> operations. Here, C is likely to be significantly faster, but then, GFA
> strings are more convenient, more powerful and more versatile...

Good point (although I personally like the way C handles text). Similarly, a C compiler with 16-bit ints may produce executable code that shuffles integers around faster than a compiler that works with 32-bit ints. That doesn't mean that 16-bit compilers are inherently superior. Neither does the Atari Explorer example prove anything general about GFA BASIC.

I don't mean to suggest that GFA is a bad language, slow, or not useful. In many cases it's easier to use than C, and for many individuals it's a better general-purpose tool. I do take issue with claims that it approaches C in flat-out performance on any real-world tasks, though. I still have not seen a case where a GFA program is in the same league as properly written C code.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4105. Re: TOS memory usage???

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 06:01:50 UTC
From: steve@thelake.mn.org
Message-ID: <A137959575@thelake.mn.org>
Source record: 223235

[In article <21APR92230224@acad3.alaska.edu>,
fnjlh1@acad3.alaska.edu (HARRIS JAY L) writes ...]

> When running a program from the desktop, does the program grab most of the
> remaining RAM? When I run FLASH or WordWriter, I get about 37548 of free RAM.
> When I run FirstWord (which expects to run its printer program later), I get
> about what I would expect from RAM - program size.

You guessed right. When GEMDOS launches a program, it allocates ALL
of the free memory to that program. It's the responsibility of the
program to calculate how much it needs and return the rest to GEMDOS
by calling the Mshrink() system function. This makes the memory
available for dynamic allocation through the Malloc() system call,
and leaves the memory free for other applications (such as child
processes, etc.) Since First Word is looking ahead at running its
printer program, it frees memory that's not immediately needed and
uses Malloc to get more later as necessary.

GEM needs about 32K of elbow room in order to work properly. It looks
as if FLASH and WordWriter are looking at the total amount of RAM,
subtracting a chunk for GEM and freeing it, and holding onto the
rest. This may have seemed to be a good idea to the authors of FLASH
and WordWriter, since it allowed them to avoid some irritating
peculiarities of GEMDOS dynamic memory management, but it is
obviously not a good idea if we start running multitaskers.

I think the Pexec Cookbook is available from atari.archive.umich.edu.
In it you'll find a lengthy and technical explanation of the memory
ownership issue. If you're really interested, you also could look at
the source code to dLibs and the MiNT and GCC-ST C libraries. The C
runtime startup code performs the computations and frees the memory
not needed by the program.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4106. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 06:07:30 UTC
From: esj@harvee.UUCP
Message-ID: <4463064@harvee.UUCP>
Source record: 223236

In article <1992Apr21.144319.3581@newshost.lanl.gov> hutch@bellman.lanl.gov (John Hutchinson) writes:
> In article 9285@demon.co.uk, cgoodier@cix.compulink.co.uk (Colin Goodier) writes:
>
> > Forgive my ignorance (this is not a flame!),but what is a TI 99/4A?
>
> Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
> computer, powered by an 8-bit Motoroloa 6502,

ah, the senility of old age. when I were a lad, computers only had 8 bits and the ti 99/4a was noted for being the first 16 bit computer running with the 9900 cpu. Motorola made the 6800, MOS Technology made the 650x family.

The history as told to me by MOS Technology employes goes something like this:
Chuck P(something like pedle) and his team designed and built the 6800 at motorola. Being good little IC designers they cam up with the outline of a cheaper, smaller, faster cpu. When they posed the idea to Motorola management, they were turned down because the new chip would cut into 6800 sales. So Chuck and his team looked around and found MOS Technology (not to be confused with MOSTEK another defunct sillicon house). MOS Technology made calculator chips and simple video games. Their biggest vendors were commodore and coleco. After a bit of talking, MOS Technology agrees to provide Chuck and team a home and produce the chip.

The first results of their labors was a resounding success. The 6501 was a 20$ cpu that was pin-for-pin compatable with the 6800. apparently so many people jumped chip that Motorola did the american thing in response to technological competition and sued MOS Technology. The end result of the lawsuit was an out of court settlement where the 6501 was withdrawn from the market and MOS Technology was a greatly weakened company. According to my sources, the only thing that kept the company alive was sales of the KIM-1 and 6502 as the calculator chip market had just gone asian.

I'm not too sure of the timing on this (faulty old-codger memory) but at roughly the same timing as the lawsuit, this calculator company (commodore) was buying ever an increasing number of calculator chips at ever increasing credit terms. Well, does anyone remember the calculator that couldn't calculate the cosine of 90 degrees? That was the chip responsible for the downfall of MOS Technology (or so the story goes). Commodore wanted MOS Technology to take back the bad chips and give them (fixed) new ones. MOS couldn't because it didn't have enough capitol so they somehow transfered themselves to commodore and became a subsideary

of commodore. And this is how Jack T. got into home computers.

for those of you who didn't know what a 99/4a was, A kim-1 was the first 6502 based single board computer. it had a software uart (good to 9600 baud) a sw cassette port (good to 600 baud) a hex keypad and display. it was a fantastic machine for learning about microprocessors. I have very fond memories of making it do all sorts of things my bosses thought couldn't be done without an "expensive" 8080 development system. One of the neatest hacks I have ever created was the interupt driven kim-1 cassette interface. I needed to sample data and write it to tape but I couldn't use interupts to sample the data because it screwed up the sw loops that generated the tones for the cassette interface. So I sampled data in the foreground and used interupts from a timer to trigger lo-hi and hi-lo transitions on the cassette port thereby creating the correct tone.

enough rambles for now.
--- eric
--
UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp HAM ka1eec
WORK AT&T (617) 577-4068 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

4107. darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 06:25:50 UTC
From: bl693@cleveland.Freenet.Edu
Message-ID: <1992Apr23.062550.5406@usenet.ins.cwru.edu>
Source record: 223237

In reply to email from darekm@microsoft.com

>Date: Wed Apr 15 11:34:50 1992
>From: darekm@microsoft.com
>Subject: Re: Gemulator
>To: bl693@cleveland.freenet.edu

>Well, I see your points, but please don't mix what I say with what
>other people say. Gemulator is a DOS program. People who talk
>about Windows and OS/2 are not talking directly about Gemulator.

Let me repeat AGAIN... the message that prompted you to Email me
the FIRST time was not written to you. My snide remarks about
OS/2 and Windows had NOTHING to do with GEMulator.

In future, if you're going to take the time to reply to my messages,
please READ them first (as a courtesy).

>Also, the pricing has been changed. Gemulator Lite has been dropped
>altogether, so the real Gemulator will cost $199 + TOS ROMs, so
>you're looking at under $300.

Could that be because the Gemulator Lite was going to be software
based and Atari said no? Could this be part of the reason you
seem to bear such animosity towards Atari?

>Your pricing of ST equipment is way undervalued. You're telling me
>you can buy a used 520ST and color monitor for $150? Maybe so,
>but it's probably not in great shape. Let's talk about someone
>who runs a business and wants a computer. Let's say they want
>to run Pagestream or Calamus. There is no way that this person is
>going to go hunting around some flea market to buy a cheap 520ST.
>Then they have to upgrade the memory (Calamus and most other major
>apps won't run in 512K), upgrade the TOS, buy hard drive, etc.
>And most likely they'll buy from a dealer who isn't going to sell
>the machine for $50. Using your argument, I can go buy a used 386 for
>$500 instead of buying one new from a dealer for $1000.

Let's talk about people with businesses who want computers. I know
many business owners with machines that AREN'T <gasp> MS-DOS boxes.
A good portion of these are Atari ST owners.

As for DTP programs, there are a variety of quality DTP programs
for the IBM/clone market. Why haul your personal copy of Calamus
or Pagestream to work every day to use on a DOS box. Why not
use a program that is optimised to work on the system you're using?

I purchased a 520ST for $50.00 in December. It runs all my TOS 1.0 programs, does MIDI & has a Yamaha sound chip. My 1040 STE cost me $389 (new) about a year ago. If I were a business owner who wanted to run Calamus or Pagestream, I could purchase a new Mega 1 STE for $550 (from San Jose Computing). I could pick up a few extra SIMMs for $35 a piece, and buy a hard drive. Sure, it might be more expensive than your $199 + $60.00 for TOS, but then I have an STE.

I don't question the possiblity of emulating the 68000. I question the ability of a PC being able to achieve ST or better video speeds with the painfully slow bus architechure of all but the most expensive PCs. Exactly how fast is your screen refresh rate? And how much data can you send to the card at one time?

>As for speed, again, the product is not finished. My goal for the
>Toronto show was to demonstrate a near 100% compatible ST emulator, to
>disprove all the self-appointed 'experts" who kept claining that is was
>impossible to emulate the 68000 on a 386, and if it was, then it was
>impossible to emulate the ST hardware. Well I proved them wrong. Now I
>am going through and optimizing the code, writing everything in
>assembler, etc. When Gemulator ships it will be a lot faster than what
>I demoed in Toronto. A 486/50 is nice but you don't need it.

Great! You'll optimize the code so it runs faster, but you're limited by the design of the machine you're running it on. You can make a VW Bug look like a Porshe, but no amount of "optimizing" will make it run like one. (I'm not talking about processor speed, I'm talking about video speed).

>People have plenty of reasons for wanting to buy Gemulator. Just read
>the postings on comp.sys.atari.st. Some people are hundreds of miles
>away from an Atari dealer, some people have to use a PC at work and
>would prefer to use ST software on it, some are fed up with Atari's
>promises which never materialize - from the 1450XLD to the transputer
>to the "under $1000 TT" to the ST notebook and pen computers. Theere

The 1450XLD was a Warner decision and had nothing to do with the Tramiels at all. The ATW8000 transputer exists and is operation in Europe and Canada. The TT is pretty close to $1000 right now, and the prices are dropping. The ST Book was recently released and is in production. As for the STylus, it was stopped due to lack of industry interest in pen computing on ANY platform (they're nifty, but people don't seem to want to buy them). You appear to have a personal problem with Atari, and seem to want to share it with everyone else.

>are 400 PC manufacturers who make tens of millions of PCs, and they
>don't have to resort to vaporware and whining about the prices of RAM
>chips or whining about how the FCC won't approve them. And they
>advertise. I own 3 PCs. I know that 5 years from now they are not going
>to be obsolete. Maybe a bit slow, but MS-DOS and Windows software will
>still be the major software then.

>- Darek

You exaggerate your statistics to suit your own purposes ("400
PC manufacturers who make tens of millions of PCs"... yeah sure,
total from 1980-1992, maybe.)

You claim that your 3 PCs won't be obsolete in 5 years? Can I
borrow your rose coloured glasses? I see reams of software
being produced for the 286 (the darling of 5 years ago). Not.
And Windows 2 runs like a slug on it. A friend of mine has the
IBM clone I used 5 years ago, and it's not just "a bit slow", it's
downright painful to watch. With the 586 chip looming on the
horizon, and RISC technology a real option, you have the balls to
say that your 3 machines won't be obsolete in 5 years? And
"MS-DOS and Windows software will still be the major software
then"? Yes, we know who writes your paycheck every week.

Don't patronize me.

--
J. A. Baumgardner	bl693@cleveland.freenet.edu
"My opinions are just that."	"Rat. BIG...rat."

4108. Re: Virtual Memory on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 07:20:51 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Apr23.072051.19162@rhrk.uni-kl.de>
Source record: 223238

stigvi@Lise.Unit.NO (Stig Vidar Hovland) writes:

>In article <1992Apr21.171402.1784@inmos.co.uk>, ganea@inmos.co.uk writes:
> > Hi
> > Does anybody know if there is a piece of software that will
> > allow the TT to use its Virtual Memory Capability and is compatible
> > with GEM/TOS programs ??
> >
> >
> > -- Andy
> > -- ganea@inmos.co.uk

>Yes. V-RAM version 2 made by Overscan in germany does the trick. There
>are others, but this program is as far as I know the only one which work
>on a TT without TT-ram.

That's true, but to give a complete answer there is also OUTSIDE from
MAXON which is the only one with a powerful hard disk driver included.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4109. SCSI-interface

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 07:24:39 UTC
From: leo@ahx.hobby.nl
Message-ID: <1300@ahx.hobby.nl>
Source record: 223239

Hello,

I like to play with the SCSI interface present on my atari TT. I have found a Minix driver for SCSI written by Bruce Culberstson that was using the same chip as present on my TT (NCR5380). But when I try for instance to reset the SCSI bus as described in that source code the controller seems to go nuts.

To access the chip, I use the odd addresses starting at FF8780. The code to reset the bus looks like:

```
reset_bus()
{
int i;
unsigned char *chip = (unsigned char*)0xFF8780;

chip[5] = 0;
chip[1] = 0;
chip[3] = 0x80|0x40; /* assert RST?? */
for(i = 0; i < 100; i++);
chip[3] = 0x40;
chip[15] = 0x6|0x80;
chip[15] = ~(0x8|0x4);
for(i = 0; i < 5000000; i++);
}
```

After this code has run, all registers on the chip seem to contain 0xff????

If there is anyone who has any info on the TT SCSI-bus or on the NCR5380 please respond. I am also interested in other one's code to access this bus.

My email address is: leo@ahwau.ahold.nl

Thanks in advance,
Leo Weppelman.

4110. Re: TI 99/4A (Was: Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 07:27:50 UTC
From: aburgh@iastate.edu
Message-ID: <aburgh.704014070@du248-18.cc.iastate.edu>
Source record: 223240

In <703886473.15419@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

>In article <1992Apr21.023600.9285@demon.co.uk> Colin Goodier
<cgoodier@cix.compulink.co.uk> writes:
>> Forgive my ignorance (this is not a flame!),but what is a TI
>> 99/4A?

>It was the first 16-bit home computer, made by Texas Instruments before they
>pulled out of the computer market.

It ran at 3.3 MHz, but the registers were in video ram, not on the processor.

>It had a 16-bit processor, but very little memory (I forget exactly how
>much) and a pretty poor version of BASIC. It used to do a pre-scan of BASIC
>programs before running them (a lengthy wait) and it ran them excruciatingly
>slowly.

16K (reasonable at that time) of video RAM, i.e., the processor couldn't
address it directly. It could, at considerable cost, be expanded to 48K.

>You had to buy a ridiculously expensive disk system before you could do any
>machine code work on it (no PEEK or POKE in the BASIC). Someone had a look
>at why the BASIC interpreter was so damned slow and discovered that the
>interpreter program itself was being interpreted by some other code.

Check out an issue of Creative Computing, which published a BASIC benchmark
every month with execution times for many systems. The Atari 8-bits came in
at ~8 minutes to run it (one of the slowest) and the 99/4A took ~12 minutes.

They did have a 4K battery backed up cartridge which allowed you to program
in assembly, though the assembler was written in BASIC (slooooooowwww). Also,
an Extended BASIC cartridge gave you limited PEEKs and POKEs (can't remember
how) and access to 28 or 32 one-color sprites (nice).

>Redeeming features included the terrific speech synthesiser add-on, and some
>of the games were terrific. I've yet to see anything that rivalled Parsec, a
>sideways scrolling shoot-em-up that was light years ahead of later stuff.

The speech synthesizer was good. Parsec (I agree, awesome!) got it to speak
with a female voice (considered impossible by some). Don't forget
TI Invaders, a clone of Space Invaders. It blows away any version I've ever
seen. Good enough to make you keep a 99/4A around.

>It also had good implementations of the Scott Adams Adventures, with full
>graphics, and a great version of Atari Pole Position.

>Anyone else who remembers it, please correct me if I've got anything wrong.

>Mat

>| Mathew Lodge | "You twist and turn like a ... twisty turny |
>| mjl-b@minster.york.ac.uk | thing. You're a weedy pigeon, Blackadder, and |
>| Summer: lodge%alsys@uknet | you can call me Susan if it isn't so" |

Aaron Burghardt
aburgh@iastate.edu

4111. arj (de)compresser

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 07:44:58 UTC
From: rudi@igc.ethz.ch
Message-ID: <1992Apr23.074458.9515@bernina.ethz.ch>
Source record: 223241

Hi Netland !

doe someone know of the existence of an .arj (Yes arj, nor arc) (de)
compressing utility for the atari-st. This methot seems to be very
common in the pc world, but I have never seen such a thing for the st.

Please mail if you know more.

Rudi.

rudi@igc.ethz.ch

4112. Re: GCC2.1

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 08:24:32 UTC
From: pal@regent.e-technik.tu-muenchen.dbp.de
Message-ID: <pal.704017472@regent.e-technik.tu-muenchen.de>
Source record: 223242

hofmann@cbnewse.cb.att.com (james.r.hofmann) writes:

>I downloaded and installed GCC2.1 plus the include, library, and
>utility files yesterday on a mega ST 4 with TOS version 1.4
>on top of GCC1.4. After unzooing everything, I compiled a
>short program I recently wrote to try it out. It ended with an error,
>and when I edited the file, I found that the last 5 or so lines had
>been overwritten with binary code! Interspersed in the binary, was an
>"out of memory" error message. I rebooted the computer, repaired the
>overwritten file, made a copy, and compiled it again. This time it
>compiled with no problem. Subsequent compiles of another program also
>had no problems, i.e., I cannot (yet) reproduce the problem. Has anyone
>else had this occur with 2.1 (or 1.4)?

>By the way, GCC2.1 seems to produce substantially smaller .o and .prg
>files. That is a nice improvement!

>Jim Hofmann
>AT&T Bell Laboratories
>Naperville, IL

Hi Jim!

Overwriting a file or a part of a file with stuff that supposed not be
be there while moving files, is a problem of the TOS or of your hard
disk driver!! There is also the possibility that a problem with the
power supply from the plug caused that error.

The last 5 lines of your source code probably belonged to a new sector.
What happen? For some reason the FAT was mixed up. The FAT stores the
informations about the file: where they start, on which sector the
next part of your file is, and where it ends. There are also
informations aroud, that give information about free and broken
sectors - they are mapped out.

I'd revcommend to use a tool that checks your hard disk (links in the
FAT, etc.). I have a hard disk from ICD. There was a little tools with
it, called cleanup. That does exactly that stuff and repairs possible
errors. But that program is not in the public domain.

Peter
pal@regent.e-technik.tu-muenchen.de

4113. Re: Getting GCC 2.1 to work

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 10:28:16 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92114.112816ABADDON@LIVERPOOL.AC.UK>
Source record: 223243

On the subject of gcc 2.1, I've just downloaded it from a.a for a friend
who'd previously been using 1.37. I got the archive that contains the four
files gcc-cc1.ttp gcc-cpp.ttp gcc.ttp and gcc-cc1+.ttp - should he just
copy these over his existing versions, or will he need to get anything else?

TIA, Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

4114. dbMAN V

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 10:55:48 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1992Apr23.105548.15394@uokmax.ecn.uoknor.edu>
Source record: 223244

Well, I don't know how I found the time but I've actually read
this group on a daily basis for 3 days in a row. I'd still prefer
e-mail though.

My question is pretty simple: Does dbMAN V ver. 5.2 (higher?) support
the use of arrays? If it doesn't then I won't bother with it. In
which case, I would have to purchase an IBM compat. laptop to do work
on. :(

I've got several accounting packages written in DBXL code. Unfortunately,
I have used several arrays to help refresh the screen faster. I know
that dBASE III+ doesn't support arrays and dbMAN is supposed to be
compatible with III+. I would rather not rewrite the code if at all
possible.

Does somebody know an address and/or telephone # for the makers of dbMAN?

Before I forget, does anybody know if overlays are possible? The Class
Act system (and a few other prgs that I wrote to go with it) compiles to
about 2.1 MB on IBMs. If I were sell this system on the Atari platform (the
licensing agreement may prevent this anyway) then a 2 MB RAM requirement
would be unthinkable. What does dbMAN's compiler do? Create *.obj files
for a linker or create an executable file or some intermediate form such
as d-Code?

adTHANKSvance,
Kenneth Love

4115. Re: GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 11:26:16 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Apr23.112616.23776@cco.caltech.edu>
Source record: 223245

Roger.Sheppard@bbs.actrix.gen.nz writes:

>Can any one help me with the versions of GFA that are out,
>a friend of mine has GFA 3.5E, but as I would like to get a copy,
>what are the later versions, is there a 3.6 or even a 3.7, or is this
>some kind of wishfull thinking..

>I don't need TT support..

>So what versions support what...??

I upgraded from 3.0 to '3.6 TT' It was worthless. The upgrade (unlike
what somebody mentioned) is hardly worth $55, unless you have an STe or a TT.
The only new features are improved TT compatibility, some matrix functions, and
the ability to deal with the >512 colors of STes and TTs. Hardly worth the $$.
(I got 3.6TT in June last year, so it's not unlikely that there's been a new
version since then.) Until I get a TT, I'm not about to pay $55 for a few
matrix functions that I can code myself...

Remy Hathaway
remyh@cco.caltech.edu

4116. Re: Running a program from TOS or msh. How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 11:33:43 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.704028823@groucho.phil.ruu.nl>
Source record: 223246
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

CADS_COLE@GALLUA.BITNET (Kevin Cole; Washington DC) writes:

```
>startup() {
> unsigned int strm,byts;
> if(strlen(environ[0]) == 5) { /* Running msh? */
> appl_init(); /* No, initialize GEM */
> init_GEM();
> }
> Dsetdrv(3); /* Set drive to D: */
> Dsetpath("\\korg\\dumps"); /* CD to subdirectory */
> printf("\n\n"); /* (Clear screen someday) */
> return;
>}

>main(argc,argv)
>int argc; char *argv[];
>{
> fid[0] = '\0'; /* Filename is empty... */
> if (argc == 2) /* ...unless supplied... */
> strcpy(fid,argv[1]); /* ...on command line. */
> startup(); /* GEM or non-GEM start */
> menu(); /* Live in the menu */
> closedown(); /* Cleanup & Closedown */
>}
```

>Does anyone see anything obvious? Thanx again.

Maybe it's a stupid remark, but I can't see how you can determine from the length of the environ[0] string that you're running as a GEM-application or a TOS-application. As far as I know there is no standard way to determine this (although a friend of mine once made a Turbo-C hack that works reliable). You should know the name of your program in order to know if it's GEM or not. Programs ending as .PRG or .APP are GEM; .TOS and .TTP are TOS - but what if the user is allowed to change the program-extension and start it from a shell - in which case you're (in general) not able to locate your own program and find out its name (-this is precisely what my TC-hack makes possiblle, though :)

Your code supposes (as far as I understand) that strlen(environ[0])==5 signals GEM-use... This can't be correct - what if one doesn't use an environment at all? The length of the env-strings has in principle nothing to do with the difference between TOS and GEM.

BTW: Your GEM_Init code is just the normal way of installing and initalizing a virtual graphic workstation. This should only be done when you're running as a .PRG or .APP, otherwise the machine will crash. The same applies of course to the use of menus, dialogs and all the other GEM-stuff.

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

4117. Re: Why are there NO GL-Viewers for the ST ???

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 11:34:55 UTC
From: dingelde@igd.fhg.de
Message-ID: <dingelde.704028895@jakob>
Source record: 223247

PT184@DMSWWU1A.BITNET (Klaus Ottradovetz) writes:

>There is one such program, as you may see in the posting i copied below.
>Allthough it's not mentioned, there is also a version for the st and it works
>fine. Besides a preview it does pixel (IMG) and PCL (Deskjet, Laserjet)
>output.

>Sorry, but the posting is in German, for those who won't understand, here's
>a brief summary: Hp2xx is a hpgl to xx converter, where xx stands for:
>img, preview, tex, pcl.You will find the adress for anonymous ftp in the
>text below.

>*** Original posting ***
[some stuff]
>***end of original posting ***

NO, all wrong.
I asked for a GL-Viewer. You speak about a Converter from HPGL
to some other formats. GL-Files have nothing to do with HPGL-Files.

What are HPGL-Files ?
HP defined some years ago a language to be interpreted by HP plotters.
For plotters, HPGL has become something like a standard, so many
drawing tools can produce HPGL output.
=> boring .

What are GL-Files ?
GL-Files contain images in several fomats (gif,pic,clp) , fonts and a
description what to do with the images and fonts.
GL-Files are interpreted by a GL-Viewer.
With GL-Files, animation sequences, scanned for example from a VCR,
can be played back in realtime.
=> interesting !

--
Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
(dingelde@igd.fhg.de) Wilhelminenstr. 7 mWm
D-6100 Darmstadt, Germany ~.~
Phone: +49/6151/155-112 \-/

4118. Re: "True Color" (Was: Falcon)

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 11:37:03 UTC
From: eker@cwi.nl
Message-ID: <5938@charon.cwi.nl>
Source record: 223248

In article <PAUL.92Apr21132058@nsx.kagaku.se.fujitsu.co.jp>,
paul@kagaku.se.fujitsu.co.jp (Paul Donnelly) writes:
|> Yeah, I'm a bit worried about this no-palette stuff. How are you
|> supposed to do vertical twisting scrollers based on hbl palette-flicks
|> if there's no palette??! (e.g. Digital Insanity #1 screen on
|> TLB-Mindbomb megademo).

Don't forget that there is supposed to be a '56001 DSP on the Falcon.
This accesses a 24 bit word per memory address. 24bit true colour is the only
way to go if this chip is to be used for graphics efficently.
Since the '56001 can do 1 arith op & 2 moves every instruction cycle
it should be possible to do 3d shading at close to full memory bandwidth.
Then you would have no problem doing "3d gouraud shaded vertical
twisting scrollers" without messing about with palette flicks. In fact
the '56001
is a demo coder's dream come true - it's purpose built for horribly subtle,
amazingly fast assembler hacks.

|> 24bit word for each I know there's no chance you can have 256
|> palette registers on a shifter chip without going to some sort of
|> internal ram, but wouldn't a better solution be to make say the bottom
|> 16 colours go through palette registers?

What do you think the 16 colour regs on the ST are if they are not RAM on
the shifter chip? The problem really is "Is there enough room on a shifter
GA for 256 words of 24bit RAM?". BTW Doesn't the TT have a 256 colour mode?

|> I've also programmed Acorn
|> Archimedes. It's 256 colour mode was a *real* mess. The colour you see
|> was made up from several bits of the actual colour value plus several
|> bits from 1 of 16 palette registers. The result was that many of the
|> 4096 colours were only available from 16-colour (or less) modes. Why
|> don't these computer manufacturers think before they make thousands of
|> people suffer for 5 years?!!

Yeah, all the micro computer designs I've ever seen are suboptimal given
the available chip technology - but then it's one thing to design on paper
and quite another to build & sell in volume. I'm sure Atari will find a
way to screw up with the Falcon's video system - they might even hang the
DSP off a port and not let it access video memory at all :-(

Steven

4119. Disk Formating?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 11:53:51 UTC
From: glens@natinst.com
Message-ID: <1992Apr23.115351.686@natinst.com>
Source record: 223249

Is there a way to format a floppy on the ST that is larger than
the normal 720K but is still readable/writable from TOS? I ask this
because I am having trouble with a couple of demos from atari.archive.
Namely The Lostboys.lzh Definitive demo and Cybscape.lzh. After these
are unarced they become slightly too much to fit on one floppy.
I also would appreciate any help with cybscape.lzh, I haven't
got it to do much of anything yet.

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are
exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

4120. Re: Running a program from TOS or msh. How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 12:17:10 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.704031430@groucho.phil.ruu.nl>
Source record: 223250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:

[stuff deleted]

>Maybe it's a stupid remark, but I can't see how you can determine from the
>length of the environ[0] string that you're running as a GEM-application or a
>TOS-application.

Yes, that strikes me as odd too.

> As far as I know there is no standard way to determine this
>(although a friend of mine once made a Turbo-C hack that works reliable). You
>should know the name of your program in order to know if it's GEM or not.

Hmm. That's not true either: if I take a shell - say, 'shell' - which I start
as 'shell.tos', and I give the command 'life' the life program - being called
life.prg - will be fooled into thinking it is running as a GEM program if it
examines its own name.
For the same reason, you also cannot assume that you're a TOS program only
because you received parameters.

IMHO, it's easier than all this suggests: if you want to make sure you have AES
functions, then ask so. If you're not allowed to appl_init won't give your app
a handle. Do you need VDI functions? Open a [virtual] workstation, if you don't
get a handle: no VDI. Easy.

4121. Re: MiNT Hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 12:32:59 UTC
From: eker@cwi.nl
Message-ID: <5939@charon.cwi.nl>
Source record: 223101

In article <1992Apr19.033455.11901@cc.umontreal.ca>,
u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:
[stuff deleted]

|> I realise that for every line that is scrolled up, the ST has to move 32K,
|> but MiNT somehow implies it is done by "Hardware". Meaning the text must be
|> printed "below" the screen and then the pointer to the physical
screen memory
|> is changed. Right??
|>

Right - the data in memory stays where it is while the screen position moves
by 1280bytes. The slight problem is that as the screen drifts thru memory
you eventually run out of memory. There are several ways of handling this.

One way is to have a software wrap-around of the screen memory by modifying
the screen base address during hsync. This requires fairly accurate timing and
can probably only be used in demos and games.

Another way is to keep _two_ copies of the screen in consecutive
memory, writing new lines of text to both. As the screen scrolls you
gradually move from the first to the second. When you get to the point
that the second screen would be fully displayed you can flip back to the first
so you always stay in the same 64K block of RAM.

The big drawback of hardware scrolling is that it only works for the full
screen - not for GEM windows.

Steven

4122. Portable audio gear for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 12:50:15 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr23.125015.3262@jhunix.hcf.jhu.edu>
Source record: 223102
Cross-posted to:
comp.sys.atari.st,comp.music,rec.music.synth,rec.music.makers,misc.forsale.computers,misc.forsale,misc.wanted

```
Portable audio gear for sale. They work great, I just don't need need
them anymore.

Acoustic Research Powered Partners (amplified stereo speakers).$200 pr.
-These speakers can be used with the Atari STe or Amiga
computers or any stereo PC sound board.

Sony D-15 Portable CD Player (great for digitizing).............$125
-Small size (only a little taller than a CD case), metal
case (NOT plastic), AC adapter and patch cable to hook
into a stereo.

CD Player with AR speakers (perferct for dorm or office)....>>>$275<<<

ALL Prices include shipping and ARE negotiable. No reasonable offer
refused. Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu
```

4123. 24-pin dot matrix printers for sale (2)

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 12:52:22 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr23.125222.3506@jhunix.hcf.jhu.edu>
Source record: 223103
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale,misc.wanted

I have the following printers for sale:

NEC P2200 24-Pin Dot Matrix Printer.....$175
Panasonic KXP-1124 24-Pin Dot Matrix Printer.....$200

ALL Prices include shipping and ARE negotiable. No reasonable offer
refused. Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu

4124. Hewlett-Packard DeskJet PLUS for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 12:54:40 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr23.125440.3689@jhunix.hcf.jhu.edu>
Source record: 223104
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale,misc.wanted

I have the following printer for sale:

Hewlett-Packard DeskJet PLUS 300dpi Inkjet Printer.....$325

Price includes shipping and IS negotiable. No reasonable offer refused.
Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu

4125. Spring cleaning sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 12:57:23 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr23.125723.3955@jhunix.hcf.jhu.edu>
Source record: 223105
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale,misc.wanted

Here is a list of items collecting dust in my closet. Everything
works perfectly, but I have no use for them.

NEC 720K DS/DD 3.5" Bare Drive.....$ 50
150 Watt Switching Power Supply (XT Type) (2).....$ 50 ea.

ALL Prices include shipping and ARE negotiable. No reasonable offer
refused. Package deals can be worked out. Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu

4126. Atari SC1224 color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 12:59:29 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr23.125929.4133@jhunix.hcf.jhu.edu>
Source record: 223106
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,misc.forsale,misc.wanted

```
For sale:

Atari SC1224 Color Monitor.....................................$180

Price includes shipping and IS negotiable. No reasonable offer refused.
Reply VIA E-mail.

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR1
Internet: alvear@cs.jhu.edu
```

4127. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 12:59:31 UTC
From: ziggy@grafted.UUCP
Message-ID: <w6moJB1w161w@grafted.UUCP>
Source record: 223107

> Some one has there Facts wrong, the TI used the First 16 bit computer chip,
> the TI 9900 series from memory, this chip was out when otheres were raving
> about 8 bit chips, I know I have used these chips and a full TI computer
> based one one...
>
> From memory the CPU IC did not any built in registers they all in
> Ram..!!
>
I dont think that the Ti chip was the "first" 16 bit chip in
the world, I am pretty shure the I432 was a little earlier. Bit it was
the first to be actually used.... (the '432 died an early death too....)
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4128. Re: Virtual Memory on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 13:02:11 UTC
From: ziggy@grafted.UUCP
Message-ID: <caNoJB2w161w@grafted.UUCP>
Source record: 223108

ganea@inmos.co.uk () writes:

> Hi
> Does anybody know if there is a piece of software that will
> allow the TT to use its Virtual Memory Capability and is compatible
> with GEM/TOS programs ??
>
>
> -- Andy
> -- ganea@inmos.co.uk
>

If not, someone should write one (I dont know TOS well
enough to do it my self..... whow about for MiNT too,,,,)
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4129. Re: Virtual Memory on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 13:03:55 UTC
From: ziggy@grafted.UUCP
Message-ID: <9cNoJB3w161w@grafted.UUCP>
Source record: 223109

>
> Yes. V-RAM version 2 made by Overscan in germany does the trick. There
> are others, but this program is as far as I know the only one which work
> on a TT without TT-ram.
>
> Stig Vidar Hovland - stigvi@lise.unit.no

Is V-RAM PD or commercial, and how $, and can we get it here
inthe US?
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4130. Re: COMPUTE! technical references.

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 13:05:36 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr23.130536.4705@jhunix.hcf.jhu.edu>
Source record: 223110

In article <morrison.703928766@ee.ualberta.ca> morrison@ee.ualberta.ca (Robert Morrison) writes:
> I just purchased the COMPUTE! tech ref guide volume 2, AES. I have
>been looking for these books for a while, and I know that they are out of
>print, so when I saw this one at a store, I snapped it up. What I want to
>know is, does anyone know where I can get the other two books in the series,
>particularly Vol. 1, the VDI? If it is absolutely impossible to buy them
>anywhere, then does anyone have a copy that they would be willing to sell me?
>
There are two volumes you are missing actually. Vols. 1 & 3. I ordered them
all from Compute! about a year or two ago, so they may still be available.
Just call the numbers in the back of the book. Even though they are not
printing any, you might get lucky and find a few in stock.
> Thanks,
No problemo.
>
> Robert Morrison
> morrison@bode.ee.ualberta.ca
>
Dom Alvear (alvear@cs.jhu.edu)

"Great pate man, gotta motor..."
- Winona Ryder, "Heathers"

4131. Re: GEMULATOR vs ST w/ PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 13:21:26 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr23.092127.21807@newstand.syr.edu>
Source record: 223111

In article <1992Apr21.230020.25288@lmpsbbs.mot.com> fergus@areaplg2.corp.mot.com (George Fergus) writes:
>In article <1992Apr21.060050.19544@ucsu.Colorado.EDU>
> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>> ...Anyway, I believe the original saying was
>>for people who already have a PC and wanted to use some of the ST software.
>Sorry, can someone succinctly explain why, if you've moved on to a PC, you
>would want to run ST software? Surely, for any function you need your
>software to perform, native MS-DOS software will perform it better than
>emulated ST software?
>
>If you can't stand WINDOWS and simply *must* have the look of the ST desktop,
>then you can always get the PC version of GEM (of course you'd want to get
>the original version of the desktop, not the one that comes with GEM/3).
>-George

This is actually an interesting post, I think. I think I'd agree...if I ever REALLY wanted to move to a PC, I don't think I'd be looking to save the capability to run ST software. The only possibility might be MIDI stuff, I don't really know, since I don't have any. But I imagine the MIDI implemntation on Gemulator might be the most difficult thing...perhaps not on the Gemulator side, but maybe the PC's hardware side.

The interesting possibility via Gemulator, it seems to me, is the ability to use Spectre for Mac emulation. I don't think there has ever really been a Mac emulator for the PC. There had been a lot of talk about one coming out (at various times, and by different people/companies), but I don't think it has ever materialized. If anybody knows about a Mac emulator for the PC, I'd like to hear about it. If there is none, then here's a reason to get Gemulator...i.e. if you've got a significant investment in Mac software already...and if Gemulator can do a decent job doing a Mac via Spectre.

--Gerry
ggreenbe@rodan.acs.syr.edu

4132. ATSpeed and disk cache

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 13:31:50 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr23.093150.21865@newstand.syr.edu>
Source record: 223112

I haven't seen any discussion of this for quite a long time, so I thought I'd give it a shot again.

IS anybody out there using ATSpeed with a cache on their hard disk?

When I was messing around with this a year ago or so (or more), I found that all caches just chewed up my hard disk. I was then told by the distribuor not to bother...that none would work. So, I was just wondering if things have changed since then.

--Gerry
ggreenbe@rodan.acs.syr.edu

4133. Re: wordwriter disk writes

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 14:35:37 UTC
From: jtrimble@sdf.lonestar.org
Message-ID: <1992Apr23.143537.20408@sdf.lonestar.org>
Source record: 223113

Here's a summary of the potential solutions I received when I queried about goofing up disks by switching them between two st's both working on like-named files.

The problem arose for us using Timeworks WordWriter v.2.00, but it sounds as if it comes up in other places as well, so I'll pass along all the suggestions.

A)The ever-popular "eliminate human error". "Keep track of what you're doing...and don't do the operation that screws things up."

B)"Use only one disk, and swap it." Actually, this the least likely source of the problem, we think. I seem to have been confused by the multiplicity of disks, and led everyone down that same path. I now believe it's the one disk that's been changed by the other machine since the current machine last read it as much as it's the misidentified disk. Perhaps even moreso! [Sometimes I can't believe I'm a professional writer, saying this kind of stuff!] However, saying, "pass the disk please," could help us slow down and deal with A).

C)Label disks "his" and "hers" and label files with identifiers, and don't switch them. This suggestion carried a little further to "Never save over an old file--always rename the file when you save" could surely take care of the problem! It would also unfortunately create the problem of gazillions of file name/numbers/identifiers--at least for us. Like most professional writers, we write and rewrite and rewrite and rewrite and rewrite... In some cases, with a good identifier system, it ought to work, though.

D)Share one of your external drives through a switch box. An ingeneous idea that would be much cheaper than sharing a hard drive--all we'd need is cable and switch! But it doesn't address the issue of the disk having been altered by Computer A since computer B did it's last write. I now believe that having more than one disk in the mix is not really the problem. It's having more than one computer on those disks!

E)If you formatted on DOS or some other format system, you might not have "proper" serial numbers on your disk. Therefore, one more reason your computers can't tell the disks apart. (We didn't format on a PC, but this might be a problem for someone else.) The suggested solution is to use "uneekit" (from atari-archive as diskutils/uneekit.zoo) which should put a unique TOS readable serial number on PC- formatted disks.

F)If you initially used a copy program to get certain shared files onto both disks, then both disks would have the same serial number. GUILTY! I HAVE, in fact, copied whole disks of text so that I and my wife could both work at the same time. This is the suggestion that made me realize I might have been having so much trouble tracking down the problem, because it might have been more than one problem. Presumably, uneekit would fix this, too. (?)

G)Put "fmc" program (available at atari-archive as diskutils/fmc.arc) in your auto folder. Every time you save, fmc (forced media change) accesses the disk to see if a change has occurred. Perhaps J.R. who suggested this program, or someone who knows lots about it will know if it could be thwarted by the serial number syndrome described in F). I.e., does fmc just read serial numbers, or the whole FAT, or what? I've e-mailed the archive for fmc, but have yet to receive it to test it out.

H)Always force disk read/flush the disk info out of memory by "Open"ing an intermediate, UNRELATED disk before doing "Save"s.

This brings up something I noticed just today, as I have just started using/trying zmodem using a program called xyz.ttp. I run xyz.ttp from ramdisk and download to a folder on drive A. I have to open the disk on drive A and then cancel before I receive zmodem, or else I get an error message--can't find folder or folder doesn't exist or something like that. I guess this is the same phenomenon.

J)Get another word processing program, followed by suggestion. This is the sort of answer I'm sure the software companies love to see. I'm certainly open to suggestions regarding my next word processing software purchase--but I'm not likely to change just over this oddity. Unless I can't find an easier, cheaper way to fix it. Or I write a bestseller of some kind! Hell, I'll take suggestions on that, too!

This brings to an end the suggestions received to date. Many thanks to the many helpful folks who replied!

4134. Doing the overscan mod myself

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 14:40:03 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr23.094004.10955@miavx1.acs.muohio.edu>
Source record: 223114

Does anyone have really detailed plans on adding overscan to a ST?
The plans on Atari.archive are kind of confusing. I'm not afraid of
taking a soldering gun to the insides of my ST, so that isn't a problem.

Thanks.....

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))){{{{{{{{=======--------

4135. Re: TI 99/4A

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 14:40:22 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr23.144022.19912@newshost.lanl.gov>
Source record: 223115

ARRGGHHHH! Yes! I admit it! I was wrong! The TI99/4A used the 9900 chip!!

You are number 5,673. Please join the line at the end of this newsgroup of
those who are patiently awaiting their turn to lambast me for spreading false
information. Sheeesh. Will I _ever_ live this one down??? :)

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4136. Re: GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 14:57:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr23.145730.22580@newshost.lanl.gov>
Source record: 223116

In article 28446@actrix.gen.nz, Roger.Sheppard@bbs.actrix.gen.nz () writes:
>
>Can any one help me with the versions of GFA that are out,
>a friend of mine has GFA 3.5E, but as I would like to get a copy,

Roger, I hope you meant to say you wanted to *BUY* yourself a copy. We really cannot afford any more piracy in the Atari community. And by that I mean both developers, like myself, and the individual user.

I'm sure that's what you meant, I just wanted to preach globally a bit. :)

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4137. Re: Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 15:02:52 UTC
From: djs@jet.uk
Message-ID: <1992Apr23.150252.14057@jet.uk>
Source record: 223117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Apr22.084524.1@gallua> CADS_COLE@GALLUA.BITNET (Kevin Cole; Washington DC) writes:

>...

> if ((head = lcalloc(dumpsize,1L)) == NULL)
>...
> (void) fread(head,dumpsize,1,fin);
>...

>-----------
>This results in 3 bombs. Dropping some printf's in to see where things failed,
>it appears to happen just after the second fseek(), when it attempts the read.
>...
My guess is that you do not have a declaration for lcalloc; so it defaults to
int. As MWC uses 16-bit ints, the 'head' variable only gets 16-bits of the
address, and the top 16-bits will be set to all zeros or all ones (sign
extension). Hence, head is likely to contain an invalid address, so
you get the address error (3 bombs).

Try adding a "void *lcalloc();" declaration, or find a header that
has the declaration for you. This is a common bug in C code with
16-bit ints.

--

+---+
David Stevenson	Voice : 0235 528822 ext 4577
CODAS Division	(Direct line 0235 465028 from 5 May 92)
JET Joint Undertaking	FAX : 0235 464404
Abingdon	E-mail : djs@jet.uk
Oxon OX14 3EA	---
England	
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4138. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 15:06:25 UTC
From: malay@sae.com
Message-ID: <1992Apr23.150625.24422@sae.com>
Source record: 223118

In article 5406@usenet.ins.cwru.edu, bl693@cleveland.Freenet.Edu (Judith A. Baumgardner) writes:
>
>In reply to email from darekm@microsoft.com
>
>
>>Date: Wed Apr 15 11:34:50 1992
>>From: darekm@microsoft.com
>>Subject: Re: Gemulator
>>To: bl693@cleveland.freenet.edu
>
>

>
>>are 400 PC manufacturers who make tens of millions of PCs, and they
>>don't have to resort to vaporware and whining about the prices of RAM
>>chips or whining about how the FCC won't approve them. And they
>>advertise. I own 3 PCs. I know that 5 years from now they are not going
>>to be obsolete. Maybe a bit slow, but MS-DOS and Windows software will
>>still be the major software then.
>
I have nothing against Darek & his emulator, but I am sick and tired of this argument people use for buying anything! Look, MacDonalds sells a lot of hamburgers - that doesn't make them taste any better! FORD sells more cars than anybody else - but they're still FORDs, they're not BMWs. Just because somebody advertises a product and sells a whole bunch of them doesn't mean that the product was superior - it just means a bunch of people got duped! Also, when is the last time that anybody saw a "clone" manufacturer advertise on TV?? Advertising may translate into sales - but it also directly translates into higher prices! The purchaser ALWAYS pays for this in some fashion. Look people, we're all not lemmings - so just because 10 zillion people bought a PC doesn't necessarily mean that a PC is a superior product!

>>- Darek
>

Bob Malay

4139. Info needed: [Enhanced] ST BASIC and GFA BASIC (long)

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 15:14:16 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <704064906.F00001@tdkt.kksys.com>
Source record: 223119

In a message of <Apr 21 05:46>, Kenneth L Love (1:282/31) writes:
>From: kllove@uokmax.ecn.uoknor.edu (Kenneth L Love)
>Newsgroups: comp.sys.atari.st

>I have GFA BASIC 3.0 (or was it 2.5? hmmm, I guess I should check on
>that. I purchased it about the time it switched hands, anybody know
>which version I've got based on this info? The manual doesn't have the
>lion on it if that helps. Which company had the lion and which company
>has GFA now?), but I have never received any upgrade notices, or anything
>at all for that matter, from the company. I'm not sure which company I
>sent my warranty card to (it's been a long time). I know that I just
>sent
>in the postcard that came with the package. Am I the only one with this
>problem? Who owns the program now? What's their address? Upgrade
>policy?

Sounds like you have version 2.0 from Michtron. They no longer do GFA, since
GFA has 'entered' the North American market on their own.

The address for GFA is:
GFA Software Technologies Inc.
27 Congress St
Salem MA 01970

Fax: 508-744-8041
Voice: 508-744-0201

>Oh yeah, I don't have a compiler for GFA, does anybody know if my
>version has one available?

The complier is $39.95 from them. Order number is AT-B20-SYS.

>Has anybody got a program to convert ST BASIC programs to GFA? Will I
>have to do it by hand?

There was a program on the 2.x disk called 'STKILL' or something like that
that'll change a STBASIC listed program to a GFA program. You'll still have
to do some debugging, but it does most of the work for you. (Been a long time
since I saw that program though....)

* Origin: FlightLine PointNet (1:282/47.1)

4140. GCC/G++ 2.1 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 15:24:56 UTC
From: malay@sae.com
Message-ID: <1992Apr23.152456.24505@sae.com>
Source record: 223120

After installing GCC/G++ 2.1 I tried the 'ol "hello world" test:

```
gcc -v hello.c
gcc-ariST version 2.1 Patchlevel 1
c:\bin\gcc-cpp.ttp -lang-c -v -undef ......................
GNU CPP-ariST version 2.1 Patchlevel 1
c:\bin\gcc-cc1.ttp c:/tmp/cc100000.i ........................
GNU C version 2.1-ariST Patchlevel 1 (68k, MIT syntax) ........
.
.
.
```

and so on, produced a viable "a.out" which ran fine.

Then I tried this:

```
gcc -v hello.cc
gcc-ariST version 2.1 Patchlevel 1
c:\bin\gcc-cpp.ttp -lang-c++ -v -undef ......................
GNU CPP-ariST version 2.1 Patchlevel 1
cc1plus c:/tmp/cc100000.i ..............................

cmd exit code 1
```

Just what happened here?? "cc1plus" should be c:\bin\gcc-cc1+.ttp - It appears to me that gcc-cc1plus.ttp is too long of a file name and that somebody left the hard-coded name "cc1plus" in the gcc.ttp program when it should have been changed to "cc1+" for the ST. Am I missing something here? I would bet that if I changed the name of gcc-cc1+.ttp to cc1plus.ttp and changed all the other gcc executables such that the "gcc-" prefix is not there and changed my environment variable accordingly then everything would have been hunky-dory - BUT that seems like too many changes. Can somebody fix gcc.ttp???????????

Also, GCC2.1 needs to have the updated libg++ libraries and the updated include files made available. You can get the include files from update18.zoo but the libraries are not available.

Bob Malay

4141. Re: Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 15:52:47 UTC
From: subiaagb@w350zrz.zrz.tu-berlin.de
Message-ID: <HFK2M3S@mailgzrz.tu-berlin.de>
Source record: 223121
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr22.084524.1@gallua>, CADS_COLE@GALLUA.BITNET (Kevin Cole; Washington DC) writes:

```
|> (void) fseek(fin,0L,2);
|> dumpsize = ftell(fin);
|> head = NULL;
|> if ((head = lcalloc(dumpsize,1L)) == NULL)
|> {
|> printf("The memory allocation failed... Aborting.\n");
|> exit();
|> }
|> (void) fseek(fin,0L,0);

^^^^^^^^^^^^^^^^^^^^^^^^

|> (void) fread(head,dumpsize,1,fin);
|> fclose(fin);
|> printf("%ld bytes read from %s\n",dumpsize,fid);
```

At first try 'rewind(fin)' instead of 'fseek(..., SEEK_SET)'
The seek modes are defined as SEEK_SET, SEEK_CUR and SEEK_END,
e.g. 0,1,2, (or was it for lseek() only).

I think it could be important to print out 'dumpsize' after the
first fseek() and ftell(). It _must_ be the length of fin (is
it on my Unix system).

Or try an offset of 1L in your first fseek().

Then check the structure 'fin' and all it's contents, especially
the current file position, after each fseek() operation. Do it
with a ftell() call or with fin->fpos (?) or in any other way.

Then decrease dumpsize before fread() to see if fread() fails.

But I think one of your library functions has a bug. (I use
gcc and Turbo C, so I don't have any experience with your
compiler) ap.

4142. NeXT & Atari marriage?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 16:06:00 UTC
From: Nick.Smith@f47.n282.z1.tdkt.kksys.com
Message-ID: <704064906.F00002@tdkt.kksys.com>
Source record: 223122

Next and Atari sleeping together is not such a far-fetched idea;
Just got the summer issue of _NextWorld_ magazine and Atari and
other familiar names pop up. First Ditek announces DynaCadd 3.0
for NeXT at CeBIT, along with AMG debuting Avant Vector and tms
Cranach showing a beta of Cranach Studio for Next...
In Lt. Sullivan's gossip column: re; porting NeXTstep - 'even Atari
are being courted... Did you know that Atari's 68030 is beginning to
nip at the heels of high-end Macintoshes... at half thier price?
Did you know as well that 68040 products due this fall will list
for 1/3 the price of Apple's Quadra line? Shrinkwrapped NeXTstep
for HP and Atari machines would make sense for markets that are
currently underserved.'
Is it no coincidence that mass storage vendor PLI is the NeXT's
largest 3rd party supplier? That the next generation Atari machine's
are likely to be in black boxes (like PLI's offerings and NeXT workstations)?
That use of a 56001 DSP is rumoured
Added all together, it doesn't seem so far fetched at all..

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

4143. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 16:37:56 UTC
From: sakari@batgirl.cs.hut.fi
Message-ID: <1992Apr23.163756.5306@nntp.hut.fi>
Source record: 223123
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <1992Apr22.054812.11887@vax5.cit.cornell.edu> umh@vax5.cit.cornell.edu writes:
>In article <1992Apr16.205420.2152@nntp.hut.fi>,
>sakari@laureline.cs.hut.fi (Sakari Aaltonen) writes: >>>
>> IMHO: Apple could give away Macs for FREE - I still couldn't afford the
>> software.
>
>Ever heard of the InterNet and ftp? I have 125 MB of disk attached to my
>Mac, mostly full, and with practically no commercial apps on it. There are a
>wealth of free or cheap shareware products for the Mac
...stuff deleted...
>
>Maynard Handley
>

Yes, well, I have heard of the Internet and ftp. I would hardly be here
if I hadn't...

I do question 'free or cheap shareware'. The way I understand it, share-
ware cannot be free - freeware is. 'Cheap', again, depends on where you
live. A shareware author asking for USD15 or 30 is common, and not
unreasonable in my opinion. However, if the author is American, as most
Mac shareware authors seem to be, I, living in Europe, would have to
pay a bank about USD15 to send the USD15 or 30 to the author. I don't like
paying a bank USD15 for every DA I might use some day.

I originally referred to _big_ applications, those that don't exist as
shareware. (Maybe I should have spelled this out - I was a bit flamey
about people discussing Mac prices in an Atari ST newsgroup).

An example: Claris CAD, local educational price about USD910.
Another: Think C -"- 500
--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

4144. Re: Running from GEM? or msh? Please hurry!

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 16:59:16 UTC
From: CADS_COLE@GALLUA.BITNET
Message-ID: <1992Apr23.115916.1@gallua>
Source record: 223124
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Please hurry! (I'm in a bit of a rush.)

In article <jeroen.704031430@groucho.phil.ruu.nl>, jeroen@phil.ruu.nl (Jeroen Scheerder) writes:
> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>
> [stuff deleted]
>
>>Maybe it's a stupid remark, but I can't see how you can determine from the
>>length of the environ[0] string that you're running as a GEM-application or a
>>TOS-application.
>
> Yes, that strikes me as odd too.
>
>> As far as I know there is no standard way to determine this
>>(although a friend of mine once made a Turbo-C hack that works reliable). You
>>should know the name of your program in order to know if it's GEM or not.
>
> Hmm. That's not true either: if I take a shell - say, 'shell' - which I start
> as 'shell.tos', and I give the command 'life' the life program - being called
> life.prg - will be fooled into thinking it is running as a GEM program if it
> examines its own name.
> For the same reason, you also cannot assume that you're a TOS program only
> because you received parameters.
>
> IMHO, it's easier than all this suggests: if you want to make sure you have
> AES functions, then ask so. If you're not allowed to appl_init won't give
> your app a handle. Do you need VDI functions? Open a [virtual] workstation,
> if you don't get a handle: no VDI. Easy.

I confess, I'm in way over my head with this stuff. I started out writing a simple C program after starting msh. While I was in msh it worked fine. When I exited and tried to run the same program from whatever the machine boots up with (GEM?), the program bombed. So, I assumed, based on a few sketchy examples, that I needed this init stuff. Then I found it worked from GEM(?) but not from within msh... All I want to do is get it working when I click on the damn filename with the mouse, or type the damn filename into msh.

It's not meant to be incredibly portable and general, so I looked through the Mark Williams Lexicon, and found an example that showed how to read the msh PATH= string via environ. A few preliminary tests showed me an empty path string when running from GEM and a considerably longer one from within msh (because the profile file defines it). And msh cleans up after itself when it exits, undefining PATH again, giving me a string "PATH="... 5 bytes long.

Oh, when I run from msh, I want the program to take arguments on the command line. Basically, I prefer to run it from msh. But other people don't want to play click-on-click-on-click-on... to get to msh. They want to just click on my program and have it go.

(I created the executable by typing: "cc program.c" to msh, and it creates program.prg. Then when I added the GEM stuff, it wouldn't link, so I switched to "cc -VGEM program.c" and again, it creates progam.prg.)

Now the hard part: I was hoping to get it working by noon, Friday. Such is life.

So, let me ask the question a different way: Why won't the straight, standard, non-Atari code work when I double-click on the program name, and what's the *minimum* amount of junk necessary to make it work, without destroying the ability to type in the program name from msh? (I can even live with removing the arguments on the command line.) Keep in mind, I don't know shit about Atari's.

Thanx once again.
--

========== U.S. Mail ============================== E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

4145. Neodesk 3.0 inf files

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 17:03:00 UTC
From: ender@uunet.uu.net
Message-ID: <1992Apr23.170300.11947@uunet.uu.net>
Source record: 223125

Greetingz! I have just completed a move and upon setting up my computer found that all of my Neodesk 3.01 inf files (that is, NEODESKL.INF, NEODESKM.INF, and NEODESKH.INF) are corrupt. Would some kind soul please uuencoded copies of the plain-jane versions of these files and mail them to me? In unpacking I have yet to find my distribution disk and hope to avoid having to send off for a replacement by getting working copies of the plain inf files and then placing all the appropriate files on a floppy for safe keeping.

I don't *THINK* that just asking for copies of the INF files would be considered piracy, but if someone out there knows different please let me know and I'll write to the company about getting a replacement distribution disk... But I shudder to think of how long I might have to wait and the regular Atari desktop just doesn't cut it once you've used Neodesk!

Thanx in advance!
- Ender

4146. WANTED: ST Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 17:23:09 UTC
From: dalessio@rtsg.mot.com
Message-ID: <dalessio.704049789@graphite20>
Source record: 223126

A friend is looking to purchase a monochrome monitor. If
you have one you would like to sell, please contact him.

His name is Bryan and he can be reached at (312) 928-1477.

Thanks.

Mario


```
**********************************************************
* ****************************************************** *
* * _________________ __ * *
* * \_________________|)____.---'--`---.____ * *
* * || \----._________.----/ * *
* * __/\__ __||____/ /_ `--' * *
* * \RUSH/ |___ \ Mario D'Alessio * *
* * |/\| `--------' dalessio@rtsg.mot.com * *
* * * *
* * Work: (708) 632-2323 9am to 6pm Central Time * *
* ****************************************************** *
**********************************************************
```

4147. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 17:53:36 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Apr23.175336.129420@rrz.uni-koeln.de>
Source record: 223127

In <A102766743@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>[stuff on benchmarks and other comparisons deleted]

>I don't mean to suggest that GFA is a bad language, slow, or not
>useful. In many cases it's easier to use than C, and for many
>individuals it's a better general-purpose tool. I do take issue with
>claims that it approaches C in flat-out performance on any real-world
>tasks, though. I still have not seen a case where a GFA program is in
>the same league as properly written C code.

As a user of GFA basic with some experience, I don't see anything
inherent in GFA taht could accout for the fact that there are no GFA
programs 'in the same league as properly written C code'. Over here
in Germany, some GFA programs of nice qualtiy float around, e.g. Sagrotan
and Crackart (I think). It seems to me that it is perfectly possible
to write GFA programs that are just as good as equvalent C programs.
It's largely a question of your taste which language you choose...

+- Jan Kim ----------- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
-------=< hierarchical systems are for files, not for humans >=----------

4148. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 17:55:59 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr23.175559.26016@ucsu.Colorado.EDU>
Source record: 223128

```
The following software is for sale or trade, make an offer.
-Baseball
-Chess
-Silent service
-Skyfox
-S.D.I.
-Joust
-Star Trek
-Super Huey
-Brataccas
-Phantasie
-Sword of Kadosh
-F-15 Strike Eagle
-Forbidden quest
-Major motion
-The Pawn
-Super Cycle
-Temple of Asrpi Triligy
-Xevious
-Deep Space
-Chopper X
-Drakkhen
-Battle Tech
-Chronoquest
-The Crimson Crown
-Ultama III
-Rings of Zilfin

-Turbo ST
-UIS III
-Label Master

The following I would rather not sale, but I need the money, so only if
the price is right.

-Artic Fox
-Space Ace
-Captain Blood
-King's Quest III
-Terrorpods
-Obliterator
-OGRE
-Star Raiders
-Space Quest III
-Barbarian
```

-Hacker II

-Degas
-Data Manager

Drop me a line if you are intrested.
Thanks,
Jonathan
krakover@spot.colorado.edu

4149. Wanted: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 17:56:51 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr23.175651.26187@ucsu.Colorado.EDU>
Source record: 223129

From ucsu!spot.Colorado.EDU!krakover Thu Apr 23 11:40:42 MDT 1992

I am looking for a Spectre GCR W/o the Mac ROM's.
Let me know what your price is.
Thanks,
Jonathan
krakover@spot.colorado.edu

4150. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 17:58:03 UTC
From: jess@gn.ecn.purdue.edu
Message-ID: <1992Apr23.175803.12143@gn.ecn.purdue.edu>
Source record: 223130
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <1992Apr23.163756.5306@nntp.hut.fi> sakari@niksula.hut.fi (Sakari Aaltonen) writes:
>
>An example: Claris CAD, local educational price about USD910.
>Another: Think C -"- 500
>--
>---
>Sakari Aaltonen Helsinki University of Technology
>Email: sakari@cs.hut.fi
>--- You can't keep a Finn down without him getting all red in the face ----

Life must be rough in Finland. I bought Claris CAD at $170 and Think C at $80, both educational discount. I also purchased Wingz at $99, though its price has gone up to around $180 educational discount.

Do you have any idea why software is so expensive there? I am just curious.

Jess Holle

4151. Re: Running from GEM? or msh? Please hurry!

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 18:35:47 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr23.183547.577@mnemosyne.cs.du.edu>
Source record: 223131
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I found an empty PATH= string when run from the desktop, so that must
> indicate the program is not running from a shell.

NO NO NO NO! When programs run from *my* desktop, they have a nice long
PATH= string. This will be true for anyone using my GEMENV program that
brings environment variable support to the GEM desktop. (And if you're
a desktop user, you *should* be using GEMENV!)

4152. Re: help!

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 18:40:11 UTC
From: chester@uniwa.uwa.edu.au
Message-ID: <1992Apr23.184011.14799@uniwa.uwa.edu.au>
Source record: 223132

Thanks to all the people who replied to my article - I now have in my possesion an emulator that suits my very needs.

Ciao
Craig

4153. TOS 1.4 Questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 18:55:42 UTC
From: whitcomb@aurs01.uucp
Message-ID: <60600@aurs01.UUCP>
Source record: 223133

Okey, I know I'm a tad late to jump on the bandwagon here, but I just ordered a TOS 1.4 chipset to drop in my Mega ST4. (Yeah, yeah, I know about the TEC, but I mostly use monochrome and I'm don't ever see the desktop since I use Codehead's magic HotWire/MaxiFile/MultiDesk combo, so the new icons and things wouldn't do much for me.)

I'd like to know if some of my current AUTO file programs won't be necessary now (Pinhead, Fatspeed, FolderXXX), and what patch programs people have found useful to fix bugs in TOS 1.4.

Thanks,

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

4154. Re: Disk Formating?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 20:19:23 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr23.201923.5416@beaver.cs.washington.edu>
Source record: 223134

In article <1992Apr23.115351.686@natinst.com> glens@natinst.com (Glen Sescila) writes:
> Is there a way to format a floppy on the ST that is larger than
>the normal 720K but is still readable/writable from TOS? I ask this
>because I am having trouble with a couple of demos from atari.archive.
>Namely The Lostboys.lzh Definitive demo and Cybscape.lzh. After these
>are unarced they become slightly too much to fit on one floppy.
> I also would appreciate any help with cybscape.lzh, I haven't
>got it to do much of anything yet.
>

Sure, there are tons of disk formatting programs on a.a that will format DSDD
disks to over 720 K. DC Format is a good one, Mega Format, etc etc...

I have formatted disks to about 926 K I believe, but of course if you want
to read them on MS-DOS machines this would be a problem. If not, go for it!

>Thanks.
>--
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
>My opinions do not necessarily reflect those of my employer and probably are
>exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA
>--

P.S. - Disks formatted to this big will probably read and write slower, there
are also options to speed this up too, like Twister format and there is a
program called "Fast Floppy" or something which does this in a different way.

Ben Gilbert
bgilbert@cs.washington.edu

4155. MiNT questions, what else!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 21:00:24 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr23.160025.10979@miavx1.acs.muohio.edu>
Source record: 223136

Ok, I've just started using MiNT, and I have a couple of questions:

1. I'm using the shell that comes with it, since it is the smallest one I could find, and with only 1 meg, I need it. However, I don't know what utilities I should be running with it, for commands like ls, cp, mv. I'm using Allan Pratt's utilities right now, are they ok then?

2. When I start up a shell with BGACC.ACC, whats the proper way of killing the shell window? Cntrl-D puts it into a "zombie" state, and then I can't due anything with it.

Other than that, I think its pretty amazing!! Last night I had a shell window up, copying a 400K file from floppy to the hard drive. It was really need being able to do this and still be able to do other things, including unarcing programs and the like.

(Eric, any chance of putting some sort of GDOS into the windows so there will be a wider selection of fonts to use? Or at least a way to change the default font size? BTW, keep up the good work!!)

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======--------

4156. Faxmodems and the atari

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 21:05:39 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Apr23.210539.1415@rhrk.uni-kl.de>
Source record: 223137

Hi!

Is there anybody who has made experiences with the following modems:

TWINCOM 14400
SUPRA V32bis
Zyxel U1496E

Because these three seem to have nearly identical features I'd like to know
your impressions. At the moment I'm working with the TWINCOM model but I doubt
if it's a good choice because of frequent carrier losses.
Please answer by mail because I don't think that everybody is interested in
this.

Thanx Uwe

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

4157. Re: TOS memory usage???

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 21:23:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39574@MS.maus.de>
Source record: 223138

```
f> When running a program from the desktop, does the program grab most of the
f>remaining RAM? When I run FLASH or WordWriter, I get about 37548 of free RAM.

Every program that doesn't want to cause trouble in a multiprocess environment
(this includes the well known GEM with its accessories) has to release unused
memory. It must be done by Mshrink().

Greetings,
Patrick
```

4158. Re: Best Vi-Clone?

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 21:25:50 UTC
From: wr@bara.oche.de
Message-ID: <H.caVMfrexdZk@bara.oche.de>
Source record: 223135

In <1992Apr16.033858.14459@watmath.waterloo.edu>,
L. J. Dickey (ljdickey@watmath.waterloo.edu) wrote:

> >Eh? I use Elvis 1.4, and it is an excellent clone of VI - it even has
> >more features (such as a ":prev" to complement ":n"), and lets you map
> >ALT-key combinations!!!!!!!!!!!

Yeah, Elvis is great, but I cannot ":set lines=30" to make it use the
full overscan resolution... this makes it useless to me, and this is
the only reason why my main ST editor still is Micro-Emacs, although
I'd really prefer vi.
Does anyone know where to get the sources of Elvis?

> Don't forget STevie.

Stevie allows to set the # of lines, but cursor keys don't work in insert
mode...
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(Usenet) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

4159. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 22:11:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr23.221134.2483@newshost.lanl.gov>
Source record: 223139

In article A102766743@thelake.mn.org, steve@thelake.mn.org (Steve Yelvington) writes:
>I don't mean to suggest that GFA is a bad language, slow, or not
>useful. In many cases it's easier to use than C, and for many
>individuals it's a better general-purpose tool. I do take issue with
>claims that it approaches C in flat-out performance on any real-world
>tasks, though. I still have not seen a case where a GFA program is in
>the same league as properly written C code.

All in all, a well written, intelligent argument, Steve. I agree with you that the Explorer comparison appeared biased in favor of GFA, and that the C benchmark was evidently not written to take full advantage of the C compiler. That's wrong, and you did a good job of bringing that to light. In most cases a "correct" C program should be expected to edge out a "correct" GFA program in terms of sheer execution speed (but not by much, mind you) and smaller programs will be much more efficient, size wise, compared to a GFA version.

I also concede that for very large programming efforts, I would prefer a more modular language like C which gave me more control, var typing, debuggers, etc. But for other not quite so monstrous applications (say <10,000 lines?), the current version of GFA is _more_ than up to the task. Really.

But, once a program is compiled, how do you know whether it was derived from C or GFA (without close scrutiny with a disassembler). If so, how can you say you have never seen a GFA program in the same league as a C one? There are more than a few commercial applications out there (some good, some bad... just like C) that were written in GFA, you know.

You said you don't own GFA and that's OK, but perhaps you don't have first hand knowledge of using it either. I am familiar with both; I use C and C++ at work (Think C on the Mac <great> and Object Center on the Suns <arghh>) but I still prefer Atari software development with GFA (those are _my_ personal preferences, of course; your mileage may differ). I simply find that my development time is greatly shortened under GFA's interpreted environment. Granted, if I was an Atari C expert, the curve wouldn't be quite so steep.

Again, no flames and no arguments intended. I'm glad you shed some light on the Explorer article. I just didn't want other users to consider GFA in the realm of all those "other" BASICs. It's in a different class altogether and deserves the same respect of any other serious, capable programming language. Just because it is easy to use does not mean it is underpowered. For many users it offers just the right blend of power and capability, without the overhead of complexity many users find with C.

_____ John "HUTCH" Hutchinson _____

_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4160. 520 ST forsale

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 22:35:01 UTC
From: majmudar@das.harvard.edu
Message-ID: <1992Apr23.223501.2660@das.harvard.edu>
Source record: 223140

I have an original atari 520ST with RGB color monitor and single-sided
disk -drive. The monitor and drive work perfectly. The computer usually works
but is a bit unpredictable (like maybe loose chips or something, and occasionally
crashes. TOS on ROM in computer.

I would like to get $189.00 for the equipment.

Kaushal

4161. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 23:25:51 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr23.182552.2667@doug.cae.wisc.edu>
Source record: 223141

In article <5wTLJB2w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>> Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
>> computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
>> the Atari 400/800, Commodore 64 and Apple II. The little unit had some
>>
> Dong.. you loose. The TI was actually one of the first 16 bit
>home machines on the market (** NOT ** 8 bit.) I think it was a TI
>processor, but I just cant remember. It was a pretty cool machine,
>except for the lack of machine code access, and a few techincal booboos
>that slowed the machine way down (down to 8 bit levels....). If anyone
>really cares, Iwill ttry to find mine and look at what CPU it has.
>
> Ziggy.
>
>
>--
>anthony lewis
>The Grafted Branch BBS
>317-881-4369
>internet: ziggy@grafted.UUCP
>uucp: ..!uunet!grafted.UUCP!ziggy
> = = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

After all this talk, nobody caught the fact that the 6502 is NOT a
motorola product but was built by Mostek, same people who designed
the 68901 MFP.

--Greg

4162. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 23:43:15 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr23.184315.2940@doug.cae.wisc.edu>
Source record: 223142

In article <1992Apr23.062550.5406@usenet.ins.cwru.edu> bl693@cleveland.Freenet.Edu (Judith A. Baumgardner) writes:
>
>In reply to email from darekm@microsoft.com
>
>
>>Date: Wed Apr 15 11:34:50 1992
>>From: darekm@microsoft.com
>>Subject: Re: Gemulator
>>To: bl693@cleveland.freenet.edu
>
>
>>Well, I see your points, but please don't mix what I say with what
>>other people say. Gemulator is a DOS program. People who talk
>>about Windows and OS/2 are not talking directly about Gemulator.
>
[...]
>>are 400 PC manufacturers who make tens of millions of PCs, and they
>>don't have to resort to vaporware and whining about the prices of RAM
>>chips or whining about how the FCC won't approve them. And they
>>advertise. I own 3 PCs. I know that 5 years from now they are not going
>>to be obsolete. Maybe a bit slow, but MS-DOS and Windows software will
>>still be the major software then.
>
>>- Darek
>
>---
>
>
>You exaggerate your statistics to suit your own purposes ("400
>PC manufacturers who make tens of millions of PCs"... yeah sure,
>total from 1980-1992, maybe.)
>
>
>You claim that your 3 PCs won't be obsolete in 5 years? Can I
>borrow your rose coloured glasses? I see reams of software
>being produced for the 286 (the darling of 5 years ago). Not.
>And Windows 2 runs like a slug on it. A friend of mine has the
>IBM clone I used 5 years ago, and it's not just "a bit slow", it's
>downright painful to watch. With the 586 chip looming on the
>horizon, and RISC technology a real option, you have the balls to
>say that your 3 machines won't be obsolete in 5 years? And
>"MS-DOS and Windows software will still be the major software
>then"? Yes, we know who writes your paycheck every week.

>
>
>Don't patronize me.
>

Hit a nerve have we? Oooooo. NNNNNAAAAASSSSTTTTY.

Just for the record. I would never ever work for Microsoft. I am actually disappointed that Darek does.

Such large corporations/organizations kill the market place, and produce substandard software products. Thats something we live with day to day.

And besides that, no man, women or child desrves to have the tremendous amounts of money bill gates has.

If I ever start a company, everyone is going to be paid by how much work they get done, and how much we all profit from our team work will be split equally. If you want merit increases, you form your own project work.

Mr. Gates and others like him better hope the Japanese and Europeans don't all of a sudden get smart and apply the same principles in manufacturing to software design...

Or we can kiss that home grown leading edge industry good bye too.

Put it quite frankly, you couldn't pay me enough to work for Micro-Dick.

-Greg

>--
>|J. A. Baumgardner |bl693@cleveland.freenet.edu |
>| | |
>|"My opinions are just that." |"Rat. BIG...rat." |

4163. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 23:48:42 UTC
From: ziggy@grafted.UUCP
Message-ID: <V8gPJB1w161w@grafted.UUCP>
Source record: 223143

>
> From what I remember about 6502 lore, it was developed by MOS Technologies,
> but was later purchased by Commodore. Of course, all this could be wrong :-)
> I have a terrible memory.
>
>
> --
Jee beave.... you be right!

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4164. Re: MiNT Hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1992-04-23 23:51:13 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7619@uqcspe.cs.uq.oz.au>
Source record: 223144

eker@cwi.nl (S.M. Eker) writes:

>u1398@jsp.umontreal.ca (Kosmatos Odisseas) writes:

>> I realise that for every line that is scrolled up, the ST has to
>> move 32K, but MiNT somehow implies it is done by "Hardware". Meaning
>> the text must be printed "below" the screen and then the pointer to
>> the physical screen memory is changed. Right??

>Right - the data in memory stays where it is while the screen position moves
>by 1280bytes. The slight problem is that as the screen drifts thru memory
>you eventually run out of memory. There are several ways of handling this.

> [two doubtful ways]

I have no idea how Eric did it (I haven't even seen it). But let me point
out an obvious technique:

1. Have a screen RAM area 25+n lines long.
2. When on the 25th line and a "scroll-up" is required,
simply adjust the screen pointer (as suggested).
3. When on the 25+nth line and a "scroll-up" is required,
do what is normally done (move 32K), but move it back
(n+1)*1280 bytes, rather than the usual 1280.

The effect of this is that "scroll-up" is effectively buffered, and since
it takes the same amount of time (your still only moving 32K, just further,
which matters not).

Someone mentioned that the screen seems to "jump" in blocks of 5. Let me
suggest that n=4.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4165. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 00:37:07 UTC
From: stevew@tsltor.uucp
Message-ID: <1992Apr24.003707.14266@tsltor.uucp>
Source record: 223145

In article <5wTLJB2w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>> Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
>> computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
>> the Atari 400/800, Commodore 64 and Apple II. The little unit had some
>>
> Dong.. you loose. The TI was actually one of the first 16 bit
>home machines on the market (** NOT ** 8 bit.) I think it was a TI
>processor, but I just cant remember. It was a pretty cool machine,
>except for the lack of machine code access, and a few techincal booboos
>that slowed the machine way down (down to 8 bit levels....). If anyone
>really cares, Iwill ttry to find mine and look at what CPU it has.
>

Yeah. I disassembled the OS by hand, and it had some major design flaws.
The 16-bit TMS9900 was wasted because programs were written in an interpreted
"GPL" language stored in video RAM and on carts. This GPL was an 8-bit
language read through a memory-mapped porthole into a GROM or GRAM and
interpreted by a very advanced 16-bit CPU.

Unlike the Atari 8-bits, there were no hardware sprites either (I was soo
disappointed when I first upgraded to an ST 'cos I wanted to play with
hardware sprites. I still haven't to this day.).

Stephen M. Webb

4166. Re: TI 99/4A (Was: Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 00:46:06 UTC
From: stevew@tsltor.uucp
Message-ID: <1992Apr24.004606.14379@tsltor.uucp>
Source record: 223146

In article <703886473.15419@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>
>It had a 16-bit processor, but very little memory (I forget exactly how
>much) and a pretty poor version of BASIC. It used to do a pre-scan of BASIC
>programs before running them (a lengthy wait) and it ran them excruciatingly
>slowly.

4 K VRAM, 1 K CPU RAM.

>You had to buy a ridiculously expensive disk system before you could do any
>machine code work on it (no PEEK or POKE in the BASIC). Someone had a look
>at why the BASIC interpreter was so damned slow and discovered that the
>interpreter program itself was being interpreted by some other code.

BASIC programs were stored in VRAM, which was accessed via an 8-bit
memory-mapped address. BASIC programs were interpreted in GPL, which was
really just a jump table and a set of ROM routines stored in GROM, which was
(you guessed it) accessed through an 8-bit memory-mapped address. GPL itself
was executed by the 16-bit TMS9900 CPU. Fond memories are still brought back
whenever I see phrases like

BLWP @GREAD

spraypainted on a wall somewhere.

>Redeeming features included the terrific speech synthesiser add-on, and some
>of the games were terrific. I've yet to see anything that rivalled Parsec, a
>sideways scrolling shoot-em-up that was light years ahead of later stuff.
>
>It also had good implementations of the Scott Adams Adventures, with full
>graphics, and a great version of Atari Pole Position.
>
>Anyone else who remembers it, please correct me if I've got anything wrong.

Nope. The only thing you didn't mention was that it was 1/4 the price of an
Atari 8-bit by the time I could afford one (but of course, you didn't know
that).

Stephen m. Webb

4167. Re: Problems w/BRAND NEW Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 02:21:47 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr24.022147.6183@oz.plymouth.edu>
Source record: 223147

{I said.....[in 2 previous messages]}
>[I know it's bad "form" to follow yourself up but...]

>>I just a Mega STe and ran into a serious problem....
>>Whenever I try to run ANY program (so far...) I get 3 bombs in the
>>left side of the screen and the computer freezes. Does anyone have any
>>ideas ? This is very annoying %-). Could it be my hard disk driver ?
>>It's version 5.2.0 from ICD..... is that too old ??

I forgot to mention that Yes, I DO have an ICD controller - so there
is a good reason why I'm using ICD software (several pple asked..).

>If I boot from a floppy & THEN run ICDBOOT (did I mention that
>programs work fine from a floppy if the HD driver is NOT loaded ?)
>[assuming I can get to this step] I can access my hard drive just
>fine...

I now have a (very) kludgy solution to my problems..... I have a
floppy wih my ACC's &CPX's and auto folder & NEWDESK.INF.

I also have ICDBOOT.PRG as my autoboot program..... ugly, but it
works.

>I haven't tried the Atari hard drive utilities yet... maybe that'll
>fix the problem. But I would rather NOT have to reformat if possible.

The Atari hard drive utilities didn't work (even worse actually....,
at least the ICD driver let me see past partition E, which the atari
wouldn't)

Haven't reformatted & don't really want to.....

I'd like to thank all those who gave me wonderful suggestions & food
for thought.

:-).

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4168. Adjusting SM124 black level(?)

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 02:29:29 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr24.022929.6703@oz.plymouth.edu>
Source record: 223148

I could use some help w/a small problem (again? Yup %-).

I have an SM124 that is my primary monitor..... when I plug it into my Mega STe the "black level" (I think that's what it's called...) is much to high. It's TOO black..... drowns out everything except white.

My SM124 (circa. 1986) has a loose connector but it was NEVER this bad w/my old (& now defunct) 1040ST.

Is there any way to adjust the black level/intensity other than the two knobs on the outside of the monitor ? While it's usable, it's not great...

Thanx....

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4169. Minix and a Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 02:32:52 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr24.023252.7021@oz.plymouth.edu>
Source record: 223149
Cross-posted to: comp.sys.atari.st,comp.os.minix

Is there any way to use ST Minix 1.5.10.3 with an Atari Mega STe ? My old boot disk doesn't work with my new computer.

ANy help would be appreciated.....

Thanx,

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4170. Comments on my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 02:42:27 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr24.024227.7368@oz.plymouth.edu>
Source record: 223150

I wouldn't want anyone to get the wrong impression from my previous messages about problems I'm having with my new Mega STe.

I like the machine VERY much.. !!!! A real (finally) computer from Atari. The speed is great, most of the programs I've tried work, it looks 'different', and the keyboard is (IMHO) the best yet. It even beats out the two keyboards I've liked on other machines (Apple Extended KB & IBM DisplayWriter (circa 1981)).

All I need now is LocalTalk using the LAN port & I could die happy.

I do have another question though..... does serial port 2 use the VME bus or just the access panel to it ?

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4171. Re: GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 07:25:34 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr24.072534.28389@actrix.gen.nz>
Source record: 223051

In article <1992Apr23.145730.22580@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
> In article 28446@actrix.gen.nz, Roger.Sheppard@bbs.actrix.gen.nz () writes:
> >
> >Can any one help me with the versions of GFA that are out,
> >a friend of mine has GFA 3.5E, but as I would like to get a copy,
>
> Roger, I hope you meant to say you wanted to *BUY* yourself a copy. We really
> cannot afford any more piracy in the Atari community. And by that I mean both
> developers, like myself, and the individual user.
>
> I'm sure that's what you meant, I just wanted to preach globally a bit. :)
>
> ---
> _____________________________ John "HUTCH" Hutchinson ____________________________
> ___________ Chief Cook & Bottle Washer - Fair Dinkum Technologies ___________
> _________________ "No worries, mate... it's from Fair Dinkum!" _________________
> ____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

Please don't put slanderes remarks like that on the Net Thanks..

I do live by my own actions and not by otheres..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4172. Re: Neodesk 3.0 inf files

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 07:29:03 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr24.072903.28478@actrix.gen.nz>
Source record: 223052

In article <1992Apr23.170300.11947@uunet.uu.net> ender@uunet.uu.net (Pete Walsh) writes:
> Greetingz! I have just completed a move and upon setting up my computer
> found that all of my Neodesk 3.01 inf files (that is, NEODESKL.INF,
> NEODESKM.INF, and NEODESKH.INF) are corrupt. Would some kind soul
> please uuencoded copies of the plain-jane versions of these files
> and mail them to me? In unpacking I have yet to find my distribution
> disk and hope to avoid having to send off for a replacement by getting
> working copies of the plain inf files and then placing all the appropriate
> files on a floppy for safe keeping.
>
> I don't *THINK* that just asking for copies of the INF files would be
> considered piracy, but if someone out there knows different please let
> me know and I'll write to the company about getting a replacement
> distribution disk... But I shudder to think of how long I might have
> to wait and the regular Atari desktop just doesn't cut it once you've
> used Neodesk!
>
> Thanx in advance!
> - Ender

You don't need those files, they are just your defaut settings, and
can be made again..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4173. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 07:32:58 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr24.073258.28598@actrix.gen.nz>
Source record: 223053

In article <1992Apr23.175336.129420@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.dbp.de writes:
> In <A102766743@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
> >[stuff on benchmarks and other comparisons deleted]
>
> >I don't mean to suggest that GFA is a bad language, slow, or not
> >useful. In many cases it's easier to use than C, and for many
> >individuals it's a better general-purpose tool. I do take issue with
> >claims that it approaches C in flat-out performance on any real-world
> >tasks, though. I still have not seen a case where a GFA program is in
> >the same league as properly written C code.
>
> As a user of GFA basic with some experience, I don't see anything
> inherent in GFA taht could accout for the fact that there are no GFA
> programs 'in the same league as properly written C code'. Over here
> in Germany, some GFA programs of nice qualtiy float around, e.g. Sagrotan
> and Crackart (I think). It seems to me that it is perfectly possible
> to write GFA programs that are just as good as equvalent C programs.
> It's largely a question of your taste which language you choose...
>
> +- Jan Kim ----------- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
> | |
> *-------=< hierarchical systems are for files, not for humans >=----------*

Have a look at Freeze Dried Terminal program from USA that is in GFA..
Its on A.A..

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4174. Re: Atari 1040STe STILL for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 07:36:02 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Apr24.073602.19539@ugle.unit.no>
Source record: 223054

In article <12568@umd5.umd.edu>, adhir@cygnus.umd.edu (Alok Dhir) writes:
>
> What kind of a stupid retard are you? Who the hell gave you access to the
> net?? Jeezus. Learn english.
.
.
>
> Please don't send any more posts addressed to me, you give me a headache.

Please remember that this can be read by the public. If you two have something personal to discuss, do it private or show a little more respect for each other.

That is my opinion....

Stig Vidar Hovland - stigvi@lise.unit.no

4175. GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 09:28:47 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <1992Apr24.092847.2834@informatik.uni-erlangen.de>
Source record: 223055

Hi all there !

I just saw the (old) discussion about C and GFA. (seems like neverending Story.:)

But I don't want to participate on that. All I need are competent GFA Developers. We are a small company of 3 people and mainly working on MIDI Applications and Fantasy-Games. All Programms have to run on all Resolutions (640 x 200 upward) and on all ST/STE/TT Machines. We use 3.6TT D, Interface, ergo! and some Tools on our TT's.

If there are developers with abilities and interest, they should contact me.

Ciao
Atarico

PS: One word to the C<->GFA discussion: (can't stop my fingers)

I learned GFA 1.0 .
Then I got experience with 2.0,3.0 and 3.6 .
Then I learned C (on VAX).
All I can say is, that C is a language you can write Programms in. And it is a very popular language you can find on (almost) every machine. BUT: GFA is not on VAX implemented. (Thats bad, because VAX-C is MUCH WORSE than ATARI-GFA).

All I want to say is: I use GFA where I can, and if theres no implementation, I have to use C.

4176. Atari ST jpeg3.0 about to be 'served'

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 09:34:23 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992Apr24.094520.27114@arbi.informatik.uni-oldenburg.de>
Source record: 223056
Cross-posted to: comp.sys.atari.st,alt.binaries.pictures.d

Hi!

Me and my friend TC are proud to state : the Jpeg package V3.0 has been
compiled on the ST , error-free.
The new version is said to be speed-improved and finally features
'well-dithered' output in GIF-format.

After i have done some testing, i will post the new version if there is any
interest.

One last Question : wold you like
a) unix-style commandline - Format ("djpeg -G a.jpg >a.gif")
- nice for usage within a pipe, but not supported by every shell
b) DOS/MAC-like TWO_FILE_COMMANDLINE ("djpeg -G a.jpg a.gif")
- easier if you want to use it as a .TTP from the desktop

Bye,
Frank
--
==
CS Student | I may be late,
Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
a fool with a tool is still a fool

4177. Re: What's A Fair Price for a Hard Disk?

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 11:59:02 UTC
From: llo@informatik.tu-chemnitz.de
Message-ID: <llo.704116742@informatik.tu-chemnitz.de>
Source record: 223057

plate@cdsmn.mn.org (Doug Plate) writes:

>To elaborate:

>What's a fair price for a USED ~40Meg external SCSI hard disk? I'm
>talking about the disk, bow, power supply, AdSCSI+ and cable?

>Thanks,
>Doug Plate

Try of an answer by (Lars.Loeffler@Informatik.TU-Chemnitz.de):

I`d pay 300-400 $ for a HD like this.
(My Quantum 52M 17ms was (new) 998 DM (~500-600$) from ALTERNATE/Germany)

ADD: Searching for ATARI ST e-mailfriends.

By and stay ST-uned!

4178. Re: GFA Basic

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 12:09:58 UTC
From: agauton@cs.strath.ac.uk
Message-ID: <9524@baird.cs.strath.ac.uk>
Source record: 223058

What about the fact that ST Format (UK) is giving away GFA Basic 3 on it's cover next month - I can't remember what version, and it probably won't have the compiler, but what the hell - it's free and LEGAL.

Alan G.

4179. QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 12:16:05 UTC
From: llo@informatik.tu-chemnitz.de
Message-ID: <llo.704117765@informatik.tu-chemnitz.de>
Source record: 223059

Please, can anybody tell me, why all every 2 minutes my QUANTUM HD (52-17 with driver: HUSHI by Hard&Soft/Germany) sounds like having an access?

PS: Searching for ATARI ST E/MAIL partners.

Thank You.

4180. Re: TOS 1.4 Questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 12:57:40 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <704120258.16165@minster.york.ac.uk>
Source record: 223060

In article <60600@aurs01.UUCP> whitcomb@aurs01.uucp (Jonathan Whitcomb) writes:
>Okey, I know I'm a tad late to jump on the bandwagon here, but I just
>ordered a TOS 1.4 chipset to drop in my Mega ST4. (Yeah, yeah, I know
>about the TEC, but I mostly use monochrome and I'm don't ever see the
>desktop since I use Codehead's magic HotWire/MaxiFile/MultiDesk combo,
>so the new icons and things wouldn't do much for me.)
>
>I'd like to know if some of my current AUTO file programs won't be
>necessary now (Pinhead, Fatspeed, FolderXXX), and what patch programs
>people have found useful to fix bugs in TOS 1.4.

You won't need Pinhead or FATspeed any more. You may need FOLDERxxx,
depending on what you do... TOS 1.4 is much better at handling its internal
OS pool memory, so the 40 folder bug no longer exists. It is still possible
to run out of OS pool, though, if you have a _lot_ of files open and/or a _lot_
of Malloced memory blocks.

New patch programs required are POOLFIX3 (to fix a problem introduced into
the OS pool memory manager), TOS14FIX to sort a few obscure bugs, and
TURBOCTS or similar if you intend to use RTS/CTS handshaking on the serial
port.

>Thanks,
>**
>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>Alcatel Network Systems Delphi: JBWHIT
>Raleigh, NC GEnie: J.WHITCOMB3

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

4181. Re: Atari ST jpeg3.0 about to be 'served'

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 13:04:42 UTC
From: miked@syscon.rn.com
Message-ID: <1992Apr24.130442.25455@syscon.rn.com>
Source record: 223061
Cross-posted to: comp.sys.atari.st,alt.binaries.pictures.d

Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) writes:

>Hi!

>Me and my friend TC are proud to state : the Jpeg package V3.0 has been
>compiled on the ST , error-free.
>The new version is said to be speed-improved and finally features
>'well-dithered' output in GIF-format.

>After i have done some testing, i will post the new version if there is any
>interest.

Could you tell some of us less informed about jpg?

>One last Question : wold you like
>a) unix-style commandline - Format ("djpeg -G a.jpg >a.gif")
> - nice for usage within a pipe, but not supported by every shell
>b) DOS/MAC-like TWO_FILE_COMMANDLINE ("djpeg -G a.jpg a.gif")
> - easier if you want to use it as a .TTP from the desktop

>Bye,
> Frank
>--
>==
> CS Student | I may be late,
>Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
>Inhouse : faramir!moesel | waiting for.
>UUCP : moehle@uniol +-----------------
>DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
>------------------------------>Fascinating.<--------------------------------
>a fool with a tool is still a fool

4182. Re: Atari ST jpeg3.0 about to be 'served'

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 14:38:06 UTC
From: pete@ohm.york.ac.uk
Message-ID: <1992Apr24.143806.12656@ohm.york.ac.uk>
Source record: 223062
Cross-posted to: comp.sys.atari.st,alt.binaries.pictures.d

in article <1992Apr24.094520.27114@arbi.informatik.uni-oldenburg.de>,
Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) says:
> One last Question : wold you like
> a) unix-style commandline - Format ("djpeg -G a.jpg >a.gif")
> - nice for usage within a pipe, but not supported by every shell
> b) DOS/MAC-like TWO_FILE_COMMANDLINE ("djpeg -G a.jpg a.gif")
> - easier if you want to use it as a .TTP from the desktop

Both please - just check the number of filenames you have. if its only
one then send to stdout, if its 2 then send to the second one. (and if
none then stdin to stdout would be nice...). Should be easy enough to
do except for the last one (I dont knoew if djpeg fseeks on its input).

-bat.

--
-Pete French. (the -bat.) -+
Adaptive Systems Engineering |
+- memento mori, remember to die

4183. TeX/LaTeX in 1 Meg, without a Hard Drive!!! (long)

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 14:42:52 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992Apr24.144252.8746@city.cs>
Source record: 223063

```
%
% Happy Smiley Face
%
\def\hsmiley{\leavevmode{\tt \raise0.2ex\hbox{:}\kern-2pt-\kern-2pt)}}
%
% Sad Smiley Face
%
\def\ssmiley{\leavevmode{\tt \raise0.2ex\hbox{:}\kern-2pt-\kern-2pt(}}

\hsmiley
To reply to bossoj@aix.rpi.edu (Joseph Charles Bossolini)'s question:

>>As a followup to the original question on the 1MB + floppy setup,
>>is it posible to setup a _usable_ TeX?? I only need one font at a time
>>and I plan on outputing to disk, so I can take it to the campus mainframe
>>and printing...

\ssmiley
In response to cbbrowne@csi.uottawa.ca (Christopher Browne)'s posting:

>Not plausible.

Yes it is... and here's how (Instructions after the -cut here- line).

>*bits cut*
>
>And it is the ABSOLUTE minimum. You'd need to put the input/output
>files on a RAMdisk, and with only 1MB, you don't have room for that.
>

True, TeX needs all of the 1 Meg for program/workspace.

>Plus, this would NOT run LaTeX - which is assumed for a lot of the stuff
>you'd get.

Most people just want to process small documents (I say small but 100
or so pages are possible in 1 Meg, with a table of contents too!)
These people don't (or shouldn't) require BiBTeX or METAfont,
and so you can get by WITHOUT a hard drive, with a little disk
swapping, depending on how many drives you have.

>It MAY be possible to run a stripped-down TeX which only has a couple of
>fonts (which means: no math), but I wouldn't want to try it.
>
>Oh right, you also would need to have some sort of shell, in order to
>set up the environment variables. It costs you some combination of
>RAM and disk space.
```

>
>It ain't gonna work.

You get TeX, LaTeX, Screen Previewer and Printer drivers, all run
from the CS-TEX shell. The editor is MicroEmacs (and a good one it
is too!) but you could use whichever editor you prefer, if it fits
on the disk.

>If you had a hard drive, then there would be NO problem. (Indeed, the
>package CS-TeX for the ST is better in my experience than many of the
>versions for other computers. And it's free, to boot.)

\hsmiley
No need for the hard drive.... read on and good luck!

The following is a document I was working on, but I have
had too much university work on lately in order to finish it.
!!! PLEASE NOTE THAT IT IS BY NO MEANS COMPLETE, JUST USABLE !!!
The document has, however, been used by other net people successfully,
as a kind of beta-test, and as there seems a call for such a document,
I'm posting it as I won't have time to complete it until after my finals
(mid-June). The set-up was derived by myself before Christmas('91) by
extracting the bits that I thought were relevent from the CS-TEX files.
I have been using it with no problems since then (except for the printer
driver, but that's fixed now). Older ST owners may experience problems
(caused by either the Atari Fileselector or the shell - authors please
note!) but a few friends have managed to get by somehow, so that'll be
included in the final document. To reserve a copy, just send me you're
email address with a short request and I'll send the file to you when it's
complete. Alternatively, I'll simply post it to comp.sys.atari.st.

If you spot any errors please report them to me. Also, send me any
suggestions you may have for enhancements, and you will be credited
in the final document.

------------------------------ cut here ------------------------------

SETTING-UP

You will need the following files, available from both:

atari.archive.umich.edu [141.211.164.8] in the atari/tex/cs-tex
directory and somwhere in rusinfo.rus.uni-stuttgart.de [129.69.1.12].

Un-zoo these to eight seperate disks and name them as follows:
(Note: You need version 2.1 above, in order to extract these.
It can be a pain too, you may need to format disks to 82 tracks,
10 sectors in order to squeeze the stuff on. Also, using zoo in
1 Meg with large files can be tricky. I found it's best to use a
ramdisk to hold the .zoo file, zoo.ttp and a zoo-shell, and then
to extract onto the disk, a few files at a time if necessary.)

CS-tex-1 TeX 1
CS-tex-2 TeX 2
CS-tex-3 TeX 3
CS-tex-4 TeX 4
CS-fonts1 Fonts 1
CS-fonts2 Fonts 2

Now prepare 4 blanks disks formatted to 80 tracks, 10 sectors per track.
(I suggest using 'FcopyIII' for this, and to format the disk twice, just
to make sure, but it's up to you.)

Label one blank disk 'Disk B - Documents', and extract the following
files from the disk 'TeX 1' into the root directory:
(I used the program 'unlzh172.prg' with the options 'extract to
directory' and 'overwrite existing files' both set to 'NO')

INPUTS.LZH - extracts to a directory called INPUTS
STYLES.LZH - becomes the directory STYLES, which
contains a directory LOCAL.
TFM.LZH - becomes the directory TFM.
DEMO.LZH - become the directory DEMO, rename this
to TEX_DOCS

Put this 'Disk B' aside, label a fresh disk 'Disk A - TeX Binaries'.
Still from 'TeX 1', extract the following:

TEX31.LZH - extract only the files CTEX_E.PRG, TEX.POO
and TEX.TTP. These are put into a directory
TEX31, TEX.POO into a folder FORMATS and
TEX.TTP into a directory BIN. Copy the contents
of the TEX31 directory into the root directory,
and then delete the whole folder TEX31.

From the disk 'TeX 4', extract the file M_EMACS.LZH into the
root directory. This produces files in the BIN directory, and
a also a new directory. Delete this second directory as we need
the disk space!

In order to use the TeX and LaTeX system, the files PLAIN.FMT
and LATEX.FMT must be present in the FORMATS directory.
The generation of .FMT files was a real pain, and I wouldn't
advise anyone to go though it without a hard-drive. I doubt
that I could emulate the method I used to generate the two
initially! For just normal work though, these files are
sufficient, so I'll either e-mail them to you, or get them
uploaded to the atari.archive (if I can work out how!) as,
unfortuantely, they're not included in any of the original disks.
Alternatively, beg for them off a friend!

So that's the binaries disk complete, just to check, here's a
complete directory listing:

\BIN -> TEXIN.CMD
TEXOUT.CMD

EMACS.HLP
EMACS.RC
ME.TTP
TEX.TTP
ME_DOC.TXT
\FORMATS -> LATEX.FMT
PLAIN.FMT
TEX.POO
\CTEX_E.PRG

Get another blank disk and mark it 'Screen Previewer'.

The screen previewer is created from the following:
From the disk 'TeX 3', extract the file 'PREVIEW.LZH' to
the fresh disk. Next, add the fonts from the file 'FONTS.LZH'
found on the disk 'Fonts 1'. This is all you need for the
previewer disk.

Now mark the final blank disk 'Printer Driver(s)'.

This will be used to house both the 9 and 24 pin printer drivers.
Extract from the disk 'TeX 3' the file IMPACTS.LZH. This creates
a directory BIN in which the two files DVI_N9.TTP and DVI_N24.TTP
are put. To the same disk, extract the files FX_MINI.LZH and
P6_FONTS.LZH from the disk 'Fonts 1'. These set up the font
directories and sub-directories for use by both the drivers.

Deskjet and Laser printer owners (lucky people!) should use the
drivers found in OTHER.LZH and LASER.LZH on 'TeX 3' plus the fonts
in LJ_FONTS.LZH on the disk 'Fonts 2', although Deskjets may use the
P6_FONTS. I haven't been able to test this out myself.

SETTING UP THE SHELL

Turn the ST off, and insert the 'TeX Binaries' disk into drive A.
(If you have 2 drives, put the 'Documents' disk into the second drive)
Now switch on and go to medium resolution (if your not using a b/w monitor)
and save a DESKTOP.INF with a layout your happy with, so that you'll be
able to run CTEX_E.PRG whenever you boot the disk. STE owners can
use the 'Install Application' to make CTEX_E.PRG auto-running,
but it can't be put into an AUTO folder as it uses GEM.
Remember to save the desktop AFTER installing the program.

Now you're ready to run CTEX_E.PRG

You'll be greeted with a menu bar from which select the Parameters menu.
First, turn off the direct preview option. Next, select the Environment
option and change the following defaults:

Name Default Change to

TEXINPUTS .;a:\tex\inputs* .;b:\inputs*
a:\tex\styles* b:\styles*

```
TEXFORMATS a:\tex\formats a:\formats
TEXFONTS a:\tex\tfm\* b:\tfm\*
TEXBIB I haven't bothered with this!

Select 'OK' to confirm these changes.

From the Find menu, select the Editor option. Locate the editor ME.TTP
(It has the path A:\BIN\ME.TTP). Do the same for TeX, locating TEX.TTP.

After that, select the option 'Main File'. We want to locate the
directory in which our .TEX files will be situated. On a
two drive system this is no problem, and using an STE with one
drive, I have had no problems. But a problem arises on older ST[F]M's.
Try the following:

Set the PATH to B:\TEX_DOCS\*.TEX
and the SELECTION to <blank>

Click the grey bar to the right of the 'close directory' square,
and the machine should respond with the directory listing.
If you have only one drive, you'll be asked to 'Insert disk B',
as normal, so put the 'Documents' disk in the drive, and you'll
get the directory. What happens on the older ST's is that they
crash! This is either due to the older TOS, or the shell itself.
I'm trying to get around it, but have had no luck so far, so if
anyone else does find a way, let me know.

With the directory located, choose 'OK', even though no file is
located. This is done so that every time you boot CTEX, it knows
where to look for your files. (Single drive owners will get asked
to 'Insert disk B' just after CTEX loads, this is normal)

To find the previewer, put the 'Screen Previewer' disk into the drive,
and then locate it. It will have the path A:\BIN\DVI_VIEW.TTP (for
single drive owners this will involve another disk swap after being
asked to place disk A in drive A.) What we are doing is fooling the
shell into thinking that all the binaries are in one place, I'll
explain how this is exploited in the next section.

Do the same thing with your 'Printer Driver(s)' disk. Locate DVI_N9.TTP
as 'Printer 1' and DVI_N24.TTP as 'Printer 2'. After that, select the
'Printer' option within the 'Parameter' menu (or simply press 'Z').
Change the options to read:

Screen : -p=a4
Printer 1 : -p=a4 -y=eps -z
Printer 2 : -p=a4 -y=eps -z -v=180
(Clear printers 3 and 4 if you wish)

The -y option sets the driver to the type of printer you have.
For the 9-pin driver, you can use 'eps', 'star' and 'tax' for either
Epson FX-80, Star Gemini-10x or Taxan KP-810 printers respectively.
The 24-pin driver supports 'eps', 'nec' and 'oki' for Epson LQ-850,
```

NEC P6 and OKI ML-390 printers respectively.
Change the -y setting to best reflect the printer you own, i.e. the
driver most compatable (usually suggested in your printer manual.)
e.g. my Star prefers Epson LQ-800 emulation, hence I use -y=eps.
To continue, select 'OK' to confirm these settings.

To retain the whole setup, choose the 'Save' option within the
'Parameters' menu. Save the file CTEX.INF to the root directory
of the 'TeX Binaries' disk.

Your now ready to test the system.

PROCESSING .TEX FILES

To start off with, locate your main file. A short cut to do this
is to press 'H', after which you'll get the directory of TEX_DOCS.
For our test, select the document DEMO.TEX.

To test the editor, press the 'E' key (or use the 'Work' menu option)
and Emacs will load, with the file DEMO.TEX. (Single drive owners note:
when the machine asks for Disk A or Disk B, these corrispond to the
'TeX Binaries' disk and the 'Documents' disk respectively, and you should
swap them accordingly.) Unfortunately the text is in German, but nether
the less, this is just a test!

Delete the 'g' after the words '%format latexg' on line one, as
our setup has only the LATEX.FMT file present, and not the file
LATEXG.FMT, german version.
Now save the text using '^x^s' and then exit using '^x^c'.
You'll then be returned to the shell.
(Yes, I do know that 'ESCz' is a short cut to save and quit!)

Select 'Tex' from the 'Work' menu (or just press 'T') to process
the .TEX file into a .DVI file (with a .LOG and .AUX file also
being created). There shouldn't be any errors, just a bit of disk
swapping for single drive owners (invest in a second drive, it's
worth every penny!)

When that's complete, you're returned to the shell.
Now come the part to fool the system.. take note!

Dual drive owners:
Whilst in the shell, swap disk A for the 'Preview' disk.
You can now press 'V' and the viewer will load and run,
and you'll see the output of DEMO.TEX, pressing the HELP
key will show you the options of the viewer, when your
bored, press ESC to return to the shell.

Single drive owners:
If you've just processed a document, disk B will be in
the drive. When you press 'V' then, you'll be asked to
put disk A back into the drive. Instead of putting the

'Binaries' disk in, put the 'Screen Previewer' disk in.
Hopefully, all will run as described above, only a couple
of disk swaps will take place as the fonts are loaded.

In order to print the document, you follow the same procedure
described above, only with the 'Printer Driver' disk instead
of the 'Screen Previewer' disk. Simple eh?!?

And that's basically all there is to it, any problems - no doubt
you'll be in touch.

Enjoy,
Mark.
--
"Wrathchild"	e-mail : dh108@cs.city.ac.uk				Atari - Power
dh108	** All views expressed are my own - **				Without
Mark Keates.	UNTIL I GET MARRIED !!	/	\ Our Support

4184. Solved. (Was: Mark William's C fseek() problem?)

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 14:54:13 UTC
From: CADS_COLE@GALLUA.BITNET
Message-ID: <1992Apr24.095413.1@gallua>
Source record: 223064
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.lang.c

As pointed out by several people on these lists, the problem was not with my fseek, but with my fread that followed it. If anything, the bug is an inconsistency between Mark William's C's ftell and fread. ftell is defined as returning a long, yet fread expects an int. So, when I fed fread a long dumpsize (as returned by ftell), everything went haywire.

Thanx all.
--

========== U.S. Mail ================================ E-Mail ================
Kevin Cole <Flatline> | Bitnet: CADS_COLE@GALLUA.BITNET
Gallaudet Research Institute (GRI) | Internet: KJCOLE@GALLUX.GALLAUDET.EDU
Washington, D.C. 20002-3625 | UUCP: ...!psuvax!gallua.bitnet!kjcole
(202) 651-5575 x4592 | The WELL: kjcole

4185. CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 15:17:55 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992Apr24.111755.13387@umiami.ir.miami.edu>
Source record: 223065
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

While I am currently enjoying Calamus SL, I am having some problems with printing on my Deskjet 500. It is REALLY SLOW. I mean it. It is AT LEAST 10 times as slow as 1.09n. Any ideas?

Mark Santora

4186. NRI Schools ad

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 15:28:02 UTC
From: azog@thoth.rent.com
Message-ID: <1992Apr24.152802.29161@thoth.rent.com>
Source record: 223066

Here is something interesting that I thought I would share with you... In the 1992 Popular Electronics _Electronics Hobbyists Handbook_, there is an advertisement for NRI schools. YOu know these people, they are a correspondance school, and have stuff like "TV and VCR Repair", etc. Anyways. The ad says stuff like this:

...with the equipment thats revolutionizing the music industry - the Atari ST series computer...

..with its tremendous power, superior graphics...and built in MIDI...

etc...

Kinda nice too see something like that :)

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

4187. DEGAS Elite wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 15:33:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr24.153321.24862@newshost.lanl.gov>
Source record: 223067

I'm looking for a copy of DEGAS Elite. Mine got nicked (er, permanently
borrowed?) at a recent show. This is ancient software, folks, so please
price accordingly, OK?

Ta,

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4188. Re: Founder of Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 16:11:39 UTC
From: bill@mwca.UUCP
Message-ID: <1980@mwca.UUCP>
Source record: 223068

In <1992Apr23.052601.1673@msuinfo.cl.msu.edu> molin@crs.cl.msu.edu (Michael Olin) writes:

>exuhag@exu.ericsson.se (James Hague) writes:

>>Another poster was trying to remember what games Chris Crawford
>>did for Atari. I can recall Eastern Front, SCRAM, Energy Czar,
>>and Excalibur.

>If memory serves, didn't Chris Crawford also do the Galahad/Holy Grail
>thing for ATX?

That's APX (Atari Program Exchange), and I believe Douglas Crockford did them.
Crockford is now at Skywalker Ranch for Lucasfilms.
--

##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ################

4189. Re: Atari ST jpeg3.0 about to be 'served'

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 16:38:38 UTC
From: bobhays@spss.com
Message-ID: <1992Apr24.163838.42973@spss.com>
Source record: 223070
Cross-posted to: comp.sys.atari.st,alt.binaries.pictures.d

In article <1992Apr24.130442.25455@syscon.rn.com>, miked@syscon.rn.com (Mike DeMetz) writes:
> Could you tell some of us less informed about jpg (sic)?

I suppose you meant jpeg?

Jpeg is a relatively new standard for color image compression. It has two forms: lossy and non-lossy. Lossy compression causes some about of image information loss, and non-lossy does not. The standard takes into account "continuous" image data and large color images (like 24 bit color). The lossy algorithm can be (and has been) done in hardward already. And, PostScript Level 2 knows about jpeg also.

I have the first standard publication thanks to Adobe - if you really want more info, let me know.

Have fun! - Bob
--
==========
The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "There is no dark side of the
Bob Hays Fax: (312) 329-3657 | moon really ...." - Pink Floyd

4190. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 16:56:25 UTC
From: bart@bluemoon.rn.com
Message-ID: <qkVqJB1w164w@bluemoon.rn.com>
Source record: 223071

llo@informatik.tu-chemnitz.de (Lars Loeffler) writes:

>
> Please, can anybody tell me, why all every 2 minutes my QUANTUM HD (52-17 wit
>
> PS: Searching for ATARI ST E/MAIL partners.
>
> Thank You.

I think quantum drives have "no-stick" built in, which means they move
the head while it's not being accessed to prevent it from being stuck.

This is from
bart@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

4191. problem with new modem

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 17:02:19 UTC
From: david@Xenon.Stanford.EDU
Message-ID: <1992Apr24.170219.28648@CSD-NewsHost.Stanford.EDU>
Source record: 223072

My sister sent me out her old 520ST so I could use it as a terminal emulator and dial into school, so I went out and bought a modem got a shareware terminal emulator and hooked it all together, but it does not seem to work. My configuration is a 520ST with TOS 1.0, one single sided 3.5in floppy drive, a Digitan Systems DS24X HI-IQ 2400BPS Hayes compatible modem with an RS-232 cable, and VanTerm 3.8. I have no Auto folder and nothing on the phone line other than the modem. The problem is that I can't seem to get VanTerm to dial anything. Can anyone out there help?

Thanks,

Dave Alexander

4192. Re: Atari ST jpeg3.0 about to be 'served'

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 17:03:05 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr24.170305.20518@a.cs.okstate.edu>
Source record: 223073
Cross-posted to: comp.sys.atari.st,alt.binaries.pictures.d

In article <1992Apr24.094520.27114@arbi.informatik.uni-oldenburg.de>
Frank.Moehle@arbi.informatik.uni-oldenburg.de (Frank Moehle) writes:
>Hi!
>
>Me and my friend TC are proud to state : the Jpeg package V3.0 has been
>compiled on the ST , error-free.
>The new version is said to be speed-improved and finally features
>'well-dithered' output in GIF-format.
>
>After i have done some testing, i will post the new version if there is any
>interest.
>
>One last Question : wold you like
>a) unix-style commandline - Format ("djpeg -G a.jpg >a.gif")
> - nice for usage within a pipe, but not supported by every shell
>b) DOS/MAC-like TWO_FILE_COMMANDLINE ("djpeg -G a.jpg a.gif")
> - easier if you want to use it as a .TTP from the desktop
>
>
>
>Bye,
> Frank
>--
>==
> CS Student | I may be late,
>Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
>Inhouse : faramir!moesel | waiting for.
>UUCP : moehle@uniol +-----------------
>DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
>------------------------------>Fascinating.<--------------------------------
>a fool with a tool is still a fool

To: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Subject: Re: Atari ST jpeg3.0 about to be 'served'
Newsgroups: comp.sys.atari.st,alt.binaries.pictures.d
In-Reply-To: <1992Apr24.094520.27114@arbi.informatik.uni-oldenburg.de>
Organization: Oklahoma State University, Computer Science, Stillwater
Cc:
Bcc:

How about
jpeg [-G] [file1 [file2]]

-G (I have no idea what this really is) is an optional mode. If not
specified a small helpscreen will appear on stdout, an error code will
be returned to (hummm... stderr?)...

File one is optional input file, if at least one filename is not specified
input will be from stdin.

File two is optional output file, if two filenames are not specified,
output goes to stdout.

Sorry... just my two cents worth!
jc

4193. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 17:20:00 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr24.122000.25255@doug.cae.wisc.edu>
Source record: 223074

In article <1992Apr24.073258.28598@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <1992Apr23.175336.129420@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.dbp.de
writes:
>> In <A102766743@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>>
>> >[stuff on benchmarks and other comparisons deleted]
>>
>> >I don't mean to suggest that GFA is a bad language, slow, or not
>> >useful. In many cases it's easier to use than C, and for many
>> >individuals it's a better general-purpose tool. I do take issue with
>> >claims that it approaches C in flat-out performance on any real-world
>> >tasks, though. I still have not seen a case where a GFA program is in
>> >the same league as properly written C code.
>>
>> As a user of GFA basic with some experience, I don't see anything
>> inherent in GFA taht could accout for the fact that there are no GFA
>> programs 'in the same league as properly written C code'. Over here
>> in Germany, some GFA programs of nice qualtiy float around, e.g. Sagrotan
>> and Crackart (I think). It seems to me that it is perfectly possible
>> to write GFA programs that are just as good as equvalent C programs.
>> It's largely a question of your taste which language you choose...
>>
>> +- Jan Kim ----------- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
>> | Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
>> | |
>> *-------=< hierarchical systems are for files, not for humans >=-----------*
>
>Have a look at Freeze Dried Terminal program from USA that is in GFA..
>Its on A.A..
>
>
>
>
>
>
>
>
>
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Basic as a programming language sucks. Period.

Quality applications resulting from its use doesn't justify its incredible vast array of weaknesses.

Basic originated at Dartmouth college by a bunch of academically inclined weenies who had nothing better to do with thier time but set back software design clock by about 30 years or so.

BASIC....Bad And Sick Imbecile Code.

I hope I never have that much time on my hands as to think about a new language as bad as BASIC.

-Greg

4194. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 17:27:43 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr24.122743.25453@doug.cae.wisc.edu>
Source record: 223075

In article <1992Apr24.092847.2834@informatik.uni-erlangen.de>
rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek) writes:
>Hi all there !
>
>I just saw the (old) discussion about C and GFA. (seems like neverending
>Story.:)
>
>But I don't want to participate on that. All I need are competent
>GFA Developers. We are a small company of 3 people and mainly working
>on MIDI Applications and Fantasy-Games. All Programms have to run on
>all Resolutions (640 x 200 upward) and on all ST/STE/TT Machines.
>We use 3.6TT D, Interface, ergo! and some Tools on our TT's.
>
>If there are developers with abilities and interest, they should
>contact me.
>
>Ciao
> Atarico
>
>PS: One word to the C<->GFA discussion: (can't stop my fingers)
>
>I learned GFA 1.0 .
>Then I got experience with 2.0,3.0 and 3.6 .
>Then I learned C (on VAX).
>All I can say is, that C is a language you can write Programms in.
>And it is a very popular language you can find on (almost) every
>machine. BUT: GFA is not on VAX implemented. (Thats bad, because
>VAX-C is MUCH WORSE than ATARI-GFA).
>
>All I want to say is: I use GFA where I can, and if theres no
>implementation, I have to use C.
>

Do you plan on making money with this company?

Obviously not. Anthing you can write in BASIC, I can write in C, but
my program will be:

1) Far more effective in handling the machines memory resources.

2) Performance won't even be comparable. C kicks but boy.

3) Pick any platform to run my program on. Localize machine specific features
for a wide variety of machines (software markets) (MORE MONEY MORE MONEY..).

4) Much better software development tools. (Less bugs)

In short, you won't make any money, to spend all that time writing your BASIC program.

Look, either change or DIE. Its time to dump GFA and become a competent C programmer. The ST is too dinky of a computer to restrict yourself like that...your also missing out on some really good opportunities to program better hardware....ie MIPS 4000 machines, HP's Latest workstations...

-Greg

4195. Re: emacs18.57

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 17:29:54 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.RDDtxKITp9M@keep.fantasy.sub.org>
Source record: 223069

In <3781@tuegate.tue.nl>, Jim Rump writes:

!Ik recently ftp-ed emacs18.57. I dumped it but I can't get it to work.
!whenever I run emacs I get an error like: unexpected end of file.
!Can anyone tell me why?

I think you have to run it thrue dumpfix or simmilar (it should be with it)

Bye
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

4196. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 17:36:00 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92115.123600JJMCWILL@MTUS5.BITNET>
Source record: 223076

I have to agree with Bob Malay, and add in my own personal point of view. I just read two different PC magazines featuring OS/2. What does it require for hardware? A 386SX or DX, about 4-6MB RAM, and at least 15MB of harddrive space. Windows NT will require a 386 as well. Now if Darek's computers are 286 machines, then what he says about his computer being "obsolete" in a couple years is false, if one relates obsolescence with not being able to run the latest and greatest. It's already common for PC magazine columnists to call 286 machines Labotomized... to me that equates to me thinking they view 286 machines as slipping down into the pit of obsolescence.

Jeff

4197. Re: GCC/G++ 2.1 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 17:51:00 UTC
From: subiaagb@w352zrz.tu-berlin.de
Message-ID: <SML2C7I@mailgzrz.tu-berlin.de>
Source record: 223077

```
|>
|> After installing GCC/G++ 2.1 I tried the 'ol "hello world" test:
|>
|> gcc -v hello.c
|> gcc-atariST version 2.1 Patchlevel 1
|> c:\bin\gcc-cpp.ttp -lang-c -v -undef .....................
|> GNU CPP-atariST version 2.1 Patchlevel 1
|> c:\bin\gcc-cc1.ttp c:/tmp/cc100000.i .......................
|> GNU C version 2.1-atariST Patchlevel 1 (68k, MIT syntax) ........
|> .
|> .
|> .
|> and so on, produced a viable "a.out" which ran fine.
|>
|> Then I tried this:
|>
|> gcc -v hello.cc
|> gcc-atariST version 2.1 Patchlevel 1
|> c:\bin\gcc-cpp.ttp -lang-c++ -v -undef .....................
|> GNU CPP-atariST version 2.1 Patchlevel 1
|> cc1plus c:/tmp/cc100000.i ..............................
|>
|> cmd exit code 1
|>
```

What happens here?

I had the same problems with even gcc 2.1 until I removed a desc acc.
called Harlekin (I don't know if you know it). Now all works fine,
gcc and g++.

If you look at your posting you can see that CPP caused the exit(1)
and not gcc-cc1+ (that's the originally right name for it, if you
want to change it set up your environments).
Try g++ with the -v -E options to see how the prepocessor runs.

How much memory is installed? I use 2 Meg's (but cout << "..." fails).
May be gcc checks your memory before it runs gcc-cc1+ .

Remove all installed acc's and even auto folder prg's, then you can be
sure there's no dirty program that manipulates your system variables.

Please send me a mail when g++ runs ok. Good luck, ap.

4198. Re: Atari ST jpeg3.0 about to be 'served'

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 19:38:42 UTC
From: jim@ferkel.ucsb.edu
Message-ID: <jim.704144322@piggy>
Source record: 223078
Cross-posted to: comp.sys.atari.st,alt.binaries.pictures.d

In <1992Apr24.163838.42973@spss.com> bobhays@spss.com (Bob Hays) writes:
>Jpeg is a relatively new standard for color image compression. It has
>two forms: lossy and non-lossy.

The non-lossy compression is implemented by almost no one though.

Jim Lick
Work: University of California | Play: 6657 El Colegio #24
Santa Barbara | Isla Vista, CA 93117-4280
Dept. of Mechanical Engr. | (805) 968-0189 voice/msg
2311 Engr II Building | "when you gonna make up your mind?
(805) 893-4113 | when you gonna love you as much
jim@ferkel.ucsb.edu | as i do?" -Tori Amos

4199. Falcon (game) run from Hard Drive?

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 20:06:52 UTC
From: friedric@mdd.comm.mot.com
Message-ID: <1992Apr24.200652.10932@mdd.comm.mot.com>
Source record: 223079

Anybody out there able to run Falcon v1.2, the flight simulator
game from their hardrive?

I've got a a Toad HD with 52M Quantum and ICD Advantage + host adaptor,
and v5.5 boot software.

I ran the install routine from the Falcon floppies, then tried to
run the program from the hard drive. The copy protection screen
(type in from codewheel) comes on, I enter the correct code,
and boom! 3 bombs.

If I try to run the program from the floppy, with the hard drive on,
the program initilization screen comes up, but the program never loads.
The floppy just keeps spinning. So it's not the HD loader program.

If I turn off the hard drive and run from floppy, the program works just
dandy. So it's not corrupted disks.

What's goin on?, neither ICD of Spectrum Holobyte could help.

Any help would be appreciated.
Thanks,
Bernd

4200. Re: ATSpeed and disk cache

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 20:15:29 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7628@uqcspe.cs.uq.oz.au>
Source record: 223080

In <1992Apr23.093150.21865@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>I haven't seen any discussion of this for quite a long time,
>so I thought I'd give it a shot again.

>IS anybody out there using ATSpeed with a cache on their hard
>disk?

>When I was messing around with this a year ago or so (or
>more), I found that all caches just chewed up my hard disk. I
>was then told by the distribuor not to bother...that none
>would work. So, I was just wondering if things have changed
>since then.

>--Gerry
>ggreenbe@rodan.acs.syr.edu

I have a Mega4 Ste with ATSpeed. I don't use a cache when running ATSpeed - I'm too scared to do so! But if anyone does so successfully, please post details.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4201. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 21:00:33 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr24220033@solb1.essex.ac.uk>
Source record: 223081

In article <1992Apr24.122000.25255@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:

>Basic as a programming language sucks. Period.

>Quality applications resulting from its use doesn't justify its incredible
>vast array of weaknesses.

Wrong. There are versions of BASIC available which are as structured as C, Pascal or any other language you care to mention. The only difference between these languages and a properly structured BASIC (e.g. GFA or HiSoft) is BASIC's lack of user-definable data types.

>-Greg

--
email: okes@essex.ac.uk
#
##
##
#
80% of statistics are wrong.

4202. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 21:06:12 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr24220612@solb1.essex.ac.uk>
Source record: 223082

[flames deleted]

Look Greg, why don't you let other people program the way they they want to
and go and start alt.fan.c or something?

--
email: okes@essex.ac.uk
#
##
##
#
80% of statistics are wrong.

4203. death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 23:48:01 UTC
From: ziggy@grafted.UUCP
Message-ID: <quBRJB2w161w@grafted.UUCP>
Source record: 223083

Not to bring a dark cloud on MiNT, which I think is a great piece of
work, but what is going to happen when MTOS hits the street this summer?
It seems to promise the things that MiNT lacks (mainly MultiGEM and VM
support on a '030), and would also be supported by Atari....
I would hate to see MiNT go, but I guess it it up to the masses
to keep up with MTOS....
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4204. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-24 23:50:11 UTC
From: ziggy@grafted.UUCP
Message-ID: <cyBRJB3w161w@grafted.UUCP>
Source record: 223084

>
> After all this talk, nobody caught the fact that the 6502 is NOT a
> motorola product but was built by Mostek, same people who designed
> the 68901 MFP.
>
> --Greg

Shure we did, I just did not think it was too important... And
yes I have machines based on both of them (8 bits).

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4205. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 00:09:00 UTC
From: burglin@opal.mgh.harvard.edu
Message-ID: <24APR199219094794@opal.mgh.harvard.edu>
Source record: 223085

In article <llo.704117765@informatik.tu-chemnitz.de>, llo@informatik.tu-chemnitz.de (Lars Loeffler) writes...
>
>Please, can anybody tell me, why all every 2 minutes my QUANTUM HD (52-17 with driver: HUSHI by Hard&Soft/Germany) sounds like having an access?
>
>PS: Searching for ATARI ST E/MAIL partners.
>
>Thank You.

Well, I have a 240 quantum SCSI drive, does the same thing,
but the timing is variable.
Maybe it's flushing the write buffers to disk, or doing some
other kind of routine maintenance.
Our SUN does all kinds of stuff when nobody is working on it.

Thomas

4206. Re: Disk Formating?

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 00:25:07 UTC
From: ekrimen@wet.UUCP
Message-ID: <3840@wet.UUCP>
Source record: 223086

In article <1992Apr23.115351.686@natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> Is there a way to format a floppy on the ST that is larger than
>the normal 720K but is still readable/writable from TOS? I ask this
>because I am having trouble with a couple of demos from atari.archive.
>Namely The Lostboys.lzh Definitive demo and Cybscape.lzh. After these
>are unarced they become slightly too much to fit on one floppy.

Yes. I've been formatting my disks 82 tracks, 10 sectors since 1988, when
I got my first ST. I've never had a problem with them, and I use generic
MEI Micro disks. I've had three STs, a 1040STf, 1040STE, and now a MegaSTE, and the disks
worked on all of them.

> I also would appreciate any help with cybscape.lzh, I haven't
>got it to do much of anything yet.

How far have you gotten? Be sure to extract everything to a floppy and boot
your computer from that floppy. Be sure you have at least a meg of RAM. It
will take a while to load all the modules in CyberScape, but it's worth it.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

4207. Re: TI 99/4A (Was: Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 00:44:05 UTC
From: stevew@tsltor.uucp
Message-ID: <1992Apr25.004405.6705@tsltor.uucp>
Source record: 223087

In article <aburgh.704014070@du248-18.cc.iastate.edu> aburgh@iastate.edu (Aaron J Burghardt) writes:
>In <703886473.15419@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>
>>It was the first 16-bit home computer, made by Texas Instruments before they
>>pulled out of the computer market.
>
>It ran at 3.3 MHz, but the registers were in video ram, not on the processor.

Most certainly not. The registers were in RAM memory, not VRAM, because the CPU had to access them directly (as offsets from the WP register).

>>It had a 16-bit processor, but very little memory (I forget exactly how
>>much) and a pretty poor version of BASIC. It used to do a pre-scan of BASIC
>>programs before running them (a lengthy wait) and it ran them excruciatingly
>>slowly.
>
>16K (reasonable at that time) of video RAM, i.e., the processor couldn't
> address it directly. It could, at considerable cost, be expanded to 48K.

VRAM could not be expanded beyond 16K. Processor RAM could be expanded to 48K, but the limitation was due to the fact that you could expand only through a special "expansion box", which had a limited number of slots.

>>You had to buy a ridiculously expensive disk system before you could do any
>>machine code work on it (no PEEK or POKE in the BASIC). Someone had a look
>>at why the BASIC interpreter was so damned slow and discovered that the
>>interpreter program itself was being interpreted by some other code.
>
>Check out an issue of Creative Computing, which published a BASIC benchmark
>every month with execution times for many systems. The Atari 8-bits came in
>at ~8 minutes to run it (one of the slowest) and the 99/4A took ~12 minutes.
>
>They did have a 4K battery backed up cartridge which allowed you to program
>in assembly, though the assembler was written in BASIC (slooooooowwww). Also,
>an Extended BASIC cartridge gave you limited PEEKs and POKEs (can't remember
>how) and access to 28 or 32 one-color sprites (nice).

The assembler was written in assembler, and was blindingly fast. Unfortunately, it was a line-by-line assembler, so you couldn't edit what you had typed in. BASIC was executed from VRAM, Extended BASIC was executed from processor RAM so was much faster.

There were actually an unlimited number of sprites (when accessed from assembler), but they were not hardware sprites. Much like the ST.

____
Stephen M. Webb

4208. St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 01:51:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <1992Apr25.005158.6686@acsu.buffalo.edu>
Source record: 223088

Does anyone know of a magazine exclussively for the ST's?
I called J&R music world and they told me that the ST is out of style,
is this true or do you think he was just trying to get me to buy a more
expensive computer.

4209. Re: ATSpeed and disk cache

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 03:06:58 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Apr24.200658.1@misvax.mis.arizona.edu>
Source record: 223089

In article <1992Apr23.093150.21865@newstand.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
> I haven't seen any discussion of this for quite a long time,
> so I thought I'd give it a shot again.
>
> IS anybody out there using ATSpeed with a cache on their hard
> disk?
>
> When I was messing around with this a year ago or so (or
> more), I found that all caches just chewed up my hard disk. I
> was then told by the distribuor not to bother...that none
> would work. So, I was just wondering if things have changed
> since then.
>
> --Gerry
> ggreenbe@rodan.acs.syr.edu

Were the problems associated with ST cache programs or PC cache programs running under ATspeed? Soeer I can't answer your question, but as a new ATspeed owner, I'd like to learn more about the problem.

--

Doug Tarico
dtarico@mis.arizona.edu Bombs, not Hippies!
(602)795-7633

4210. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 03:07:21 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr25.030721.102@beaver.cs.washington.edu>
Source record: 223090

In article <1992Apr24.122000.25255@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:

[...]

>
>Basic as a programming language sucks. Period.
>
>Quality applications resulting from its use doesn't justify its incredible
>vast array of weaknesses.
>
>Basic originated at Dartmouth college by a bunch of academically inclined
>weenies who had nothing better to do with thier time but set back
>software design clock by about 30 years or so.
>
>BASIC....Bad And Sick Imbecile Code.
>
>I hope I never have that much time on my hands as to think about a new language
>as bad as BASIC.
>

Greg, this is a pretty weak argument you are relying on, what exactly are the weaknesses you are mentioning? Personally insulting the designers is not generally a valid argument. In addition, it seems you have been out of touch with some of the newer BASIC programs. I can write a GFA BASIC program which is just as readable and structured as your magnificent C code. GFA has full implementation of procedures with variable parameters, all the standard structured loops, variable typing, etc... As mentioned in a previous post the main thing missing is the ability to define your own variables (i.e. structures and type ranges).

I could construct an argument similar to yours, comparing C to ADA and come to the conclusion that C is a weakened, sloppy, and error-prone language which should be shot. However, I believe this is a bit extreme, but I don't think just because most people program in C elevates it to deity status by any means, it has advantages and disadvantages just like any programming language.

And let's PLEASE not start a flame war about "my programming language is better than yours," that is obviously ridiculous.

>-Greg

Ben Gilbert
bgilbert@cs.washington.edu

4211. LAN port on TT/Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 03:09:39 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr25.030939.477@oz.plymouth.edu>
Source record: 223091

Does anyone have plans for the LAN port on the Mega STe & the TT ? I'd be very interested in a PD Appletalk implementation that uses it..... and I'm sure there are other pple who would like it also....

For anyone who is interested in tackling this..... have you heard about CAP (the Columbia Appletalk Package). It's a collection of programs for Unix type machines that allows them to communicate w/Appletalk devices using Ethernet bridges such as the Cayman GatorBox, Shiva FastPath, etc. It'd be a great starting point......

The curious can find CAP 6.0 on gatekeeper.dec.com in the directory /pub/net/appletalk/cap as a 1.3meg compressed tar file.

I'm not volunteering myself for this..... besides not having the competence to tackle it I've already got my plate full looking for a Real[tm] job and other fun projects... But I'd be willing to help beta test such a beast (in the fall when I get my hands on a Mac).

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4212. I need your help...

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 05:40:35 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr25.054035.8977@colorado.edu>
Source record: 223092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am in the market for and engagement ring and I am in
desparate need of money. If you are interested in
upgrading your system or buying a TT, make me an offer
on my TT, I might be desperate enough to take it...

TT030 Computer w/ 4MB ST RAM
50MB internal hard drive
PTC1426 color monitor
Cordless mouse
2400 Baud Supra Modem
any pd software on my harddrive...

All for the low asking price of $2100obo (excluding shipping).

Besides the above, you get all the other TT features like VME, LAN,
multiple serial ports, higher rez, etc.

Thanks,

Richard Hall

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

4213. SST on STe?

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 06:03:20 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr25.060320.22801@watserv1.waterloo.edu>
Source record: 223093
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Sorry if this is a repost - NOTE it's been modified (I added to it).

Just a quick question - the SST works on the mega's, I know.. How about the
mega STe's?? Do the mega STe's also have the internal bus slot for the
megatalk board?? Does spectre GCR have any problem with STe's?
Also, does the icd host adapter for the mega series interfere with the
megatalk board?
I think the answers should be yes,yes,no,no BUT I'm just covering all bases..

Thanks,
--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

4214. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 07:02:30 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Apr25.070230.22951@terminator.cc.umich.edu>
Source record: 223094

```
drwxrwxr-x atari 1024 Apr 18 11:42 .
drwxrwxr-x jon 1560 Apr 18 11:40 ./languages
-rw-rw-r-- weiner 3612 Apr 18 11:41 ./languages/Index
-rw-r--r-- weiner 2087 Apr 18 11:40 ./languages/clispdoc.zoo
-rw-rw-r-- weiner 138587 Apr 18 11:42 ./Index
drwxrwxr-x weiner 1024 Apr 18 16:59 ./mint
-rw-rw-r-- weiner 63477 Apr 18 11:42 ./CompInd.Z
drwxrwxr-x atari 1024 Apr 19 03:03 .
drwxrwxr-x jon 1024 Apr 19 09:26 ./editors
-rw-r--r-- weiner 281070 Apr 19 09:26 ./editors/emacs.zoo
-rw-r--r-- weiner 2304 Apr 19 09:27 ./editors/Index
drwxrwxr-x jrd 4608 Apr 19 13:42 ./8bit
drwxr-xr-x jrd 512 Apr 19 13:43 ./8bit/djg
-rw-rw-rw- jrd 54160 Apr 19 13:43 ./8bit/djg/issue5.arc
drwxr-xr-x jrd 1536 Apr 19 13:46 ./8bit/zmag
-rw-rw-rw- jrd 17711 Apr 19 13:43 ./8bit/zmag/zmag130.arc
-rw-rw-rw- jrd 18914 Apr 19 13:43 ./8bit/zmag/zmag131.arc
-rw-rw-rw- jrd 20056 Apr 19 13:43 ./8bit/zmag/zmag132.arc
-rw-rw-rw- jrd 20320 Apr 19 13:43 ./8bit/zmag/zmag133.arc
-rw-rw-rw- jrd 26166 Apr 19 13:44 ./8bit/zmag/zmag134.arc
-rw-rw-rw- jrd 33211 Apr 19 13:44 ./8bit/zmag/zmag135.arc
-rw-rw-rw- jrd 39766 Apr 19 13:44 ./8bit/zmag/zmag136.arc
-rw-rw-rw- jrd 28336 Apr 19 13:44 ./8bit/zmag/zmag137.arc
-rw-rw-rw- jrd 17670 Apr 19 13:44 ./8bit/zmag/zmag138.arc
-rw-rw-rw- jrd 14483 Apr 19 13:44 ./8bit/zmag/zmag140.arc
-rw-rw-rw- jrd 18059 Apr 19 13:44 ./8bit/zmag/zmag141.arc
-rw-rw-rw- jrd 15301 Apr 19 13:44 ./8bit/zmag/zmag142.arc
-rw-rw-rw- jrd 19773 Apr 19 13:44 ./8bit/zmag/zmag143.arc
-rw-rw-rw- jrd 19669 Apr 19 13:44 ./8bit/zmag/zmag144.arc
-rw-rw-rw- jrd 16749 Apr 19 13:44 ./8bit/zmag/zmag145.arc
-rw-rw-rw- jrd 18267 Apr 19 13:45 ./8bit/zmag/zmag146.arc
-rw-rw-rw- jrd 19577 Apr 19 13:45 ./8bit/zmag/zmag147.arc
-rw-rw-rw- jrd 23097 Apr 19 13:45 ./8bit/zmag/zmag148.arc
-rw-rw-rw- jrd 15979 Apr 19 13:45 ./8bit/zmag/zmag149.arc
-rw-rw-rw- jrd 13212 Apr 19 13:45 ./8bit/zmag/zmag150.arc
-rw-rw-rw- jrd 15801 Apr 19 13:45 ./8bit/zmag/zmag151.arc
-rw-rw-rw- jrd 16676 Apr 19 13:45 ./8bit/zmag/zmag152.arc
-rw-rw-rw- jrd 12895 Apr 19 13:45 ./8bit/zmag/zmag153.arc
-rw-rw-rw- jrd 17111 Apr 19 13:45 ./8bit/zmag/zmag155.arc
-rw-rw-rw- jrd 15636 Apr 19 13:45 ./8bit/zmag/zmag156.arc
-rw-rw-rw- jrd 10393 Apr 19 13:45 ./8bit/zmag/zmag159.arc
-rw-rw-rw- jrd 15379 Apr 19 13:46 ./8bit/zmag/zmag160.arc
-rw-rw-rw- jrd 14076 Apr 19 13:46 ./8bit/zmag/zmag161.arc
-rw-rw-rw- jrd 9021 Apr 19 13:41 ./8bit/dos20s.arc
```

```
-rw-rw-rw- jrd 30906 Apr 19 13:41 ./8bit/dos25.arc
-rw-rw-rw- jrd 54106 Apr 19 13:41 ./8bit/dos40.arc
-rw-rw-rw- jrd 31759 Apr 19 13:42 ./8bit/dosxe.arc
-rw-rw-r-- weiner 350353 Apr 19 09:22 ./ste/dynamite.arc
drwxrwxr-x atari 1024 Apr 22 18:38 .
drwxrwxr-x jon 5120 Apr 22 18:15 ./games
-rw-r--r-- weiner 54674 Apr 22 18:15 ./games/kidmixup.zoo
-rw-r--r-- weiner 27843 Apr 22 18:15 ./games/kidsong1.zoo
-rw-r--r-- weiner 242920 Apr 22 18:06 ./games/omega202.zoo
-rw-r--r-- weiner 23120 Apr 22 18:15 ./games/potato.zoo
-rw-rw-r-- weiner 10431 Apr 22 18:18 ./games/Index
drwxrwxr-x jon 2560 Apr 22 18:04 ./magazines/streport
drwxrwxr-x jon 2048 Apr 22 18:04 ./magazines/znet
-rw-rw-r-- weiner 39298 Apr 22 18:01 ./magazines/znet/znet9216.zoo
drwxrwxr-x weiner 512 Apr 22 18:14 ./magazines/portadd
-rw-rw-r-- weiner 6307 Apr 22 18:09 ./applications/Index
drwxrwxr-x weiner 1024 Apr 22 17:56 ./applications/math
-rw-r--r-- weiner 189363 Apr 22 17:56 ./applications/math/matlab.zoo
drwxrwxr-x weiner 512 Apr 22 17:58 ./applications/persutls
-rw-r--r-- weiner 118761 Apr 22 17:58 ./applications/persutls/chronos.lzh
drwxrwxr-x weiner 512 Apr 22 18:08 ./applications/dtp/fonts/gdos
-rw-r--r-- weiner 20947 Apr 22 18:08 ./applications/dtp/fonts/gdos/edit_gdf.lzh
drwxrwxr-x jon 1024 Apr 22 18:30 ./gnustuff
drwxrwxr-x weiner 1024 Apr 22 18:24 ./gnustuff/tos/ghostscript/gsfonts
-rw-r--r-- weiner 49989 Apr 22 18:20 ./gnustuff/tos/ghostscript/gsfonts/ptmbi.zoo
-rw-r--r-- weiner 35113 Apr 22 18:20 ./gnustuff/tos/ghostscript/gsfonts/ptmr.zoo
-rw-r--r-- weiner 37316 Apr 22 18:22 ./gnustuff/tos/ghostscript/gsfonts/pplb.zoo
-rw-r--r-- weiner 51279 Apr 22 18:22 ./gnustuff/tos/ghostscript/gsfonts/pplr.zoo
-rw-r--r-- weiner 34559 Apr 22 18:22 ./gnustuff/tos/ghostscript/gsfonts/ptmb.zoo
drwxrwxr-x weiner 512 Apr 22 18:19 ./gnustuff/tos/updates
-rw-r--r-- weiner 68895 Apr 22 18:19 ./gnustuff/tos/updates/update20.zoo
drwxrwxr-x weiner 512 Apr 22 18:28 ./gnustuff/tos/gcc
-rw-r--r-- weiner 42080 Apr 22 18:28 ./gnustuff/tos/gcc/gcc21man.zoo
-rw-r--r-- weiner 31680 Apr 22 18:28 ./gnustuff/tos/gcc/gccdoc.zoo
-rw-r--r-- weiner 431600 Apr 22 18:28 ./gnustuff/tos/gcc/gcc21dvi.zoo
drwxrwxr-x weiner 512 Apr 22 18:11 ./gnustuff/tos/gawk
-rw-r--r-- weiner 140560 Apr 22 18:11 ./gnustuff/tos/gawk/cawf2st.zoo
-rw-r--r-- weiner 21282 Apr 22 18:31 ./gnustuff/Index
-rw-rw-r-- weiner 139604 Apr 22 18:37 ./Index
drwxrwxr-x weiner 1024 Apr 22 17:52 ./mint
-rw-rw-r-- weiner 67369 Apr 22 17:52 ./mint/mntslb19.zoo
-rw-rw-r-- weiner 2168 Apr 22 17:53 ./mint/Index
-rw-rw-r-- weiner 62057 Apr 22 18:35 ./ls-lR.Z
-rw-rw-r-- weiner 64025 Apr 22 18:37 ./CompInd.Z
drwxrwxr-x jon 2048 Apr 24 14:48 ./demos
-rw-r--r-- weiner 378030 Apr 24 14:48 ./demos/electra1.msa
-rw-r--r-- weiner 371796 Apr 24 14:48 ./demos/electra2.msa
-rw-r--r-- weiner 418106 Apr 24 14:47 ./demos/syntax1.msa
-rw-r--r-- weiner 416205 Apr 24 14:48 ./demos/syntax2.msa
-rw-rw-r-- weiner 4055 Apr 24 14:50 ./demos/Index
```

```
drwxrwxr-x weiner 512 Apr 24 09:07 ./gnustuff/tos/gcc
```

4215. Re: SST on STe?

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 08:26:09 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr25.082609.7080@beaver.cs.washington.edu>
Source record: 223095
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Apr25.060320.22801@watserv1.waterloo.edu> ec333way@steam.uwaterloo.ca (Winter92 BEACON ec333 account) writes:
>Sorry if this is a repost - NOTE it's been modified (I added to it).
>
>Just a quick question - the SST works on the mega's, I know.. How about the
>mega STe's?? Do the mega STe's also have the internal bus slot for the
>megatalk board?? Does spectre GCR have any problem with STe's?
>Also, does the icd host adapter for the mega series interfere with the
>megatalk board?
>I think the answers should be yes,yes,no,no BUT I'm just covering all bases..
>

1) As far as I know the SST does not work on any STe currently, just on normal ST's and Megas (someone help me here -- I know the TinyTurbo 030 works on all ST's, is the SST just for the Mega ST?)

2) The Mega STe's and the TT both have a VME bus which allows the addition of networking, graphics, other standard cards with the appropriate software to match it. I assume when Dave gets the Megatalk in production that the Mega STe version will be VME bus, this is the most logical way to do it -- also, you should be able to find VME networking cards not Atari specific, problem now is the software to drive the thing. If you are saying does the Mega STe have the same bus as the Mega ST, the answer is no, it doesn't. However, like I said, it has VME which is even better. :-)

3) I am 99.9% sure Spectre GCR has no problems with the Mega STe's, as I have been to two different dealers where they had a Mega STe with a Spectre GCR cartridge plugged into it, working just great (it really speeds along with the 16MHz and the cache enabled), they had a SLM804 hooked up too so I don't think there are any problems.

4) I have no idea, I'm still a lame floppy user with TOS 1.0 (soon to be TT030 I hope when I get out of school), so I have no idea how the ICD adapter will interfere or connect to the Megatalk board.

So, it looks like the answers are no,yes,yes,and who knows????

>Thanks,
>--
>Mattias Hembruch
>mghembruch@electrical.watstar.uwaterloo.ca
>or ec333way@sail.uwaterloo.ca

Anytime, later...

****
Ben Gilbert
bgilbert@cs.washington.edu
****

4216. Re: TOS 1.4 Questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 11:53:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39644@MS.maus.de>
Source record: 223096

whitcomb@aurs01.uucp wrote:

w>I'd like to know if some of my current AUTO file programs won't be
w>necessary now (Pinhead, Fatspeed, FolderXXX), and what patch programs
^^^^^^^ ^^^^^^^^ xxxx

not needed eventually

w>people have found useful to fix bugs in TOS 1.4.

POOLFIX (Gemdos), VDIFIX (VDI) (if you don't use NVDI, yet), TOS14FIX
(AES/RS232).

Regards,
Patrick

Abolish the death penalty!

4217. Re: Adjusting SM124 black level(?)

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 12:22:01 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr25.122201.21961@actrix.gen.nz>
Source record: 223097

In article <1992Apr24.022929.6703@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
> I could use some help w/a small problem (again? Yup %-).
>
> I have an SM124 that is my primary monitor..... when I plug it into
> my Mega STe the "black level" (I think that's what it's called...) is
> much to high. It's TOO black..... drowns out everything except white.
>
> My SM124 (circa. 1986) has a loose connector but it was NEVER this bad
> w/my old (& now defunct) 1040ST.
>
> Is there any way to adjust the black level/intensity other than the
> two knobs on the outside of the monitor ? While it's usable, it's not
> great...
>
> Thanx....
>
> -Andy-
>
>
> --
> |"The Snark WAS a Boojum, you see!" | |
> |"Reality !?! Isn't that something | andys@psc.plymouth.edu |
> | you sprinkle on ice ??" | oddjob@oz.plymouth.edu |

From memory there is one adjustment called sub bright VR 702, this pot is very sensitive, so turn carefully...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4218. Re: dbMAN V

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 14:37:58 UTC
From: fischer-michael@CS.YALE.EDU
Message-ID: <1992Apr25.143758.23550@cs.yale.edu>
Source record: 223099

kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
:
: My question is pretty simple: Does dbMAN V ver. 5.2 (higher?) support
: the use of arrays? If it doesn't then I won't bother with it. In
: which case, I would have to purchase an IBM compat. laptop to do work
: on. :(

dBMAN version 5.3 does support arrays.

: Does somebody know an address and/or telephone # for the makers of dbMAN?

VersaSoft Corporation
P.O. Box 36078
San Jose, CA 95158

Phone: (408)723-9044 Fax: (408)723-9046

: ... What does dbMAN's compiler do? Create *.obj files
: for a linker or create an executable file or some intermediate form such
: as d-Code?

It creates *.run files, one file per source module. I think it is
compiled into some sort of intermediate form.

I should also mention that dBMAN is available on a large number of
platforms besides the Atari ST.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

4219. Re: Running a program from TOS or msh. How?

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 14:38:48 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.&OEG&Nw1pNE@keep.fantasy.sub.org>
Source record: 223098
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Apr23.182656.322@mnemosyne.cs.du.edu>, Ian Lepore writes:
!
!>BTW: Your GEM_Init code is just the normal way of installing and initalizing a
!>virtual graphic workstation. This should only be done when you're running as a
!>.PRG or .APP, otherwise the machine will crash. The same applies of course to
!>the use of menus, dialogs and all the other GEM-stuff.
!
! Ummm, that's wrong. I quite frequently use VDI drawing and blitting in
!TOS and TTP programs, there's absolutely no reason why you shouldn't. For
!that matter, you can even use appl_init() followed by any other AES calls
!in a TOS or TPP program without crashing the system, but the mosue won't
!be active and there'll be no system desktop under your program so redraws
!will be a bit wrong. But it certainly doesn't crash the machine.

But this sounds quite dirty, because there is a way to start a shell
COMMAND.PRG before GEM/AES & VDI) is not installed (I.e starting a shell
instead of Gem.prg from mint.cnf !). In this case the Programm
will crash, due to some unsetted trap's (should at least trap #2)
What you might use is Linea in Your program (BTW this is dirty too).

Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

4220. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 15:02:14 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr25.150214.21466@cdsmn.mn.org>
Source record: 223100

I've had two Seagate's that also do this. Are you using an ICD host adapter. It is my GUESS that it is the ICD software that causes this and not the hard disk, I also have the theory that it may be an attempt to avoid the "stiction" problem that some drives have (where the heads stick). I've seen software standalones (run from the auto folder) that are designed to prevent this problem and I assume it works by moving the head periodically. Sorry this is not a fact filled post, but look at it this way, if my info is untrue, there's bound to be an answer posted! In my 7 years on the net, I've found that the best way to generate follow-ups is to make a mistake in content, spelling or grammer :-)

Regards,
Doug

4221. Re: Mark William's C (old version) fseek() problem?

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 15:19:57 UTC
From: bigham@acpub.duke.edu
Message-ID: <2609@news.duke.edu>
Source record: 222901
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <1992Apr23.150252.14057@jet.uk>
as spake by djs@jet.uk (david stevenson) :
>Try adding a "void *lcalloc();" declaration, or find a header that
>has the declaration for you.

Actually, for MWC you'd probably better make it "char *lcalloc();"; I don't
think MWC groks (void *)'s.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

4222. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 16:29:10 UTC
From: sakari@batgirl.cs.hut.fi
Message-ID: <1992Apr25.162910.26969@nntp.hut.fi>
Source record: 222902

In article <cyBRJB3w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>>
>> After all this talk, nobody caught the fact that the 6502 is NOT a
>> motorola product but was built by Mostek, same people who designed
>> the 68901 MFP.
>>
>> --Greg
> Shure we did, I just did not think it was too important... And
>yes I have machines based on both of them (8 bits).
>
> Ziggy.

Reiterating a point made by others: Mostek and MOS Technology are NOT
the same.
The 6502 was a MOS Technology processor.Mostek had nothing to do with it.

--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

4223. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 16:33:16 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr25.113317.20761@doug.cae.wisc.edu>
Source record: 222903

In article <OKES.92Apr24220612@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
>[flames deleted]
>
>Look Greg, why don't you let other people program the way they they want to
>and go and start alt.fan.c or something?
>
>--
>##### #### ## ## ##### ## # email: okes@essex.ac.uk
># # # # # # # # ## #
>##### # # # # # # # ##
> # # # # # # # ##
>##### #### # # ##### # #
>80% of statistics are wrong.

In all these BASIC PRO posts, people forget BASIC isn't portable...

And, besides. My opinion is king here, and I think you should program in C.

If I ever have to take on a previous job that you did, or someone
else did for that matter, and I have to modify or port it....and you wrote it
in BASIC....

I am going to HUNT YOU DOWN like the bugs in my programs and DELETE YOU.

Of course, not before I stuff a C compiler up your.... <CENSORED>

--Greg

4224. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 16:43:14 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr25.114314.20882@doug.cae.wisc.edu>
Source record: 222904

In article <1992Apr25.030721.102@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>In article <1992Apr24.122000.25255@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>
>[...]
>
>>
>>Basic as a programming language sucks. Period.

I totally agree with you Greg. I know you better than anyone and I think
BASIC sucks too.

>>
>>Quality applications resulting from its use doesn't justify its incredible
>>vast array of weaknesses.
>>

Also Correct..

>>Basic originated at Dartmouth college by a bunch of academically inclined
>>weenies who had nothing better to do with thier time but set back
>>software design clock by about 30 years or so.
>>

Actually Greg I think your being to soft on these guys. Obviously these
people never had sex in thier lifetime, and as we both know very well,
C is just a sexy language...

>>BASIC....Bad And Sick Imbecile Code.
>>
>>I hope I never have that much time on my hands as to think about a new language
>>as bad as BASIC.
>>
>
>Greg, this is a pretty weak argument you are relying on, what exactly are
>the weaknesses you are mentioning?

I didn't post BASIC's obvious weaknesses because I don't want to INSULT
99.99999999999999999999999999999999999999999999% of the peoples intelligence
that read this newsgroup.

Most people know...THATS WHY THEY USE C.

>not generally a valid argument. In addition, it seems you have been out of
>touch with some of the newer BASIC programs. I can write a GFA BASIC program
>which is just as readable and structured as your magnificent C code.

Yeah, lets see you run your GFA code on a UNIX compiler....computer.

See I told you GFA sucks.

>has full implementation of procedures with variable parameters, all the
>standard structured loops, variable typing, etc... As mentioned in a
>previous post the main thing missing is the ability to define your own
>variables (i.e. structures and type ranges).

Oh its missing those? IS THAT ALL?!

Yeah, I have this really great car, it looks just like a Porsche, too bad
I can't put a MOTOR IN IT!!!

>
> I could construct an argument similar to yours, comparing C to
>ADA and come to the conclusion that C is a weakened, sloppy, and

ADA sucks. Anything the defense department has in software technology
sucks.

Anyone who works for a defense related industry...sucks.

Sucks sucks sucks sucks sucks...need I say MORE?

>error-prone language which should be shot. However, I believe this is
>a bit extreme, but I don't think just because most people program in
>C elevates it to deity status by any means, it has advantages and
>disadvantages just like any programming language.

Of course, but the advantages outwiegh anybodies current opinions...

>
>
> And let's PLEASE not start a flame war about "my programming
>language is better than yours," that is obviously ridiculous.

Well, it is....!

>
>>-Greg
>
>Ben Gilbert
>bgilbert@cs.washington.edu

C is the way to go....otherwise you may end up BYTE ing yourself...

4225. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 16:45:47 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr25.114547.20947@doug.cae.wisc.edu>
Source record: 222905

In article <cyBRJB3w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>>
>> After all this talk, nobody caught the fact that the 6502 is NOT a
>> motorola product but was built by Mostek, same people who designed
>> the 68901 MFP.
>>
>> --Greg
> Shure we did, I just did not think it was too important... And
>yes I have machines based on both of them (8 bits).
>
> Ziggy.
>
>
>--
>anthony lewis
>The Grafted Branch BBS
>317-881-4369
>internet: ziggy@grafted.UUCP
>uucp: ..!uunet!grafted.UUCP!ziggy
> = = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

THIS was a MISTAKE.

The 6502 wasn't made by MOSTEK but by MOS Technologies.

Sorry about this....well what do you know? Greg Carter actually made a

boo boo....I would save the message...it doesn't happen that often and

besides...YOU CAN TELL YOUR GRANDCHILDREN about it....and actually have PROOF!

Or they may not believe you!

--Greg

4226. Re: Virtual Memory on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 16:50:11 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Apr25.165011.4206@ugle.unit.no>
Source record: 222906

In article <9cNoJB3w161w@grafted.UUCP>, ziggy@grafted.UUCP (anthony lewis) writes:
> >
> > Yes. V-RAM version 2 made by Overscan in germany does the trick. There
> > are others, but this program is as far as I know the only one which work
> > on a TT without TT-ram.
> >
> > Stig Vidar Hovland - stigvi@lise.unit.no
>
> Is V-RAM PD or commercial, and how $, and can we get it here
> inthe US?
> Ziggy.

It is commercial and the price is DM138,-.
I am shure you can order it from a German company...

Stig Vidar Hovland - stigvi@lise.unit.no

4227. Re: I need your help...

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 16:50:25 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr25.115025.21006@doug.cae.wisc.edu>
Source record: 222907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr25.054035.8977@colorado.edu> rickhall@bruno.cs.colorado.edu (Richard Scott Hall) writes:
>I am in the market for and engagement ring and I am in

OH MY GOD! THIS MAN IS DUMPING HIS MACHINE FOR A WOMEN!

Are you feeling well?

Disgusting.

>desparate need of money. If you are interested in
>upgrading your system or buying a TT, make me an offer
>on my TT, I might be desperate enough to take it...
>
> TT030 Computer w/ 4MB ST RAM
> 50MB internal hard drive
> PTC1426 color monitor
> Cordless mouse
> 2400 Baud Supra Modem
> any pd software on my harddrive...
>
> All for the low asking price of $2100obo (excluding shipping).

Thats ONE HELL of an engagement ring?! Is sex REALLY that good?

WOW. Is she really worth it?! I mean you can do A LOT with a TT030:

1) Turn it ON or OFF anytime you want. (Defineate plus)

....well I would continue but I think you get the point...

>
>Besides the above, you get all the other TT features like VME, LAN,
>multiple serial ports, higher rez, etc.
>
>Thanks,
>
>Richard Hall
>
>--
> Richard Hall - University of Colorado at Boulder
>
> "Life's like holding water in your hands,
> No grip is tight enough to keep it in." - me

Or, "Life's a bitch until you get married, then its a killer."

4228. Abacus S/W & RCS

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 17:26:43 UTC
From: zmathews@isis.cs.du.edu
Message-ID: <1992Apr25.172643.29063@mnemosyne.cs.du.edu>
Source record: 222908

Could someone mail the ISBN numbers for two books from Abacus Software :
ATARI ST INTERNALS (Vol 2)
ATARI ST GEM PROGRAMMERS GUIDE (Vol 3)

Also does anyone know of a PD Resource Construction Kit that allows ICONS ?

Cheers,
Zak

4229. new Mega-STE won't boot

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 17:35:12 UTC
From: tapp@uvphys.phys.uvic.ca
Message-ID: <1992Apr26.004824.7499@sol.UVic.CA>
Source record: 222921

When I follow the instructions in the owner's manual and power on my new Mega2-STE with an SC1224 monitor, I hear the hard disk go through its power-up sequence, but all that appears on the screen is a set of vertical bars.

If I use an SM125 monitor, the screen remains dark.

If I insert a diskette and power it on while pressing the Alternate key, the indicator light on the floppy drive doesn't come on.

Both monitors work ok with my old 1040-STF.

Any suggestions what else I could try?

Thanks.

Bob Tapp.
tapp@uvphys.phys.UVic.CA

4230. GEMULATOR vs ST w/PC

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 18:09:54 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr25.180954.15259@ucsu.Colorado.EDU>
Source record: 222909

anyways, why emulate a ST on the PC, will there are alot of
ST software I still would like to run if I was to get rid of
my current ST machine. I use my pc everyday, but I still
occasionally come back to my ST to run some software that
pc just don't have.

>only possibility might be MIDI stuff, I don't really know,
>since I don't have any. But I imagine the MIDI implemntation
>on Gemulator might be the most difficult thing...perhaps not
>on the Gemulator side, but maybe the PC's hardware side.

The cheapest MIDI ready card I know for the PC is the SB pro for
just under $200.00.

>
>The interesting possibility via Gemulator, it seems to me, is
>the ability to use Spectre for Mac emulation. I don't think
>there has ever really been a Mac emulator for the PC. There
>had been a lot of talk about one coming out (at various times,
>and by different people/companies), but I don't think it has

The HydraCard for the PC, emulates MAC PLUS, it's also HARDWARE(card).

4231. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 18:29:24 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.kbDa69clqCc@jonh.wimsey.bc.ca>
Source record: 222910

In <1992Apr23.062550.5406@usenet.ins.cwru.edu>, Judith A. Baumgardner writes:
>
>In reply to email from darekm@microsoft.com

I don't now how you got your account, but if you had read the postings
in the new.users group, you would know that the posting of private e-mail
without the permission of the author is the sign of major bozohood.

--
There are a lot of intelligent people on the net that will go
ballistic when they are subjected to something stupid.
-- Larry Smith on the rec.arts.manga debate
jhenders@jonh.wimsey.bc.ca

4232. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 19:10:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1900353689@thelake.mn.org>
Source record: 222911

[In article <1992Apr25.150214.21466@cdsmn.mn.org>,
plate@cdsmn.mn.org (Doug Plate) writes ...]

> I've had two Seagate's that also do this. Are you using an ICD host
> adapter. It is my GUESS that it is the ICD software that causes this
> and not the hard disk, I also have the theory that it may be an attempt
> to avoid the "stiction" problem that some drives have (where the heads
> stick).

It's an anti-stiction maneuver. It's in the ROMs of the SCSI controller
built into the hard drive. My N-series Seagate, plugged into a Supra
adaptor, periodically makes noises like a wet dog shaking itself dry. I
used to have an Adaptec controller and an ST-506-type Wren I plugged in,
and it didn't have that feature.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

4233. Re: I need your help...

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 19:15:09 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Apr25.191509.27250@colorado.edu>
Source record: 222912
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr25.115025.21006@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <1992Apr25.054035.8977@colorado.edu> rickhall@bruno.cs.colorado.edu (Richard Scott Hall) writes:
>>I am in the market for and engagement ring and I am in
>
>OH MY GOD! THIS MAN IS DUMPING HIS MACHINE FOR A WOMEN!
>
>Are you feeling well?
>
>Disgusting.
>

I'm at a weak moment... :)

>>
>> All for the low asking price of $2100obo (excluding shipping).
>
>Thats ONE HELL of an engagement ring?! Is sex REALLY that good?
>
>WOW. Is she really worth it?! I mean you can do A LOT with a TT030:
>

Hell, selling my computer won't even cover half of the cost...
you can see why I need the money...

>> "Life's like holding water in your hands,
>> No grip is tight enough to keep it in." - me
>
>Or, "Life's a bitch until you get married, then its a killer."

As if being a stud on the loose is much better... =^)

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

4234. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 20:46:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A39663@MS.maus.de>
Source record: 222913

z>Not to bring a dark cloud on MiNT, which I think is a great piece of
z>work, but what is going to happen when MTOS hits the street this summer?

MiNT is the kernel of MultiTOS! :-)

Regards,
Patrick

4235. MonSTer on a Mega STe ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 21:28:27 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr25.212827.27661@oz.plymouth.edu>
Source record: 222914

Is there a version of MonSTer later than 0.3 that works on a Mega STe ? This version (which is the version currently on atari.archives does some rather funky things on mine. While the scrolling is great(!!) [4x the screen space of a stock ST mono screen, much faster than anything else I've ever seen) it is almost useless.

Why ? Because it changes the font sizes and anything else used by GEM (ie menu bars, windows, etc) to half its original size while GEM still thinks they are normal sized. Just a BIG mess.

I'd love to get a working version of this... not necessarily PD or Shareware.

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4236. FORSALE: Atari ST 49 Meg Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 21:59:11 UTC
From: scottshk@csd4.csd.uwm.edu
Message-ID: <1992Apr25.215911.8463@uwm.edu>
Source record: 222915
Cross-posted to: comp.sys.atari.st,wi.forsale,uwisc.forsale,misc.forsale.computers

I have a 49 Megabyte Atari ST hard disk for sale:

-shoebox case, power supply, fan
-host adaptor card built in
-DMA through for connecting multi hd's or laser printers
-all necessary cables
-room for another 1/2 ht drive (includes cables for this)
-3 1/2 " hard disk unit
-40ms access time
-very reliable
-includes quite a bit of hd software including:
format, compression, caching, etc.

PRICE: $275 w/o UPS COD shipping.
(or BEST OFFER)

Reason for selling: I don't use my Atari that much anymore.

Please send E-Mail offers if yer interested!
--
Scott
_-_-_-

4237. Greg LaBuhn's address

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 22:14:12 UTC
From: RBORGNIS@MIAMIU.BITNET
Message-ID: <92116.181412RBORGNIS@MIAMIU.BITNET>
Source record: 222916

Greg, if you're out there, I lost your email address! Please
send me a note and let me know if you got my package and
how it's working out for you.

Ramie

4238. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 22:46:46 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Apr25.224646.3772@aber.ac.uk>
Source record: 222917

Perhaps the gentlemen who have requested GFA developers know exactly what
they are doing, have you suggested asking them why they want GFA developers,
Greg?

Herb

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4239. Re: Comments on my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-25 23:53:06 UTC
From: ekrimen@wet.UUCP
Message-ID: <3844@wet.UUCP>
Source record: 222919

In article <1992Apr24.024227.7368@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>I do have another question though..... does serial port 2 use the VME
>bus or just the access panel to it ?

I haven't actually opened up the VME bus yet, but I've heard that serial port 2 is just connected to a cable that goes to the motherboard. So, it acts just like a cover, and doesn't use the VME bus.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

4240. Re: LAN port on TT/Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 00:06:23 UTC
From: ekrimen@wet.UUCP
Message-ID: <3845@wet.UUCP>
Source record: 222920

In article <1992Apr25.030939.477@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
>Does anyone have plans for the LAN port on the Mega STe & the TT ? I'd
>be very interested in a PD Appletalk implementation that uses it......
>and I'm sure there are other pple who would like it also....

There is software that already uses the LAN ports. Universal Network from A&D Software, or PowerNet from PowerPoint Software. I'd go with the latter however, as I doubt UN will no longer be upgraded. Chris Latham programmed UN and has since started his own company, PowerPoint Software.

One thing you should know however, is that the LAN port on the TT is DMA driven whereas it's not DMA driven on the Mega STE. I got this from Chris when I was writing my Mega STE review (hopefully to be published in the May issue of Atari Advantage :^). When the LAN is used on the Mega STE, the rest of the system shuts down. Chris says that the corner clocks, for example, even stop updating their displays.

--
||| Ed Krimen
||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

4241. Re: Virtual Memory on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 00:38:20 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <H.QuPL1x7mGXg@cutie.ka.sub.org>
Source record: 222918

In <1992Apr21.171402.1784@inmos.co.uk>, writes:
> Hi
> Does anybody know if there is a piece of software that will
> allow the TT to use its Virtual Memory Capability and is compatible
> with GEM/TOS programs ??

Of course there is. Try Outside by Maxon or VRAM by <I_don't_know_who>.
If I remember tests correctly VRAM is a bit more powerful.
Both programs give you as much memory as your harddisk can provide.

Cheers, Paddy
--
||| Patrick Michael Hausen | E-Mail : pmh@cutie.ka.sub.org (UUCP)
||| Gerwigstr. 11 | Patrick Hausen @ KA (Maus)
/ | \ D-W-7500 Karlsruhe 1 | UK9U@DKAUNI2 (Bitnet)
TT030 Phone: +49-721-699234 | IRC-Nick: cutie
"Love is Russian Roulette for me." (Freddie Mercury)

4242. Re: ATSpeed and disk cache

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 01:18:07 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr25.211807.2610@newstand.syr.edu>
Source record: 222922

In article <7628@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>I have a Mega4 Ste with ATSpeed. I don't use a cache when running ATSpeed -
>I'm too scared to do so! But if anyone does so successfully, please post
>details.
>
>--
> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
> / B <--+ Department of Computer Science :fx:+61 7 365 1999
> _.-._/ | University of Queensland, St.Lucia
> v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

That's the attitude to take, Marshall. Anybody else willing
to experiment...BE SURE YOU HAVE BACKED UP YOUR DISK! I
remember chewing up my disk several times before realizing
what was the cause of all my problems!

It's really too bad, you know...a decent cache could help
speed things up a bit.

---Gerry
ggreenbe@rodan.acs.syr.edu

4243. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 02:30:38 UTC
From: jartsu@vipu.hut.fi
Message-ID: <JARTSU.92Apr26023038@vipunen.hut.fi>
Source record: 222936
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Apr24.111755.13387@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:

> While I am currently enjoying Calamus SL, I am having some problems with
> printing on my Deskjet 500. It is REALLY SLOW. I mean it. It is AT LEAST
> 10 times as slow as 1.09n. Any ideas?

> Mark Santora

Are you running it on a TT or MSTE/ST? Calamus SL is optimzed for TT,
and it has the fastest vector printer drivers available for TT...
How much memory does your Atari have?

--
* Jari Lehto * Voice 90-387939 * Email Jari.Lehto@hut.fi *
* Tenavatie 19 A * Fax +358 0 8735916 * fwd -> s37837k@saha.hut.fi *
* 00760 HELSINKI * "There is always room for music (Gospel & synth) *
* Finland * and for love & friendship. And of course Atari." *

4244. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 03:13:35 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1992Apr25.221335.955@drycas.club.cc.cmu.edu>
Source record: 222923

In article <1992Apr23.182552.2667@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
> In article <5wTLJB2w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>>> Ah, the innocence of youth... The TI 99/4A was a Texas Instruments home
>>> computer, powered by an 8-bit Motoroloa 6502, and was in the same genre as
>>> the Atari 400/800, Commodore 64 and Apple II. The little unit had some
>>>
>> Dong.. you loose. The TI was actually one of the first 16 bit
>>home machines on the market (** NOT ** 8 bit.) I think it was a TI
>>processor, but I just cant remember. It was a pretty cool machine,
>>except for the lack of machine code access, and a few techincal booboos
>>that slowed the machine way down (down to 8 bit levels....). If anyone
>>really cares, Iwill ttry to find mine and look at what CPU it has.
>>
>> Ziggy.
>>
>>
>>--
>>anthony lewis
>>The Grafted Branch BBS
>>317-881-4369
>>internet: ziggy@grafted.UUCP
>>uucp: ..!uunet!grafted.UUCP!ziggy
>> = = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =
>
> After all this talk, nobody caught the fact that the 6502 is NOT a
> motorola product but was built by Mostek, same people who designed
> the 68901 MFP.
>
> --Greg

Wrong. The 6502 was designed by MOS Technology which is a different company than the now defunct MosTek. MOS Technology is owned by Commodore. And the 68901 MFP is designed and made by Motorola not MosTek. Others have mentioned that the TI 99/4A used a Texas Instruments TMS9900 16 bit CPU.

Scott Corley

spice@drycas.club.cc.cmu.edu

4245. Atari Price Questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 03:56:20 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92116.235620AKH104@psuvm.psu.edu>
Source record: 222924

Ok, I'm new to this group. I own several Atari-8bits and a few IBMs
(I really hate the IBMs) anyways....I want to get into the ST market.
So..what is the going price for used and new ste's and mege ste's and tt's
. Also, has anyone used the multitasking o/s thats out there for the
desktop. and.....what incompatibilites are there with these machines and
the original 520st. What should I look out for.
Andrew

_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM.PSU.EDU<=== ===>bs003@cleveland.freenet.edu<=== _
_ ===>CIS 71020,3451<=== ===>Genie A. Heller<=== _

4246. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 04:08:38 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Apr26.040838.338@msuinfo.cl.msu.edu>
Source record: 222925

>advertise. I own 3 PCs. I know that 5 years from now they are not going
>to be obsolete. Maybe a bit slow, but MS-DOS and Windows software will
>still be the major software then.

I don't know about anybody else, but I can say for myself: The fact that
the DOSasaurus and Windows will still be the major software in five years
makes me want to wretch.

-MOlin "What?!? DOSSHELL *isn't* supposed to be a joke"

4247. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 04:14:41 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Apr26.041441.567@msuinfo.cl.msu.edu>
Source record: 222926

>just because 10 zillion people bought a PC doesn't necessarily mean
>that a PC is a superior product!

You hit it right on the head! The fact that 10 zillion people bought a PC only goes to show that there are at least 9 zillion people who didn't do any research before dropping their cash. If quality is defined by quantity, then we must assume that BETA is not as good as VHS...

Frankly, the only thing sure about DOSasaurus machines is that, if cars needed DOS to run you'd have to stand in front of the bumper and crank it to get it started every morning.

-MOlin "Don't be held back by yesterday's DOS!"

4248. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 06:01:08 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr26.060108.7464@ucsu.Colorado.EDU>
Source record: 222927

In article <1992Apr26.041441.567@msuinfo.cl.msu.edu> molin@crs.cl.msu.edu (Michael Olin) writes:
>>just because 10 zillion people bought a PC doesn't necessarily mean
>>that a PC is a superior product!
>
>You hit it right on the head! The fact that 10 zillion people bought a
>PC only goes to show that there are at least 9 zillion people who didn't
>do any research before dropping their cash. If quality is defined by
>quantity, then we must assume that BETA is not as good as VHS...
>
>Frankly, the only thing sure about DOSasaurus machines is that, if cars
>needed DOS to run you'd have to stand in front of the bumper and crank it
>to get it started every morning.

Even though you assume that 9 zillion of the users only are into DOS, you are forgetting the fact that PC platforms come in multiple OSs. DOS is just the most popular of them. I myself will be converting the OS to OS/2 2.00 shortly and later probably to the NeXT /Unix OS.
What is probably the superior machine is defined by the user's wants, not by popularity of how many machines are out there. I personally define my version of superiority (not for everyone) based on price, performance, , solving my needs, and support.

4249. Virtual Memory on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 06:49:28 UTC
From: alien@clinet.fi
Message-ID: <1992Apr26.064928.25306@clinet.fi>
Source record: 222928

There's one program, which allows you to have 128MB virtual memory on your
TT. Don't remember programs name right now, but it's not PD.

ALIEN by Planned Parenthood
Internet alien@clinet.fi
Fidonet Risto Juvonen @SMACK! (2:220/110.0)
Phone +358-(9)0-654804

--

ALIEN by Planned Parenthood
Internet alien@clinet.fi
Fidonet Risto Juvonen @SMACK! (2:220/110.0)

4250. Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 07:06:46 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9204260006.aa15366@Bonnie.ics.uci.edu>
Source record: 222929

I am looking to buy a new terminal program and was considering
primarily Stalker and Stealth. I'd like people who use them to
email me with comments and recommendations.

I specifically am interested in:
Can Stealth be run as a DA like Stalker can?

What is the capture file mechanism of either/both?
Do they capture to memory and you then save or does it write to disk or
both?
What terminal types does Stealth emulate?
Does either support Kermit?

Thanx in advance
Eric Hohnbaum

4251. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 07:08:46 UTC
From: garys@bluemoon.rn.com
Message-ID: <BPTTJB1w164w@bluemoon.rn.com>
Source record: 222930

Other remarks deleted which were pretty good...

*****
Seeing as I started this topic simply by asking the question, and the responses that some people put on here, I did a little test tonight...I did a simple 50,000 iteration of a standard for next loop in both my Laser C and GFA Basic 2.0 compiled...The Laser C was about 5 times faster than GFA...I do NOT see this as much of a speed problem, as they are both pretty darn fast, and seeing as how GFA is a HECK of a lot easier to program in than C and the fact that now there is a way to easily (fairly) transport GFA from the ST to the IBM in BOTH MS-Dos AND Windows, I can't see much reason to go insane trying to learn how to program all the intricacies of an IBM in Windows with Turbo-C...I think GFA is a real winner!!! I only wish (hope) more programmers take to it for the IBM soon...

Gary

This is from
garys@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

4252. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 07:19:39 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992Apr26.071939.15948@mnemosyne.cs.du.edu>
Source record: 222931

> looking for a terminal program...considering STealth and STalker

Are you aware that Flash v2.0 is available now? I can post a press release for it, if such things are allowed/within-ettiquette for this newgroup. (I was one of the Flash 2.0 beta testers.)

- Ian

4253. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 07:20:03 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr26.072003.3015@actrix.gen.nz>
Source record: 222932

In article <1992Apr25.150214.21466@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>
> I've had two Seagate's that also do this. Are you using an ICD host
> adapter. It is my GUESS that it is the ICD software that causes this
> and not the hard disk, I also have the theory that it may be an attempt
> to avoid the "stiction" problem that some drives have (where the heads
> stick). I've seen software standalones (run from the auto folder) that
> are designed to prevent this problem and I assume it works by moving the
> head periodically. Sorry this is not a fact filled post, but look at
> it this way, if my info is untrue, there's bound to be an answer posted!
> In my 7 years on the net, I've found that the best way to generate
> follow-ups is to make a mistake in content, spelling or grammer :-)
>
> Regards,
> Doug

From what I know about this, its to do with Head Aliment only, heads
stick when the are parked, so how can this stop it..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4254. Re: Abacus S/W & RCS

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 07:26:50 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr26.072650.3195@actrix.gen.nz>
Source record: 222933

In article <1992Apr25.172643.29063@mnemosyne.cs.du.edu> zmathews@isis.cs.du.edu (zak mathews) writes:
> Could someone mail the ISBN numbers for two books from Abacus Software :
> ATARI ST INTERNALS (Vol 2)

Its ISBN 0-916439-46-1

> ATARI ST GEM PROGRAMMERS GUIDE (Vol 3)

Its ISBN 0-9166439-52-6

>
> Also does anyone know of a PD Resource Construction Kit that allows ICONS ?
>
> Cheers,
> Zak

Note: Compute! also do 3 good books that I think you can still get hold of,
and one on the C language...

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4255. Re: TOS 1.4 Questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 07:31:47 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr26.073147.3317@actrix.gen.nz>
Source record: 222934

In article <A39644@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
> whitcomb@aurs01.uucp wrote:
>
> w>I'd like to know if some of my current AUTO file programs won't be
> w>necessary now (Pinhead, Fatspeed, FolderXXX), and what patch programs
> ^^^^^^^ ^^^^^^^^ xxxx
>
> not needed eventually
>
> w>people have found useful to fix bugs in TOS 1.4.
>
> POOLFIX (Gemdos), VDIFIX (VDI) (if you don't use NVDI, yet), TOS14FIX
> (AES/RS232).
>
> Regards,
> Patrick
>
> -------------------------
> Abolish the death penalty!

Were can I get VDIFIX from, and if you have lots of Ram, Pinhead is
still usefull..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4256. 520STFM system for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 09:07:48 UTC
From: vovut@prism.cs.orst.edu
Message-ID: <1992Apr26.090748.14205@CS.ORST.EDU>
Source record: 222935

```
Forsale:
520STFM with 1 Meg, Overscan, TOS 1.4, built-in RF-modulator
brand new mouse
Monochrome monitor
Supra 30 Meg drive (no bad sectors)
=> $450/obo + shipping

I'm selling my ST stuff so I can defect to the Amiga world.
No flames, please. :) Please feel free to make bids on
invidual items. I will give preference to the person
that buys the whole system. I'll even throw in a pair
of Stereo Tek glasses if you buy the whole system, but only
if you buy the whole system. :)

Email to vovut@prism.cs.orst.edu

Thanks

Trung
```

4257. Re: MonSTer on a Mega STe ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 10:27:27 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <189hbjtc@csv.warwick.ac.uk>
Source record: 222937

In article <1992Apr25.212827.27661@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
>Is there a version of MonSTer later than 0.3 that works on a Mega STe
>? This version (which is the version currently on atari.archives does
>some rather funky things on mine. While the scrolling is great(!!)
>[4x the screen space of a stock ST mono screen, much faster than
>anything else I've ever seen) it is almost useless.
>
>Why ? Because it changes the font sizes and anything else used by GEM
>(ie menu bars, windows, etc) to half its original size while GEM still
>thinks they are normal sized. Just a BIG mess.
>
>I'd love to get a working version of this... not necessarily PD or
>Shareware.
>
>
>-Andy-

Although I have never used this program, what you describe sounds very similar to what happens when you run monochrome emulators from the desktop. Try putting in your \AUTO folder, it will then run before GEM is initialised and takes note of how big the fonts are etc.

- Leo Hendry

4258. Re: ATSpeed and disk cache

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 11:34:15 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr26.073415.17545@newstand.syr.edu>
Source record: 222938

In article <1992Apr24.200658.1@misvax.mis.arizona.edu> dtarico@misvax.mis.arizona.edu writes:
>In article <1992Apr23.093150.21865@newstand.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>> IS anybody out there using ATSpeed with a cache on their hard
>> disk?
>> When I was messing around with this a year ago or so (or
>> more), I found that all caches just chewed up my hard disk. I
>> was then told by the distribuor not to bother...that none
>> would work. So, I was just wondering if things have changed
>> since then.
>Were the problems associated with ST cache programs or PC cache programs
>running under ATspeed? Soeer I can't answer your question, but as a new
>ATspeed owner, I'd like to learn more about the problem.
> Doug Tarico
> dtarico@mis.arizona.edu Bombs, not Hippies!
> (602)795-7633

Sorry, Doug. I meant PC cache programs running under ATSpeed.
ST cache programs are OK...but they don't help under ATSpeed.
Now, you reminded of one thing the tech person (where I got
ATSpeed) told me. He said, there is supposed to be some way
to access ST programs from within ATSpeed to help with the
msdos mode.

On page 60 of my manual, it states "All peripheral hardware
can be accessed with some knowledge of Assembler." I think
this is what the tech person was referring to...anybody out
there know? and if so, anybody out able to do anything?

--Gerry
ggreenbe@rodan.acs.syr.edu

4259. Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 12:22:55 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr26.122255.6861@actrix.gen.nz>
Source record: 222939

Well I have just read in STR817 that Flash II is very slow, far slower
than Flash and does not run Z-Modem in the background, why don't they
state this in the Promotions of the Program..

Well it looks like I am still waiting for a decent Comms program..

Are there no programers out there that can write good Terminal Program..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4260. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 13:28:58 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <55747@hydra.gatech.EDU>
Source record: 222940

In article <1992Apr24.122743.25453@doug.cae.wisc.edu> writes:

... stuff deleted criticizing GFA and praising the "virtues" of C ...

>Look, either change or DIE.

Obviously a CS-type preaching this conformist BS. C is not the be-all
end-all of programming languages. I believe it has its place as does
every other language. The name of the game is getting the job done
with the least amount of man-hours. Choose the appropriate language
for the task. I've programmed in many different languages.
Preference is based upon what needs to be done and how long it will
take me to do it. Unfortunately most C programmers I've encountered
don't think this way. All they're concerned about is some slick way
to incorporate this or that feature of C into the code with absolutely
NO REGARD for the integrity of the final result.

Sorry for wasting bandwidth. I hear this stuff all the time and it
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

4261. Re: TI 99/4A

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 13:51:21 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Apr26.135121.21649@chinet.chi.il.us>
Source record: 222941

In article <1992Apr22.190940.2285@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>
> And if TI had not
>totally blown the packaging (originally chiclet keys and a totally
>closed architecture without a vast array of I/O ports), I daresay that
>we would be comparing our Atari ST to TI-compatibles rather than (IBM)
>PC-compatibles. In other words, it was a much more powerful CPU than
>the 8088 that IBM used and could have set the standard *IF* TI had an
>open architecture. That is one of the "big ones that got away" for TI.
>(I wonder if their foot still shows the bullet hole scars? :-)
>
>R.C.G.

The big reason I never bought one of these was that all the accessories were insanely expensive. I thought I remembered one of those expensive accessories being an expansion cage.

Anyway, it might make an interesting case study to see why TI's efforts at selling consumer products, which had looked so promising in the days of speak-and-spell and the early calculators, failed so badly with the 99/4A, later generations of calculators and upscale digital watches.
Steve

4262. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 13:53:36 UTC
From: thb@tbuki.toppoint.de
Message-ID: <3600.04.92@tbuki.toppoint.de>
Source record: 222942

ziggy@grafted.UUCP (anthony lewis) writes:

>Not to bring a dark cloud on MiNT, which I think is a great piece of
>work, but what is going to happen when MTOS hits the street this summer?
>It seems to promise the things that MiNT lacks (mainly MultiGEM and VM
>support on a '030), and would also be supported by Atari....
> I would hate to see MiNT go, but I guess it it up to the masses
>to keep up with MTOS....
> Ziggy.

With the MiNT 0.93PL2 kernel i get MTOS it wouldn't run on my ST. I replaced
the Kernel with the new MiNT 0.94 kernel an it works :-). Any further
questions ?

Thomas

--
Thomas Busse, Kolberg 2I, 2300 Molfsee, Germany, Tel.: +49 4347 9304 (voice)
"Der Klueger kippt nach", Pupasch Karte

4263. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 14:29:07 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <704298547.15598@minster.york.ac.uk>
Source record: 222943

In article <A1900353689@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>It's an anti-stiction maneuver. It's in the ROMs of the SCSI controller
>built into the hard drive. My N-series Seagate, plugged into a Supra
>adaptor, periodically makes noises like a wet dog shaking itself dry. I
>used to have an Adaptec controller and an ST-506-type Wren I plugged in,
>and it didn't have that feature.

Aha! I have an N series Seagate too, but with GE-Soft driver, and it makes
the same kind of noise every few minutes. Always wondered what it was...

> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

4264. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 15:00:26 UTC
From: sakari@laureline.cs.hut.fi
Message-ID: <1992Apr26.150026.11226@nntp.hut.fi>
Source record: 222944
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

In article <1992Apr23.175803.12143@gn.ecn.purdue.edu> jess@gn.ecn.purdue.edu (Jess M Holle) writes:
>In article <1992Apr23.163756.5306@nntp.hut.fi> sakari@niksula.hut.fi (Sakari Aaltonen) writes:
>>
>>An example: Claris CAD, local educational price about USD910.
>>Another: Think C -"- USD500.
>Life must be rough in Finland. I bought Claris CAD at $170 and Think C at
>$80, both educational discount. I also purchased Wingz at $99, though its
>price has gone up to around $180 educational discount.
>
>Do you have any idea why software is so expensive there? I am just curious.

No, I haven't. We're used to things costing 50 or 100% more here, but 300 or 400% doesn't seem to make sense.

Life rough in Finland? Well, it IS cold here - it's snowing right now - but we do have central heating and running water and things. As regards education, it's free....

--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

4265. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 16:59:04 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr26.115905.2494@doug.cae.wisc.edu>
Source record: 222945

In article <1992Apr25.224646.3772@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>
>Perhaps the gentlemen who have requested GFA developers know exactly what
>they are doing, have you suggested asking them why they want GFA developers,
>Greg?
>
>Herb
>
>--
>/***
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales

Of course, everyone knows why the guy was asking for GFA developers.

It is a conspiracy by Asperin/Tylenol manufactures. The More BASIC code that
is written has a direct correlation between how much asperin/Tylenol
is sold per year!

-Greg

4266. GNU C 2.1 and floats

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 17:28:42 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1992Apr26.172842.11818@usenet.ins.cwru.edu>
Source record: 222946
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know why I would get the following message when trying to link a program compiled with GCC 2.1?

blarf.o: Undefined symbol ___floatsisf referenced from text

As you may have guessed, 'blarf' is the only module in my program which uses float's. I am using the latest version (19) of mintlib and everything compiled just fine under GCC 1.40. Did I make a mistake in assuming that all I had to do was update my compiler binaries (.TTP files)? Or do I need another library?

Regards,
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rcb@netcom.com
"Those who are willing to give up a little liberty for a little security deserve neither liberty nor security" - Ben Franklin

4267. Re: MonSTer on a Mega STe ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 17:47:10 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Apr26.174710.23346@oz.plymouth.edu>
Source record: 222947

In article <189hbjtc@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>Although I have never used this program, what you describe sounds very similar
>to what happens when you run monochrome emulators from the desktop. Try
>putting in your \AUTO folder, it will then run before GEM is initialised
>and takes note of how big the fonts are etc.

That's where I had it :-)..... I tried it from the desktop & it
doesn't work (as per the readme included w/it) from there. I don't
know if using it with a mono monitor had anything to do with it....

Thanx anyway .....

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4268. Re: MiNT Hardware scrolling

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 18:03:36 UTC
From: erlingh@idt.unit.no
Message-ID: <1992Apr26.180336.8637@ugle.unit.no>
Source record: 222948

In article <7619@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:

|> I have no idea how Eric did it (I haven't even seen it). But let me point
|> out an obvious technique:
|>
|> 1. Have a screen RAM area 25+n lines long.
|> 2. When on the 25th line and a "scroll-up" is required,
|> simply adjust the screen pointer (as suggested).
|> 3. When on the 25+nth line and a "scroll-up" is required,
|> do what is normally done (move 32K), but move it back
|> (n+1)*1280 bytes, rather than the usual 1280.
|>
|>
|> The effect of this is that "scroll-up" is effectively buffered, and since
|> it takes the same amount of time (your still only moving 32K, just further,
|> which matters not).

This is exactly what happens.

|>
|> Someone mentioned that the screen seems to "jump" in blocks of 5. Let me
|> suggest that n=4.
|>

You can determine the number of extra lines before the 32k`s (or more if you have
a TT) has to be moved in the mint.cnf file by saying:

HARDSCROLL=24

or whatever number of lines you want "extra".

Try copying a ~200k textfile to /dev/stdout on a TT and you'll be
really impressed :-)

|>
|> Warwick.

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

4269. gcc 2.1 problem.

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 18:18:19 UTC
From: bferrer@Bonnie.ICS.UCI.EDU
Message-ID: <9204261118.aa02939@Bonnie.ics.uci.edu>
Source record: 222949

Hi... I just ftp'ed the new gcc 2.1. It looks great so far. It finally can do templates on the g++ side!!! But when I compile a C++ program with a cout and a #include <stream.h> directive, it gives me a couple of warnings of "#pragma once" plus it alo says __ls__ stream unreferenced or something like that. Did I miss a new port of the libs and include files somewhere?? The new includes that I saw only supported gcc and not g++ and the same for the new libs.

thanks in advance,

bill

4270. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 18:21:03 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992Apr26.182103.16898@cc.umontreal.ca>
Source record: 222950

In article <1992Apr25.030721.102@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>
>Greg, this is a pretty weak argument you are relying on, what exactly are
>the weaknesses you are mentioning? Personally insulting the designers is
>not generally a valid argument. In addition, it seems you have been out of
>touch with some of the newer BASIC programs. I can write a GFA BASIC program
>which is just as readable and structured as your magnificent C code. GFA
>has full implementation of procedures with variable parameters, all the
>standard structured loops, variable typing, etc... As mentioned in a
>previous post the main thing missing is the ability to define your own
>variables (i.e. structures and type ranges).
>

After programming in GFA BASIC for a long time (now using 3.5), I recently learned about "linked lists". I can't seem to get the concept to work with GFA Basic. Is it possible to implement linked-lists in GFA Basic? Somehow, there does not seem to be an easy way to just ask for a couple of bytes of memory everytime one needs it, without resorting to MALLOC. (?). (Or having a 32K limitation on size). C let's one easily do this, right?

The fact that GFA Basic has an editor/interpreter can't be beat. For most casual projects, they can be finished fast, and the final compiled code runs very fast. I've even done a complete multi-user BBS program that ran quite fast (and not so well coded, either).

Perhaps someone can post a small routine to handle lists in GFA Basic (3.0 and up) on c.s.a.st.tech? (If it can be done. Perhaps I missed something..)

[rest purged]
>>-Greg
>
>Ben Gilbert
>bgilbert@cs.washington.edu

--
75% of all statistics are useless
90% of everything is crud
--
_____________________________________ # ## # Falcon
Odisseas Kosmatos _/ "Do I really need an Iris Indigo?" # ## # at the
u1398@jsp.umontreal.ca _/ "real programmers dont eat." ## ## ## Atari
_____________________/ "You die.--more--" ## ## ## Messe!

4271. gemulator

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 20:40:29 UTC
From: george@electro.electro.com
Message-ID: <1992Apr26.204029.2447@electro.electro.com>
Source record: 222951

I've read most of the postings regarding the gemulator
and have come to believe that most of messages stem
limited imaginations. This is a very serious problem.
come on people,

THINK THE UNTHINKABLE!

Give it a real try. What could one possible do with
such a combination of hardware/software?

I saw the gemulator at the ACE92 show, and my thoughts
on it were thus:

Ok , here we have a software platform which I really
like, the ST . My job has led me to develope software on
machines like the Sun, the Mac, PC (old and new) and
the ST is still my favourite.

And now (soon), I have access, through the gemulator,
to a progressive hardware platform. Today it's the 486 and
SVGA but its changing fast.

Once the bugs are worked out, I'll have an ST on this
piece of 486 hardware. Great. But that's only the beginning.

How often have I wished for those extra colours, that
higher rez, that faster speed, THAT NETWORK ACCESS!

What Derek has made possible is a virtual ST.
The virtual ST's -hardware- can be redesigned in -software-!!!
Just think on that a minute......
It is only limited by the current x86 hardware platform,
and this platform is not static.
Oh, if I only had 48 hours in a day!

My congratulations to Derek.

He has moved us one step closer
to that idealistic world where you can put one machine
at home on your desk and access virutally any software
in the world. He has taken power out the hand of the
few, and given it out to the many.

Man! It just makes me shake my head is disbelief when
I see the belly-aching goin' on.

"Where there is no vision, the people perish" -King Solomon

--

```
_______________________________________
|---|---|line--upon--line---|---|---|---| watmath!watcgl!electro!george
|---|--building the foundations-|---|---|---| george@electro.com
```

4272. Canibalizing the ST...

Newsgroup: comp.sys.atari.st
Date: 1992-04-26 20:58:29 UTC
From: jared@midiline.la.ca.us
Message-ID: <74VuJB3w165w@midiline.la.ca.us>
Source record: 222952

Does anyone know if: 1) there is an MMU that will work on the ST, that is cheap, and that will increase RAM use from 4Mb or 16Mb? And 2) is there a way to hardware-mod the ST to access all 512 colors at once?

In other words, is it possible? Also, what is the likelihood of caniblizing the ST and essentially make it into another machine, not really, but system-wise, as in the OS, hardware, and stuff?

Reply in Email... to the address below.

---
jared@midiline.la.ca.us ('286 Highlander)
MIDILine BBS (midiline.la.ca.us) - Altadena CA - (818)797-3285

4273. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 00:12:53 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr27.001253.7502@jhunix.hcf.jhu.edu>
Source record: 222953

In article <llo.704117765@informatik.tu-chemnitz.de> llo@informatik.tu-chemnitz.de (Lars Loeffler) writes:
>
>Please, can anybody tell me, why all every 2 minutes my QUANTUM HD (52-17 with
> driver: HUSHI by Hard&Soft/Germany) sounds like having an access?
What you are hearing is your HD keep itself from getting "stuck" in one place.
I am not quite how this problem (sticking) happens, but DC software made a
program called DC-Nostic to fix it on HD's that don't do what yours and mine
(Seagate ST-296N) do. So it's NOT a flaw, it's a feature!
>
>PS: Searching for ATARI ST E/MAIL partners.
Add me to your list.
>
>Thank You.
No problem.

Dom (alvear@cs.jhu.edu)

4274. is there a context switcher on any of the archives?

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 00:31:30 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9204261731.aa18548@Bonnie.ics.uci.edu>
Source record: 222954

I'm looking for a good context switching program. If there's not a
PD one around tell me about the commercial ones.

Thanx
Eric,

4275. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 00:32:18 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr27.003218.8390@jhunix.hcf.jhu.edu>
Source record: 222955

In article <1992Apr24.122743.25453@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <1992Apr24.092847.2834@informatik.uni-erlangen.de> rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek) writes:
>[stuff about GFA developers wanted deleted...]
>Do you plan on making money with this company?
You have a realy problem with BASIC don't you? Have you EVER programmed in GFA BASIC? Who is to say that they can't make money? If the application works well and sells, then who cares what language it was written in?
>
>Obviously not. Anthing you can write in BASIC, I can write in C, but
>my program will be:
>
>1) Far more effective in handling the machines memory resources.
Please give examples why? I am a little skeptical of this statement.
>
>2) Performance won't even be comparable. C kicks but boy.
OK, so you can write slick C programs that kick butt? Who says you can't do the same with GFA basic? It's not too far fetched for a good programmer to utilize the POWER of a high level language to write an *ss-kicking program in GFA BASIC. (If you really want to kick butt, write in assembler!)
>
>3) Pick any platform to run my program on. Localize machine specific features
> for a wide variety of machines (software markets) (MORE MONEY MORE MONEY..)
Who says they are writing for other platforms? (MIDI and Fantasy Games on a Sun workstation???)
>
>4) Much better software development tools. (Less bugs)
Please give me a bug list of the GFA BASIC bugs.
>
>In short, you won't make any money, to spend all that time writing your BASIC
>program.
Why not? The biggest part of making money is MARKETING! If you don't advertise and hype your product you will DIE. It has NOTHING to do with what language it was written in!
>
>Look, either change or DIE. Its time to dump GFA and become a competent C
>programmer. The ST is too dinky of a computer to restrict yourself like
>that...your also missing out on some really good opportunities to program
>better hardware....ie MIPS 4000 machines, HP's Latest workstations...
What kind of computer do you own? And why are you so down on BASIC? Did you fail a class in BASIC programming or something? I think C is a great language, but sometimes it is QUITE DIFFICULT to debug. I don't own a MIPS 4000 nor an HP workstation, so I'd be quite happy programming my ST with GFA BASIC.

>
>-Greg
Dom (alvear@cs.jhu.edu)

P.S. I am not trying to start a C vs. BASIC war as the language really has NOTHING to do with it either. Since GFA BASIC is a compilied language then it is possible for the compiler to write some fairly competent code! A C compiler can produce sh*tty code if it's compiler s*cks. And a BASIC compiler can produce amazing code if the compiler optimizes well. It is not a matter of language but a matter of implementation.

4276. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 00:44:15 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr27.004415.9153@jhunix.hcf.jhu.edu>
Source record: 222956
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1992Apr24.111755.13387@umiami.ir.miami.edu> dlk0ms9s@umiami.ir.miami.edu writes:
>
> While I am currently enjoying Calamus SL, I am having some problems with
>printing on my Deskjet 500. It is REALLY SLOW. I mean it. It is AT LEAST
>10 times as slow as 1.09n. Any ideas?
Well, you could write to ISD to see if a better DJ500 driver is out. Or you could try FPPRNT.PRG (auto program). This program speeds up output from PageStream, so it might work for Calamus SL.
>
>Mark Santora
>
Dom (alvear@cs.jhu.edu)

4277. Re: LAN port on TT/Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 00:44:44 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr27.004444.11039@usenet.ins.cwru.edu>
Source record: 222957

```
Then what's the point of having a LAN port on the Mega STE then?
Sounds like we've been screwed again.

Rob
--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ - Robert Glover - ~
~ GEnie: R.GLOVER3 Cleveland Freenet: aq115 ~
~ Internet: aq115@cleveland.freenet.edu ~
```

4278. Re: new Mega STE won't boot

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 00:48:34 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr27.004834.11363@usenet.ins.cwru.edu>
Source record: 222958

Sounds to me like you have a memory problem. When I bought my Mega STE, it came with one meg. The day I brought it home, I put in two meg. However, I didn't know that the SIMMs went in the second and last SIMM slots. I popped them into the first two, and got vertical bars on the screen. Once I called my dealer, and he told me how to put them in, all was well.

So, it sounds like you have a bad set of SIMMs, unless someone installed them wrong.

Rob
--
~~~~~~
~ - Robert Glover - ~
~ GEnie: R.GLOVER3 Cleveland Freenet: aq115 ~
~ Internet: aq115@cleveland.freenet.edu ~
~~~~~~

4279. * Hard Disks have been SOLD *

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 00:49:51 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr27.004951.11433@usenet.ins.cwru.edu>
Source record: 222959

Remember the two hard disks I had posted here for sale? The
Seagaet 296N and the Quantum P40S? Well, they're both sold.

Thanks to everyone for the response!

Rob
--
~~~~~~
~ - Robert Glover - ~
~ GEnie: R.GLOVER3 Cleveland Freenet: aq115 ~
~ Internet: aq115@cleveland.freenet.edu ~
~~~~~~

4280. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 00:57:25 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr27.005725.9951@jhunix.hcf.jhu.edu>
Source record: 222960

In article <1992Apr25.113317.20761@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <OKES.92Apr24220612@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
>>[flames deleted]
>>
>>Look Greg, why don't you let other people program the way they they want to
>>and go and start alt.fan.c or something?
>>
>>--
>>##### ### ## ## #### ## # email: okes@essex.ac.uk
>># # # # # # # # ## #
>>##### # # # # # # # ##
>> # # # # # # # ##
>>##### ### # # #### # #
>>80% of statistics are wrong.
>
>In all these BASIC PRO posts, people forget BASIC isn't portable...
Who said they wanted portable code? And GFA BASIC IS portable between
the ST and DOS/Windows.
>
>And, besides. My opinion is king here, and I think you should program in C.
Why is your opinion king? If I want to program in COBOL I will! It's my
choice. Trying to bully me or anyone else to program in C is quite juvenile.
>
>If I ever have to take on a previous job that you did, or someone
>else did for that matter, and I have to modify or port it....and you wrote it
>in BASIC....
I thought you were such as wiz-bang programmer that you could write ANY program
in C that was written in BASIC? I guess not.
>
>I am going to HUNT YOU DOWN like the bugs in my programs and DELETE YOU.
Oh no! I am shaking in my boots.
>
>Of course, not before I stuff a C compiler up your.... <CENSORED>
If you even tried, I'd have to break your arm.
>
>--Greg
Dom (alvear@cs.jhu.edu)

P.S. What is this thread really about? I mean we are WAY off topic now.

4281. Another Question from the new user

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 02:08:04 UTC
From: AKH104@psuvm.psu.edu
Message-ID: <92117.220804AKH104@psuvm.psu.edu>
Source record: 222961

Thanks for all the replies! The only other place I get service like that
is from the 8bit section. Atari users are great...but Atari itself is...blah!

Ok, $850 for a mega ste4.....um..why should I get this instead of a 4 meg ste
? What are the hardware diffferences?
Seeing as how there are "some" pieces of software that wont run on an ste and
TT is this because of the new TOS roms are just because people didnt listen
like with the old 8bits? Is there a fix for this like a translator? (highly
doubt it..8-( )
Flash is supposed to be the best term program...is it? what terminals
does it emulate and are there any better term programs since flash.
(I pray that its easier to use that Pro-Comm+ on the IBMs!!!!! I'm so
use to Bob-term on the 8bits that this program is sooooo stupid! Can't even
capture text correctly!!!!!)
If I wanted, say a professional system that I could show up my 486dx50
friends with...what software would I buy?
Andrew.....thanks for all the help...hope to scarf enough money together
this summer to obtain one!

_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
_ ===>AKH104@PSUVM.PSU.EDU<=== ===>bs003@cleveland.freenet.edu<=== _
_ ===>CIS 71020,3451<=== ===>Genie A. Heller<=== _

4282. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 02:59:56 UTC
From: ziggy@grafted.UUCP
Message-ID: <L30uJB1w161w@grafted.UUCP>
Source record: 222962

>
> The 6502 wasn't made by MOSTEK but by MOS Technologies.
>
I guess I get the bozo button too, I thought they were one
in the same..... (red faced)... but now that I think about
it, I did get data books from both of them, from different places, and
by chance I have a Mostek Z80 book on my kitchen table right now (oops)

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4283. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 03:02:55 UTC
From: ziggy@grafted.UUCP
Message-ID: <k80uJB2w161w@grafted.UUCP>
Source record: 222963

```
>
> MiNT is the kernel of MultiTOS! :-)
>
> Regards,
> Patrick
But that still does not answer the question of the future of
the PD MiNT.... ( I knew that too..... )
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =
```

4284. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 03:38:07 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr27.033807.28324@cdsmn.mn.org>
Source record: 222964

In article <A1900353689@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1992Apr25.150214.21466@cdsmn.mn.org>,
> plate@cdsmn.mn.org (Doug Plate) writes ...]
>
> > I've had two Seagate's that also do this. Are you using an ICD host
> > adapter. It is my GUESS that it is the ICD software that causes this
> > and not the hard disk, I also have the theory that it may be an attempt
> > to avoid the "stiction" problem that some drives have (where the heads
> > stick).
>
>It's an anti-stiction maneuver. It's in the ROMs of the SCSI controller
>built into the hard drive. My N-series Seagate, plugged into a Supra
>adaptor, periodically makes noises like a wet dog shaking itself dry. I
>used to have an Adaptec controller and an ST-506-type Wren I plugged in,
>and it didn't have that feature.
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve
>
> The king is a fink.
>

That makes sense. The reason that I thought it was the ICD was because we
use Seagates in our PC's at work and I never remember seeing this - BUT -
between the fans in the machines and the generally noisy environment
(compared to my desk at home) you'd never notice it by accident.

Doug

4285. Re: msa

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 03:51:35 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr27.035135.18263@jhunix.hcf.jhu.edu>
Source record: 222965
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <20615@castle.ed.ac.uk> tower@castle.ed.ac.uk (A.T. Ops) writes:
>
>
>Can anyone tell me how i unpack the .msa files on atari.archive?
You'll need either the Magic Shadow Archiver (MSA) or the Chaos Disk
Compactor (CDC). One or both should be up on atari.archive.umich.edu
under the names MSA_xxx or CDC_xxx. (Don't know the version or the
compression types...)
>Thanx in advance..
No problemo.

Dom (alvear@cs.jhu.edu)

4286. GFA vs. C (was Re: GFA Developers wanted ! urgent !)

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 03:53:42 UTC
From: rjung@aludra.usc.edu
Message-ID: <kvmum6INNr1a@aludra.usc.edu>
Source record: 222966

In article <1992Apr27.005725.9951@jhunix.hcf.jhu.edu> d_alvear@jhunix.hcf.jhu.edu (Dom Alvear) writes:
> [Lots of GFA BASIC and C flamage deleted]
>
>P.S. What is this thread really about? I mean we are WAY off topic now.

I don't know, really -- I've been ignoring most of it, but when it degenerated into a "GFA BASIC vs. C" flamefest, my interest got piqued.

Look, guys, can't we just let each other program in whatever source code we want? If you've got criticisms against another guy's language, let's keep it to yourself and be civil about it. If there was such a thing as a universal language, the US military would have used it years ago. The fact that Ada is still _not_ universally accepted is my personal reasoning that it's not so great (grin), but I digress.

****
* WARNING: The following text is all PERSONAL OPINION, and is not intended *
* as a flame of any sort. If you are offended, it's your own fault. B-) *
****

For the record, I started off with Atari 8-bit BASIC, tinkered with Pascal and Lisp, and am now a big C fan. I've seen GFA BASIC when it first came out, but didn't care for it -- I didn't like the lack of GEM support (GFA BASIC 1.0 "psuedo-GEM" routines are an abomination B-), and the thousand-and-one commands to do a thousand-and-one functions ("Draw a circle", "Draw an oval", "Draw a rectangle", etc.). The original editor's excessive user-friendliness drove me nuts as well.

I know that GFA BASIC has now made some nice strides, but I'm still in no rush to program in it. I like C's simplicity and portability, but if you want to code in GFA BASIC, that's your choice. Just don't ask me to be supportive.

C is not a perfect language, but it's very flexible, and it doesn't get in my way, so I like to use it. A clumsy amateur can wreck a lot of havoc with a little C code, but then what are those clods doing playing with such a power tool, anyway? B-)

(Also further IMO: Laser C is still one of the coolest C development platforms on the Atari ST line. It's a little flaky with the later versions of TOS, alas...)

****
* You are now leaving the high-flame-risk zone. Thanks for your cooperation. *
****

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

4287. Re: GNU C 2.1 and floats

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 04:16:47 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.704348207@vega>
Source record: 222967
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

as327@cleveland.Freenet.Edu (Roy Bixler) writes:

>Does anyone know why I would get the following message when trying to link
>a program compiled with GCC 2.1?

>blarf.o: Undefined symbol ___floatsisf referenced from text

gcc 2.1 is using new stuff in libraries. One of reasons is that
is supports new types, like 'long long', which did not exist before.
Therefore one needs libraries patchlevel 79 which were placed on
a.a. It is advisable to get immediately an update20.zoo and
raise patchlevel to 80. This is imperative if you are going to
hack and recompile libraries. If you will not do that expect
surprises.

It is somewhat unfortunate that we have now separate sets of
libraries for MiNT and for TOS. I hope that they will merge in
not so distant future. They are not so different. MiNT librararies
are based on older versions of gnulib which had known bugs.
This does not mean that the current gnulib is bug free, but that the bugs
are less known. :-) I did not trace MiNT libraries carefuly
enough to know the state in which they are right now.

BTW - the symbol in question provides an entry point to
long integer to single float conversion routine. Something
like that should be in MiNT library, I suppose. So with little
creative hacking you should be able to compile your program
even with old libraries.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

4288. Re: St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 05:46:34 UTC
From: bcc@Eyring.COM
Message-ID: <1992Apr27.054634.288@Eyring.COM>
Source record: 222968

In article <1992Apr25.005158.6686@acsu.buffalo.edu> v5914ane@ubvmsb.cc.buffalo.edu (Steven I Gyurindak) writes:
>Does anyone know of a magazine exclussively for the ST's?

Current Notes: $US 27/year 122 N. Johnson Rd, Sterling, VA 22170

Atari Advantage: $US 22/year 400 Galice Rd., Merlin, OR 97532
(There is a half-price offer on this one until the end of April)

--
Brian Cooper bcc@Eyring.COM uunet!lanai!bcc
Eyring Corp. +1 801-375-2434 or 1 800 YES PDOS
(If the above doesn't work, try coope@bert.cs.byu.edu)

4289. 1040 ST Memory Expansion Info

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 06:32:07 UTC
From: grillo@firenze.OAS.Olivetti.Com
Message-ID: <54081@olivea.atc.olivetti.com>
Source record: 222969

Hi there,

I'd like to expand the RAM memory of my 1040ST (1Mb now) with a third-party
memory board solution, but I do not have any Idea of what exist on
the market, what I know is the features that I'd like to have from
this kind of solution:

1) All plug-in (not at all or minimum soldering required)

2) SIMM based

3) No RAM chip option (bare board, just SIMM sockets)

4) Up to 4 Mbytes

5) Cost less or equal 150/200 $

Do you have any idea of which are the company doing St memory expansion
matchings all or part of the above features?
Opinions and experiences are Welcome, also indications of where I could
find (if exist) such a board in the Bay Area (Sf,S.Jose,Cupertino).

Thanx in Advance

Savino

4290. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 07:08:02 UTC
From: grellier@petri
Message-ID: <1992Apr27.070802.10784@babbage.imag.fr>
Source record: 222970

steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <1992Apr14.153856.9253@cs.unca.edu>,
> mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes ...]

> > Sozobon C (is version 2.0 the up-to-the-minute latest?) is
> > really nice, and since it's free you can't complain!

>It isn't really the latest; 1.33i was released a little bit after
>2.0. The 2.0 version is a revision from the original authors that
>adds an extended object module format, allowing arbitrarily long
>external identifier names. The 1.33i version is based on 1.2 but
>significantly enhanced and debugged. I think 1.33i is a much better
>setup, even at the expense of the limits on the length of external
>identifiers. It's more reliable, faster, optimizes better, is easier
>to set up, and runs from the Desktop as well as from a command
>interpreter. It also has significant (to me, anyway) extensions
>to the preprocessor borrowed from the ANSI standard.

I wanna know where I can ftp it .

+=+=+=

4291. Calamus font format questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 07:16:23 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Apr27.071623.6972@u.washington.edu>
Source record: 222971

Is the format of Calamus fonts publicly available? How does
it compare to, say, Adobe Type 1 format? Is one significantly
easier to decode and render than the other? Thanks for any help.

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

4292. 6502 origins (was Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 07:50:27 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr27.075027.17255@cs.hw.ac.uk>
Source record: 222972

In article <1992Apr23.025019.17623@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>From what I remember about 6502 lore, it was developed by MOS Technologies,
>but was later purchased by Commodore. Of course, all this could be wrong :-)
>I have a terrible memory.

I always thought that Rockwell developed the 6502. I have seen 6502 chips from them and Synertek (sp?).

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

4293. Re: CD ROM drives on the ST w/ Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 08:05:51 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Apr27.080551.6874@ccu.umanitoba.ca>
Source record: 222973

In article <1992Apr17.143032.12599@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>And yes, you may copy files from an ST
>partition to a Spectre partition but it's not all that straightforward. You
>must keep in mind that the Spectre partition is hidden from the ST operating
>system. So to copy a file from ST to Spectre partition, you would first copy
>the file to a floppy using the Transverter utility (comes with SPectre) or
>some similar utitlity, then boot Spectre, then copy the file from the floppy
>to your SPectre partition. Convoluted, perhaps, but it works.
>
>-Hutch-

I simply convert ST files (on floppy) in mac mode using the Apple File
Exchanger.

Werner

4294. Re: Falcon (game) run from Hard Drive?

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 08:09:22 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr27.080922.17320@cs.hw.ac.uk>
Source record: 222974

In article <1992Apr24.200652.10932@mdd.comm.mot.com> friedric@mdd.comm.mot.com (Bernd Friedrich) writes:
>Anybody out there able to run Falcon v1.2, the flight simulator
>game from their hardrive?
>
>I've got a a Toad HD with 52M Quantum and ICD Advantage + host adaptor,
>and v5.5 boot software.
>
>I ran the install routine from the Falcon floppies, then tried to
>run the program from the hard drive. The copy protection screen
>(type in from codewheel) comes on, I enter the correct code,
>and boom! 3 bombs.
>
>If I try to run the program from the floppy, with the hard drive on,
>the program initilization screen comes up, but the program never loads.
>The floppy just keeps spinning. So it's not the HD loader program.
>
>If I turn off the hard drive and run from floppy, the program works just
>dandy. So it's not corrupted disks.
>
>What's goin on?, neither ICD of Spectrum Holobyte could help.

Quite a few games just assume a 520ST and use $78000 as video RAM. This means that when your hard disk comes up with a few TSRs an accessory or two plus GEMs own workspace the chances are the dumb program will bang its head on its own video RAM. This may be what Falcon is doing.

Other crimes against ST HD owners include loading programs and data at absolute addresses in memory regardless of who owns such memory. This was very common in the old days when software vendors assumed that TOS wouldn't need any more workspace beyond $10000 so just loaded their code there. These days there are two schools of thought:- Play by the rules and remain TOS friendly OR kick out TOS and take over the whole machine. The 'kick out' philosophy is not a route to HD compatibility.

When you see the same program running on PC and Amiga hard disks you begin to wonder at the mentality of companies that cripple their ST products.

BTW: One fun thing you can do if you have wads of memory is to put some AUTO booting games in an RDY RAM disk. RDY uses the end of RAM for it's diskspace so the program can work fine in lower RAM. Make your RAM disk bootable but it's a good idea to make the first thing in its AUTO folder a program that will wipe resvalid ($426), memvalid ($420) and memval2 ($43A). That way the machine will cold boot when you reset and not keep loading.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

4295. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 08:19:45 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr27.081945.17504@cs.hw.ac.uk>
Source record: 222975

In article <quBRJB2w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis)
writes:
>Not to bring a dark cloud on MiNT, which I think is a great piece of
>work, but what is going to happen when MTOS hits the street this summer?

I doubt MTOS will 'hit the street'. With Atari's track record (or should that
be cracked record :-) it will probably land with a dull thud in an alley.

>It seems to promise the things that MiNT lacks (mainly MultiGEM and VM
>support on a '030), and would also be supported by Atari....
> I would hate to see MiNT go, but I guess it it up to the masses
>to keep up with MTOS....

Atari UK waited a year longer than every other Atari subsiduary before making
TOS 1.4 available. What do you think they'll do about MTOS. We have MiNT now
and I guess that writing and using 'clean' programs with it will prepare us for
the day when MTOS finally comes.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

4296. Re: Calamus font format questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 08:20:49 UTC
From: jhelling@cs.ruu.nl
Message-ID: <1992Apr27.082049.26831@cs.ruu.nl>
Source record: 222976

In <1992Apr27.071623.6972@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:

>Is the format of Calamus fonts publicly available? How does
>it compare to, say, Adobe Type 1 format? Is one significantly
>easier to decode and render than the other? Thanks for any help.

The Calamus font format has some more information (step-kerning) than the PS-1 format. I've never seen a official description of it, but have puzzled out some of the major things of it. I'll mail them if interested. (I don't have them at hand now, and fear my comments are still in Dutch)

Jeroen.

4297. Re: Midi Software

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 08:58:35 UTC
From: dan@hpwin052.uksr.hp.com
Message-ID: <95630007@hpwin052.uksr.hp.com>
Source record: 222977

Hi,

Yup - 16 channels is hard-designed into any MIDI setup. The identifier word that contains the information ("status byte") is 8 bits long and has 4 bits for channel number and 4 bits for op-code (MIDI instruction). So, for example, you might get a status byte that means "Channel 6, Note On". It's the following bytes that provide info on WHICH note, and so on. So in the normal run of things, 16 channels is a maximum. However, some sequencers (eg Cubase) can work with a plug-in MIDI expander device, which effectively has four (I think) MIDI outputs, EACH OF WHICH CAN DRIVE DEVICES ON CHANNELS 1-16. This means that you'll be setting up separate MIDI paths physically; and your sequencer will then have 4x16 MIDI channels to use, so you can control 64 synthesizers, modules, samplers, mixers, tape transports, lighting controllers, etc, etc.

Summary: 16 channels is the maximum for any single MIDI setup; but some sequencers make use of hardware which provides several MIDI setups in parallel.

As for sequencer, I use a thing called "Prodigy" from the British company "The Digital Muse". It's a budget sequencer, ideal for home recording work. Actually, I'm sorely tempted to upgrade to their professional sequencer, "Virtuoso", of which I've got a demo disk. It's very very good, and suits my style nicely. The Digital Muse are:

The Digital Muse Ltd,
82 Tachbrook Street,
LONDON
SW1V 2NB
England.

"Prodigy" costs 135 pounds, and "Virtuoso" costs 299 pounds.

Regards,

Dan Bennett.

4298. gnu less grief

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 09:24:10 UTC
From: UPP201@ibm.rhrz.uni-bonn.de
Message-ID: <92118.37450.UPP201@ibm.rhrz.uni-bonn.de>
Source record: 222978

Gnu less consistently crashes with two bombs on my TT.
Any ideas why?

Cheers,
Mike.

4299. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 09:38:25 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Apr27.093825.11695@ccu.umanitoba.ca>
Source record: 222979

In article <9204260006.aa15366@Bonnie.ics.uci.edu> ehohnbau@Bonnie.ICS.UCI.EDU writes:
>
>I am looking to buy a new terminal program and was considering
>primarily Stalker and Stealth. I'd like people who use them to
>email me with comments and recommendations.
>
I bought STalker to improve on Uniterm but I'm still using UniTerm. STalker
is very nice (DA, windows, large virtual screen) except:

o It is very slow with a 9600 baud link; text scrolling keeps me
waiting. More importantly, file captures are slow and the zmodem
runs at about 300 cps. With 1986 vintage rz, I get > 1000 cps
with a 9600 V32 modem. I guess with a 2400 modem, the bottleneck
would be elsewhere.

o Getting the usual 24 line by 80 char VT100 screen is difficult.
You have to give up scroll bars and/or change fonts (slowing it
further).

I'm still waiting for the perfect terminal program; in the meantime,
it's Uniterm.

Werner Ens

4300. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 11:48:19 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr27.114819.23594@actrix.gen.nz>
Source record: 222980

In article <L30uJB1w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
> >
> > The 6502 wasn't made by MOSTEK but by MOS Technologies.
> >
> I guess I get the bozo button too, I thought they were one
> in the same..... (red faced)... but now that I think about
> it, I did get data books from both of them, from different places, and
> by chance I have a Mostek Z80 book on my kitchen table right now (oops)
>
> Ziggy.
> anthony lewis
> The Grafted Branch BBS
> 317-881-4369
> internet: ziggy@grafted.UUCP
> uucp: ..!uunet!grafted.UUCP!ziggy
> = = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

Funny thing that I have also a Synertek Data book and they also made
the 6502 and related products...!!!

--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4301. Bug in MINTSHEL

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 11:55:05 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010013@hpbbrd.bbn.hp.com>
Source record: 222981

Hi all,
I've noticed a bug in MINTSHEL that seems to have persisted in all versions since it was called INIT.PRG. If MINTSHEL encounters a character that has the most significant bit set, it quits. This happens even if the character occurs in a comment (not very nice if you write German comments ...).

If anybody could tell me how to reach Alan Pratt, I'll alert him to this; thanks in advance.

Jens Kilian.

--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

4302. Re: TOS 1.4 Questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 13:00:51 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <704379651.495@minster.york.ac.uk>
Source record: 222983

In article <1992Apr26.073147.3317@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>Were can I get VDIFIX from, and if you have lots of Ram, Pinhead is
>still usefull..

You don't need it! The functionality of Pinhead is built into TOS 1.4!

You set a bit somewhere in the program header (I use an Atari tool I picked
up from a PD site to do this) and when TOS loads that program, it doesn't
clear the rest of memory. This is the same behaviour as Pinhead, is it not?

>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

4303. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 13:33:20 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.psXQRI171GA@icemark.oche.de>
Source record: 222982

In <BPTTJB1w164w@bluemoon.rn.com>, Gary Stollman writes:
>
>intricacies of an IBM in Windows with Turbo-C...I think GFA is a real
>winner!!! I only wish (hope) more programmers take to it for the IBM
>soon...

I think you're wrong! GFA stopped support for Atari ST/TT computers.
GFA compiled programs don't run correctly under MiNT, and MiNT is
the Kernel of new Atari MTos. Could you risk to develop a program
in a language that won't work on the next TOS which is due to be
released in 4 months (Atari Fair in Duesseldorf/Germany) when the
manufacturer of the programming language you use doesn't support
the ST's any more???

yours,

Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 sigrorn@icemark.oche.de
Fax : +49-241-408593 heinenb@messua.informatik.rwth-aachen.de

NOBODY EXPECTS THE SPANISH INQUISITION

4304. Re: TI 99/4A

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 13:39:05 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Apr27.133905.3798@digi.lonestar.org>
Source record: 222985

In article <1992Apr26.135121.21649@chinet.chi.il.us> saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
>The big reason I never bought one of these was that all the accessories were
>insanely expensive. I thought I remembered one of those expensive accessories
>being an expansion cage.

After the chiclet keyboard failed miserably in the market, TI went to a more standard keyboard setup. The original peripherals added on to a bus port on the side of the machine. This was somewhat hilarious in that if one added several peripherals, the normally foot-wide (or so) machine could grow to three feet wide or more! (Make sure you start at the left end of the table with the CPU. :-) Eventually, TI came out with an expansion chassis, so that folks could reclaim their table space. I remember it the same way you do - very expensive. The final nail in the coffin was TI's addition of a proprietary circuit inside the ROM cartridges. This meant that developers were *required* to have TI manufacture their cartridge, or it simply didn't work. (And folks think Nintendo controls their market. :-) Anyhow, it would be hard to imagine ways to get a more closed (restrictive) architecture than that.

(Folks who continuously complain about not getting TOS internals information from Atari should contemplate that for awhile. :-)

R.C.G.

P.S. In case you are wondering, I never bought one either. :-)

4305. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 14:14:52 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.sQK3EZwGGu_@icemark.oche.de>
Source record: 222984

In <9204260006.aa15366@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
>
>I am looking to buy a new terminal program and was considering
>primarily Stalker and Stealth. I'd like people who use them to
>email me with comments and recommendations.
Do you know that the new Rufus 1.10 is now delivered. Just look at it.
Rufus 1.10 (or better 1.11 R4) has many improvements and changings compared
to Rufus 1.06 (even its major release number has not yet increased).
New since 1.10: All settings will be saved into a batch file not into
RUFUS.INF! Phonebook is only limited by storage space
in memory. Capture Editor(!) in which you can search
text or cut text and resend it onto the line.

Features in 1.06: Runs as DA, its quite easy to handle, full GEM-Interface
works in all resolutions (Including Overscan & BigScreen).

Terminal Types: vt100, vt52, tty

Protocols: X-Modem, X-Modem-K, Y-Modem, Y-Modem-G, (external)Z-Modem,
(external)Kermit, ASCII, MZ-Y(?), MZ-X(?)

I think it's the best program for the money to pay (50,-DM shareware-fee,
that's about $35).

yours,

Benedikt
--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 sigrorn@icemark.oche.de
Fax : +49-241-408593 heinenb@messua.informatik.rwth-aachen.de

NOBODY EXPECTS THE SPANISH INQUISITION

4306. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 14:20:47 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Apr27.142047.8921@netfs.dnd.ca>
Source record: 222986

In article <1992Apr27.093825.11695@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:
>I bought STalker to improve on Uniterm but I'm still using UniTerm. STalker
>is very nice (DA, windows, large virtual screen) except:
>
> o It is very slow with a 9600 baud link; text scrolling keeps me
> waiting. More importantly, file captures are slow and the zmodem
> runs at about 300 cps. With 1986 vintage rz, I get > 1000 cps
> with a 9600 V32 modem. I guess with a 2400 modem, the bottleneck
> would be elsewhere.

Get the 3.01 patch if you don't already have it Werner. It makes a
substantial improvement in the ZModem upload speed - you should be
able to get in the 900cps range even on an 8MHz machine (make sure you
turn off the "favour concurrency" setting though).

Eric

Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

4307. CAD 3D: new version wanted!

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 14:38:43 UTC
From: alien@clinet.fi
Message-ID: <1992Apr27.143843.105@clinet.fi>
Source record: 222987

Do anyone know if there's new release of CAD-3D? I'm currently using 2.02 version and it's not so good. Ok, it works (enven on TT) but doesn't support 68882/1 or TT's resolutions. I can run it on ST-high and ST-med, but if I try to recolor (in ST-med) TT'll bomb. Any attemps to change colors on color-more will bring my TT Down... So, what I need is a new version of CAD-3D. But, I must know how to handle TT's graphics, memory and 68882. Any other Cad will do also, but it has to know Cyber-formats and it must work with PHASE-4 programs.

If somebody know, where to get new CAD-version or knows where to get any info about it, please reply to this or send me mail. (mail will do it better!).

--

ALIEN by Planned Parenthood
Internet alien@clinet.fi
Fidonet Risto Juvonen @SMACK! (2:220/110.0)

4308. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 15:00:36 UTC
From: atilghma@sdcc13.ucsd.edu
Message-ID: <32113@sdcc12.ucsd.edu>
Source record: 222988

In article <1992Apr27.093825.11695@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:
> o It is very slow with a 9600 baud link; text scrolling keeps me
> waiting. More importantly, file captures are slow and the zmodem
> runs at about 300 cps. With 1986 vintage rz, I get > 1000 cps
Hmm... I have a plain-ol' 8Mhz 520STe, running several MiNT
processes in the background, no less :-), and I get 1650cps
regularly with Z-Modem (and Y-Modem G) on a v.32bis link.
Unfortunately, the VAXes here at school can only shove out 850cps
:-(Did you use TurboCTS, did you have "Favour Concurrency"
checked? ["Favour Concurrency" makes STalker give up control of the
computer much more often than it otherwise would; hence, it makes
GEM multitasking *much* faster, but it brings Z-Modem efficiency
down to 35-40%.] I will give you that its screen updates are not
quite fast enough to handle 19.2Kbps, but with TurboST installed,
it's not that bad.

> o Getting the usual 24 line by 80 char VT100 screen is difficult.
> You have to give up scroll bars and/or change fonts (slowing it
> further).

If you're using Unix machines, you can simply adjust the
"Rows" entry in your .termcap or whathaveyou - I have it set to 22
lines, which allows me to have the normal GEM menubar as well as the
STalker bar active. But I do agree that not having 24 lines is a
pain sometimes (like now, when using VIeeeeeee! :-

-- adam

>Werner Ens

--
==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

4309. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 15:04:00 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <nxajbk7x@csv.warwick.ac.uk>
Source record: 222989

In article <1992Apr27.114819.23594@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <L30uJB1w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>> >
>> > The 6502 wasn't made by MOSTEK but by MOS Technologies.
>> >
>> I guess I get the bozo button too, I thought they were one
>> in the same..... (red faced)... but now that I think about
>> it, I did get data books from both of them, from different places, and
>> by chance I have a Mostek Z80 book on my kitchen table right now (oops)
>>
>> Ziggy.
>> anthony lewis
>> The Grafted Branch BBS
>> 317-881-4369
>> internet: ziggy@grafted.UUCP
>> uucp: ..!uunet!grafted.UUCP!ziggy
>> = = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =
>
>Funny thing that I have also a Synertek Data book and they also made
>the 6502 and related products...!!!
>
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

Rockwell made 6502s as well. They also made an improved version with,
among other things, an unconditional branch instruction.

- Leo Hendry

4310. Re: C for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 15:31:58 UTC
From: steve@thelake.mn.org
Message-ID: <A1409095835@thelake.mn.org>
Source record: 222990

```
[In article <1992Apr27.070802.10784@babbage.imag.fr>,
grellier@petri (GRELLIER) writes ... ]

(In regards to Sozobon/Heat and Serve C 1.33i)

> I wanna know where I can ftp it .

ftp atari.archive.umich.edu
^
|__note this is "archive" and not "archives"

log in as anonymous; use your name@domain.address a password
cd atari/languages
set type binary

You'll find the following files there:

sozo2: <-- directory for Sozobon 2.0
scbin20.lzh 149 Sozobon 2 binaries
scdoc20.lzh 34 Sozobon docs
scsrc20.lzh 206 Sozobon 2.0 sources
sozo133i.zoo 337 Heat-n-serve sozobon. For those who want to go from GEM
^^^^^^^^^^^^
|__This is the file you want

sozobon1.zoo 260 The latest release of sozobon, part1
^^^^^^
|_ Not the latest. A bad word to use
in file descriptions, folks. Use a date.
sozobon2.zoo 303 The latest release of sozobon, part2
sozodlib.arc 35 The very updated dlib for sozobon.
sozoinit.zoo 3 Some sort of sozo accessory?
sozosun.zoo 14 Directions for cross compiling on your favorite sun.

If you have trouble connecting with atari.archive.umich.edu, try
terminator.cc.umich.edu.

If that doesn't work, try email to atari@atari.archive.umich.edu
(the famous BART mailserver). A message containing the line:

send languages/sozo133i.zoo

... should do the trick.

---
Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve
```

The king is a fink.

4311. Re: TOS 2.06 Upgrade in ST, Easy??

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 15:47:21 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Apr27174721@orion.laas.fr>
Source record: 222991
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
>>>>> In article <1992Apr15.064714.588@zellweger.ch>,
>>>>> wagg@zellweger.ch (Georg Wagner) writes:

Georg> Yesterday I installed the TOS Expansion Board from Hard & Soft
Georg> in Germany.

Georg> I' ve seen ads of artifex the german distributor of the TEC.
Georg> They also have new versions of the TEC for soldering on top of
Georg> a CPU or for the mega bus.

Will a French version of these cards ever come out?

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
================================================================================
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#
```

4312. TOS 2.06, Desktops, and an old ST

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 15:50:47 UTC
From: mrt7455@evtprp0b.UUCP
Message-ID: <341@evtprp0b.UUCP>
Source record: 222992
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 520 ST from October '85. One of the first. So early that when I had the memory upgraded to a meg last year, they had to swap the mother board out because it was a "B" and they needed a "C" to do the upgrade. They got it done and it works fine. Now I am interested in a couple of new things. I want to upgrade from TOS1.4 to TOS2.06, to 2 meg of memory and maybe one of the new desktops, like NeoDesk. I have a bunch of questions that I am hoping the net can answer.

1. What does TOS 2.06 get me? What does it do or have that I don't have currently?.

2. What are the recommendations for desktop applications?

All help and replies are appreciated. Thank you in advance.

--

The expressed opinions are mine and are not the Boeing Company's.

Michael Tucker Boeing Computer Services
(206) 342-6168 M/S 04-EU P.O.Box 24346
...uunet!bcstec!evtprp0b!mrt7455 Seattle, Washington
mrt7455@evtprp0b.boeing.com 98124-0346

4313. 68000

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 16:27:21 UTC
From: scst21@csc.liv.ac.uk
Message-ID: <1992Apr27.162722.1452@and.csc.liv.ac.uk>
Source record: 222993

I am still looking for some 68000 Assembly source code for the Atari ST(E). many thanks to all the people who did reply, but I am still interested, if there is any more code that people could send me.
I am especially looking for any fast sprite routines, and scolling routines.

Many thanks.
Jon.

4314. Re: Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 16:47:00 UTC
From: Matthias_Murra@hb.maus.de
Message-ID: <A4762@HB.maus.de>
Source record: 222994

>Well I have just read in STR817 that Flash II is very slow, far slower

I did hear about that, too, but am unable to confirm this, since I was unable to get online with the bl**dy demo version. It has such an outrageous number of bugs ... Hey, where are the qualities of Flash I, reliable, fast and (at least it has been) ahead of all the others?

Greets, Matt

| Matthias Murra | D-2800 Bremen 1 | E-Mail: Matthias_Murra@hb.maus.de |

4315. Test - please ignore

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 16:52:43 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.27@sofus.dhhalden.no>
Source record: 222995

test

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

4316. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 16:58:12 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Apr27.165812.19087@news2.cis.umn.edu>
Source record: 222996

In article <1992Apr26.115905.2494@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
>Of course, everyone knows why the guy was asking for GFA developers.
>
>It is a conspiracy by Asperin/Tylenol manufactures. The More BASIC code that
>is written has a direct correlation between how much asperin/Tylenol
>is sold per year!

An interesting hypothesis. Unfortunately, the respondent failed to mention that it is a DOWNWARD correlation, acting against the already high levels of spirin/Tylenol usage for which C program maintainers are famous. :)

As an aside, I would suspect that the call for GFA developers has more to do with the relative PORTABILITY OF CODE between the Atari ST and the IBM GFA compilers.

Also, one doesn't =REQUIRE= a 4 megabyte machine to write code in GFA BASIC, whereas anyone attempting to do anything remotely complicated with GNU C, as an example, will not only require 4 megabytes, but will also require about 20 megabytes of hard disk space to use the C compiler effectively.

-- David Paschall-Zimbel

(NOTE: I have the required memory and disk space, and haven't ever written anything in GFA BASIC. I just don't like language bigots spouting nonsense.)

4317. SOFTWARE: Virtual Memory for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 17:04:40 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.28@sofus.dhhalden.no>
Source record: 222997

Brought my ST Computer mags here today, hope you'll find the info useful...

Program: Outside
Price : DM 99,- (US$ 60,-)
Source : Maxon Computer GmbH
Schwalbacher Str. 52
W-6236 Eschborn
Germany
Phone + 49 6196-481811
Fax + 49 6196-41885
Notes: Up to 128MB without further hardware mods, needs machine with TT-RAM

Program: VRAM
Price : DM 149,- (US$ 90,-)
Source : OverScan GbR
Santisstr. 166
W-1000 Berlin 48
Germany
Phone + 49 30-721 94 66
Fax + 49 30-721 56 92
Notes: Up to 2GB, needs TT with TT-RAM or 030 upgraded ST with TT-RAM
compatible RAM and TOS 2.05 or above, easy config in CPX, integrated
ROMRAM (copies ROM to RAM for faster BIOS etc. - up tp 35% speed
increase).

In in no way affiliated with any of these firms. These apps may be cheaper
from mailorder firms. Anyone interested can get some addresses, but I have
not tried them myself, so I can't really recommend any.

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

4318. HARDWARE: CyReL CyberCube videocards

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 17:31:34 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.29@sofus.dhhalden.no>
Source record: 222998

The CyReL card(s) mentioned in the recent Z-Net mag are distributed and marketed by tms GmbH in Germany/Europe. This info is from an ad in the March issue of ST Computer:

CyberCube Sunrise
256x200 to 1280x1024 freely programmable.
Max. hor: 4096, max vert: 1280
Virtual desk up to 4096x4096

1280x1024 256 colors 65Hz
800x600 256 colors 150Hz
1024x768 256 colors 100Hz
640x480 16,7M col. 65Hz
800x600 16,7M col. 62Hz
1024x512 16,7M col. 58Hz

All resolutions with 8bit Alpha channel for VIDIMIX 16 videoeffects. TrueColor gammacorrection also at 16,7M colors, 2 20MB/sec. LAN ports for networking or videophones, Genlock ready and realtime video. Up to 4 cards simultaneously with extended VME-bus.

Price: DM 4198,- (US$ 2.500,-)

CyberCube Serenade
Same first lines as above

1280x818 256 colors 65Hz
1024x768 256 colors 80Hz
640x400 16,7M col. 80Hz

Virtual desk of 4096x4096

All res. with 8bit Alpha channel, TrueColor cammacorrection also at 16,7M colors, integrated VIDIMIX Genlock module, Composite PAL Video In/Out ports. COM, Video I/O, RGB analog ports. 8Bit Alpha channel is 4bit Z-buffer and 4bit Alpha channel when used with video.

Max 4 cards simultaneously with extended VME-bus (MultiScreening).

Price: DM 1898,- (US$ 1.150,-)

I've sent a fax to tms to get more info as I think these cards are really interesting...

Contact: tms GmbH
Dr. Gesslerstr. 16

W-8400 Regensburg
Phone: + 49 941-95163
Fax : + 49 941-991236

More info when I get it. Anyone else knowing something???

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1750 HALDEN, NORWAY | I get a humble TT030?

4319. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 17:34:06 UTC
From: paul@kagaku.se.fujitsu.co.jp
Message-ID: <PAUL.92Apr27173406@nsx.kagaku.se.fujitsu.co.jp>
Source record: 222999

Greg, do you think that by taking the most popular/obvious line, then
shouting loud enough for it you'll make friends?

4320. >>> ATARI SITE LISTING - REVISED, a bit! <<<

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 17:46:48 UTC
From: woocm@essex.ac.uk
Message-ID: <3209@sersun1.essex.ac.uk>
Source record: 223000

Atari Netters,
Here is my revised list of where to get your bargain
PD software around the world. As before the list only contains
sites of real (no offence to smaller sites :-) significance.
There are a couple of new sites, and some corrections. The
list is not necessarily still, bug-free so to speak, but i'm
almost postive it is. All the usual rules about not being
responsible if you burn your hand in a toaster while reading
this and attempting to get compensation off me apply, funnily
enough!

A plea to all those of you who spy a mistake, addition
or even feel as if this list could be improved, such as a
mickey mouse logo, type comments are more than welcome.
Send all flames, etc. to.....

woocm@essex.ac.uk

That's me by the way!
ENJOY!!

>> ATARI-ST SOFTWARE SITES. DATE - 27/04/92 <<
****

Host alice.fmi.uni-passau.de (132.231.10.1)
Location: /pub/atari
Contents: Languages, telecomms.

Host archive.cs.ruu.nl (131.211.80.5)
Email: mail-server@cs.ruu.nl
Location: /ATARI-ST
Contents: You'll find nothing missing here!!

Host ariadne.csi.forth.gr (139.91.1.1)
Location: /comp/atari
Contents: TeX, microemacs.

Host atari.archive.umich.edu (141.211.164.8)
Email: atari@atari.archive.umich.edu
Location: /atari
Contents: You name it they've got it!!!!!

Host aupair.cs.athabascau.ca (131.232.10.8)
Location: /atari
Contents: Comms, emacs, info, usenet stuff.

Host biome.bio.ns.ca (142.2.20.2)
Location: /pub/atari-st
Contents: Comms, disk utils, gnu/tex utils, loads of misc.

Host bongo.cc.utexas.edu (128.83.186.13)
Location: /microlib/atari
Contents: Comms.

Host cs.bu.edu (128.197.2.1)
Location: /PC/ATARI /PC/ATARI-ST
Contents: Comms, langs, games, loads of misc.

Host cs.dal.ca (129.173.4.5)
Location: /pub/comp.archives
Contents: Minix, gnustuff, mgr, tex utils.

Host cs.uni-sb.de (134.96.252.31)
Email: ftp@cs.uni-sb.de
Location: /pub/atari
Contents: Archivers, comms, games, all gnu, tex, some misc.

Host f.ms.uky.edu (128.163.128.6)
Location: /pub/atari /pub2/atari
Contents: Archivers, games, graphics, lots of sound/music stuff.

Host faui43.informatik.uni-erlangen.de (131.188.1.43)
Location: /cyber/atari
Contents: Emacs, all mint, fair bit of misc.

Host forwiss.uni-passau.de (132.231.20.10)
Location: /pub/atari
Contents: Everything i can think of!! :-)

Host ftp.uni-kl.de (131.246.9.95)
Location: /pub/atari
Contents: Archivers, demos, all gnu, langs, mint, tex, misc.

Host gdr.bath.ac.uk (138.38.32.1)
Email: info-server@uk.ac.bath
Location: /pdsoft/atari
Contents: Archivers, disk utils, langs, tex, misc.

Host iraun1.ira.uka.de (129.13.10.90)
Location: /pub/atari
Contents: Tex.

Host ma2s2.mathematik.uni-karlsruhe.de (129.13.115.2)
Location: /pub/atari
Contents: Archivers, clisp.

Host mcshh.hanse.de (192.76.134.1)
Location: /pub/atari/st
Contents: Mgr, gnustuff, mint, tex, some misc.

Host mcsun.eu.net (192.16.202.1)
Location: /comp/atari
Contents: Archivers, mgr, some gnu, some misc.

Host nic.funet.fi (128.214.6.100)
Location: /pub/atari
Contents: You'll find all the major titles here!!

Host nikhefh.nikhef.nl (192.16.199.1)
Location: /atari
Contents: Disk utils, games, sounds, tex, fair bit of misc.

Host pascal.math.fu-berlin.de (130.133.4.50)
Location: /pub/atari
Contents: Games, langs, some misc.

Host pdsoft.lancs.ac.uk (148.88.64.2)
Email: archive-server@lancs.pdsoft
Location: /micros/atari/tos
Contents: Mostly usenet postings, mint gnustuff, misc.

Host rrzs2.rz.uni-regensburg.de (132.199.1.2)
Location: /software/atari
Contents: Graphics, music, tex, virus, fair misc.

Host rusmv1.rus.uni-stuttgart.de (129.69.1.12)
Email: mail-server@rusmv1.rus.uni-stuttgart.de
Location: /soft/atari
Contents: What hasn't it got, you may ask!!

Host star.cs.vu.nl (192.31.231.42)
Location: /atari
Contents: Archivers, games.

Host sun.rz.tu-clausthal.de (139.174.1.3)
Location: /pub/atari
Contents: Can't fault the place really!!

Host suna.mqcc.mq.oz.au (137.111.161.1)
Location: /pub/Atari-ST
Contents: Archivers, disk , dtp, sound, virus, fair misc.

Host switek.uni-muenster.de (128.176.120.210)
Location: /atari
Contents: Disk utils, editors, gnustuff, mint, some misc.

Host tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
Location: /pub/atari
Contents: Archivers, cs-tex, gemini, gnustuff, mint, misc.

Email: archive-server@twitterpater.eng.sun.com
Contents: All the Usenet postings.

Host vax.ph-cip.uni-koeln.de (134.95.64.1)
Location: /pub/atari

Contents: It's all there!!

Host walhalla.germany.eu.net (192.76.144.129)
Email: info-server@Germany.eu.net
Location: /pub/comp/atari-st
Contents: Another super-duper archive!!

Host watserv1.waterloo.edu (129.97.129.140)
Location: /micro/atari-st /langauges/apl/j/executables/atari
Contents: Sozobon, gnustuff, some misc.

Host wuarchive.wustl.edu (128.252.135.4)
Location: /usenet/comp.binaries.atari.st
Location: /usenet/comp.sources.atari.st
Location: /mirrors3/archive.umich.edu/atari
Contents: Usenet postings & mirror of atari.archive!!
Special Note: Access availiable 24 hours/day - 7 days/week.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

4321. use*less*! Re: gnu less grief

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 17:53:58 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Apr27.175358.10093@cs.unca.edu>
Source record: 223001

UPP201@ibm.rhrz.uni-bonn.de writes:
: Gnu less consistently crashes with two bombs on my TT.
: Any ideas why?

Big deal... less has problems with CR-LF ... it doesn't
work on some files that don't end with CRLF, creating a
use*less* zigzag screen...

Are there any atari-ported versions of less that fix this,
or do I have something to do this summer?

Scott

4322. Ooops

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 18:09:12 UTC
From: ec333way@steam.uwaterloo.ca
Message-ID: <1992Apr27.180912.14379@watserv1.waterloo.edu>
Source record: 223002
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Man, do I feel dumb about this..
Until recently, I was e-mailing with someone regarding the sale of his
mega4 w/ icd host adapter, hd & mono monitor..
Guess what - I've LOST your address - copied over the wrong file on my PC..
Please, mail me again (preferably mghembruch@electrical.watstar.uwaterloo.ca)
It looks like I will be able to take your system (99% sure)

--
Mattias Hembruch
mghembruch@electrical.watstar.uwaterloo.ca
or ec333way@sail.uwaterloo.ca

4323. 1st word

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 18:47:00 UTC
From: blunden@ishtar.physics.umanitoba.ca
Message-ID: <27APR199213475714@ishtar.physics.umanitoba.ca>
Source record: 223003

I've got an older (~1986) version of 1st word, which has a few annoying bugs in it. Among other things:

1) When moving blocks of text around any underlined text doesn't make the trip with the underlining intact.
2) Occasionally the last character of underlined text doesn't get underlined on hard copies, even though it appears underlined on screen.
3) In making tables, whenever the rightmost character reaches the right edge the hard copy has the line spaced out (destroying the alignment), even though everything appears fine on screen.

Is there a more recent version of 1st word without these bugs? Thanks.

4324. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 18:53:50 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3800@cod.NOSC.MIL>
Source record: 223004

This thread is the Amiga people's fault. They are overdue to start their periodic flame war and people in this newsgroup have been conditioned to flame periodically :-) (and the My Language is better than your Language war seems parallel to the My Computer is better than your computer war).

Personally, I like C and hate BASIC - but then I haven't seen any BASIC version in about 10 years. It sounds like GFA BASIC has added some nice extensions (a la FORTRAN 5 vs 4), but if it is true that you cannot define your own structures, I would not be inclined to try it myself.

Mike Healy

healy@cod.nosc.mil

4325. Software to set the date and read IBM floppies

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 18:57:20 UTC
From: buchs@falcon.mayo.edu
Message-ID: <1992Apr27.185720.29424@bmw.mayo.edu>
Source record: 223005

```
--
I have a date setting program that allows easy setting when I boot. I have no
battery backed clock. This program works nice but always reboots the machine
after I set the date. Does anyone know of a better program?
I'd also like to be able to read 3.5 inch IBM PC floppies in my Atari drive.
Does anyone have a tool to do this?
Please Email me with any info or requests for summaries. Thanks.
- - - - - - - - - - - - - - - - - - -
Kevin Buchs Mayo Foundation
buchs@mayo.edu 200 1st St SW
(507) 284-0009 Rochester, MN 55905
- - - - - - - - - - - - - - - - - - -
```

4326. Re: LAN port on TT/Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 19:03:35 UTC
From: heidelj@alleg.edu
Message-ID: <1992Apr27.190335.19041@pellns.alleg.edu>
Source record: 223006

```
In article <1992Apr27.004444.11039@usenet.ins.cwru.edu>
aq115@cleveland.Freenet.Edu (Robert C Glover) writes:
>
> Then what's the point of having a LAN port on the Mega STE then?
> Sounds like we've been screwed again.
>
> Rob
> --
> ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
> ~ - Robert Glover - ~
> ~ GEnie: R.GLOVER3 Cleveland Freenet: aq115 ~
> ~ Internet: aq115@cleveland.freenet.edu ~
'

Well, I wouldn't necessarily say that we have been screwed. When was the
last time that you heard about an Atari Network. There is not such thing
to my knowledge. The demand is not there. There is not reason to use the
LAN port. This is my conclusion.

-Jason Heideloff
heidelj@alleg.edu
```

4327. Spectre and SoftPC

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 19:06:24 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Apr27.120624.1@misvax.mis.arizona.edu>
Source record: 223007

Does anybody know if SoftPC works under Spectre? With an 030 upgraded ST,
it might run fast enough to be practical. Any thoughts?
--

Doug Tarico
dtarico@mis.arizona.edu Bombs, not Hippies!
(602)795-7633

4328. 2.5 Meg 520 ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 19:21:21 UTC
From: ubik@netcom.com
Message-ID: <6_#k4bj.ubik@netcom.com>
Source record: 223008

Atari 520ST with 2.5meg ram, Sc1224 Color Monitor, Sm124 Mono Monitor, Monitor Master, 32 Meg SCSI hard drive with BMS card. Software: GFA 3.5, Wercs, Spectrum 512, Unispec, much more. $500. Call Craig (408)259-1240.

4329. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 20:43:04 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Apr27.204304.19129@ccu.umanitoba.ca>
Source record: 223009

In article <32113@sdcc12.ucsd.edu> atilghma@sdcc13.ucsd.edu (Adam Tilghman) writes:
>In article <1992Apr27.093825.11695@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:
>> o It is very slow with a 9600 baud link; text scrolling keeps me
>> waiting. More importantly, file captures are slow and the zmodem
>> runs at about 300 cps. With 1986 vintage rz, I get > 1000 cps
> Hmm... I have a plain-ol' 8Mhz 520STe, running several MiNT
>processes in the background, no less :-), and I get 1650cps
>regularly with Z-Modem (and Y-Modem G) on a v.32bis link.
>Unfortunately, the VAXes here at school can only shove out 850cps
>:-(Did you use TurboCTS, did you have "Favour Concurrency"
>checked? ["Favour Concurrency" makes STalker give up control of the
>computer much more often than it otherwise would; hence, it makes
>GEM multitasking *much* faster, but it brings Z-Modem efficiency
>down to 35-40%.]

The speeds I quoted are for compressed files with the modem's
compression turned off. That gives a ceiling of about 1100 cps.
I haven't discovered favour concurrency which would probably answer
my objection.
>
>
> -- adam
>
>>Werner Ens
>
>--
>==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
>== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

>I will give you that its screen updates are not
>quite fast enough to handle 19.2Kbps, but with TurboST installed,
>it's not that bad.

I have Quick ST and still find it frustrating, being used to Uniterm.

>
>> o Getting the usual 24 line by 80 char VT100 screen is difficult.
>> You have to give up scroll bars and/or change fonts (slowing it
>> further).
>
> If you're using Unix machines, you can simply adjust the
>"Rows" entry in your .termcap or whathaveyou - I have it set to 22
>lines, which allows me to have the normal GEM menubar as well as the
>STalker bar active. But I do agree that not having 24 lines is a
>pain sometimes (like now, when using VIeeeeeee! :-

... or when using emacs (which is usually) but I must admit I have not
investigated the possiblility of letting emacs know there are fewer
than 24 lines.

>
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than 24 lines.

>
>

> -- adam
>
>>Werner Ens
>
>--
>==== Adam G. Tilghman - atilghma@sdcc13.ucsd.edu - (619)558-2141 ====
>== "Martha, fetch my rifle - thar's another UCSD ECE undergrad!" ==

>I will give you that its screen updates are not
>quite fast enough to handle 19.2Kbps, but with TurboST installed,
>it's not that bad.

I have Quick ST and still find it frustrating, being used to Uniterm.

>
>> o Getting the usual 24 line by 80 char VT100 screen is difficult.
>> You have to give up scroll bars and/or change fonts (slowing it
>> further).
>
> If you're using Unix machines, you can simply adjust the
>"Rows" entry in your .termcap or whathaveyou - I have it set to 22
>lines, which allows me to have the normal GEM menubar as well as the
>STalker bar active. But I do agree that not having 24 lines is a
>pain sometimes (like now, when using VIeeeeeee! :-

... or when using emacs (which is usually) but I must admit I have not
investigated the possiblility of letting emacs know there are fewer
than 24 lines.

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>quite fast enough to handle 19.2Kbps, but with TurboST installed,
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>"Rows" entry in your .termcap or whathaveyou - I have it set to 22
>lines, which allows me to have the normal GEM menubar as well as the
>STalker bar active. But I do agree that not having 24 lines is a
>pain sometimes (like now, when using VIeeeeeee! :-

... or when using emacs (which is usually) but I must admit I have not
investigated the possiblility of letting emacs know there are fewer
than 24 lines.

Werner Ens

4330. Re: Comments on my Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 20:55:37 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Apr27.205537.25997@sfu.ca>
Source record: 223010

In article <3844@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
[...]
>I haven't actually opened up the VME bus yet, but I've heard that serial
>port 2 is just connected to a cable that goes to the motherboard. So, it
>acts just like a cover, and doesn't use the VME bus.

The same applies to the TT (though its serial 1 & 2).
What I'd like to know is what do you do with these ports when you insert a VME
board? Leave them hanging loose out the back of the machine???

>
>
>
>
>--
> ||| Ed Krimen
> ||| ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)

Gordon Farrell e-mail: gfarrell@sfu.ca
Computing Science Major
Simon Fraser University
Burnaby, B.C., Canada

4331. software to set date and read IBM floppy

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 21:02:00 UTC
From: buchs@han
Message-ID: <27APR199214024195@han>
Source record: 223011

I have a date setting program that allows easy setting when I boot. I have no battery backed clock. This program works nice but always reboots the machine after I set the date. Does anyone know of a better program?

I'd also like to be able to read 3.5 inch IBM PC floppies in my Atari drive. Does anyone have a tool to do this?

Please Email me with any info or requests for summaries. Thanks.

4332. Re: Another Question from the new user

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 21:04:20 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Apr27.210420.29815@beaver.cs.washington.edu>
Source record: 223012

In article <92117.220804AKH104@psuvm.psu.edu> <AKH104@psuvm.psu.edu> writes:
> Thanks for all the replies! The only other place I get service like that
>is from the 8bit section. Atari users are great...but Atari itself is...blah!
>
> Ok, $850 for a mega ste4.....um..why should I get this instead of a 4 meg ste
>? What are the hardware diffferences?

Here's some of the major differences between the 4 meg STe and the Mega 4 STe:

1. The 68000 runs at 16 MHz instead of 8, the thing really flies
along, especially with the cache enabled. If you don't know
what a cache is, it is a small area of high-speed memory which
is used by the CPU for code which gets executed frequently
(or something like that, what did you expect in 3 lines?). This
really does speed up the computer a lot ; I've seen it. :)

2. Totally different layout. The normal STe's are the one-piece
design with the drive on the right, while the Mega STe's have
a CPU unit (they look just like a TT), sometimes called a
"wedding cake" box, with a separate keyboard. The keyboard
itself is also much nicer than the normal STe ones. So, in a
nutshell, it just looks cooler... heh

3. Built-in hard drive. Usually this is a 50 meg or so hard
drive, and before someone pins me down you can also buy the
Mega STe without a hard drive, but with all that power, who
wants to be plodding along on a floppy? (which it of course
still has, ask your dealer about the new 1.44 MB drives, if
you can get one with TOS 2.06 go for it. I don't think the
regular STe's will have a 1.44 MB drive option, but I am
not sure). Like I'm one to talk anyway, I have TOS 1.0 and
one DSDD floppy. :)

4. Two RS232C serial ports instead of the single one on the STe,
this would allow I guess for two modems to be hooked up and
other miscellaneous weird stuff.

5. LAN port for networking support, once someone gets some good
software for it up and running in the U.S.

6. VME bus for connection of graphics cards, networking, etc.,
look for any awesome upgrades to the Mega and TT to be in
VME bus form, it's a pretty standard format in the industry.

Well, that probably isn't a complete list, but you get the idea. Overall,
I think the Mega STe provides for more power, greater expandability, and
a neato-looking computer (who says looks aren't everything?), but as you

know the price is more. Hope you can make a decision, also remember the
new Ataris we have been hearing about seem less than a year away, so consult
your dealer perhaps on that one. :)

>____
>_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
>_ :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) :-) _
>_ ===>AKH104@PSUVM.PSU.EDU<=== ===>bs003@cleveland.freenet.edu<=== _
>_ ===>CIS 71020,3451<=== ===>Genie A. Heller<=== _
>____

****
Ben Gilbert
bgilbert@cs.washington.edu
****

4333. Problems with TCSH & MW

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 22:01:23 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.qvi2UazD2lc@keep.fantasy.sub.org>
Source record: 223013
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi

If I try to run the tcsh (Mint version) 6.00.03 or like that
within MW (in one window) tcsh just says BUSERROR and exits.
If I start the Shell from the desktop everything works fine :-)
What has to be done to scripts or ?? to make it run nicely beneath
MW. is it a problems with MW's Pseudottys which get created and tcsh don't
likes them ? Could someone tell me more.

Thanks,
Wolfgang
--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

4334. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 22:17:48 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Apr27.221748.28449@ccu.umanitoba.ca>
Source record: 223014

Pardon my redundant post. I guess I sat on the ^Y in emacs without
realizing it.
Werner

4335. S|kes! Svensk teckenupps{ttning.

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 22:38:23 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <11272@chalmers.se>
Source record: 223015

Sorry for posting this in swedish!

Jag s|ker ett program som ger svensk teckenupps{ttning p} ett
engelskt/amerikanskt TOS.

/Patrick

--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

4336. I wanna make some NOISE!

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 22:45:28 UTC
From: deej@cds8613.Cadence.COM
Message-ID: <1992Apr27.224528.19617@Cadence.COM>
Source record: 223016

OK, so I know from the sound/convert/st2sparc.doc file on atari.archive
that Mac sounds are the same format as Atari ST sounds. What I need to
know now is - what do I need to play them? in the sound/players dir on a.a,
they mention both SoundTracker and NoiseTracker, but which of these will
handle Mac .VOC or .SND files?

--
~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
"I used to be disgusted, but now I'm just amused..." -- Elvis Costello

4337. paralel port DAC

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 22:51:05 UTC
From: an375@cleveland.Freenet.Edu
Message-ID: <1992Apr27.225105.11616@usenet.ins.cwru.edu>
Source record: 223017

I seem to remember reading that plans for such a thing were included with one of the sample players on a.a. Does anyone know where I can find such plans?

Thank you for your support.
--
"Seventy-five percent of life won't go away; fifteen percent of the time it has something to do with a dentist or a diety."
-Mark Leyner

4338. Re: Falcon (game) run from Hard Drive?

Newsgroup: comp.sys.atari.st
Date: 1992-04-27 23:40:55 UTC
From: cs64scm@sdcc8.ucsd.edu
Message-ID: <32137@sdcc12.ucsd.edu>
Source record: 223018

In article <1992Apr27.080922.17320@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>Other crimes against ST HD owners include loading programs and data at absolute
>addresses in memory regardless of who owns such memory. This was very common
>in the old days when software vendors assumed that TOS wouldn't need any more
>workspace beyond $10000 so just loaded their code there. These days there are
>two schools of thought:- Play by the rules and remain TOS friendly OR kick out
>TOS and take over the whole machine. The 'kick out' philosophy is not a route
>to HD compatibility.
Another trick that might work is to have "TopDown" (distant uncle
of "PinHead") run as your first AUTO program. This assures that all
further AUTO-program loads go into the TOP of memory, which (on
anything but a 512K machine) should be safe from those naughty
games. Now, you might have problems with the hard disk driver,
since it will come in before TopDown does -- maybe some hacking at
it to change its absolute memory address is in order?

-- adam

>! Neil Forsyth JANET: neil@uk.ac.hw.cs !
>! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
>! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !

4339. compairison

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 00:49:16 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr28.004916.4567@ucsu.Colorado.EDU>
Source record: 223019

Could someone tell me the difference between the 520 ST and the 1040 ST, besides the memory and TOS. Is there different I/O ports? Is the keyboard different? Speed?
Thanks,
Jonathan
krakover@spot.colorado.edu

4340. Re: Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 01:19:27 UTC
From: gregs@polari.com
Message-ID: <1992Apr28.011927.12576@polari.com>
Source record: 223020

Roger.Sheppard@bbs.actrix.gen.nz writes:

>Well I have just read in STR817 that Flash II is very slow, far slower
>than Flash and does not run Z-Modem in the background, why don't they
>state this in the Promotions of the Program..

>Well it looks like I am still waiting for a decent Comms program..

>Are there no programers out there that can write good Terminal Program..??
>--
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
>*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
>*** Kapiti At least I don't Flicker, ***
>*** New Zealand.. * not like a dying light globe ***

I agree that there are no decent ones. I'm using the demo to Aaron Hopkins' Freeze Dried, and I guess it's about the best option (if you use Zmodem.) It's still difficult to use, and it manages to piss me off daily. I'm going to go back to Interlink, because I have no way of knowing if any major changes have been made that would solve my problems. Maybe someone can help me...

The problem is that the individual settings for terminal emulation are not working. I use ansi for my unix linkup, and vt52 for local bbsing. It won't switch automatically when I pick a new bbs slot from the autodialer menu. Anybody else had this problem? I have to adjust manually from the main menu's RS-232 submenu.

My other problem is getting it to upload through Zmodem, especially from the text editor. It won't seem to upload my defined blocks, but that may be because I'm doing it wrong.

This is version D2.12 (demo). Should I order the registered version? Will my problems be corrected if I do???

--
* I shed light like cats shed fur, | go | Gregory Sumner *
* I ride around town like | dawgs! | gregs@polari.uucp *
* Raymond Burr -beasties- | | Seattle, WA *

4341. Magazines on Disk

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 01:22:31 UTC
From: sme4v@kelvin.seas.Virginia.EDU
Message-ID: <1992Apr28.012231.23104@murdoch.acc.Virginia.EDU>
Source record: 223021

Does anyone know about a magazine on disk called STEW? I have a great graphics demo which says it came from STEW issue #12. I have also heard of another magazine on disk called ST Magazin (at least that is how I have seen it spelled).Can anyone tell me where to find these? Thanks.

- Scott Ettinger sme4v@uva.pcmail.virginia.edu

4342. Re: TOS 1.4 Questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 02:28:13 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr28.022813.26060@actrix.gen.nz>
Source record: 223022

PinHead v TOS 1.4..

Well PinHead is much faster than the TOS clearing routine, and can be programed
to clear more that what TOS clears..

TOS only clears the BSS section from what I have read...
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4343. Re: Disk Formating?

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 03:54:16 UTC
From: chuckies@cs.mcgill.ca
Message-ID: <1992Apr28.035416.11565@cs.mcgill.ca>
Source record: 223023

In article <1992Apr23.201923.5416@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>In article <1992Apr23.115351.686@natinst.com> glens@natinst.com (Glen Sescila) writes:
>> Is there a way to format a floppy on the ST that is larger than
>>the normal 720K but is still readable/writable from TOS?
[...]
>
>I have formatted disks to about 926 K I believe, but of course if you want
>to read them on MS-DOS machines this would be a problem. If not, go for it!
>

I too, have also formatted disks to over 900K. But the problem is that
the internal drive on my 1040STfm can't read past track 82 (I only know
this now), so for some reason when a disk formatted to 900K started getting
full, the directory sectors got corrupted, and I lost *everything* on the
disk. There is a program called dcmaxtrk.prg which I got from a.a.u.e
which will tell you the highest track your drive can correctly read/write.
I think it's in /atari/dc .

[rest deleted]

Charles.

--
/-- | | | | /-- | / --- --- /-- | ====================================
| |--| | | | |< | |- \-\ | Charles Savoie chuckies@cs.mcgill.ca
\-- | | \--/ \-- | \ --- --- --/ o ====================================

4344. Gunship 2000

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 04:39:27 UTC
From: gsteen@student.business.uwo.ca
Message-ID: <gc0wJB1w164w@student.business.uwo.ca>
Source record: 223024

I saw Gunship 2000 for the IBM yesterday. Does anyone know if it
is out for the ST? I LOVE that game, and I'd love to see what they did
to it.

gsteen@student.business.uwo.ca (Garnet Steen)
Western Business School -- London, Ontario

4345. Getting GCC/G++ 2.1 to work (without pragma warnings)

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 04:59:39 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr28.045939.18069@wam.umd.edu>
Source record: 223025
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've finally gotten hello.c and hello.cc to compile without warnings.
Here are some hints for getting things to work. Many of them have
already been mentioned, but I thought I'd post a summary since some
people are still having trouble.

How to make GCC/G++ 2.1 work:

1. Get more memory. 4 megs may not be mandatory, but I
haven't yet read of anyone successfully compiling anything
with less. The binaries are now up around the 1 meg range,
and it's only going to get worse, so why not upgrade now
while DRAMs are $4 and SIMMs are similarly cheap. G++ seems
to work comfortably with 3,000,000 bytes free, so you
could have MiNT and a nice shell running. (I haven't tried
2.1 under MiNT yet. I assume it works.)

2. Make sure all the pieces are there. Run GCC with the -v
option to see what it's doing. My setup didn't work for
a while because I forgot to copy gcc-as.ttp from my 1.41
directory into my new 2.1 directory. The error messages you
get aren't very informative ("cmd exit code -1" from Gulam)
so you need to check the verbose output of each stage of the
compilation process.

3. Make sure your make.ttp knows how to pass arguments under
the argument passing scheme your shell uses. I'm using
the Sozobon make, which won't work if you have "set
env_style mw" in your startup .g file. If GCC reports
"no input file specified" this is a clue that your
args aren't getting through.

4. Change "once" to "idempotent" in all the files in your
include+ directory to make G++ stop complaining about
obsolete pragmas. I've already done this; if there's
demand I can upload the modified directory to atari.archive.
(If #pragma idempotent is not appropriate here, someone
let me know. I believe it's the "non-obsolete" term.)

Hope this helps. Everything you need for the wonderful GCC/G++ 2.1
combo is on atari.archive; you just have to put all the pieces
together. A thousand thanks to everyone's who's made 2.1 possible on
the ST.

Happy hacking!

Dave Baggett
dmb@wam.umd.edu

4346. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 09:06:09 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr28.090609.5309@actrix.gen.nz>
Source record: 223026

In article <H.sQK3EZwGGu_@icemark.oche.de> sigrorn@icemark.oche.de writes:
> In <9204260006.aa15366@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
> >
> Do you know that the new Rufus 1.10 is now delivered. Just look at it.
> Rufus 1.10 (or better 1.11 R4) has many improvements and changings compared
> to Rufus 1.06 (even its major release number has not yet increased).
> New since 1.10: All settings will be saved into a batch file not into
> RUFUS.INF! Phonebook is only limited by storage space
> in memory. Capture Editor(!) in which you can search
> text or cut text and resend it onto the line.
>
> Features in 1.06: Runs as DA, its quite easy to handle, full GEM-Interface
> works in all resolutions (Including Overscan & BigScreen).
>
> Terminal Types: vt100, vt52, tty
>
> Protocols: X-Modem, X-Modem-K, Y-Modem, Y-Modem-G, (external)Z-Modem,
> (external)Kermit, ASCII, MZ-Y(?), MZ-X(?)
>
>
> I think it's the best program for the money to pay (50,-DM shareware-fee,
> that's about $35).
>
> yours,
>
> Benedikt
> --
>
> ==
> Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
> Voice: +49-241-408592 sigrorn@icemark.oche.de
> Fax : +49-241-408593 heinenb@messua.informatik.rwth-aachen.de

I have tried Rufus 1.06 but there were to many problems with it, like
marking a block of text to save..

Is version 1.11 in English, I see no point in any one getting it, if its
not, unless your are German..:-).

Were do I get a copy to try out, I don't intend to pay for
some thing that I know has a few bugs, so do I have to by it before I
can try it..??
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***

*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4347. Re: Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 09:16:17 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr28.091617.5564@actrix.gen.nz>
Source record: 223027

In article <A4762@HB.maus.de> Matthias_Murra@hb.maus.de (Matthias Murra) writes:
> >Well I have just read in STR817 that Flash II is very slow, far slower
>
> I did hear about that, too, but am unable to confirm this, since I was
> unable to get online with the bl**dy demo version. It has such an
> outrageous number of bugs ... Hey, where are the qualities of Flash I,
> reliable, fast and (at least it has been) ahead of all the others?
>
> Greets, Matt
>
> --
> | Matthias Murra | D-2800 Bremen 1 | E-Mail: Matthias_Murra@hb.maus.de |
> --

Well what do you expect to come from Australia..:-)..

Note: this is a First release so you would expect a lot of bugs, but I
not into bying bugs and I have never heard of the software house that
programed Flash II before, does any one else know..??

It should not be called Flash II if its not a great improvement on Flash I..
--
*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***
*** 85 Donovan Rd * * GEnie. R.SHEPPARD5 ***
*** Kapiti At least I don't Flicker, ***
*** New Zealand.. * not like a dying light globe ***

4348. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 09:41:38 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <k1bjbr15@csv.warwick.ac.uk>
Source record: 223028

In article <1992Apr27.165812.19087@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1992Apr26.115905.2494@doug.cae.wisc.edu>, carter@cae.wisc.edu (Carter Gregory) writes:
>>Of course, everyone knows why the guy was asking for GFA developers.
>>
>>It is a conspiracy by Asperin/Tylenol manufactures. The More BASIC code that
>>is written has a direct correlation between how much asperin/Tylenol
>>is sold per year!
>
>An interesting hypothesis. Unfortunately, the respondent failed to mention
>that it is a DOWNWARD correlation, acting against the already high levels of
>spirin/Tylenol usage for which C program maintainers are famous. :)
>
>
>As an aside, I would suspect that the call for GFA developers has more to do
>with the relative PORTABILITY OF CODE between the Atari ST and the IBM GFA
>compilers.
>
>Also, one doesn't =REQUIRE= a 4 megabyte machine to write code in GFA BASIC,
>whereas anyone attempting to do anything remotely complicated with GNU C, as
>an example, will not only require 4 megabytes, but will also require about
>20 megabytes of hard disk space to use the C compiler effectively.

I use Lattice C5 on a 1Mb machine and well under 10Mb of hard disk space (most of that is source) and that's with a 150K ramdisk and using the integerated GEM editor thing. The only restriction is that the optimiser doesn't have enough memory to optimise large files when the editor has more than two items loaded up at once.
With a 2Mb machine you could manage with a single disk drive (easily with a HD drive) out disk swapping (After initially copying stuff to ram disk)
I don't know about GNU C, but that isn't a commercial program so it isn't fair to compare it with GFA BASIC (Although since GFA BASIC isn't supported anymore and the latest version is about to be given away on a cover disk, perhaps it can't be counted as commercial either...)
Anyway, I do occasionally use GFA BASIC 2 to do things like create tables of cosines and perform calculations that would normally require a programmable calculator simply because it is the best tool for that job.
Does anybody know what language the GFA BASIC compilers were written it? I can just about imagine the interpreters being written in GFA BASIC itself, but I would be amazed if the compilers were.

- Leo Hendry

>
>-- David Paschall-Zimbel
>
>(NOTE: I have the required memory and disk space, and haven't ever written
>anything in GFA BASIC. I just don't like language bigots spouting nonsense.)

4349. Re: Another Question from the new user

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 10:01:10 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <71bjbml6@csv.warwick.ac.uk>
Source record: 223029

In article <1992Apr27.210420.29815@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>In article <92117.220804AKH104@psuvm.psu.edu> <AKH104@psuvm.psu.edu> writes:
>> Thanks for all the replies! The only other place I get service like that
>>is from the 8bit section. Atari users are great...but Atari itself is...blah!
>>
>> Ok, $850 for a mega ste4.....um..why should I get this instead of a 4 meg ste
>>? What are the hardware diffferences?
>
>Here's some of the major differences between the 4 meg STe and the Mega 4 STe:
>
> 1. The 68000 runs at 16 MHz instead of 8, the thing really flies
> along, especially with the cache enabled. If you don't know
> what a cache is, it is a small area of high-speed memory which
> is used by the CPU for code which gets executed frequently
> (or something like that, what did you expect in 3 lines?). This
> really does speed up the computer a lot ; I've seen it. :)

Since the memory is still 8MHz and the cache is only small it doesn't run anywhere near twice as fast.

>
> 2. Totally different layout. The normal STe's are the one-piece
> design with the drive on the right, while the Mega STe's have
> a CPU unit (they look just like a TT), sometimes called a
> "wedding cake" box, with a separate keyboard. The keyboard
> itself is also much nicer than the normal STe ones. So, in a
> nutshell, it just looks cooler... heh
>
> 3. Built-in hard drive. Usually this is a 50 meg or so hard
> drive, and before someone pins me down you can also buy the
> Mega STe without a hard drive, but with all that power, who
> wants to be plodding along on a floppy? (which it of course
> still has, ask your dealer about the new 1.44 MB drives, if
> you can get one with TOS 2.06 go for it. I don't think the
> regular STe's will have a 1.44 MB drive option, but I am
> not sure). Like I'm one to talk anyway, I have TOS 1.0 and
> one DSDD floppy. :)
>
> 4. Two RS232C serial ports instead of the single one on the STe,
> this would allow I guess for two modems to be hooked up and
> other miscellaneous weird stuff.
>
> 5. LAN port for networking support, once someone gets some good
> software for it up and running in the U.S.

>
> 6. VME bus for connection of graphics cards, networking, etc.,
> look for any awesome upgrades to the Mega and TT to be in
> VME bus form, it's a pretty standard format in the industry.
>
7. No analogue (paddle) ports (Really a difference between the
Mega STe and keyboard STe, but it's worth noting.

>
>Well, that probably isn't a complete list, but you get the idea. Overall,
>I think the Mega STe provides for more power, greater expandability, and
>a neato-looking computer (who says looks aren't everything?), but as you
>know the price is more. Hope you can make a decision, also remember the
>new Ataris we have been hearing about seem less than a year away, so consult
>your dealer perhaps on that one. :)

You mean the computer that was defintely to be shown in Germany last month,
was delayed until Christmas at the 11th hour and is now due to be shown (Note
shown - not released) sometime in '93?

- Leo Hendry

4350. Re: St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 11:06:54 UTC
From: cjp@aber.ac.uk
Message-ID: <CJP.92Apr28110654@aberda.aber.ac.uk>
Source record: 223030

Try taking out a subscription to one of the UK mags, as the ST mag war hots up:

May's ST Format gave away GFA Draft II (adding a pound to the price of the mag).

May's ST User gave away Harlekin (I'm glad I didn't pay money for it - it doesn't seem very useful. The best thing on the free disc was the duck game, my kids love it.).

After April's ST Format (giving away WriteOn), I said that I'd take out a subscription if they kept up the free software. They promise in the May issue to give away commercial software costing at least 50 quid with each issue for the next six months, so I've taken out a six-month subscription (costing less than the increased price of the six issues).

It will be interesting to see what sorts of software they can find to give away over that period.

There is also a new ST mag that I glimpsed on the bookstall the other day, but felt no impulsion to buy and can't remember the name of.

Cheers,

Chris Price

4351. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 12:58:58 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr28135858@solb1.essex.ac.uk>
Source record: 223031

In article <k1bjbr15@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:

I use Lattice C5 on a 1Mb machine and well under 10Mb of hard disk space (most
>of that is source) and that's with a 150K ramdisk and using the integerated
>GEM editor thing. The only restriction is that the optimiser doesn't have
>enough memory to optimise large files when the editor has more than two items
>loaded up at once.

I was using Lattice C this morning, and spent 2 hours working out why my
program wasn't doing what it should. It turned out that it was screwing up
with stuctures. Now, if I had paid for it I would be cross....
Must get a copy of GCC sometime (yes Greg, I do use C).

>With a 2Mb machine you could manage with a single disk drive (easily with a
>HD drive) out disk swapping (After initially copying stuff to ram disk)
>I don't know about GNU C, but that isn't a commercial program so it isn't fair
>to compare it with GFA BASIC (Although since GFA BASIC isn't supported anymore
>and the latest version is about to be given away on a cover disk, perhaps
>it can't be counted as commercial either...)

As far as I can tell, the version being given away is a (slightly) backdated
version.

>Anyway, I do occasionally use GFA BASIC 2 to do things like create tables of
>cosines and perform calculations that would normally require a programmable
>calculator simply because it is the best tool for that job.
>Does anybody know what language the GFA BASIC compilers were written it? I
>can just about imagine the interpreters being written in GFA BASIC itself, but
>I would be amazed if the compilers were.

Well, I have hacked up file converters in STOS BASIC. It's about 10 mins. work,
only trouble is that a 30 line program compiles to 55k...

>- Leo Hendry

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

4352. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 12:59:07 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Apr28.125907.162288@rrz.uni-koeln.de>
Source record: 223032

In <H.psXQRl171GA@icemark.oche.de> sigrorn@icemark.oche.de (B.E.Heinen) writes:

>In <BPTTJB1w164w@bluemoon.rn.com>, Gary Stollman writes:
>>
>>intricacies of an IBM in Windows with Turbo-C...I think GFA is a real
>>winner!!! I only wish (hope) more programmers take to it for the IBM
>>soon...

>I think you're wrong! GFA stopped support for Atari ST/TT computers.
>GFA compiled programs don't run correctly under MiNT, and MiNT is
>the Kernel of new Atari MTos. Could you risk to develop a program
>in a language that won't work on the next TOS which is due to be
>released in 4 months (Atari Fair in Duesseldorf/Germany) when the
>manufacturer of the programming language you use doesn't support
>the ST's any more???

I think Gary's note refers to the software development
environment that is associated with GFA basic and Turbo-C. And
from my experience I can say his point that with GFA development
of window-oriented programs is a *lot* more easy than with
Turbo-C. While C may have an edge when it comes to execution
speed, GFA definitely has more than an edge when it comes to
development time.
GFA basic surely has some problems. However, it is merely a rumor
that GFA has stopped the Support for the ST/TT, I've never seen
or heard a definitive confirmation for this. I think it is
reasonable to expect that there will be a MTOS version of GFA
basic as soon as it is out.
And finally, if GFA programs crash under MTOS and you still want
to program in GFA basic, it may be a solution to use the GFA to C
converter that seems to be available, at least in Germany...

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4353. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 13:02:52 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992Apr28.130252.18673@cs.wayne.edu>
Source record: 223033

In article <1992Apr27.081945.17504@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <quBRJB2w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis)
>writes:
>>Not to bring a dark cloud on MiNT, which I think is a great piece of
>>work, but what is going to happen when MTOS hits the street this summer?
>
>I doubt MTOS will 'hit the street'. With Atari's track record (or should that
>be cracked record :-) it will probably land with a dull thud in an alley.

But then again, so did the first Terminator....:-)

(this joke probably doesn't play in Scotland, does it?)
--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

4354. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 13:03:58 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr28140358@solb1.essex.ac.uk>
Source record: 223034

In article <1992Apr25.113317.20761@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:

In article <OKES.92Apr24220612@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
>>[flames deleted]
>>
>>Look Greg, why don't you let other people program the way they they want to
>>and go and start alt.fan.c or something?
>>
>>--
>>##### ### ## ## ##### ## # email: okes@essex.ac.uk
>># # # # # # # # ## #
>>##### # # # # # # # ##
>> # # # # # # # ##
>>##### ### # # ##### # #
>>80% of statistics are wrong.
>In all these BASIC PRO posts, people forget BASIC isn't portable...
>And, besides. My opinion is king here, and I think you should program in C.
>If I ever have to take on a previous job that you did, or someone
>else did for that matter, and I have to modify or port it....and you wrote it
>in BASIC....
>I am going to HUNT YOU DOWN like the bugs in my programs and DELETE YOU.
>Of course, not before I stuff a C compiler up your.... <CENSORED>

Look Greg, I DO use C. I just object to your flaming a language which you obviously haven't used or even seen. It sounds like the last BASIC you used was MicroSoft BASIC, c. 1980.

Besides, I think you will find that most versions of BASIC have far more support for a particular machine's features than C does. For a _really_ good example of this, take a look at AMOS on an Amiga.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

4355. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 13:08:13 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr28140813@solb1.essex.ac.uk>
Source record: 223035

In article <704298547.15598@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:

In article <A1900353689@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>It's an anti-stiction maneuver. It's in the ROMs of the SCSI controller
>built into the hard drive. My N-series Seagate, plugged into a Supra
>adaptor, periodically makes noises like a wet dog shaking itself dry. I
>used to have an Adaptec controller and an ST-506-type Wren I plugged in,
>and it didn't have that feature.

Aha! I have an N series Seagate too, but with GE-Soft driver, and it makes
the same kind of noise every few minutes. Always wondered what it was...

My Fujitsu does the same... I know it's the drive that's responsible, since
I used to have an old Seagate (ST225, I think) and that never did this trick.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

4356. Re: GFA vs. C (was Re: GFA Developers wanted ! urgent !)

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 13:27:42 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr28142742@solb1.essex.ac.uk>
Source record: 223036

In article <kvmum6INNr1a@aludra.usc.edu> rjung@aludra.usc.edu (Robert A. Jung) writes:

I know that GFA BASIC has now made some nice strides, but I'm still in no
rush to program in it. I like C's simplicity and portability, but if you want
to code in GFA BASIC, that's your choice. Just don't ask me to be supportive.

Portability of C programs is generally achieved by lots of #ifdef's and long
makefiles.

C is not a perfect language, but it's very flexible, and it doesn't get in
my way, so I like to use it. A clumsy amateur can wreck a lot of havoc with a
little C code, but then what are those clods doing playing with such a power
tool, anyway? B-)

I'm sorry to say that there is no such thing as the perfect language. To get around
this problem I use C, 2 or 3 versions of BASIC, 68000 code, Prolog, Lisp.....

--
email: okes@essex.ac.uk
#
##
##
#
Reincarnation: life sucks, then you die. Then life sucks again.

4357. Re: St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 14:18:38 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr28151838@solb1.essex.ac.uk>
Source record: 223037

In article <CJP.92Apr28110654@aberda.aber.ac.uk> cjp@aber.ac.uk (C J Price) writes:

There is also a new ST mag that I glimpsed on the bookstall the other
day, but felt no impulsion to buy and can't remember the name of.

ST Review. It's not that good (full of mistakes, although this may just be
teething problems). I'll give it a couple of months and if it's no better,
forget it.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

4358. 68000 Assembly Language

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 14:28:01 UTC
From: scst21@csc.liv.ac.uk
Message-ID: <1992Apr28.142802.1459@and.csc.liv.ac.uk>
Source record: 223038

I am still looking for any 68000 assembly source code, for the Atari ST(E). The souce code which I have already received has been very useful, but I am still looking for any other programs that anyone has available. I am especially looking for sprite routines and scrolling routines.
Thanks for your help,
Jon.

4359. GCC/G++ 2.1 Help????

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 14:44:07 UTC
From: malay@sae.com
Message-ID: <1992Apr28.144407.7374@sae.com>
Source record: 223039

I need some help!!! Here are the files that I downloaded and their contents

gcc21bin.zoo
libolb79.zoo
gmlibo22.zoo
pmlolb17.zoo
utlbin25.zoo
includ79.zoo

Is this all that I need to get GCC/G++ 2.1 to work? What environment vars
(if any) that are different from previous versions of gcc/g++ need to be
set?? Also, if you have GCC/G++ 2.1 does :

gcc hello.cc -o hello.ttp -lg++

actually work??? My version of "gcc.ttp" keeps attempting a call to
"cc1plus" (even though GCCEXEC is set to c:\bin\gcc-). It seems to me
it ought to be calling "c:\bin\gcc-cc1+.ttp". If I do :

gcc hello.c -o hello.ttp

everything works fine and dandy. So either my environment is missing
something or "gcc.ttp" has a bug in it????

Here's what I have:

```
Archive gcc21bin.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
845484 38% 520433 1 Apr 92 17:12:02+59 d822 gcc-cc1.ttp
94016 27% 68258 1 Apr 92 17:16:04+59 c447 gcc-cpp.ttp
59411 31% 41450 1 Apr 92 13:49:04+59 6594 gcc.ttp
1147218 38% 708336 5 Apr 92 10:26:48+59 e6a7 gcc-cc1+.ttp
-------- --- -------- --------- --------
2146129 38% 1338477 4 files

Archive libolb79.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
1841 28% 1324 2 Apr 92 13:12:02+59 5699 crt0.o
1972 28% 1411 2 Apr 92 13:12:02+59 1659 gcrt0.o
144484 41% 85099 2 Apr 92 13:11:44+59 110d gnu.olb
144416 41% 85145 2 Apr 92 13:11:44+59 69f2 gnu16.olb
6220 35% 4012 2 Apr 92 13:11:44+59 8be9 iio.olb
6124 36% 3943 2 Apr 92 13:11:46+59 84c8 iio16.olb
-------- --- -------- --------- --------
305057 41% 180934 6 files
```

```
Archive gmlibo22.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
70146 66% 24261 5 Apr 92 05:11:42+59 62cb gem.olb
69886 66% 23807 5 Apr 92 05:11:42+59 16d0 gem16.olb
-------- --- -------- --------- --------
140032 66% 48068 2 files

Archive pmlolb17.zoo:
>> * PatchLevel: 17
Length CF Size Now Date Time
-------- --- -------- --------- --------
33040 56% 14653 2 Apr 92 13:09:00+59 0431 pml.olb
33104 56% 14629 2 Apr 92 13:09:00+59 4be7 pml16.olb
-------- --- -------- --------- --------
66144 56% 29282 2 files

Archive utlbin25.zoo:
Length CF Size Now Date Time
-------- --- -------- --------- --------
3025 40% 1826 2 Apr 92 13:14:20+59 eba9 readme.st
32762 23% 24577 2 Apr 92 09:43:46+59 a6fe cnm.ttp
30698 25% 23160 2 Apr 92 09:43:56+59 5f41 fixstk.ttp
44476 28% 32688 2 Apr 92 09:43:18+59 4d15 gcc-ar.ttp
64917 27% 47473 2 Apr 92 09:42:18+59 56b9 gcc-ld.ttp
46456 27% 34461 2 Apr 92 09:42:40+59 e00d gcc-nm.ttp
33574 25% 24955 2 Apr 92 09:43:30+59 2819 gcc-size.ttp
29615 24% 22398 2 Apr 92 09:44:04+59 7b35 printstk.ttp
25330 22% 19683 2 Apr 92 09:43:36+59 372d size68.ttp
64870 27% 47493 2 Apr 92 09:45:56+59 830c sym-ld.ttp
32143 26% 23966 2 Apr 92 09:44:20+59 2d9d xstrip.ttp
-------- --- -------- --------- --------
407866 26% 302680 11 files

Archive includ79.zoo:
>> define PatchLevel "79"
Length CF Size Now Date Time
-------- --- -------- --------- --------
342 25% 258 28 Mar 92 13:41:54-4 cdd2 ./PatchLev.h
6732 60% 2672 24 Mar 92 17:24:16-4 462f ./aesbind.h
950 43% 538 24 Sep 91 19:08:30-4 ff08 ./alloc.h
950 43% 538 24 Sep 91 19:08:30-4 ff08 ./alloc.h.old
1398 39% 855 24 Mar 92 17:24:46-4 f0dd ./assert.h
1252 38% 781 24 Mar 92 17:23:34-4 6647 ./basepage.h
2535 40% 1514 28 Mar 92 13:41:18-4 768e ./compiler.h
2539 48% 1319 24 Mar 92 17:24:48-4 25b7 ./ctype.h
9095 51% 4424 24 Sep 91 19:08:32-4 1fea ./curses.h
1313 34% 872 24 Sep 91 19:08:32-4 459a ./device.h
1886 42% 1085 24 Sep 91 19:08:32-4 8851 ./dirent.h
2982 49% 1510 24 Sep 91 19:08:32-4 3436 ./errno.h
2987 40% 1778 24 Mar 92 17:24:18-4 1978 ./fcntl.h
389 27% 283 24 Mar 92 17:24:48-4 98ee ./file.h
```

```
3022 48% 1558 24 Mar 92 17:24:20-4 d441 ./float.h
524 25% 393 24 Sep 91 19:08:34-4 82a0 ./ftw.h
2889 38% 1792 24 Mar 92 17:23:00-4 cb72 ./gdbm.h
85 9% 77 24 Sep 91 19:08:34-4 611f ./gemdefs.h
11999 50% 5985 24 Mar 92 17:24:20-4 857e ./gemfast.h
1631 35% 1066 24 Sep 91 19:08:34-4 0290 ./gnu-ar.h
531 24% 405 24 Sep 91 19:08:34-4 5f60 ./grp.h
2616 44% 1465 28 Mar 92 13:41:18-4 63ae ./ioctl.h
1838 49% 933 24 Sep 91 19:08:34-4 c232 ./keycodes.h
3082 46% 1672 24 Sep 91 19:08:34-4 8774 ./limits.h
38785 62% 14800 24 Sep 91 19:08:36-4 7756 ./linea.h
1214 41% 711 24 Sep 91 19:08:36-4 6e94 ./locale.h
1489 39% 915 24 Sep 91 19:08:36-4 259e ./macros.h
8873 59% 3677 24 Mar 92 17:24:22-4 5fa1 ./math-68881.h
4874 54% 2257 28 Mar 92 13:41:20-4 4380 ./math.h
984 42% 568 28 Mar 92 13:41:20-4 09b5 ./memory.h
899 34% 597 28 Mar 92 13:41:20-4 a6eb ./minimal.h
6183 58% 2602 26 Mar 92 14:22:26-4 752e ./mintbind.h
426 26% 316 24 Sep 91 19:08:38-4 3d2b ./mouse.h
82 7% 76 24 Sep 91 19:08:38-4 0c8e ./obdefs.h
15834 55% 7053 24 Sep 91 19:08:38-4 9186 ./obstack.h
40405 64% 14536 28 Mar 92 13:41:22-4 31b0 ./osbind.h
4400 48% 2280 28 Mar 92 13:41:24-4 f860 ./ostruct.h
428 21% 340 24 Sep 91 19:08:40-4 648c ./param.h
670 41% 398 24 Sep 91 19:08:40-4 9a43 ./process.h
748 33% 503 24 Mar 92 17:24:24-4 fbaa ./pwd.h
917 32% 628 24 Sep 91 19:08:40-4 39cc ./regexp.h
1020 34% 671 24 Sep 91 19:08:40-4 cfed ./resource.h
2050 35% 1338 24 Sep 91 19:08:42-4 5741 ./screen.h
537 27% 393 24 Sep 91 19:08:42-4 bc57 ./setjmp.h
59 0% 59 24 Sep 91 19:08:42-4 4224 ./sgtty.h
202 21% 160 24 Sep 91 19:08:42-4 b747 ./siglist.h
2247 42% 1312 24 Sep 91 19:08:42-4 a160 ./signal.h
1968 37% 1243 24 Sep 91 19:08:42-4 52db ./st-out.h
4738 46% 2558 24 Sep 91 19:08:42-4 9867 ./stab.def
296 27% 216 24 Sep 91 19:08:42-4 e4d2 ./stab.h
1047 37% 655 24 Sep 91 19:08:42-4 56a5 ./stat.h
1090 35% 705 24 Sep 91 19:08:44-4 1c8f ./stdarg.h
869 31% 603 24 Sep 91 19:08:44-4 1775 ./stddef.h
5658 51% 2777 24 Sep 91 19:08:44-4 f3a5 ./stdio.h
2598 46% 1401 28 Mar 92 13:41:24-4 184d ./stdlib.h
3921 53% 1852 24 Mar 92 17:24:52-4 f7bb ./string.h
85 12% 75 24 Sep 91 19:08:44-4 8af5 ./strings.h
2402 51% 1180 24 Sep 91 19:08:44-4 4c49 ./support.h
4715 44% 2642 24 Sep 91 19:08:44-4 f45c ./sysvars.h
924 30% 646 24 Sep 91 19:08:46-4 aed7 ./tchars.h
632 36% 407 24 Sep 91 19:08:46-4 13a9 ./termcap.h
2193 40% 1319 24 Mar 92 17:23:38-4 e07d ./time.h
457 30% 318 24 Sep 91 19:08:46-4 f634 ./times.h
841 35% 548 24 Mar 92 17:23:38-4 0986 ./types.h
```

```
4143 55% 1880 24 Mar 92 17:24:52-4 5b07 ./unistd.h
82 9% 75 24 Sep 91 19:08:46-4 cf10 ./unixlib.h
1764 37% 1110 24 Sep 91 19:08:46-4 bab8 ./varargs.h
15356 63% 5725 28 Mar 92 13:41:24-4 f89e ./vdibind.h
2880 50% 1430 24 Sep 91 19:08:48-4 9952 ./vt52.h
775 31% 533 24 Sep 91 19:08:48-4 2273 ./wait.h
4966 54% 2281 24 Sep 91 19:08:48-4 01db ./widget.h
998 37% 630 24 Mar 92 17:23:40-4 32c5 ./xbra.h
421 25% 317 24 Sep 91 19:08:24-4 aee1 ./sys/dir.h
43 0% 43 24 Sep 91 19:08:26-4 bb9d ./sys/errno.h
85 11% 76 24 Sep 91 19:08:26-4 d9b1 ./sys/file.h
59 0% 59 24 Sep 91 19:08:26-4 4224 ./sys/ioctl.h
89 11% 79 24 Sep 91 19:08:26-4 7455 ./sys/param.h
49 0% 49 24 Sep 91 19:08:26-4 410f ./sys/resource.h
45 0% 45 24 Sep 91 19:08:26-4 eb33 ./sys/signal.h
85 12% 75 24 Sep 91 19:08:26-4 47fe ./sys/stat.h
124 10% 112 24 Sep 91 19:08:26-4 b651 ./sys/time.h
347 19% 281 24 Mar 92 17:23:14-4 2244 ./sys/timeb.h
89 11% 79 24 Sep 91 19:08:26-4 4f68 ./sys/times.h
89 11% 79 24 Sep 91 19:08:26-4 bd84 ./sys/types.h
41 0% 41 24 Sep 91 19:08:26-4 28a3 ./sys/wait.h
6013 44% 3358 23 Mar 89 22:47:48-4 a284 ./save/curses.h
1983 33% 1335 30 Mar 89 04:53:28-4 ac29 ./save/dir.h
998 53% 472 23 Mar 89 22:47:50-4 4544 ./save/math.h
-------- --- -------- --------- --------
272851 53% 129272 88 files
```

4360. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 15:01:10 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Apr28.150110.20644@unibi.uni-bielefeld.de>
Source record: 223040

In article <...>, ... (...) writes:
|> In article <...> ... writes:
|> In article <...> ... (...) writes:
|> >It's an anti-stiction maneuver. It's in the ROMs of the SCSI controller
|> >built into the hard drive. My N-series Seagate, plugged into a Supra
|> >adaptor, periodically makes noises like a wet dog shaking itself dry. I
|> >used to have an Adaptec controller and an ST-506-type Wren I plugged in,
|> >and it didn't have that feature.
|>
|> Aha! I have an N series Seagate too, but with GE-Soft driver, and it makes
|> the same kind of noise every few minutes. Always wondered what it was...
|>
|> My Fujitsu does the same... I know it's the drive that's responsible, since
|> I used to have an old Seagate (ST225, I think) and that never did this trick.

To make it totally clear once and forever looking at all this recursively
nested articles i'd like to mention that all these noises are part of the
drives internal park function, which do only scsi drives (like the seagate
n-series) perform, when they'ne not accessed for a while. Other non scsi
drives like the older mfm, st506 bus drives etc. don't do so. So it's neither
a question of the driver software, nor of the adaptor, just of the drive.

TeSche
--
torsten scherer, universitaet bielefeld, germany
internet : itschere@techfak.uni-bielefeld.de

4361. Re: I wanna make some NOISE!

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 15:26:38 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr28.152638.13603@wam.umd.edu>
Source record: 223041

In article <1992Apr27.224528.19617@Cadence.COM> deej@cds8613.Cadence.COM (Jim Howard) writes:
> OK, so I know from the sound/convert/st2sparc.doc file on atari.archive
>that Mac sounds are the same format as Atari ST sounds. What I need to
>know now is - what do I need to play them? in the sound/players dir on a.a,
>they mention both SoundTracker and NoiseTracker, but which of these will
>handle Mac .VOC or .SND files?

There are several; the one I like the best is the one I wrote (big surprise there): play20.zoo. It plays signed and unsigned samples, supports stereo, and lets you play sound through the speaker, various 3rd party digitizers, or the STe/TT 8-bit D/A. The cost: free.

It's a command line program so if you want a GEM interface try some of the other programs on there. Check atari/sound/Index for more info.

Dave Baggett
dmb@wam.umd.edu

4362. Re: St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 15:34:00 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Apr28.153400.6866@mnemosyne.cs.du.edu>
Source record: 223042

In answer to a question about ST only magazines, Brian Cooper listed Current Notes and Atari Advantage. Neither of these are ST only (but Advantage comes close).

Current Notes covers the 8bit, while Atari Advantage covers the Lynx (So does ST Informer).

Pattie Rayl(Atari Interface)

4363. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 15:59:31 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May10234331@acae127.cadence.com>
Source record: 223043

> And what about the PD "Spell"? Is it available on the ST - I'm not sure.

my port of ispell is. it should be on atari.archive: after
having used many a spell program, i still feel ispell leaves the
others in the dust.
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

4364. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 16:41:26 UTC
From: man@labrea.zko.dec.com
Message-ID: <1992Apr28.164126.26817@e2big.mko.dec.com>
Source record: 223044

In article <w6moJB1w161w@grafted.UUCP>, ziggy@grafted.UUCP (anthony lewis) writes:
> I dont think that the Ti chip was the "first" 16 bit chip in
> the world, I am pretty shure the I432 was a little earlier. Bit it was
> the first to be actually used.... (the '432 died an early death too....)
> Ziggy.

I432 is (was) a 32 bit chip, hence the name "32." It's not older than the
T9900 either.
--
- Richard F. Man (man@labrea.zko.dec.com)
"This Dust Has No Mirror"

4365. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 17:07:56 UTC
From: esj@harvee.UUCP
Message-ID: <2247172@harvee.UUCP>
Source record: 223045

In article <nxajbk7x@csv.warwick.ac.uk> cstdxas@warwick.ac.uk
(Leo Hendry) writes:
>
> Rockwell made 6502s as well. They also made an improved version with,
> among other things, an unconditional branch instruction.
>
> - Leo Hendry

if you still have the programmers guide for the 650x family as published
originally by MOS Technology, hang on to it because is the best guide to
8-bit assembler I have ever seen. Rockwell reprinted it almost verbatim.

--- eric
--
UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp HAM ka1eec
WORK AT&T (617) 577-4068 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

4366. ATARI 520ST SYSTEM FORSALE !!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 17:15:37 UTC
From: dak@bkana63.bnr.ca
Message-ID: <1992Apr28.171537.3379@bcrka451.bnr.ca>
Source record: 223046
Cross-posted to: misc.forsale,misc.forsale.computers,comp.sys.atari.st

```
Selling ATARI 520ST system:

System Includes:

- 2 external disk drives (1 double sided, 1 single sided)
- 14 inch colour monitor
- mouse and two joysticks
- 520ST computer with keyboard
- Bunch or software
- manuals
- power supplies

Price: $320US + S&H.

Contact: Darren Keyes (613) 763-7569
I don't have E-mail access!!!
```

4367. Atari 1040ST FORSALE

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 17:33:44 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9510@vice.ICO.TEK.COM>
Source record: 223047
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have a 1040ST with monochrome monitor and mouse for sale. It is in excellent shape, never any problems. It has TOS 1.0 in ROM and a built-in 3.5" 720K floppy.

Please help me by buying this great little machine (My wife won't let me get my TT until this one is sold :-)

ASKING $300

Keith
keithr@icogem3.ICO.TEK.COM

4368. Re: Spectre and SoftPC

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 18:28:30 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr28.182830.19469@ucsu.Colorado.EDU>
Source record: 223049

In article <1992Apr27.120624.1@misvax.mis.arizona.edu> dtarico@misvax.mis.arizona.edu writes:
>Does anybody know if SoftPC works under Spectre? With an 030 upgraded ST,
>it might run fast enough to be practical. Any thoughts?

I have SoftPC for my MAC 030, believe me, it's not practical at all, unless you don't mind running less than 2 Mhz XT speed! You's have better look in getting AT Speed.

4369. Re: Problems with TCSH & MW

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 18:32:05 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6821@lee.SEAS.UCLA.EDU>
Source record: 223050
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.qvi2UazD2lc@keep.fantasy.sub.org>
woju@keep.fantasy.sub.org (Wolfgang Jung) writes:
>If I try to run the tcsh (Mint version) 6.00.03 or like that
>within MW (in one window) tcsh just says BUSERROR and exits.
>If I start the Shell from the desktop everything works fine :-)
>What has to be done to scripts or ?? to make it run nicely beneath
>MW. is it a problems with MW's Pseudottys which get created and tcsh don't
>likes them ? Could someone tell me more.

This sounds like a known problem in Eric's original tcsh port. It would
bomb when run from pseudo-ttys. You should try to get the very latest
version of tcsh from atari.archive.umich.edu. I haven't tested it, but
it is supposed to fix the problem (actually a problem in the MiNT libraries
it was compiled with).

There is a workaround for the old tcsh: add symbolic links to your
mint.cnf script which link MW's pseudo-tty pipes (in u:\pipe) to
entries in the u:\dev directory.

-- Scott Willingham // willing@icsl.ucla.edu

4370. Hard Disk Software

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 18:40:12 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1992Apr28.184012.2654@usenet.ins.cwru.edu>
Source record: 222851

Hi. I just purchased a hard drive with a Supra host and I had a few
questions about the software. I am assuming that I can only use Supra
Software with a Supra drive, and was wondering if the newest versions
of this software was available for ftp?
Thanks in advance.
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu

4371. STe STOS Fix

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 19:24:43 UTC
From: I.Rutson@bradford.ac.uk
Message-ID: <1992Apr28.192443.15621@bradford.ac.uk>
Source record: 222853

Does ne1 know where I can get hold of the STe STOS fix the was issued by
Manderin software a while back.

Any help appreciated.

--
Ian Rutson, Electronic Engineering | A thought: If Arab thieves have their
University of Bradford, England | hands cut off, do Arab hackers have
Email - i.rutson@uk.ac.bradford | their bits cut off ??

4372. HBL interrupts...

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 19:44:57 UTC
From: ssw9@aber.ac.uk
Message-ID: <1992Apr28.194457.5168@aber.ac.uk>
Source record: 222854

Possibly the wrong newsgroup for this, but :

Can anyone out there supply me with assembler (or even C) routines by which I can access the horizontal blank interrupts and thus create wierd and strange graphics effects (such as colour bars etc.) ?

Any hints/advice/examples would be greatly appreciated.

Thanx in advance..

Simon

+-- EMAIL : ssw9@uk.ac.aber || ssw9%aber@ukacrl || ...!mcsun!ukc!aber!ssw9 --+
Simon Ward |RushTheCureFieldsOfTheNephilimNewModelArmySlayer |
Department of Physics |AnthraxMetallicABauhausJoyDivisionAnnihilatorGBH |
UCW Aberystwyth |MegaCity4PrimusRedHotChiliPeppers....anddon'tforget|
Aberystwyth, Dyfed, |theATARI!! (AtmosphericScientistandSTOwner,soNER!) |
WALES, SY23 3BZ |What are these disclaimer things anyway??? |

4373. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 19:47:16 UTC
From: martini@cloud9.in-berlin.de
Message-ID: <H.zXGwtT85VnE@cloud9.in-berlin.de>
Source record: 223048

In <1992Apr25.150214.21466@cdsmn.mn.org>, Doug Plate writes:
( ) I've had two Seagate's that also do this. Are you using an ICD host
( ) adapter. It is my GUESS that it is the ICD software that causes this
( ) and not the hard disk,
Probably not. I have heard a Quantom AT-Bus disk do the same thing in a
PC. The Quantum HD in my ST does it too. It simply does it. Why bother?
--
|||| ~~~~ ALWAYS ~~~~ | Martin P Ibert, Westendallee 100d | __ ||||
|\/| ~~~~ LOOK ON ~~~ | D-1000 Berlin 19, Germany, Europe | ( )__ |\/|
|/\| ~~ THE BRIGHT ~~ |-----------------------------------| (9)_ |/\|
|||| ~ SIDE OF LIFE ~ | Mail: martini@cloud9.in-berlin.de | (_________) ||||

Dieser Text ist urheberrechtlich geschuetzt. Jede Verwendung, Verbreitung
oder Speicherung ausserhalb elektronischer Nachrichtenaustauschsysteme
(News- bzw. Mailsysteme), auch auszugsweise, bedarf meiner ausdruecklichen
schriftlichen Genehmigung. We apologize for the inconvenience.

4374. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 19:59:18 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.2kYiJQE&paU@yonder.equinox.gen.nz>
Source record: 222852

In <1992Apr14.085854.6299@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:

>> Note that I DON'T want a page-layout program, just a word processor. I read
>> a review of 1st Word Plus some time back and it seemed to have most of these
>> features. Can anyone comment? Plug your favorite program, here's your chance.
>>
>
>Well it looks like you had better start writing one, this is one
>Platform that the Atari lacks...

How about "Write On" that was on the ST Format April coverdisk???

I haven't really had a good look at it, but it seems ok.

Craig.

--
~~*~

4375. Incompatibility of MiNT_.94 and the POMPEY PACKER

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 20:07:09 UTC
From: wabe@ukc.ac.uk
Message-ID: <784@eagle.ukc.ac.uk>
Source record: 222855

I've only recently installed MINT (v_.94) and on the whole things
seem to be behaving very well. Congratulations to Eric Smith for coming up
with a very worthy operating system advance for the ST.

I just thought I'd mention that my executables, packed with the
POMPEY Packer just will not run on MINT (v_0.94). The same executables when
unpacked or, indeed, packed with any of the other packers I have viz. the
original PACK, PFXPAK and PACK-ICE all appear to run perfectly under MINT.

Which is a pity - because the POMPEY Packer has the highest
compression of all these packers (slow though it may be!).

I, myself, have recently submitted a few utilities to the
ATARI archives - the latest being RDE (all-TOS version of Mark Williams
Co.'s renowned RDY ramdisk Utility) and an associated Mini-Shell, RDSH.PRG.
Unfortunately these (and some others) were packed with the POMPEY Packer.
Obviously people already running under MINT will not be instantly able to
get these to work. All they need do is get the POMPEY Packer and unpack them
(the POMPEY term is DEPACK!!) - OR, if you have difficulty mail me and
I'll endeavour to mail you back a MINT compatible executable.

This, of course, is more in the line of a little annoyance than
a serious fault. Anyone out there happen to know what is it about the
Pompey Packer that makes it incompatible - despite the fact it behaves OK
under all the TOS versions I've tested.

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

4376. Re: Virtual Memory on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 20:12:00 UTC
From: Thomas_Fuerhoelter@ac.maus.de
Message-ID: <A58554@AC.maus.de>
Source record: 222856

pmh@cutie.ka.sub.org on Mo, 27.04.92 19:20:

p>Of course there is. Try Outside by Maxon or VRAM by <I_don't_know_who>.
VRAM is made and distributed by OverScan GbR, Berlin, Germany.

Greets

____
/
/ homas

4377. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 21:04:17 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Apr28.210417.10436@cdsmn.mn.org>
Source record: 222857

In article <1992Apr27.114819.23594@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:
>In article <L30uJB1w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>> >
>> > The 6502 wasn't made by MOSTEK but by MOS Technologies.
>> >
>> I guess I get the bozo button too, I thought they were one
>> in the same..... (red faced)... but now that I think about
>> it, I did get data books from both of them, from different places, and
>> by chance I have a Mostek Z80 book on my kitchen table right now (oops)
>>
>> Ziggy.
>> anthony lewis
>
>Funny thing that I have also a Synertek Data book and they also made
>the 6502 and related products...!!!
>*** Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz ***

Don't forget Rockwell!

Doug

4378. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 21:08:18 UTC
From: geoff@pmafire.inel.gov
Message-ID: <1992Apr28.210818.17354@pmafire.inel.gov>
Source record: 222858
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

sakari@niksula.hut.fi (Sakari Aaltonen) writes:
|In article <1992Apr23.175803.12143@gn.ecn.purdue.edu> jess@gn.ecn.purdue.edu (Jess M Holle) writes:
|>In article <1992Apr23.163756.5306@nntp.hut.fi> sakari@niksula.hut.fi (Sakari Aaltonen) writes:
|>>
|>>An example: Claris CAD, local educational price about USD910.
|>>Another: Think C -"- USD500.
|>Life must be rough in Finland. I bought Claris CAD at $170 and Think C at
|>$80, both educational discount. I also purchased Wingz at $99, though its
|>price has gone up to around $180 educational discount.
|>
|>Do you have any idea why software is so expensive there? I am just curious.
|
|No, I haven't. We're used to things costing 50 or 100% more here, but 300 or
|400% doesn't seem to make sense.
|
|Life rough in Finland? Well, it IS cold here - it's snowing right now - but
|we do have central heating and running water and things. As regards
|education, it's free....

Well, see, it's actually better then. Specifically:

o Cold beats hot any day.

o You have to pay more for Think C, but you pay a *lot* less to
go to college.

(Of course, you probably make up for that free education in taxes. ;^( )

--
Geoff Allen \ Macintosh Old-Fart Memory #207
uunet!pmafire!geoff \
geoff@pmafire.inel.gov \ Macintosh File System

4379. Re: Terminal programs info wan

Newsgroup: comp.sys.atari.st
Date: 1992-04-28 21:42:00 UTC
From: Matthias_Murra@hb.maus.de
Message-ID: <A6358@HB.maus.de>
Source record: 222859

>I think it's the best program for the money to pay (50,-DM shareware-fee,
>that's about $35).

Oh no, not again ...
BTW: I disagree on that point.

Greets, Matt

| Matthias Murra | D-2800 Bremen 1 | E-Mail: Matthias_Murra@hb.maus.de |

4380. Apple Mac ROMS

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 00:47:56 UTC
From: davidm@NeoSoft.com
Message-ID: <1992Apr29.004756.4007@NeoSoft.com>
Source record: 222860
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.amiga.emulations,comp.sys.atari.st

ALL
I have one set of Apple MAC 128K Roms for sale. They are ORIGINAL
Apple parts new and never used in the box. $150.00 including
shipping via UPS COD in the US. IF you are interested phone
713-326-3877 evenings Central time. Please leave a message if
I'm not available. I'm selling them because I'm more interested
in PC emulation and I'm tired of waiting for AMAX II Plus.
It's in Europe why not in the US Readysoft?
David

--

David W. Martin c/o The OpCode Factory tm League City, Texas, USA
Commodore might make the Amiga, but the Amiga makes it possible!
PORTAL: DAVIDM CIS: 72510,3232 UUCP: davidm@sugar.neosoft.com

4381. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 01:14:18 UTC
From: ziggy@grafted.UUCP
Message-ID: <JiuyJB2w161w@grafted.UUCP>
Source record: 222861

> (b) 8088. 8086. 80186. 80286. Where are they now? Anyone betting
> on stability in the DOS world is deluding themselves.
>
68000,68008,68010,68012,68020,68030..... it is the same story
in *** ANY *** world.....

As far as windows being a 'dog', like ** anything ** else, it
must evolve. It seems that GEM has had to evolve too....

Please dont bitch unless you really know what the hell you are
talking about..... (ok windows 3.1 does like 4 mb of ram, but it DOES
actually multitask real applications....now....not real soon now...

Ziggy.

BTW, I do own atari, mac and ibm cpu's, and they ALL have their good/bad
points, and I just get tired of people thrasing things single sidedly...
and yes I welcome flames of ANY kind (I like to bitch too!)
>
>

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4382. Re: GFA vs. C (was Re: GFA Developers wanted ! urgent !)

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 01:15:02 UTC
From: rjung@aludra.usc.edu
Message-ID: <kvru4mINN43n@aludra.usc.edu>
Source record: 222862

In article <OKES.92Apr28142742@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
>In article <kvmum6INNr1a@aludra.usc.edu> rjung@aludra.usc.edu (Robert A. Jung) writes:
>> I know that GFA BASIC has now made some nice strides, but I'm still in no
>>rush to program in it. I like C's simplicity and portability, but if you want
>>to code in GFA BASIC, that's your choice. Just don't ask me to be supportive.
>
>Portability of C programs is generally achieved by lots of #ifdef's and long
>makefiles.

Maybe for you, but not for me. My entire semester's Advanced Compiler Design
class has been done in Laser C at home, and with the University's C compiler
here. I just upload the source, recompile *.c, link *.o, and I'm set. Works
great on both ends, no #ifdefs, makefiles, or whatnot.

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

4383. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 05:58:11 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr29.055811.1780@ucsu.Colorado.EDU>
Source record: 222863

In article <1992Apr28.205524.4458@cunews.carleton.ca> gfrajkor@alfred.carleton.ca (George Frajkor) writes:
> (a) If I had a PC (I have to work them, and in my opinion they are
>a step down rather than up from STS) I would want Gemulation for the

a) Mathematica, IDL, and etc. are some reasons why I would have a PC.

> (b) 8088. 8086. 80186. 80286. Where are they now? Anyone betting
>on stability in the DOS world is deluding themselves.

b) Interesting that you consider 8088 which came out long ago like 6502s,
and 68000 - 68020s is the same idea!

> (c) WINDOWS will still be the system in five years? I have a copy
>of Creative Computing from 1987 which talks about how wonderful
>windows was and will be. It wasn't then (as we know now) and still
>isn't (as we know now again as the latest bitch reports pour in and

It came true didn't it? Windows 3.x is quite nice, it has surpass support of
STs now! There are more developers for Windows products than there are
for STs or even TTs.

>isn't (as we know now again as the latest bitch reports pour in and
>Microsoft promises that NT will fix them if you just wait one more
>year). Windows began as a pig for memory with lots of bugs and is now
>a bigger pig with meaner bugs. In the meantime, a lean and mean

According to Microsoft, win 3.1 solve most of the bugs that was originally
in win 3.0. Why do you state it contains more bugs when it's not true.
Pig for memory, you can still run windows 3.1 with 2 megs of RAM for
386 enchanced mode just like win 3.0.

>little system like GEOworks seems capable of doing everything Windows
>can do in a tenth the memory space. I would not bet on windows
>surviving the next two years,much less becoming the standard.

Try telling this to over 9 million windows 3.0 users (just the register buyers).
With new items for windows such as IDL, and with existing items such as
Xwin (X windows for Windows 3.0), Mathematica, etc..., win 3.x may just
survive longer than most systems OS out there.

> (d) the Gemulator may wellmake 486s worth buying.
>

WRONG
Worth more than just buying the gemulator. I like to see some more supports
from developers for the ST like we see today for pcs. There currently
around 75,000 titles for the pc world (not including PD/SHARE). Why

not get the 486s for multi-platform system! By the end of the year, the 486 system should be able to run NeXT/Unix/DOS/ATARI STE/MAC/OS/2 and whatever is out there for the 486pcs.

4384. Re: Hard Disk Software

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 05:59:20 UTC
From: steve@thelake.mn.org
Message-ID: <A124393629@thelake.mn.org>
Source record: 222864

[In article <1992Apr28.184012.2654@usenet.ins.cwru.edu>,
bq035@cleveland.Freenet.Edu (Brian Jepson) writes ...]

> Hi. I just purchased a hard drive with a Supra host and I had a few
> questions about the software. I am assuming that I can only use Supra
> Software with a Supra drive, and was wondering if the newest versions
> of this software was available for ftp?

You're not tied to Supra's software. In fact, I'm running Atari's
HDX 5.0 software with my Supra host adaptor in preference to Supra's
driver. I mailed the Atari software (suitably repacked with a portable
archiver) to the moderator of comp.binaries.atari.st, along with a disk
optimizer and repair utility that works with the Atari driver. It
hasn't appeared yet, but keep an eye on that newsgroup.

I have the most recent version of Supra's software, and there's nothing
there to get excited about -- the changes from earlier versions appear
to center around support for Syquest cartridge drives.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

4385. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 07:04:22 UTC
From: wagg@zellweger.ch
Message-ID: <1992Apr29.070422.604@zellweger.ch>
Source record: 222865

In article <1992Apr23.175336.129420@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <A102766743@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>>[stuff on benchmarks and other comparisons deleted]
>
>>I don't mean to suggest that GFA is a bad language, slow, or not
>>useful. In many cases it's easier to use than C, and for many
>>individuals it's a better general-purpose tool. I do take issue with
>>claims that it approaches C in flat-out performance on any real-world
>>tasks, though. I still have not seen a case where a GFA program is in
>>the same league as properly written C code.
>
>As a user of GFA basic with some experience, I don't see anything
>inherent in GFA taht could accout for the fact that there are no GFA
>programs 'in the same league as properly written C code'. Over here
>in Germany, some GFA programs of nice qualtiy float around, e.g. Sagrotan
>and Crackart (I think). It seems to me that it is perfectly possible
Oh If you don't have a standard setup (e.g another a portrait or
19' monitor) Sagrotan and Crackart do not run. I did not encounter
any programm written in GFA, that does run on my setup.
Georg

_____________ _____________
/ __________() ()__________ \
/ /________ Georg Wagner ________/\ \
/ /_/_______() Zellweger Uster ()________\ \
/____________ wagg@zellweger.ch _____________\
|___________() ()____________|

4386. Looking for text editor

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 07:56:51 UTC
From: grellier@petri
Message-ID: <1992Apr29.075651.28944@babbage.imag.fr>
Source record: 222866

Is there any PD text editor using GEM, multi-docs and wich can be
used with a colour screen ?

+=+=+=

4387. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 08:16:38 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Apr29.081638.11868@cs.hw.ac.uk>
Source record: 222867

In article <1992Apr28.130252.18673@cs.wayne.edu> pbh@jake.cc.wayne.edu (Patrick Haggood) writes:
>In article <1992Apr27.081945.17504@cs.hw.ac.uk> neil@cs.hw.ac.uk
>(Neil Forsyth a.k.a Me!) writes:
>>I doubt MTOS will 'hit the street'. With Atari's track record (or should that
>>be cracked record :-) it will probably land with a dull thud in an alley.
>
>But then again, so did the first Terminator....:-)

And we know what happened to it.

>(this joke probably doesn't play in Scotland, does it?)

Yeah we get films too. Scotland is part of the civilised world. We generally don't go around weilding Claymores and making weird hooting noise much these days.

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

4388. Atari Hard Drive Utilities

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 09:08:54 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <92120.100854ZZDLG@LIVERPOOL.AC.UK>
Source record: 222868

I see from the latest Z-NET that HDX5 available on some US bulletin boards.
Could some one post these to ATARI.ARCHIVE so that us poor Europeans can obtain
a copy without making a Trans Atlantic phone call. Thanks.
Dave Wade

4389. ATSpeed & Windows

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 09:13:20 UTC
From: mark@praxis.co.uk
Message-ID: <MARK.92Apr29091320@cantor.praxis.co.uk>
Source record: 222869

Hi folks,

If you know nothing about AT Speed C16 (hardware 286/16mhz PC emulator)
read no further.

I have only ONE annoying problem with my AT Speed board to do with
running Windows 3.0 under DRDOS V5.0. I have to wait for at least 15
minutes before I can invoke Windows, otherwise the system freezes on me
when the windows introductory screen is displayed.

Once the 15 minute period has expired Windows is wonderful. This problem
only exists for Windows all my other PC software works immediately eg
DBASE III+, Wordstar, Microsoft C. I assume this problem is hardware
related, memory maybe. My configuration is 4mb STE, SM124, Powerdrive
900 (100mb) and external floppy.

Thanks in advance.

PS. Apart from this minor irratation the AT Speed C16 is GREAT.

Mark Townley
Praxis Systems Plc
Bath, Avon, England.
--
Mark Townley, Praxis plc, 20 Manvers Street, Bath BA1 1PX UK.
Tel: +44-225-444700. Email: mark@praxis.co.uk

4390. vidtext

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 12:58:25 UTC
From: chester@uniwa.uwa.edu.au
Message-ID: <1992Apr29.125825.14469@uniwa.uwa.edu.au>
Source record: 222871
Cross-posted to: alt.binaries.pictures.d,comp.sys.atari.st

```
Would anyone know what pictures the Flash Vidtext mode supports?

Ta

Chester

--

^`^`^`
```

4391. Re: STe STOS Fix

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 13:28:27 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr29142827@solb1.essex.ac.uk>
Source record: 222872

In article <1992Apr28.192443.15621@bradford.ac.uk> I.Rutson@bradford.ac.uk (Ian Rutson) writes:

Does ne1 know where I can get hold of the STe STOS fix the was issued by
Manderin software a while back.

Any help appreciated.

The file is on atari.archive.umich.edu, in directory atari/languages,
called stosup26.lzh.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

4392. Re: St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 13:28:30 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <704554109.28380@minster.york.ac.uk>
Source record: 222873

In article <OKES.92Apr28151838@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
>In article <CJP.92Apr28110654@aberda.aber.ac.uk> cjp@aber.ac.uk (C J Price) writes:
>
> There is also a new ST mag that I glimpsed on the bookstall the other
> day, but felt no impulsion to buy and can't remember the name of.
>
>ST Review. It's not that good (full of mistakes, although this may just be
>teething problems). I'll give it a couple of months and if it's no better,
>forget it.

You might also look at ST Applications, published monthly by the ST Club. 12 months' subscription is 15 quid.

It's a bit like ST World (UK) used to be, though performance is patchy. Its heart is in the right place, though.

I have no connection with the ST Club, but I do write occasionally for ST Applications.

>#### ### ## ## #### ## # email: okes@essex.ac.uk

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

4393. Help - Sites & fonts

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 13:30:13 UTC
From: dickbrun@aud2.aud.auc.dk
Message-ID: <1992Apr29.133013.1@aud2.aud.auc.dk>
Source record: 222874

Could anyone please mail me a list of ftp sites supporting atari st.
In particular graphics and Signum! fonts are of interest.
Thank You.

4394. Re: HBL interrupts...

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 13:31:54 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <704554314.28477@minster.york.ac.uk>
Source record: 222875

In article <1992Apr28.194457.5168@aber.ac.uk> ssw9@aber.ac.uk (Jethro K. Walrus) writes:
>Possibly the wrong newsgroup for this, but :

I've redirected followups to comp.sys.atari.st.tech

>Can anyone out there supply me with assembler (or even C) routines by which I
>can access the horizontal blank interrupts and thus create wierd and strange
>graphics effects (such as colour bars etc.) ?
>
>Any hints/advice/examples would be greatly appreciated.

From what I remember, the HBL interrupt handler installed by TOS simply
lifts the interrupt level of the processor so that the HBL interrupt is
masked.

You therefore have to install your own HBL handler and then lower the
processor interrupt level to ensure that it works.

>Thanx in advance..
>
>Simon
>
>+-- EMAIL : ssw9@uk.ac.aber || ssw9%aber@ukacrl || ...!mcsun!ukc!aber!ssw9 --+

Mat

Mathew Lodge	"You twist and turn like a ... twisty turny
mjl-b@minster.york.ac.uk	thing. You're a weedy pigeon, Blackadder, and
Summer: lodge%alsys@uknet	you can call me Susan if it isn't so"

4395. Re: Hard Disk Software

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 13:33:35 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr29143335@solb1.essex.ac.uk>
Source record: 222876

In article <A124393629@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

> > Hi. I just purchased a hard drive with a Supra host and I had a few
> > questions about the software. I am assuming that I can only use Supra
> > Software with a Supra drive, and was wondering if the newest versions
> > of this software was available for ftp?
>You're not tied to Supra's software. In fact, I'm running Atari's
>HDX 5.0 software with my Supra host adaptor in preference to Supra's
>driver. I mailed the Atari software (suitably repacked with a portable
>archiver) to the moderator of comp.binaries.atari.st, along with a disk
>optimizer and repair utility that works with the Atari driver. It
>hasn't appeared yet, but keep an eye on that newsgroup.
I use the ICD software with a Supra Host. It works fine, although it
refuses to de-fragment the drive, saying that it will only work with
an ICD host.

--
email: okes@essex.ac.uk
#
###
###
#
Live long and prosper.

4396. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 13:53:34 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Apr29.135334.111666@rrz.uni-koeln.de>
Source record: 222877

In <1992Apr29.070422.604@zellweger.ch> wagg@zellweger.ch (Georg Wagner) writes:

>In article <1992Apr23.175336.129420@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.dbp.de
writes:

>>As a user of GFA basic with some experience, I don't see anything
>>inherent in GFA taht could accout for the fact that there are no GFA
>>programs 'in the same league as properly written C code'. Over here
>>in Germany, some GFA programs of nice qualtiy float around, e.g. Sagrotan
>>and Crackart (I think). It seems to me that it is perfectly possible

> Oh If you don't have a standard setup (e.g another a portrait or
> 19' monitor) Sagrotan and Crackart do not run. I did not encounter
> any programm written in GFA, that does run on my setup.
>Georg

It may be interesting that just right now, there's a program I've
written with GFA basic 3.5 (!) running on a TT without any flaw.
This clearly shows that it is not GFA basic itself that causes
the problems, but rather the programmers.
I think there is some justification for CrackArt screwing up on
non-standard setups since it has been written as a program for
lo-res graphics. Regarding Sagrotan, I think it's a good example
for problems caused by the programmer, but it's still a useful
program.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4397. AZERTY-QWERTY

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 13:56:34 UTC
From: Kris Van Hees <GUTEST6@cc1.kuleuven.ac.be>
Message-ID: <92120.135834GUTEST6@cc1.kuleuven.ac.be>
Source record: 222870

Hello!

A friend of mine is looking for an autofolder program which can turn his QWERTY keyboard into an AZERTY keyboard. Reason for this is that he is attending typing courses here in Belgium and they work on AZERTY typing machines, and so, if he is to practise at home, he would like to type on his qwerty STe as if it were an azerty one.

Can anyone help him?

Regards,
Kris Van Hees,
GUTEST6@cc1.kuleuven.ac.be

4398. IBM PC Musings

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 14:39:13 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Apr29.143913.4508@digi.lonestar.org>
Source record: 222878

^^^^^^^^^^^^ Great keyword left by previous poster.

In article <1992Apr29.055811.1780@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>Try telling this to over 9 million windows 3.0 users (just the register buyers).
>
Bzzzz! Last I saw anything in print (a few months back), only about 1/3 of the purchasers of Windows 3.0 actually *used* it. The rest of the copies are on the shelf.

I used to use Windows 3.0 at work (386 DX 25 Mhz, 4 Mb, 105 Mb HD, NEC 3D), but gave up on it - it was too much a pain in the a**. I now run DR DOS 6.0 under ViewMax (a pale shade of TOS GEM) using TaskMax as an application switcher. (This is a fairly tolerable setup and a *little* like my ST - but I can't wait to get home at night.)

Anyhow I believe that the best way to accelerate an MS-DOS (or compatible) machine is 32 ft/sec/sec.

(NOTE for the humor impaired - that is my *very subjective opinion*)

R.C.G.
(.sig eaten by .sig virus)

4399. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 15:08:31 UTC
From: malay@sae.com
Message-ID: <1992Apr29.150831.8918@sae.com>
Source record: 222879

In article 1780@ucsu.Colorado.EDU, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:

>> (c) WINDOWS will still be the system in five years? I have a copy
>>of Creative Computing from 1987 which talks about how wonderful
>>windows was and will be. It wasn't then (as we know now) and still
>>isn't (as we know now again as the latest bitch reports pour in and

>It came true didn't it? Windows 3.x is quite nice, it has surpass support of
>STs now! There are more developers for Windows products than there are
>for STs or even TTs.

Again!!! The 'ol MORE IS BETTER argument!!!!

>Try telling this to over 9 million windows 3.0 users (just the register buyers).
>With new items for windows such as IDL, and with existing items such as
>Xwin (X windows for Windows 3.0), Mathematica, etc..., win 3.x may just
>survive longer than most systems OS out there.

MORE IS BETTER! MORE IS BETTER!

>WRONG
>Worth more than just buying the gemulator. I like to see some more supports
>from developers for the ST like we see today for pcs. There currently
>around 75,000 titles for the pc world (not including PD/SHARE). Why
>not get the 486s for multi-platform system! By the end of the year, the
>486 system should be able to run NeXT/Unix/DOS/ATARI STE/MAC/OS/2 and whatever
>is out there for the 486pcs.

Look - just because 18 quadrillion people buy Menudo records doesn't necessarily equate to musical genius! STOP using this argument. Its lame! Almost every PC junkie uses this argument as a claim that the machine is better - its not better its just more popular!!!!!!!!!!!!!!

Bob Malay

4400. Data Diet (Squish)

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 15:11:03 UTC
From: malay@sae.com
Message-ID: <1992Apr29.151103.8988@sae.com>
Source record: 222880

Is it possible to get Data Diet to stop printing out the "Squish" message
every time it un-squishes an executable - it kinda messes up the gulam screen.

Bob Malay

4401. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 15:42:32 UTC
From: cs331109@sylvester.acslab.umbc.edu
Message-ID: <1992Apr29.154232.7987@umbc3.umbc.edu>
Source record: 222881

So, when you were a child did a GFA come along and beat you up or something? You have this hatered towards it that seems unfounded. Basicially, Don't program GFA, its bad.

Why would it be bad? Its fast enough for some things.. in fact most things that I do. I run a BBS in a GFA _interpreter_ and its fast enough to handle high speed modems. The only place I had too much slowdown was when I was plotting bezier curves on an interupt to incomming music data and when I did 3 or more waves at the same time it got fairly slow.

Don't overlook languages just because they are 'Basic'. Its great for doing quick programs, and its easy enough to make them look professional if you don't just take the easy way out. Don't use the Gem font is a biggie. Make your own icons and bit maps for logos... :)

Basicially.. I know some C.. and am learning more, but I prefer GFA for quick and dirty ST programming. I could care less right now about portability since the programs I write would be of little use on an IBM or Sun or whatever.

4402. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 15:45:12 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr29.104512.7959@doug.cae.wisc.edu>
Source record: 222882

In article <BPTTJB1w164w@bluemoon.rn.com> garys@bluemoon.rn.com (Gary Stollman) writes:
>
>Other remarks deleted which were pretty good...
>
>*****
>Seeing as I started this topic simply by asking the question, and the
>responses that some people put on here, I did a little test tonight...I
>did a simple 50,000 iteration of a standard for next loop in both my Laser
>C and GFA Basic 2.0 compiled...The Laser C was about 5 times faster than
>GFA...I do NOT see this as much of a speed problem, as they are both
>pretty darn fast, and seeing as how GFA is a HECK of a lot easier to
>program in than C and the fact that now there is a way to easily (fairly)
>transport GFA from the ST to the IBM in BOTH MS-Dos AND Windows, I can't
>see much reason to go insane trying to learn how to program all the
>intricacies of an IBM in Windows with Turbo-C...I think GFA is a real
>winner!!! I only wish (hope) more programmers take to it for the IBM
>soon...
>
> Gary
>
> This is from
> garys@bluemoon.rn.com
>who doesn't have their own obnoxious signature yet

I would hope that MOST intelligent people saw most of my posts as an
attempt to solidify a particular applications area for a language.

GFA BASIC is fine for communications work. Communications most of the time
don't require high performance languages...

For example a terminal program...that does simple ANSI emulation.

In affect, the best software engineer is able to see what tools he needs
for the job, and can competently apply them to solve the problem.

If you know whot to do, and what to use...you will never go hungry..
(Currently testing that theory of mine...)

--Greg

PS: BASIC SUCKS.

4403. TT's ST-ram

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 16:31:20 UTC
From: alien@clinet.fi
Message-ID: <1992Apr29.163120.28430@clinet.fi>
Source record: 222883

I'm plannig to get some new memory to my TT. It has now only 4 megs ST-ram, there's not any of TT-ram, not even this TTramcard, wich I would need if I wanted to get some TTram. However, I'm runnig out of memory and I found one cheap and fast way to get some more.

Because I'm using graphical applications, which uses ram for storing animation and pictures, I've no need for expensive TTram, ST-ram can do things enough fast. More important to me is the size of memory, speed will come after that.

So, I opened TT to find out, is there any way to get more ST-ram. Fist, under the hardisk was one ST-ram-card, and under that 8on motherboard) were more ST-ram- I removed this st-ram-card to find out how much memory it was holding, and after boot tehre was only 2 megs ram instead of 4. So, after fast count, I noticed, that on TT's motherboard were 2 megs of ST-ram in 16 chips. So, replacing these 16 4C4256-10 chips with 512 or 1024 chips would increace ST-ram up to 6 or 8 megs depending what odel of chips I would use. But before I do anything, I want to find out, is this kind of memory upgrading possible? Has TT any ST-ram limit and if does, how much is the max. size of St-ram? 8 or 16 megs? Less? More? (usefull utilities)... What's the point of having extra ram-card if there's enough room (on motherboard) for more ram?

So, if you know anything of upgrading TT's ST-ram, please mail me and tell what you know.

--

ALIEN by Planned Parenthood
Internet alien@clinet.fi
Fidonet Risto Juvonen @SMACK! (2:220/110.0)

4404. Re: Best Bang for the Buck

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 16:49:32 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Apr29.164932.24146@unix.brighton.ac.uk>
Source record: 222884
Cross-posted to: comp.sys.mac.misc,comp.sys.atari.st,rec.music.synth

geoff@pmafire.inel.gov (Geoff Allen) writes:
> sakari@niksula.hut.fi (Sakari Aaltonen) writes:
> |In article <1992Apr23.175803.12143@gn.ecn.purdue.edu> jess@gn.ecn.purdue.edu (Jess M Holle) writes:
> |>In article <1992Apr23.163756.5306@nntp.hut.fi> sakari@niksula.hut.fi (Sakari Aaltonen) writes:
> |>>
> |>>An example: Claris CAD, local educational price about USD910.
> |>>Another: Think C -"- USD500.
> |>Life must be rough in Finland. I bought Claris CAD at $170 and Think C at
> |>$80, both educational discount. I also purchased Wingz at $99, though its
> |>price has gone up to around $180 educational discount.
> |>
> |>Do you have any idea why software is so expensive there? I am just curious.
> |
> |No, I haven't. We're used to things costing 50 or 100% more here, but 300 or
> |400% doesn't seem to make sense.
> |
> |Life rough in Finland? Well, it IS cold here - it's snowing right now - but
> |we do have central heating and running water and things. As regards
> |education, it's free....
>
> Well, see, it's actually better then. Specifically:
>
> o Cold beats hot any day.
>
> o You have to pay more for Think C, but you pay a *lot* less to
> go to college.
>
> (Of course, you probably make up for that free education in taxes. ;^( )
>
> --
> Geoff Allen \ Macintosh Old-Fart Memory #207
> uunet!pmafire!geoff \
> geoff@pmafire.inel.gov \ Macintosh File System

Whatever you say the UK beats them all, free education and cheap(ish)
software. - some of the girls are damned ugly though.
Dom.

4405. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 16:54:24 UTC
From: boblu@tekgen.bv.tek.com
Message-ID: <643@tekgen.bv.tek.com>
Source record: 222885

I have been watching the recent "compiler envy" discussion with much amusement and can no longer resist the temptation to include one developers point of view in the discussion.

Is GFA Basic a viable language? Yep. How about C? Yep, again. And Assembly Language? Bingo! The point is that they are all tools that we use to direct another tool(the computer) to do what we want. These tools have fundementally the same objective but uniquely different capabilities like three different types of screw drivers.

The issue then is not whether GFA is a viable language(it is), but rather given the requirements of your application what is the most appropriate tool to accomplish your goal. Would I implement Diamond Back's fast compression algorithm in GFA Basic? Not in a million years. Only hand optimized assembly language will give me the performance required by the application. What about programming Diamond Back's user interface in Assembly language? No way, the increase in development time is not worth any imperceptable improvement in processing dialog box responses. Use the right tool for the right job.

So where does GFA Basic fit in? For many ST users/programmers GFA Basic contains all of the capabilities that you would ever need.
Basic has evolved tremendously from the language that I first learned(and stored programs on paper tape from teletypes) and in it's current form contains many of the features commonly believed to exist only in "higher level languages". It is easier to learn than C or assembler and development time is generally shortened by library routines that "automatically" do functions that the programmer has to take care of him/herself in C or Assembler. It will produce functional, though not optimal code. The question is do you really need optimal code in your application?

Is GFA Basic suitable for commercial applications? Sure it is. If you write something in GFA, market it, and someone buys it then it is a viable commercial product. However, I can take the product concept with similar features and program it in C and assembly and beat you in the market on performance. The question is whether the market segment you occupy is worth the effort required to outperform you.

Language Application Suitability Matrix

User Type:
Language Novice Hobbyist Serious Hobbyist Professional Lunatic

GFA Basic X X X x o
C x X X X o
Assembly o x X X X

X = Most suitable
x = Less Suitable
o = Not Suitable

The bottom line is that all of these tools are suitable for most applications. It is up to the programmer to determine what is the most suitable language to accomplish the requirements of his/her application.

For those that are interested, Diamond Back II's user interface and some utility routines are programmed in HiSoft Lattice C. The guts of Diamond Back II is programmed in assembly language using HiSoft Devpac Assembler.

One developers humble opinion.

____ ____
/\/\/\ Bob Luneski Diamond Back II Support: boblu@tekgen.BV.TEK.COM /\/\/\
\/\/\/ Oregon Research Associates Genie: B.LUNESKI1 \/\/\/
\/\/ 16200 S.W. Pacific Hwy., Suite 162 Phone: (503) 620-4919 \/\/
\/ Tigard, OR 97224 FAX: (503) 639-6182 \/

4406. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 17:20:33 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr29.172033.26649@wam.umd.edu>
Source record: 222886

In article <1992Apr29.081638.11868@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1992Apr28.130252.18673@cs.wayne.edu> pbh@jake.cc.wayne.edu
>(Patrick Haggood) writes:
>>In article <1992Apr27.081945.17504@cs.hw.ac.uk> neil@cs.hw.ac.uk
>>(Neil Forsyth) writes:
>>>I doubt MTOS will 'hit the street'. With Atari's track record (or should that
>>>be cracked record :-) it will probably land with a dull thud in an alley.
>>
>>But then again, so did the first Terminator....:-)
>
>And we know what happened to it.

Yeah, it turned into atari.archive!

>>(this joke probably doesn't play in Scotland, does it?)
>
>Yeah we get films too. Scotland is part of the civilised world. We generally
>don't go around weilding Claymores and making weird hooting noise much these
>days.

Unless we call you at 1 in the morning, right Neil? :-) Time zones?
We don't need no stinking time zones!

Dave Baggett
dmb@wam.umd.edu

4407. Re: Data Diet (Squish)

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 17:26:11 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr29.172611.26958@wam.umd.edu>
Source record: 222887

In article <1992Apr29.151103.8988@sae.com> malay@sae.com writes:
>Is it possible to get Data Diet to stop printing out the "Squish" message
>every time it un-squishes an executable - it kinda messes up the gulam screen.

If there's no documented way to do it, you may be able to get rid of it
by searching for the offending string with a hex editor and replacing the
first letter with a zero. (OK, so it's a *direct* approach...) You
might want to make a backup of the executable before doing this. :-)

Dave Baggett
dmb@wam.umd.edu

4408. Re: Data Diet (Squish)

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 17:59:37 UTC
From: uace0@menudo.uh.edu
Message-ID: <1992Apr29.175937.2279@menudo.uh.edu>
Source record: 222888

Sorry Bob, Data Diet has nothing to do with squished executables.

Each squished file has a loader tacked on which has the "print" routine.

And no Dave, you can't do that easy of a mod... :)

- Keith Gerdes
--

Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 (weekdays noon-6pm) | Data Diet | DC Utilities 2.0 | More

4409. "xterm"-clone as DA

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 18:13:47 UTC
From: mfg@gmdzi.gmd.de
Message-ID: <1992Apr29.181347.19375@gmdzi.gmd.de>
Source record: 222889

I am looking for something like the X11 "xterm" as DA for GEM (+mint). Together with the PTYs of mint this should be very similar to an ordinary terminal program. It should allow for starting processes (shells) in the background reading from and writing to a PTY. This would result in a desktop with multiple terminals concurrenty active. MW2 is a step in this direction, but it blocks the desktop activities and this is really sad if you are using Gemini. By the way support of the Gemini-protocol would be also fine!

Does anybody know about such a wonderful tool?

Thanx,
Martin F. Gergeleit <mfg@gmdzi.gmd.de>

GMD (German National Research Center for Computer Science)
P.O. Box 1316, Schloss Birlinghoven, W-5205 Sankt Augustin 1
phone: (+49) 2241 14-2576, fax: (+49) 2241 14-2889

4410. Re: TI 99/4A

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 18:19:57 UTC
From: stevew@tsltor.uucp
Message-ID: <1992Apr29.181957.2726@tsltor.uucp>
Source record: 222890

In article <1992Apr27.133905.3798@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>
>After the chiclet keyboard failed miserably in the market, TI went to a
>more standard keyboard setup. The original peripherals added on to a
>bus port on the side of the machine.

Called the hexbus. Docs for it were harder to find than official Atari stuff.

>.... The final nail in the
>coffin was TI's addition of a proprietary circuit inside the ROM
>cartridges. This meant that developers were *required* to have TI
>manufacture their cartridge, or it simply didn't work. (And folks think
>Nintendo controls their market. :-) Anyhow, it would be hard to imagine
>ways to get a more closed (restrictive) architecture than that.
>
>P.S. In case you are wondering, I never bought one either. :-)

Well, I did buy one, and I can tell you that there was no proprietary chip in the cartridge. There was directly adressable CPU RAM (up to some large number) and VROM expansion. The RAM on the cart could be read or written to as if it were just part of memory (hey, it was) or replaced with ROM. I had a RAM expansion cart, and it certainly had no special chips (just a couple of ROM and some RAM).

One thing that can be said about the TI 99/4A, they did carts right.

Stephen M. Webb

4411. Re: Data Diet (Squish)

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 18:44:09 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr29.184409.11718@usenet.ins.cwru.edu>
Source record: 222891

To avoid the dreaded "DC Squish" message, don't use DC Squish.
Instead, use PFX-Pack, which comes with all versions of Quester's
LHARC (2.01x). It compresses better and decompresses faster.

Besides, it's a LOT cheaper than DC Squish.

Rob
--
~~~~~~
~ - Robert Glover - ~
~ GEnie: R.GLOVER3 Cleveland Freenet: aq115 ~
~ Internet: aq115@cleveland.freenet.edu ~
~~~~~~

4412. Re: Midi Software

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 19:01:44 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60622@aurs01.UUCP>
Source record: 222892

In article <3596@equinox.unr.edu> takem_b@pyramid.unr.edu (Brian Takemoto) writes:
>I've just purchased a Killer Midi Keyboard and I'm now in need of a
>Midi Sequencer. I've been using a PD sequencer that lacks a lot in the
>editing department, and now that I've got everything set up, it's time
>to get some real power! The sequencers that I've been thinking of are
>Cubase and KCS Omega I or II. I have a bias towards the Omega program
>just because I had a friend here that had it too and he liked it a lot
>-- especially the TIGER editor that was incorporated with it through
>the MPE. My question to you guys out there is which editor(s) do you
>guys prefer or hate? ** Cubase / Omega I or II / Other ** and for what
>reasons?

I haven't used Cubase, but TIGER is a great editor. There are several
editing modes in KCS Omega (the vanilla Edit screen, PVG, Master Editor,
TIGER), so it's quite versitile. By the way, what's the difference
between KCS Omega I and II? I thought there was only one version
(although it allows you to install KCS with or without the "Level II"
options (the Programmable Variations Generator and Master Editor).

>All the software I've seen so far only handle 16 channels.
>Is 16 the max amount of channels that is controllable via Midi normally?

KCS supports up to MIDI 64 channels with the appropriate hardware. I
use Dr.T's Phantom SMPTE sync box, which allows 32 MIDI channels.

>Oops! Almost forgot. I'm running an Atari 1040ST with four megs and
>an ADSpeed 8/16mhz CPU. :-)

Dr.T's software is generally very robust in terms of working with
different versions of TOS and accellerator boards.

I can't make any comparisons because I've only used KCS, but it's a very
good package and an excellent value.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

4413. Re: Problems with TCSH & MW

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 19:08:42 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr29.150842.1266@uwovax.uwo.ca>
Source record: 222893
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.qvi2UazD2lc@keep.fantasy.sub.org>, woju@keep.fantasy.sub.org (Wolfgang Jung) writes:
> If I try to run the tcsh (Mint version) 6.00.03 or like that
> within MW (in one window) tcsh just says BUSERROR and exits.

This is a bug in the version of tcsh you have (it doesn't understand pseudo-terminals. Get the newest version of tcsh from atari.archive.umich.edu; this bug is fixed (as are some other bugs).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4414. ST equipment sale or trade

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 19:34:25 UTC
From: majmudar@das.harvard.edu
Message-ID: <1992Apr29.193425.13750@das.harvard.edu>
Source record: 222894

I have the following to sell or trade:

520ST with TOS and 512K
RGB Color Monitor
Single Sided 360k 3.5" drive

Please make an offer to buy or to trade for something. I am very receptive.

Kaushal B. Majmudar

4415. Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 19:56:39 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr29.195639.21768@newshost.lanl.gov>
Source record: 222895

In article 6861@actrix.gen.nz, Roger.Sheppard@bbs.actrix.gen.nz () writes:
>Well I have just read in STR817 that Flash II is very slow, far slower
>than Flash and does not run Z-Modem in the background, why don't they
>state this in the Promotions of the Program..
>
>Well it looks like I am still waiting for a decent Comms program..
>
>Are there no programers out there that can write good Terminal Program..??
>

This may be all true or not, Roger, but I'd be _real_ careful believing all
that you read in ST REPORTS. There is some significant bad attitudes going
on behind this on-line magazine. Not to be discussed here but I'll be happy
to chat about it with anyone via email.

IMHO, I prefer Z-NET over ST REPORTS, anyday.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4416. Re: QUANTUM HD

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 20:40:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr29.204034.28509@newshost.lanl.gov>
Source record: 222896

In article <1992Apr25.150214.21466@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>
> In my 7 years on the net, I've found that the best way to generate
> follow-ups is to make a mistake in content, spelling or grammer :-)
>

An even better way is to incorrectly state that the TI/99-4A was powered by an 8-bit Motoroloa 6502 chip... <groan>... I think every man, woman, child and their dog has come on line and corrected me on that boo-boo! Sheeesh!

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4417. Re: darek@microsoft.com & Email

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 20:45:07 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr29.204507.2614@ucsu.Colorado.EDU>
Source record: 222897

In article <1992Apr29.150831.8918@sae.com> malay@sae.com writes:
>In article 1780@ucsu.Colorado.EDU, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>
>>> (c) WINDOWS will still be the system in five years? I have a copy
>>>of Creative Computing from 1987 which talks about how wonderful
>>>windows was and will be. It wasn't then (as we know now) and still
>>>isn't (as we know now again as the latest bitch reports pour in and
>
>>It came true didn't it? Windows 3.x is quite nice, it has surpass support of
>>STs now! There are more developers for Windows products than there are
>>for STs or even TTs.
>
>Again!!! The 'ol MORE IS BETTER argument!!!!
>

And why not mention my statement as support for win 3.x, it was just to
state that there are already supporters for it.

>
>>Try telling this to over 9 million windows 3.0 users (just the register buyers).
>>With new items for windows such as IDL, and with existing items such as
>>Xwin (X windows for Windows 3.0), Mathematica, etc..., win 3.x may just
>>survive longer than most systems OS out there.
>
>MORE IS BETTER! MORE IS BETTER!
>

MORE IS MORE isn't it?

>>WRONG
>>Worth more than just buying the gemulator. I like to see some more supports
>>from developers for the ST like we see today for pcs. There currently
>>around 75,000 titles for the pc world (not including PD/SHARE). Why
>>not get the 486s for multi-platform system! By the end of the year, the
>>486 system should be able to run NeXT/Unix/DOS/ATARI STE/MAC/OS/2 and whatever
>>is out there for the 486pcs.
>
>Look - just because 18 quadrillion people buy Menudo records doesn't necessarily
>equate to musical genius! STOP using this argument. Its lame! Almost every PC
>junkie uses this argument as a claim that the machine is better - its not better
>its just more popular!!!!!!!!!!!!!!
>
>
>Bob Malay

I wonder who is the lamer here, I never stated that the PC is better, personallymany other far superior machines would be better. What I did pointed out
is that from the original posted message that the gemulator is not only
reason to go buy a 486. LAME.

4418. Tennessee Internet Access?

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 21:10:30 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr29.211030.21098@usenet.ins.cwru.edu>
Source record: 222898

I'm moving to Tennessee next week, and I'm wondering if anyone knows if there is an Internet (Telnet or something) dialup in the Chattanooga area? And if so, what's the phone number?

thanks!

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4419. ATARI and not pcs! (Re: darek@microsoft.com & Email)

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 22:11:07 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr29.221107.11285@ucsu.Colorado.EDU>
Source record: 222899

Ok now, I like to ask, is my postings soooo negative about ATARI STs? I mean I never went out and totally cut ATARI machines down. I never even mentioned that pcs are so far superior either.
But here are what seems to be the facts:
If a 486 machine can now run gemulator and emulate to ST/STE w/o sound, GREAT for pc owners or whoever is outthere. But why cut down the Messy DOS systems? They are fully capable of handling themselves and most of them are probably better off than us.
Face it, with the capabilities and the price, how are we ST users able to judge why a 486 machine is worth buying. My original posting supporting the 486 is due to the fact that some other guy wanted some kind of flame war with pc owners. I do not enjoy flaming, last year I got into one with AMIGA people, it got pretty ugly. As a ST owner and big supporter for ATARI, I feel even worse off. I'm for the gemulator, it may bring more support to ST/STE , who knows? And I like the price Darek has offered to initial buyers($199.00 + $100.00 for TOS 2.something).

I'm totally sorry if I offended anyone, and that my argument seemed to be on the wrong side of this newsgroup. But really there are no sides, ATARI,AMIGA,PCs,MAC etc... they are just machines that make life more efficient.

Thanks
Jeff

4420. Re: vidtext

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 23:07:19 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Apr29.230719.15733@a.cs.okstate.edu>
Source record: 222900
Cross-posted to: alt.binaries.pictures.d,comp.sys.atari.st

In article <1992Apr29.125825.14469@uniwa.uwa.edu.au> chester@uniwa.uwa.edu.au (Craig Abbott) writes:
>Would anyone know what pictures the Flash Vidtext mode supports?
>
I think they're called RLE graphics (run length encoded) and there used to be files of that sort for viewing on at least one of the major services (CI$, Genie,...).

jc

4421. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 23:13:09 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Apr29.231309.19070@aber.ac.uk>
Source record: 222751

In article <1992Apr27.081945.17504@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <quBRJB2w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis)
>writes:
>>Not to bring a dark cloud on MiNT, which I think is a great piece of
>>work, but what is going to happen when MTOS hits the street this summer?
>
>I doubt MTOS will 'hit the street'. With Atari's track record (or should that
>be cracked record :-) it will probably land with a dull thud in an alley.
>
>Atari UK waited a year longer than every other Atari subsiduary before making
>TOS 1.4 available. What do you think they'll do about MTOS. We have MiNT now
>and I guess that writing and using 'clean' programs with it will prepare us for
>the day when MTOS finally comes.
>
>+---+
>! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
>! !
>! Neil Forsyth JANET: neil@uk.ac.hw.cs !
>! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
>! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
>! Edinburgh, Scotland, UK "That was never 5 minutes!" !
>+---+
I completely agree, Atari UK must be the worst Atari subsiduary on
the Planet. I met one of the UK Atari guys at the recent 16 bit computer
show in London (he was the one who was *trying* to show off the Atari UNIX),
and was he arrogant or just an arrogant bas**rd. The only reason why I stick
with Atari is because there are some decent people in the company in other
parts of the world who appear to want the company to succeed.

Herb

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4422. Re: Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 23:36:08 UTC
From: ehohnbau@bonnie.ics.uci.edu
Message-ID: <29FF32E8.21717@ics.uci.edu>
Source record: 222752

I downloaded the demo of FZT but it wouldn't un-lzh on me
it said can't do this, bad handle.
does that mean that I have an incompatible version of lharc (mine is 1.02
I believe, I got it from the starter.tos file)
or does it mean that the file is corrupted?

4423. Re: Data Diet (Squish)

Newsgroup: comp.sys.atari.st
Date: 1992-04-29 23:55:57 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7709@uqcspe.cs.uq.oz.au>
Source record: 222753

aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>To avoid the dreaded "DC Squish" message, don't use DC Squish.
>Instead, use PFX-Pack, which comes with all versions of Quester's
>LHARC (2.01x). It compresses better and decompresses faster.

>Besides, it's a LOT cheaper than DC Squish.

There are a few packers on atari.archive. Are any worthwhile? (I'd look at them if they made programs FASTER to run on an ST, because of reduced disk access time - I didn't buy a hard disk to end up with floppy disk speeds).

Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4424. Re: mega ste price

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 00:32:31 UTC
From: ziggy@grafted.UUCP
Message-ID: <w9m1JB1w161w@grafted.UUCP>
Source record: 222754

>
> I432 is (was) a 32 bit chip, hence the name "32." It's not older than the
> T9900 either.
> --
> - Richard F. Man (man@labrea.zko.dec.com)
> "This Dust Has No Mirror"
>
Sorry, I knew that, I must have had too much to drink last night!
But I did think the I432 was first, but I have been wrong before.

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4425. Re: 6502 origins (was Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 01:13:19 UTC
From: pete@introl.introl.com
Message-ID: <1992Apr30.011319.35291@introl.introl.com>
Source record: 222755

In article <1992Apr27.075027.17255@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>In article <1992Apr23.025019.17623@thoth.rent.com> azog@thoth.rent.com
>(Billy D'Augustine) writes:
>>From what I remember about 6502 lore, it was developed by MOS Technologies,
>>but was later purchased by Commodore. Of course, all this could be wrong :-)
>>I have a terrible memory.
>
>I always thought that Rockwell developed the 6502. I have seen 6502 chips from
>them and Synertek (sp?).

Nope, Billy D'Augustine is correct in it's origin. While the two companies
you mentioned may have made 6502's MOSTEC was the initial designer. If you want
to call a poorly implemented rip-off of a 6800 a design!
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

4426. Re: Atari Hard Drive Utilities

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 02:14:25 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992Apr30.021425.10775@usenet.ins.cwru.edu>
Source record: 222756

When my new hard drive comes in, I'll LHARC up the HDX5 utilities
and post them to atari.archive.umich.edu. This will probably be
this weekend sometime. Hopefully they'll be approved quickly.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4427. Re: Getting GCC/G++ 2.1 to work (without pragma warnings)

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 02:59:18 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92Apr29215918@leidecker.gsfc.nasa.gov>
Source record: 222757
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Apr28.045939.18069@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

> How to make GCC/G++ 2.1 work:
>
> 1. Get more memory. 4 megs may not be mandatory, but I
> haven't yet read of anyone successfully compiling anything
> with less. The binaries are now up around the 1 meg range,
> and it's only going to get worse, so why not upgrade now
> while DRAMs are $4 and SIMMs are similarly cheap. G++ seems
> to work comfortably with 3,000,000 bytes free, so you
> could have MiNT and a nice shell running. (I haven't tried
> 2.1 under MiNT yet. I assume it works.)

Is this true for the C as well as the C++ option? If so, I'll have to
pass. No matter how cheap RAM gets, I'm saving for my 486. I won't be
getting rid of my ST, but I won't be sinking any more $$$ into it, either.

===
Doug

4428. Re: Atari <-> NeXT cross compiler?

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 06:13:02 UTC
From: steve@thelake.mn.org
Message-ID: <A161552542@thelake.mn.org>
Source record: 222758
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <1992Apr29.161805.2278@debug.cuc.ab.ca>,
Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes ...]

> I have heard various rumors about an Atari ST -> NeXT computer cross
> compiler. Has anyone heard anything major about this, or is it just
> Vapourware?

Do you mean compiling ST binaries on a NeXT? Sure, Sozobon C 2.0
has #ifdef's for various Unix environments in the source code. Quite
a few people have used Sozobon C on Suns and NeXT computers to compile
ST programs, including a version of the Citadel BBS system (Adrian or
Royce, are you reading this?)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

4429. Re: "xterm"-clone as DA

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 06:40:37 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Apr30.024038.1267@uwovax.uwo.ca>
Source record: 222759

In article <1992Apr29.181347.19375@gmdzi.gmd.de>, mfg@gmdzi.gmd.de (Martin Gergeleit) writes:
> I am looking for something like the X11 "xterm" as DA for GEM (+mint). Together with
> the PTYs of mint this should be very similar to an ordinary terminal program.
> It should allow for starting processes (shells) in the background reading from
> and writing to a PTY. This would result in a desktop with multiple terminals
> concurrenty active. MW2 is a step in this direction, but it blocks the
> desktop activities and this is really sad if you are using Gemini.

Have you tried the BGACC.ACC that comes with MiNT 0.94? It's vastly
improved over the old BGACC, and now uses normal GEM windows (and will
allow more than one -- if you select the "Background Prg" menu item
while a terminal window is already open, it will create a new window).

(No, it doesn't support the GEMINI protocols, at least not yet...)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

4430. Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 07:13:12 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr30.071312.13317@actrix.gen.nz>
Source record: 222760

Some one the other day sated that I sould not believe what I read in ST-Report, but I disagree some 100%..

Here in New Zealand we get a Znet feed and we are fed up with all the back stabings that are directed towards ST-Report.

It does not show up you Yanks in a good light at all, a bunch of Vendetta loving people.

In fact the way it looks to me that Znet is a Atari Propaganda Magazine and ST-Report is more of a Facts magazine, does not hide any thing and is able to speaks its mind and to be counted and states the facts as they are..

I don't find that with Znet at all, very wishy washy..

Well don't send any more Hate mail I had some last time, and it just show how insecure you Atari bunch are..

Stay tuned for more...

--

$ Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz $
$ 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz $
$ Paraparaumu Bch GEnie. R.SHEPPARD5 $

4431. Re: Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 07:18:22 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992Apr30.071822.13496@actrix.gen.nz>
Source record: 222761

In article <29FF32E8.21717@ics.uci.edu> ehohnbau@ics.uci.edu (Eric Trent Hohnbaum) writes:
>
> I downloaded the demo of FZT but it wouldn't un-lzh on me
> it said can't do this, bad handle.
> does that mean that I have an incompatible version of lharc (mine is 1.02
> I believe, I got it from the starter.tos file)
> or does it mean that the file is corrupted?
>

No you are some 6 months out of date, get LZH201H (English) or later a
later version if you can read German..
--

$ Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz $
$ 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz $
$ Paraparaumu Bch GEnie. R.SHEPPARD5 $

4432. Battle Chess for sale???

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 07:33:03 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <29APR92223303@acad3.alaska.edu>
Source record: 222762

```
Anyone have the ST version of Battle Chess for sale????
News-Software: VAX/VMS VNEWS 1.4-a3
```

4433. TOS memory usage

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 07:35:30 UTC
From: fnjlh1@acad3.alaska.edu
Message-ID: <29APR92223530@acad3.alaska.edu>
Source record: 222763

When I run programs on either of my 2 1Meg STs, I show variable amounts left of free RAM. When I run FLASH or WordWriter, I show 37548 left. When I run FirstWord, I show something like 800K (depends on accessories installed). Please run one of these programs on your machine, check your free RAM while you're in the program, and tell me what you get. Thanks...

4434. Re: 6502 origins (was Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 08:45:07 UTC
From: JJMCWILL@MTUS5.BITNET
Message-ID: <92121.034507JJMCWILL@MTUS5.BITNET>
Source record: 222764

In article <1992Apr30.011319.35291@introl.introl.com>, pete@introl.introl.com
(Pete Ikusz) says:
>
>In article <1992Apr27.075027.17255@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil
>Forsyth)
>writes:
>>In article <1992Apr23.025019.17623@thoth.rent.com> azog@thoth.rent.com
>>(Billy D'Augustine) writes:
>>>From what I remember about 6502 lore, it was developed by MOS Technologies,
>>>but was later purchased by Commodore. Of course, all this could be wrong :-)
>>>I have a terrible memory.
>>
>>I always thought that Rockwell developed the 6502. I have seen 6502 chips
>from
>>them and Synertek (sp?).
>
>Nope, Billy D'Augustine is correct in it's origin. While the two companies
>you mentioned may have made 6502's MOSTEC was the initial designer. If you
>want
>to call a poorly implemented rip-off of a 6800 a design!
>-Pete
>--
>---
>Pete Ikusz Introl Corporation pete@introl.com

Yes but what you fail to realize is that at the time the 6502 was
introduced by MOS Technology, the 6800 and 8080 sold for $375.00,
whereas the 6502 was introduced at a price of $25.00.
It was the cheap cost of the 6502 that made it possible for Steve
Wozniak and others to implement it in inexpensive computer design.
The extra $350.00 not spent on the 6800 could be used for a TV
or something better. Thus the personal computer revolution began.

Unfortunately the 6502 hasn't evolved as well as either the Motorola
or Intel processors had. But it has evolved. William D Mensch, Jr.
founded the Western Design Center in 1978. He was part of the design
team for the MOSTEK 6502, and before that part of the design team for
the 6800. Western Design Center introduced the 65C02 in 1982.
Later a 16 bit version of the 65C02 was designed called the 65816.
This can fully emulate the 6502 or 65C02, or can run as a 16 bit CPU
with a 24 bit addressing space. Early next year WDC should have
finished the 65832, a 32 bit CPU. Although these new processors
have added addressing modes and instructions, they seem a far cry
from what the 680xx line and the 80x86 line can do these days.
They lack any sort of internalized MMU, but they do have support for

a coprocessor and limited MMU with external circuitry.
WDC is a small company, and their CPU's will never become what the
Intel and Motorola ones are but it is nice to see continued development
along the 6502 line that spawned such computers as the Atari 8 bits,
Commodore's line, the Apple computers, and even from Ohio Scientific.
. The Atari Lynx I believe has a 65C02 running at
8 mHz or something, and the Apple IIgs has an 8mHz 65816...

Jeff McWilliams

4435. Re: 68000 Assembly sources

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 09:20:45 UTC
From: elendir@quasar.enst.fr
Message-ID: <2040@ulysse.enst.fr>
Source record: 222765

In article <1992Apr28.142802.1459@and.csc.liv.ac.uk>, scst21@csc.liv.ac.uk (Mr. J.D. Haspell) writes:

-> I am still looking for any 68000 assembly source code, for the Atari ST(E). The
-> souce code which I have already received has been very useful, but I am still
-> looking for any other programs that anyone has available. I am especially looking
-> for sprite routines and scrolling routines.

We have been publishing such things for a while now. Plenty of scrolling routines and animation code, both in ASM and in GFA.

If you want more info, please write to :

Pressimage (ST-Magazine)
19, Rue Hegesippe Moreau
F-75018 PARIS
France.

Or phone 33-1-45223860 and ask for Jean-Christophe Wiart.

We might send you copies of the articles.

Enjoy.

Vincent.

PS : I posted some time ago a message describing Falcon hardware. Did someone (and thus anyone) get it ?

--

Warning : Device /dev/coffee_machine0 not responding.
Please fix and reboot

4436. Re: Falcon (game) run from Hard Drive?

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 09:54:53 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92121.105453ABADDON@LIVERPOOL.AC.UK>
Source record: 222767

What really annoys me about games and hard disks is the save game disk. I can live with loading the games themselves from floppies, but its a real pain when you have to keep a seperate save game disk for every game you play. I use my ST mainly for programming, but when I play games I tend to go for the strategy/ RPG types, which generally need a save game. Since I might start playing it, save my position, and not restart for several months, there's a damn good chance the disk is going ot get lost/be used for something else. I really can't understand why games programmers feel the need to write their own mutually exclusive routines for doing this sort of thing when there perfectly good OS support for it built in.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

4437. Re: Data Diet (Squish)

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 12:17:41 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Apr30131741@solb1.essex.ac.uk>
Source record: 222768

In article <7709@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>>To avoid the dreaded "DC Squish" message, don't use DC Squish.
>>Instead, use PFX-Pack, which comes with all versions of Quester's
>>LHARC (2.01x). It compresses better and decompresses faster.
>>Besides, it's a LOT cheaper than DC Squish.

>There are a few packers on atari.archive. Are any worthwhile? (I'd
>look at them if they made programs FASTER to run on an ST, because of
>reduced disk access time - I didn't buy a hard disk to end up with floppy
>disk speeds).

The Pompey Pirates Packer is a reasonably fast one, but I don't use it
any more as anything packed with it immediately crashes under Mint.

--
email: okes@essex.ac.uk
#
##
##
#
Analysis of television viewing figures has shown that 80% of people in this
country are crap.

4438. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 12:29:35 UTC
From: cs331109@sylvester.acslab.umbc.edu
Message-ID: <1992Apr30.122935.14375@umbc3.umbc.edu>
Source record: 222769

ST Report.. Hm. Well, we talked about this for a while about a year ago in the FNet Sysops Confrence because of a problem with the author of ST Report. It seems that he would edit and censor any mail that went through his node. Not all, just whatever. Some sysops even sent test messages through there and some never made it out, some were changed.

This resulted in a large number of nodes locking out his node. Routing around it or whatever, but staying away from him.

Now, I haven't read ST Report in a long time, but I have read Znet more recently and they are even printed in magazines for news, so I would tend to trust them a bit more.

4439. Desktop.. desktop.. where is the desktop?

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 12:31:53 UTC
From: cs331109@sylvester.acslab.umbc.edu
Message-ID: <1992Apr30.123153.14577@umbc3.umbc.edu>
Source record: 222770

Reguarding the alternate desktops floating around, I was wondering what people liked more. I have neodesk right now and its pretty nice, but what are the features of the other ones. If they are PD, where can you get them? (Path and Filename too.. :) Thanks for the info...

4440. *** Does anyone know ? ***

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 13:26:00 UTC
From: dickbrun@aud2.aud.auc.dk
Message-ID: <1992Apr30.132600.1@aud2.aud.auc.dk>
Source record: 222771

Please, is anyone out there in posession of an updated list of
atari ftp sites, eg. a site supporting Signum! fonts.

4441. Re: TI 99/4A

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 13:34:54 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Apr30.133454.4938@digi.lonestar.org>
Source record: 222772

In article <1992Apr29.181957.2726@tsltor.uucp> stevew@tsltor.uucp (Stephen M. Webb) writes:
>
>Well, I did buy one, and I can tell you that there was no proprietary chip
>in the cartridge.
>
>One thing that can be said about the TI 99/4A, they did carts right.

That was the *original* implementation (i.e., consider yourself lucky).
The proprietary circuit was added to the cartridge interface for the last
version of the TI 99/4A that was produced just before it was killed. You
should have seen/heard the hue & cry from the developer and user
communities. (Like I said, one of the _final_ nails in the coffin. ;-)

R.C.G.

4442. Re: Getting GCC/G++ 2.1 to work (without pragma warnings)

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 13:43:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Apr30.134317.23029@wam.umd.edu>
Source record: 222773
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DSTAILEY.92Apr29215918@leidecker.gsfc.nasa.gov>
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>In article <1992Apr28.045939.18069@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>
>
>> How to make GCC/G++ 2.1 work:
>>
>> 1. Get more memory. 4 megs may not be mandatory, but I
>> haven't yet read of anyone successfully compiling anything
>> with less.
>
>Is this true for the C as well as the C++ option? If so, I'll have to
>pass. No matter how cheap RAM gets, I'm saving for my 486. I won't be
>getting rid of my ST, but I won't be sinking any more $$$ into it, either.

It's certainly true (at least in my experience) that you can't compile
large files without 4 megs. I had trouble getting GCC 1.41 to compile
many of the Nethack files (which are up to 85K) on a *bare* ST; i.e.,
no AUTO's, no ACC's, using 20K Sozobon make.ttp instead of the
gnu_make.

Since the 2.1 binaries are even bigger than their 1.x counterparts, I'd
suspect that potential problems are even worse.

However, I ran some informal tests and it seems that RAM use is heavily
dependent on the compliexity of what you're compiling. GCC 2.1 will
compile hello.c without optimization with only 1,000,864 bytes free
but fails when you get down below 1M. I don't know how optimization
affects memory usage, but if you're strapped for memory keep your
files very small and perhaps compile without -O.

Dave Baggett
dmb@wam.umd.edu

4443. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 13:43:36 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Apr30.134336.5034@digi.lonestar.org>
Source record: 222774

In article <643@tekgen.bv.tek.com> boblu@tekgen.bv.tek.com (Robert Luneski) writes:
>I have been watching the recent "compiler envy" discussion with much
>amusement and can no longer resist the temptation to include one developers
>point of view in the discussion.
>
[Really great analysis of the situation deleted.]
>
> Language Application Suitability Matrix
>
> User Type:
>Language Novice Hobbyist Serious Hobbyist Professional Lunatic
>
>GFA Basic X X X x o
>C x X X X o
>Assembly o x X X X
>
> X = Most suitable
> x = Less Suitable
> o = Not Suitable

I love this chart - particularly the category of "lunatic". I know some
programmers that fall into that category. As stated elsewhere, these
are the same people who do not use APL *unless* the entire program can
be done in one line. :-)

Well done!

R.C.G.
(.sig eaten by .sig virus)

4444. 520ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 13:50:18 UTC
From: wojcik@vault.dsg.ti.com
Message-ID: <1992Apr30.135018.18216@axis.dsg.ti.com>
Source record: 222775

FOR SALE:

Atari 520ST
SC 1224 Color Monitor
360K Floppy drive.
Atari Mouse.
Miscellaneous software.

$200 + shipping.

-Brian Wojcik
-wojcik@vault.dsg.ti.com

4445. Memory upgrade for 1040STe

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 13:52:34 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Apr30.135234.11306@u.washington.edu>
Source record: 222776
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Dear Netters,

I hope this isn't to much of a FAQ, but I am preparing to do a memory upgrade on my stock 1040STe. So I had a few questions:

#1. What is the maximum amount of ram I can expand to?

#2. Why do the simms I have in my STe have a (diode?) soldered across pins 1-16?

#3. Do I need to but special simms, or can II run down to Costco and buy 70ns 1 meg "generic" simms?

Any help would be greatly appreciated. Please reply via E-mail.

Thanks in advance,

4446. Re: SOFTWARE: Virtual Memory for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 13:58:57 UTC
From: herzling@rhrk.uni-kl.de
Message-ID: <1992Apr30.135857.26205@rhrk.uni-kl.de>
Source record: 222777

In article <jonal.28@sofus.dhhalden.no>, jonal@sofus.dhhalden.no (JON
ARVID LOVSTAD) writes:
> Brought my ST Computer mags here today, hope you'll find the info useful...
>
> ---
>
> Program: Outside
> Price : DM 99,- (US$ 60,-)
> Source : Maxon Computer GmbH
> Schwalbacher Str. 52
> W-6236 Eschborn
> Germany
> Phone + 49 6196-481811
> Fax + 49 6196-41885
> Notes: Up to 128MB without further hardware mods, needs machine with TT-RAM
New versions include a harddisk driver (HDDRIVER).
E-Mail of author: seimet@rhrk.uni-kl.de

>
> ---
>
> Program: VRAM
> Price : DM 149,- (US$ 90,-)
> Source : OverScan GbR
> Santisstr. 166
> W-1000 Berlin 48
> Germany
> Phone + 49 30-721 94 66
> Fax + 49 30-721 56 92
> Notes: Up to 2GB, needs TT with TT-RAM or 030 upgraded ST with TT-RAM
> compatible RAM and TOS 2.05 or above, easy config in CPX, integrated
> ROMRAM (copies ROM to RAM for faster BIOS etc. - up tp 35% speed
> increase).
Not 100% correct:
VRAM works on every TT, wether it has TT-RAM (Fastram) or not (only ST-RAM).
Config is a seperate application, cause there is nothing to config during
run-time (thats what CPX's are for).
E-Mail of author: herzling@rhrk.uni-kl.de
>...

Bye,
Alex

Alexander Herzlinger, Department of Computer Science

University of Kaiserslautern / Germany
E-Mail> herzling@rhrk.uni-kl.de

4447. atari st matlab & CB layout

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 14:02:19 UTC
From: dickbrun@aud2.aud.auc.dk
Message-ID: <1992Apr30.140219.1@aud2.aud.auc.dk>
Source record: 222778

Does a matlab like program exist for the atari st computer ?
Does a proper circuit board layout program exist, which
includes a "working" and "intelligent" autorooter ?

4448. emacs 18.57 for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 14:15:09 UTC
From: erlingh@idt.unit.no
Message-ID: <1992Apr30.141509.23321@ugle.unit.no>
Source record: 222779

Hello.

Uploaded to atari.archive: mntemacs.zoo

I have ported the complete emacs 18.57 for mint >= 0.93
By complete, I mean you can do all the things you're used to on
Unix(tm) like:
M-x compile
M-x shell
M-x display-time
That is, subprocesses are fully working.

You will need to get hold of the emacs-lisp files in addition.
I didn't want to include them in the package since they are many and
huge and can be picked up almost everywhere.
Get the real ones. _NOT_ those that are hacked up for the ST, and make
sure they originate from the 18.57 distribution.

I compiled it on my 4-meg equipped TT with no trouble.

Thanx to Jwahar Bammi (sp?) and Edgar Roeder who did the initial
porting on which this is based.

Cheers
Erling Henanger.

P.S.
The reason I don't submit binaries, is that I only keep
TT versions of the libraries. It is tiresome enough to have libraries
for 16 and 32 bit ints, mint and the standard library up to date.
To even think about keeping an ST version on top of all that makes me
sick...
If there is interest, I could upload the TT-binaries though,
Just say the word...
Maybe someone that compiles an ST-version can upload the binaries ?

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

4449. Re: Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 14:42:36 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Apr30.144236.16151@jhunix.hcf.jhu.edu>
Source record: 222780

In article <29FF32E8.21717@ics.uci.edu> ehohnbau@ics.uci.edu (Eric Trent Hohnbaum) writes:
>
>I downloaded the demo of FZT but it wouldn't un-lzh on me
>it said can't do this, bad handle.
It doesn't know the compression "lh5".
>does that mean that I have an incompatible version of lharc (mine is 1.02
Yep, you need Quester's LHarc v2.01k!
>I believe, I got it from the starter.tos file)
>or does it mean that the file is corrupted?
Nope. Not corrupted just a better compression.

Dom (alvear@cs.jhu.edu)

4450. TAB (TOS Adaptor Board)

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 14:50:48 UTC
From: steve@thelake.mn.org
Message-ID: <A1314396318@thelake.mn.org>
Source record: 222781

Wes Newell of Newell Industries has announced an inexpensive board
that makes it possible to install new TOS in old STs. Here's an
informational posting from Fidonet. I don't know anything more than
you see here; I have not seen this product, and I have not purchased
anything from Newell Industries.

Info on TAB (Tos Adapter Board).

Used to install up to 1 meg of rom starting at E00000 in original ST's.
This includes, but not limited to TOS 2.06.

Price= $29.95. Introductory price of $19.95 until 1 June 1992. Does NOT
include TOS roms.

Availibilty = No later than 15 May 1992. I have a tested working model now.

Installation (brief)
Cut 5 to 10 traces on motherboard. (5 on original 520ST)
Add 5 jumpers to mother board. (none on original 520ST)
Remove old roms. You can leave them in and switch back and forth,
but won't go into that here. This requires additional wiring.
Strap pins 1,30,31,32 together on new roms. Bend out pins 2 & 3.
Install new roms in sockets on motherboard.
Connect 15 wires from upgrade board and test.
Installation time = 15 to 45 minutes depending on skills.

How it works:
Intercepts all Exxxxx adressing to glue and converts it to FCxxxx, thus
fooling glue into thinking you want to address the normal rom area.
The glue will then furnish the needed signaling to address the new roms
that are plugged in there.

Advantages over other methods:
This method lets glue do all the normal decoding AND timing. No conflicts
should occur simply because Glue STILL does all the controlling. We don't
add DTACK or other signals that some of the other upgrades that use a
different method do.

Newell Industries, P.O. BOX 253, Wylie TX. 75098, 214-442-6612
Supporting Atari Products since 1980. Registered Developer.

4451. Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 14:58:30 UTC
From: steve@thelake.mn.org
Message-ID: <A1330583710@thelake.mn.org>
Source record: 222782

I ran across the following news release. It says Z*Net Online is being eliminated, replaced by an official Atari Corp. publication. I have a gripe with amateur-written news releases that are full of adjectives and exclamation marks (come on, Atari, can't you do any better than that?), but here it is.

FOR IMMEDIATE RELEASE-

Contact:

John Jainschigg 718-545-2900 GEnie: EXPLORER CIS:76704,1616
Ron Kovacs 908-968-2024 GEnie: Z-NET CIS:75300,1642
Bob Brodie 408-745-2052 GEnie: BOB-BRODIE CIS:70007,3240

April 24, 1992 - Atari Explorer Announces New Online Magazine!

Sunnyvale, CA.- Atari Corporation and Rovac Industries are proud to announce a brand new online magazine for the Atari Community: Atari Explorer Online. Atari Explorer Magazine, the Official Atari Journal, is now extending its coverage of all things Atari to the online scene, as well. The first issue of the Explorer Online is set for May 1, 1992, and the magazine will appear biweekly, thereafter.

"Explorer Online will team up some of the finest journalists in the Atari Community!" said John Jainschigg, Publisher. "We're excited to be able to offer such a quality product to our many customers. The goal of Explorer Online will be to serve the needs of all Atari users: Portfolio, Lynx, ST/TT, and 8 bit. All of Explorer's regular contributors will be represented in Explorer Online: from music experts like Craig Anderton, to Portfolio Wizards like BJ Gleason. And we are actively soliciting contributions, both to the online magazine, and to our regular, bimonthly print edition. We want to make Explorer Online a solid resource for the whole Atari community."

Atari has teamed up with Ron Kovacs, publisher of the Z*Net Newswire and Z*Net Online Magazines, to produce Atari Explorer Online. "When we decided that we wanted to do an online magazine, it just didn't make sense to completely re-invent the wheel," stated Bob Brodie, Atari's Director of Communications. "In the online Atari community, Z*Net has set the standard for quality and accurate reporting, and it only made sense to invite them to participate in this new venture. Ron Kovacs and John Nagy are among the finest, most dedicated journalists on the Atari scene today. The entire Z*Net staff will be part of the new team at Atari Explorer Online. We're very excited that they have chosen to join us in making Explorer Online the best it can be."

The start of Atari Explorer Online also signals the end of the Z*Net Online magazine for the Atari ST Community. Current plans call for Kovacs' firm, Rovac Industries, to continue to publish their popular Z*Net PC, and Z*Magazine publications. "While there is a certain sense of loss with Z*Net discontinuing, we're very excited that Atari has invited us to be a part of this exciting new venture" said Ron Kovacs, Editor-in-Chief of Atari Explorer Online. "Atari Explorer is one of the finest magazines on the market, and it's very flattering to our efforts that Atari has chosen us to help them with their online magazine."

"When Explorer Publisher John Jainschigg came to me with an idea for a new online magazine, there was no question that we were going to need some outside help. And it was an easy choice to decide where that help should come from. Week in, week out, Z*Net has provided the latest news to the Atari Community for years. Indeed, Z*Net has experienced growth over the years. They have the experience in launching new online publications, like the original ST-Report, ST*ZMagazine, and Z*Net PC. Additionally Z*Net's Atari News Service has appeared in print publications world-wide including: STart Magazine, ST-World Magazine, ST-Informer, ST-Journal, ST-Express, AtariUser, Current Notes, and Germany's PD Journal now Atari Journal. It really just made sense from every side that we considered to ask them to be involved," stated Brodie."

AEO will be distributed worldwide on major information services and networks. Atari Explorer Online will carry up-to-the-minute reports on hot topics in the Atari market: from trade shows to new product announcements. Explorer Online will give you the facts you need to make the most of your Atari investment. Utilities and Atari PD releases, new product demos, product and dealer databases, and other interactive offerings will round out the publication, making Atari Explorer Online the best in online journalism today!!

4452. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 15:14:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Apr30.151436.13896@newshost.lanl.gov>
Source record: 222783

>(NOTE: I have the required memory and disk space, and haven't ever written
>anything in GFA BASIC. I just don't like language bigots spouting nonsense.)

Well spoken, David! I think Mr. Gregory Carter has been shut up for awhile
since a complaint was made about him to the net administrators.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4453. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 15:40:50 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Apr30.154050.13566@murdoch.acc.Virginia.EDU>
Source record: 222784

In article <1992Apr30.071312.13317@actrix.gen.nz> Roger.Sheppard@bbs.actrix.gen.nz writes:

>In fact the way it looks to me that Znet is a Atari Propaganda Magazine
>and ST-Report is more of a Facts magazine, does not hide any thing and
>is able to speaks its mind and to be counted and states the facts as
>they are..

... which just goes to show that tabloid newspapers are never going to
go out of style.

4454. Re: GCC/G++ 2.1 Help????

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 16:01:51 UTC
From: subiaagb@w350zrz.tu-berlin.de
Message-ID: <Q8R2V2Q@mailgzrz.tu-berlin.de>
Source record: 222785

```
In article <1992Apr28.144407.7374@sae.com>, malay@sae.com (Bob Malay) writes:
|>
|> I need some help!!! Here are the files that I downloaded and their contents
|>
|> gcc21bin.zoo
|> libolb79.zoo
|> gmlibo22.zoo
|> pmlolb17.zoo
|> utlbin25.zoo
|> includ79.zoo

That's good and enough if you have a g++.olb file.

|>
|> Is this all that I need to get GCC/G++ 2.1 to work? What environment vars
|> (if any) that are different from previous versions of gcc/g++ need to be
|> set?? Also, if you have GCC/G++ 2.1 does :
|>
|>
|> gcc hello.cc -o hello.ttp -lg++

This should work.

|>
|> actually work??? My version of "gcc.ttp" keeps attempting a call to
|> "cc1plus" (even though GCCEXEC is set to c:\bin\gcc- ). It seems to me
|> it ought to be calling "c:\bin\gcc-cc1+.ttp". If I do :
|>
|> gcc hello.c -o hello.ttp
|>
|> everything works fine and dandy. So either my environment is missing
|> something or "gcc.ttp" has a bug in it????
|>
|> Here's what I have:
|>
|> Archive gcc21bin.zoo:
|> Length CF Size Now Date Time
|> -------- --- -------- --------- --------
|> 845484 38% 520433 1 Apr 92 17:12:02+59 d822 gcc-cc1.ttp
|> 94016 27% 68258 1 Apr 92 17:16:04+59 c447 gcc-cpp.ttp
|> 59411 31% 41450 1 Apr 92 13:49:04+59 6594 gcc.ttp
|> 1147218 38% 708336 5 Apr 92 10:26:48+59 e6a7 gcc-cc1+.ttp

^^^^^^^^^^^^
||||||||||||
```

I had _exactly_ the same problem. Did you use Gulam? I did so but I think
that was not the problem.

My gcc (when used with a hello.cc) aborted when it tried to run cc1plus.

The solution is:
Rename gcc-cc1+.ttp into gcc-cc1p.ttp
or (in UNIXMODE) into gcc-cc1plus.ttp !
Then all should work fine.

G++ didn't work before I made this step. After cc1plus run fine until...

And here is my problem:

I tried to compile a simple hello.cc:

```
#include <stream.h>

int main( void )
{
cout << "Hello world!\n";
return 0;
}
```

with: gcc -v -Wall -lg++ -o test.ttp hello.cc

Then all runs very fine, except of the linker (the new version),
which couldn't find some symbols.
The first was ___main (with 3 underbars) and something like
_____os__7pc, _printf (1 underbar).

I think it's a problem of the linker or libraries, but I got the
newest I found. Does anybody know where the ___main symbol is
created or in which header file it is defined?

If somebody out there had the same problem and solved it, I'd be
very happy about some hints or the solution.

ap: pareis@cs.tu-berlin.de

4455. Re: St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 16:21:42 UTC
From: m_cole@csd.brispoly.ac.uk
Message-ID: <1992Apr30.162142.25812@csd.brispoly.ac.uk>
Source record: 222786

(Stuff deleted)

>There is also a new ST mag that I glimpsed on the bookstall the other
>day, but felt no impulsion to buy and can't remember the name of.
>
>Cheers,
>
>Chris Price

It's called 'Atari ST Review'. It's not bad for a first edition, but it's got
a long way to go before it becomes as good as St Format

4456. Re: MonSTer on a Mega STe ?

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 17:09:46 UTC
From: darekm@microsoft.com
Message-ID: <1992Apr30.170946.18576@microsoft.com>
Source record: 222787

In article <1992Apr26.174710.23346@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>That's where I had it :-)..... I tried it from the desktop & it
>doesn't work (as per the readme included w/it) from there. I don't
>know if using it with a mono monitor had anything to do with it....

I've heard of this problem and I suspect it's something to do with MonSTEr not knowing what to do with the TOS 2.0 version number. I believe I had it check for only specific TOS versions. If you can give me a call at BraSoft or send a letter with a screen dump showing the problem I can probably patch it up very easily and post an updated version.

- Darek

--
/---\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\---/

4457. Re: ATARI and not pcs! (Re: darek@microsoft.com & Email)

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 17:39:50 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr30.123950.8971@doug.cae.wisc.edu>
Source record: 222788

In article <1992Apr29.221107.11285@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>Ok now, I like to ask, is my postings soooo negative about ATARI STs? I mean
>I never went out and totally cut ATARI machines down. I never even mentioned
>that pcs are so far superior either.
>But here are what seems to be the facts:
> If a 486 machine can now run gemulator and emulate to ST/STE w/o
> sound, GREAT for pc owners or whoever is outthere. But why
> cut down the Messy DOS systems? They are fully capable of handling
> themselves and most of them are probably better off than us.
> Face it, with the capabilities and the price, how are we ST users
> able to judge why a 486 machine is worth buying. My original
> posting supporting the 486 is due to the fact that some other guy
> wanted some kind of flame war with pc owners. I do not enjoy
> flaming, last year I got into one with AMIGA people, it got
> pretty ugly. As a ST owner and big supporter for ATARI, I feel even
> worse off. I'm for the gemulator, it may bring more support to ST/STE
> , who knows? And I like the price Darek has offered to initial
> buyers($199.00 + $100.00 for TOS 2.something).
>
>I'm totally sorry if I offended anyone, and that my argument seemed to

For crying out loud man, have some backbone. If you have something to say, say it...

Don't cow tow for your views. Post and say anything you wish, if someone tells you any different tell them to start a communist country someplace else...or go to china or cuba...(if they are still around by the time they get their...)

>be on the wrong side of this newsgroup. But really there are no sides,
>ATARI,AMIGA,PCs,MAC etc... they are just machines that make life more

Some more than others... :)

>efficient.
>
> Thanks
> Jeff

Your welcome Greg..

PS: NOT GUILTY....has everyone all of a sudden went blind? Senile?
Must be the drought in California, lots of MIRAGE'ies.

4458. Re: TOS 1.4 Questions

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 17:54:22 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992Apr30.175422.12920@demon.co.uk>
Source record: 222789

In article <704379651.495@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:

>The functionality of Pinhead is built into TOS 1.4! You set a bit
>somewhere in the program header (I use an Atari tool I picked up from a
>PD site to do this) and when TOS loads that program, it doesn't clear
>the rest of memory. This is the same behaviour as Pinhead, is it not?
>
>Mat
>

Yes, Mat, but Pinhead is more flexible and will work with accessories, which the Fastload bit doesn't very well (in fact Atari advise against it). You don't have to flog through all of your programs setting the bit, either, just stick Pinhead in the Auto folder and that's it.

Keith

4459. TI 99/4A

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 18:01:47 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Apr30.180147.11948@ucsu.Colorado.EDU>
Source record: 222790

With all the hoopla about the TI 99/4A I figured I might offer one
for sale, seeing that it is just sitting around. So if you'd like to
fiqure out how one works:

TI 99/4A
- built in basic
- one cart (home finance)

all for $20 + shipping

4460. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 18:26:14 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992Apr30.182614.26745@u.washington.edu>
Source record: 222791

```
In article <1992Apr30.151436.13896@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>>(NOTE: I have the required memory and disk space, and haven't ever written
>>anything in GFA BASIC. I just don't like language bigots spouting nonsense.)
>
>
>Well spoken, David! I think Mr. Gregory Carter has been shut up for awhile
>since a complaint was made about him to the net administrators.
>

Hey, I might not agree with everything Greg had to say, but I
will NOT tolerate having him censored just because some people
whined to the net-police. If the net adminstrators really have
shut him up, I want a word with them. Whom do I contact? I'm serious.

>---
>_____________________________ John "HUTCH" Hutchinson ____________________________
>___________ Chief Cook & Bottle Washer - Fair Dinkum Technologies ___________
>_________________ "No worries, mate... it's from Fair Dinkum!" _________________
>____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+
```

4461. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 18:27:38 UTC
From: carter@cae.wisc.edu
Message-ID: <1992Apr30.132738.9816@doug.cae.wisc.edu>
Source record: 222792

In article <1992Apr30.151436.13896@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>>(NOTE: I have the required memory and disk space, and haven't ever written
>>anything in GFA BASIC. I just don't like language bigots spouting nonsense.)
>
>
>Well spoken, David! I think Mr. Gregory Carter has been shut up for awhile
>since a complaint was made about him to the net administrators.
>
>---
>_____________________________ John "HUTCH" Hutchinson ____________________________
>___________ Chief Idiot & Douche Washer - UnFair Dick Technologies ___________
>_________________ "No worries, mate... it's from Fair Dinkum!" _________________
>____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

No, Gregory Carter hasn't shut up. I haven't been active as I have been
busy...FINAL exams, looking for a job...(So I don't have to grill the
ants off the sidewalks for food this summer...)

I read your complaint. It was pathetic. A cheap shot.

Whats more, I think pea brains who have to mail to net administrators to
censor or fight thier battles for them are the lowest kind, who don't
belong on any forum in any kind of discussion.

You don't own this place guy, and you can write all the mail you want
to my mail system administrator till your fingers are blue and it still
isn't going to do you any good.

This guy knows me too well on what my stance is on public communications.
I don't even think he really took your argument seriously.

This is a public forum, for free expression.

If you don't like what I have to say, make a kill file you idiot!
(Trust me, plenty of people have, thats their loss...)

--Greg

PS: Nice SIG file. I like it!

Now..on to more pressing matters.

ACICS is now ready and approaches release.

Version 1.0 includes a facility for link mail to UUCP sites, local and
external networking, automated job facilities, and minimal account
management. It begins my final preparations for graduation and will

be my senior thesis on problems/solutions medium scale software development.

Version 1.0 also includes Turbo C libraries for truly awesome communications application development. VT100, VT52 screen emulation, windowing, modem control, and a pre packages multi-event programming template for quick prototyping of whatever you may have on your mind...

I haven't decided on whether or not to release the source or not...
(Mainly, the coding is so awesome it could cause heart failure...)

I would like:

For you to specify if you want to examine the C libraries, or if you wish to be a test site for an ACICS communications node.

1) If you pick the C library option, you don't need any special hardware requirements...just knowledge of C, and Turbo C.

2) If you select the ACICS test site option you must have:

1) A 4Meg ST, or TT.
2) 40 Megs of Hard Disk space minimum.
3) I would prefer an Accelerated ST..(16Mhz or more..)
But if you feel brave! Go for it with an 8Mhz machine...
4) I use the LAN on the MEGA STE for local node hookup.
If you have two or more machines....thats GREAT!
5) 2400...preferable MNP or 9600 V32,V42bis modem...
6) MINT or MultiGEM.
7) Able to write effectively, and communicate problems.
8) Not a requirement but if your in the Madison, WI area even better!

Some of the things I am doing are not ordinary. SO if you want to be a test site, be prepared to go through a set of painful upgrades.

-Gregory

carter@cae.wisc.edu

4462. Re: ATARI and not pcs! (Re: darek@microsoft.com & Email)

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 19:02:14 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Apr30.190214.18084@ucsu.Colorado.EDU>
Source record: 222793

>For crying out loud man, have some backbone. If you have something to say,
>say it...
>
>Don't cow tow for your views. Post and say anything you wish, if someone
>tells you any different tell them to start a communist country someplace
>else...or go to china or cuba...(if they are still around by the time they
>get their...)
>
>>be on the wrong side of this newsgroup. But really there are no sides,
>>ATARI,AMIGA,PCs,MAC etc... they are just machines that make life more
>
>Some more than others... :)
>
>>efficient.
>>
>Your welcome Greg..

No thanks, anyway my backbone is just fine, the fact that this is a ATARI
newsgroup, PC items should not be discussed, and flaming wars are just
useless discussions! What I posted is how I felt.

4463. ANTIC CYBER-VCR ..... wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 19:24:56 UTC
From: phawke@hpdmd48.boi.hp.com
Message-ID: <15480022@hpdmd48.boi.hp.com>
Source record: 222794

Looking for ANTIC softwares CYBER-VCR.

Do you have one you'd like to sell?

```
___
/~~~ /__/ ___
c-OO /atrick /
> <_/ames/__/
- / /awke
```

phawke@hpbs1999.boi.hp.com

4464. For sale

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 20:05:28 UTC
From: alb1@ra.msstate.edu
Message-ID: <alb1.704664328@Isis.MsState.Edu>
Source record: 222795

ATARI 520ST computer -(2) 31/2 inch disk drives-Color monitor-dot matrix printer.

Desktop software with mouse, (2) word processors, paint prog. included.

Call 323-9969 ask for Ron.

4465. Re: GCC/G++ 2.1 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 20:13:16 UTC
From: olaf@oski.toppoint.de
Message-ID: <9204301027@oski.toppoint.de>
Source record: 222796

malay@sae.com (Bob Malay) writes:

>Then I tried this:

>gcc -v hello.cc
> gcc-atariST version 2.1 Patchlevel 1
> c:\bin\gcc-cpp.ttp -lang-c++ -v -undef ....
> GNU CPP-atariST version 2.1 Patchlevel 1
> cc1plus c:/tmp/cc100000.i ....

> cmd exit code 1

> I would bet that if I changed
>the name of gcc-cc1+.ttp to cc1plus.ttp and changed all the other gcc executables
>such that the "gcc-" prefix is not there and changed my environment variable
>accordingly then everything would have been hunky-dory - BUT that seems like too
>many changes. Can somebody fix gcc.ttp???????????

I experienced the same with GCC 1.37 a while ago. I solved the problem by
renaming just gcc-cc1p.ttp to cc1plus.ttp. There is a environment variable
GCC_EXEC_PREFIX which act like an alternative prefix to all gnu cc
executables (for me it was d:\gnu\exec\). This variable is different from
GCCEXEC (which is d:\gnu\exec\gcc-).
--
Olaf Schlueter, Sandkuhle 4-6, | olaf@oski.toppoint.de,
2300 Kiel 1, Germany, Toppoint Mailbox e.V. | olaf@tpki.toppoint.de
Der abgeschlossene Roman : "Wenn einer an meine Milch geht, werde ich sauer!"
"Aber wenn niemand dran geht, wird die Milch sauer."

4466. Re: "xterm"-clone as DA

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 21:12:33 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Apr30.161234.11076@miavx1.acs.muohio.edu>
Source record: 222798

In article <1992Apr29.181347.19375@gmdzi.gmd.de>, mfg@gmdzi.gmd.de (Martin Gergeleit) writes:
> I am looking for something like the X11 "xterm" as DA for GEM (+mint). Together with
> the PTYs of mint this should be very similar to an ordinary terminal program.
> It should allow for starting processes (shells) in the background reading from
> and writing to a PTY. This would result in a desktop with multiple terminals
> concurrenty active. MW2 is a step in this direction, but it blocks the
> desktop activities and this is really sad if you are using Gemini. By the way
> support of the Gemini-protocol would be also fine!

The newest version of MiNT (0.94) comes with a new version of
BGACC.ACC that will start programs in a window on the GEM desktop. (or
any program.) I think it works really well, if I start large file copies
in the shell window, I can still do other things while the file is being
copied.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}((((((((((())))))))))){{{{{{{{=======--------

4467. Suggestion for OS in future machines

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 21:19:48 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9204302119.AA00816@adelphi-assb01.army.mil>
Source record: 222799

Atari should write a modern multitasking OS that fully takes
advantage of the new machine. They should forsake TOS compatibility
and write the fastest, bestest, etc.

Sacrillege you say? I say no.

Instead, they should support TOS compatibility in a different way.
Being that this new machine _would_ have a kickin' hardware and efficient
multitasking OS, you would just run a GEMULATOR sort of program. Thus you
can multitask several "virtual ST's" on the new atari machine, and at the
same time you won't have to cripple the new OS and hardware to maintain
backwards compatibility (read TT ram & ST ram, and TT video).

The GEMULATOR has shown that software emulation of the is
indeed possible. Furthermore, the Atari gemulator should be easier
implement and faster than the gemulator assuming the Falcon of
whatever vaporware computer will be an '040 based machine, because the
assembly tranlation will be much simpler. Also Darek's problem with
an all software emulation (no ROMS) wouldn't be a problem coz it's an
atari program, no fuss, no muss, no _licensing problems_.

Think of it folks, 33MHZ '040, DSP, all the other goodies,
running a multitasking, virtual memory OS with no crippled
functionality to support backwards compatibility. Just double click
on the atari-gemulator, and you can bring a full speed or even faster
"virtual ST" with all the capabilities of a real one, (midi etc.,
this should also be trivial coz the 040 machine will already have
these capabilities anyways) of any flavor TOS (since it's software
only, this should be trivial). You could then run any ST program coz
you can emulate any kind of ST. You can multitask your ST's trivially
'coz the OS supports hardware protected multitasking So things that
previously took over the whole machine would have no problem, have
notator and X-OR and Calamus running at the same time!

But on top of that, you have the Lexicor Phase 12 software that
takes full advantage of the new architechture on top of that...
No one is left behind. Loyal ST users can run all their software
(they wouldn't need 2 ST's like me) and still get the latest whiz bang
stuff. New users will buy the new machine coz it modern, well
equipped device that kicks tush!

Atari might want to buy parts of gemulator. They wouldn't need
the 68000 to 386 converter. Unfortunately, the new machine probably has
been crippled already, and still won't be available until 1995 when
68040's will be used to control multimedia microwave ovens or something.

Is there anybody listening that can make a difference? I think this is a good idea. They could've made the TT a much nicer machine if they chose to support backwards compatibility with a gemulator sort of software rather than building it into the machine. I don't think it's that hard since an existing product works already -- on a different CPU yet!

Perhaps someone should suggest this on Genie where Atari People actually read messages and see if it makes any sense to them. Or will they say, "Naw, that might actually sell some computers and our tax break will be naught"

Comments, anyone?

Fo

4468. Re: TI 99/4A

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 21:19:56 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1992Apr30.161956.989@drycas.club.cc.cmu.edu>
Source record: 222800

In article <1992Apr30.133454.4938@digi.lonestar.org>, rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
> In article <1992Apr29.181957.2726@tsltor.uucp> stevew@tsltor.uucp (Stephen M. Webb) writes:
>>
>>Well, I did buy one, and I can tell you that there was no proprietary chip
>>in the cartridge.

What about the GRAM(?) chip? I remember that some 3rd party company
eventually offered some peripheral called the GRAM-Kracker to get
around the lockout chip problem.

>>One thing that can be said about the TI 99/4A, they did carts right.
>
> That was the *original* implementation (i.e., consider yourself lucky).
> The proprietary circuit was added to the cartridge interface for the last
> version of the TI 99/4A that was produced just before it was killed. You
> should have seen/heard the hue & cry from the developer and user
> communities. (Like I said, one of the _final_ nails in the coffin. ;-)
>
> R.C.G.

spice@drycas.club.cc.cmu.edu

Scott Corley

4469. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 21:32:22 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <ge06Ra_00WBOE7bn87@andrew.cmu.edu>
Source record: 222802

YES!!!!!!!

mark

4470. Re: problem with new modem

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 22:05:06 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.AtdwwSj0XQ_@yonder.equinox.gen.nz>
Source record: 222797

In <1992Apr24.170219.28648@CSD-NewsHost.Stanford.EDU>, David M. Alexander writes:
>
>My sister sent me out her old 520ST so I could use it as a terminal emulator
>and dial into school, so I went out and bought a modem got a shareware
>terminal emulator and hooked it all together, but it does not seem to work.
>My configuration is a 520ST with TOS 1.0, one single sided 3.5in floppy
>drive, a Digitan Systems DS24X HI-IQ 2400BPS Hayes compatible modem with an
>RS-232 cable, and VanTerm 3.8. I have no Auto folder and nothing on the phone
>line other than the modem. The problem is that I can't seem to get VanTerm
>to dial anything. Can anyone out there help?

Does the modem need CAPITAL letters in it's commands???
I struck that once, It took ages to work it out!

i.e. ATDT not atdt.

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

4471. Re: Flash II

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 22:26:26 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.QCm7tSN7DK_@yonder.equinox.gen.nz>
Source record: 222801

In <1992Apr26.122255.6861@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:

>Well I have just read in STR817 that Flash II is very slow, far slower
>than Flash and does not run Z-Modem in the background, why don't they
>state this in the Promotions of the Program..
>
>Well it looks like I am still waiting for a decent Comms program..
>
>Are there no programers out there that can write good Terminal Program..??

There are some good ones, it's just that they are full of bugs!
In fact, every damm program for the ST seems to be full of
bugs, i'm always crashing :-(
It makes me jealous when i'm around at a friends house using his IBM.
But I still like my STE more! :-)

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

4472. Re: Suggestion for OS in future machines

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 22:33:43 UTC
From: tbrown@seahorse.cis.ohio-state.edu
Message-ID: <1992Apr30.223343.11455@cis.ohio-state.edu>
Source record: 222803

In article <9204302119.AA00816@adelphi-assb01.army.mil> chang@ADELPHI-ASSB01.ARMY.MIL (Forrest Chang) writes:
>
> Atari should write a modern multitasking OS that fully takes
>advantage of the new machine. They should forsake TOS compatibility
>and write the fastest, bestest, etc.
>
>
> Instead, they should support TOS compatibility in a different way.
>Being that this new machine _would_ have a kickin' hardware and efficient
>multitasking OS, you would just run a GEMULATOR sort of program. Thus you
>can multitask several "virtual ST's" on the new atari machine, and at the
>same time you won't have to cripple the new OS and hardware to maintain
>backwards compatibility (read TT ram & ST ram, and TT video).
>

[Stuff about emulating, and GEMulator deleted]

I think you have the right idea but the wrong method. Lots of companies are moving to implementing micro-kernals (like Mach) and building the OS on top of that. The list useing Mach is growing including NeXT and Apple. The beauty of Mach is that the kernal can dynamically load new parts and running two OS's concurrently is possible. If Atari would implement a Mach kernal and a TOS mode on top of that, they could easily implement all the bells and whistles that you want, including mulitasking, threads, virtual memory, etc, etc.

I may be wrong, but I think that the UNIX Atari purchased is written atop a Mach kernal (it is the same base one that Apple bought right?) This would make adding UNIX to your machine easier, and not interfere with running "native" programs. Apple screwed theirs up but it is possible. Considering the complexity of System 7,I think debugging the Mach version of it is going to take awhile. Atari could beat Apple to the shelf! Implementing Sys 7 features *after* doing the mach shell is easier, so Atari could rapidly add new capabilities to TOS, while still maintaining a full OS in ROM. The new features could be patched at bootup.

Considering the stength of Atari in Europe, the number of ports from the ST to the NeXT, Atari's ability to produce a portable computer, the fact that Atari is one of the three companies helping Motorola test out the 3.3V 040 (a chip just oozing "portable computer"), Atari might even get NeXT to help them iron out some of their problems. Not to mention that NeXTStep is easy to port once you have a Mach shell running. Hey for you naysayers, read Lt.Sullivan's collumn in the new NeXTWORLD. Remember Atari is one of the major players in Europe and NeXT wants European

sales. (And just where did Steve Jobs work before Apple? Atari!)

[disparaging stuff about Atari deleted]

Why don't we wait awhle and see what Atari releases before we flag them. After all, the machine is *not* late yet. It was supposed to be announced at Boston, and sold before `93. Why don't we at least give them till about September before we all run around and say Atari is fumbling the ball again! After all they are showing it to all the developers, some of which alread have one, so they are aware of what can be done with it. Heck, maybe the delay is even a wait so that hardware and software can roll out together!

It is about time to get on the case about the STBook. Is it out and for sale anywhere? I tired of just catching cameos on Arsenio Hall!

>
> Fo

Ted Brown

4473. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 23:36:05 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <181381@pyramid.pyramid.com>
Source record: 222804

In article <9204260006.aa15366@Bonnie.ics.uci.edu> ehohnbau@Bonnie.ICS.UCI.EDU writes:
>
>I am looking to buy a new terminal program and was considering
>primarily Stalker and Stealth. I'd like people who use them to
>email me with comments and recommendations.
>
>Thanx in advance
>Eric Hohnbaum

I purchased Stealth for use on my TT. I read the book in the computer store and it mentioned the TT many times. This lead me to believe that the program worked on a TT. When I got the program home and read the readme file, the first thing it stated was that it did not work on a TT. I immediately called the number listed for support and left a message. I then called for the next 3 days and left messages. On about the 6th day, I got a message on my answering machine stating that if I returned the disk, it would be updated to a version that would work on the TT in medium resolution. The message also stated the Stealth would work in ST med and hi resolutions.

Because the readme flatly stated that Stealth would not work on a TT, I never tried it. When I ran it in ST resolutions, it worked fine. I sent in my disk to be upgraded. The whole reason for buying Stealth was because I wanted a terminal program that worked in TT medium. About 11 days later, my disk came back with a note saying it had be updated free.

The first thing I read was the readme. The notice that Stealth does not work on a TT was still there. I then tried to run Stealth in TT medium... two bombs. I then tried ST Medium and high.... two bombs. I immediately called and left a message about the problem. Over the next three days I left a message every day.

I then noticed a different phone number on the return address from the envelope the disk was shipped in. I called the number and spoke to some one who said I would get a return call. I then waited 2 days and called back. This time I spoke to a lady who ask alot of questions and promised someone would call back. No one ever did. It had now be months. I could have spent that money on software from a software developer that cares about the Atari market.

I have now purchased Flash II. I had a problem with the install of Flash II. I called and left a message. I got a phone call back the next day from a very helpful person. I could tell that Missionware cares about the people that buy their software.

Al Palmer

4474. Help! My MSA won't unpack!

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 23:39:49 UTC
From: deej@cadence.com
Message-ID: <1992Apr30.233949.1997@Cadence.COM>
Source record: 222805

I recently got sound/players/audio.lzh from the Atari archive, ran
LHARC on it, and found that all that came out was audio.msa. "No problem,"
says I, "I recently downloaded archivers/msa_141.lzh recently - now I have
a chance to try that out!" So, I faithfully read the docs, noting with
dismay that MSA insists on doing its thing using the floppy drives (be much
better if it worked with the HD, no?), so, what the heck. I pop a disk in
my A drive, set MSA to run file->disk, and fire it up on audio.msa. It
finally finishes, gives me stats on the decompression, everything's cool.
EXCEPT, when I go to see what's on the disk, it freezes up the whole system!
The mouse still moves, but nothing else happens. I've tried re-formatting
the disk and re-running, but still get the same results.
Has anyone got this to run correctly? What am I doing wrong?

By the way, in case anyone else needs the answer to my post of the
other day ("I wanna make some NOISE!"), the correct answer to how to play
digitized samples is: get sound/players/digistuf.arc. It's got a good
player, a way to re-configure the keyboard click, system error vectors,
play sounds on start-up, and other stuff. How much would you pay for such
a product? Don't answer yet, because you also get several digitized
sounds, too! Now how much? You can get this incredible value for free!
What would we do without the good ol' Atari archive...

~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
"All the same we take our chances,
Laughed at by time, tricked by circumstances" -- Rush

4475. Re: Desktop.. desktop.. where is the desktop?

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 23:48:49 UTC
From: ziggy@grafted.UUCP
Message-ID: <3VF3JB1w161w@grafted.UUCP>
Source record: 222806

cs331109@sylvester.acslab.umbc.edu (cs331109) writes:

> Reguarding the alternate desktops floating around, I was wondering what peopl
> liked more. I have neodesk right now and its pretty nice, but what are the
> features of the other ones. If they are PD, where can you get them? (Path
> and Filename too.. :) Thanks for the info...
>
Well, I myself like Gemini, which is probebly not too much
defferent than neodesk, but it is PD, and does what I want. And is
pretty too! I cant tell you the path, but it is on 'atari.archive.unich
.edu'.
Just my two cents worth!

Or you could use MGR.... and write what you want in a desktop..

Ziggy.
>
>

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4476. Apple I.

Newsgroup: comp.sys.atari.st
Date: 1992-04-30 23:52:27 UTC
From: ziggy@grafted.UUCP
Message-ID: <52F3JB2w161w@grafted.UUCP>
Source record: 222807

Not to keep this going too much, but the apple I, aside from using the cheaper 65xx chips, but had the option for going to the 68xx. I think it was just a jumper or something.. Just some more reminsing...

Boy I miss my I8031...I think I will revive it....

Ziggy.
The 8 bit zone is for loading and unloading only......

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4477. Re: *** Does anyone know ? ***

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 01:26:02 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May1.012602.22210@actrix.gen.nz>
Source record: 222808

In article <1992Apr30.132600.1@aud2.aud.auc.dk> dickbrun@aud2.aud.auc.dk writes:
> Please, is anyone out there in posession of an updated list of
> atari ftp sites, eg. a site supporting Signum! fonts.

A German chap here was posting some of the PD fonts on A.A. but so far
only the Lazer ones are there, he did say he was ging to post some
9/24 pin ones though...
--

* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *

4478. Re: atari st matlab & CB layout

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 01:28:17 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May1.012817.22324@actrix.gen.nz>
Source record: 222809

In article <1992Apr30.140219.1@aud2.aud.auc.dk> dickbrun@aud2.aud.auc.dk writes:
> Does a matlab like program exist for the atari st computer ?
> Does a proper circuit board layout program exist, which
> includes a "working" and "intelligent" autorooter ?

I have a very early copy of a German one that looks good,
I don't have the name of hand as I will have to boot the disk to find out..
--

* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *

4479. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 01:43:13 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992May1.014313.22068@mnemosyne.cs.du.edu>
Source record: 222810

Atari on the atack!! TERMINATOR TRAMIELS take off with TOP GUN!!!

4480. TrueType via Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 02:43:46 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Apr30.224346.360@newstand.syr.edu>
Source record: 222811

I know that System 7 does not work on a Spectre-Mac, but I was wondering if anybody out there is successfully using TrueType font technology on Spectre? If I have been informed correctly, True Type is supposed to have been available with System 6.0.7 software...thus, it should be usable on Spectre. How about it?
--Gerry
ggreenbe@rodan.acs.syr.edu

4481. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 02:52:36 UTC
From: sam_s@NeXT.com
Message-ID: <3723@rosie.NeXT.COM>
Source record: 222812

sigrorn@icemark.oche.de (B.E.Heinen) writes:
> GFA compiled programs don't run correctly under MiNT, and MiNT is
> the Kernel of new Atari MTos. Could you risk to develop a program
> in a language that won't work on the next TOS ...

Several years back I rewrote Gemdos and replaced
it with a network operating system. First I rewrote all the gemdos calls
with calls with the same "official" specifications. This ran most
programs, but GFA compiled programs broke badly. (This was through
GFA v3, I never looked at later versions) The authors depended on all
kinds of undocumented behavior. Things like assuming they would get file
handles with certain values and using them as indexes into tables, and
many other bogus assumptions. I eventually got things working, but
it was a shitload of work to duplicate both the documented and undocumented,
incidental behavior of Gemdos.

So although GFA may be a slick environment, programs compiled with it
are inherently badly behaved. (I would have given my left nut for
a GFA C interpreter, though...)

-sam

--
Opinions are not those of my employer. They're not even mine. They're
probably wrong besides. How did they get in here, anyway?

4482. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 04:28:22 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992May1.042822.8277@msuinfo.cl.msu.edu>
Source record: 222813

Roger.Sheppard@bbs.actrix.gen.nz writes:

>Some one the other day sated that I sould not believe what I read in
>ST-Report, but I disagree some 100%..

I, for one, am not AT ALL willing to put all my trust in only one online magazine. ZNet is informative, yes, but then so is ST Report. They can blast Ralph all they want for goading and egging Atari all the time but true Atarians know that Ralph is pretty much only saying PUBLICLY what a lot of us have been mumbling under our breath about Atari for several (MANY!) years now.

>Here in New Zealand we get a Znet feed and we are fed up with all the
>back stabings that are directed towards ST-Report.

You and me BOTH. And now they've got Brodie doing it...

I say we should all go back to MS-DOS bashing and leave the childish ZNet vs. Ralph game to the children.

-MOlin "Windows? WINDOWS?!? Hahahahahehehehehohohoho.."

4483. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 04:34:14 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <zxgjblpr@csv.warwick.ac.uk>
Source record: 222814

In article <H.2kYiJQE&paU@yonder.equinox.gen.nz> shore@yonder.equinox.gen.nz writes:
>In <1992Apr14.085854.6299@actrix.gen.nz>, Roger.Sheppard@bbs.actrix.gen.nz writes:
>
>>> Note that I DON'T want a page-layout program, just a word processor. I read
>>> a review of 1st Word Plus some time back and it seemed to have most of these
>>> features. Can anyone comment? Plug your favorite program, here's your chance.
>>>

1st Word+ is very slow. It doesn't automatically reformat paragraphs. The
mouse pointer disappears if you are not careful with the menus. The keyboard
short-cuts are badly though out. There is no way of loading the dictionary in
automatically, the dictionary itself is very small and doesn't work with
words containing 's, the "Guess Word" feature is awful, the print speed is
slower than any decent printer.

>>
>>Well it looks like you had better start writing one, this is one
>>Platform that the Atari lacks...

I agree. A no-fuss, text only, fast GEM based wordprocessor with auto-
reformating and an 80000+ word dictionary for about 60 pounds would be great.

>
>How about "Write On" that was on the ST Format April coverdisk???
>

No dictionary = useless. Also doesn't auto-reformat properly.

- Leo Hendry

4484. Re: Terminal programs info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 05:40:25 UTC
From: rjung@girtab.usc.edu
Message-ID: <l01me9lNN26l@girtab.usc.edu>
Source record: 222815

In article <181381@pyramid.pyramid.com> apalmer@pyrtech.pyramid.com (Albert "Earthquake" Palmer) writes:
>In article <9204260006.aa15366@Bonnie.ics.uci.edu> ehohnbau@Bonnie.ICS.UCI.EDU writes:
>>I am looking to buy a new terminal program and was considering
>>primarily Stalker and Stealth. I'd like people who use them to
>>email me with comments and recommendations.
>
>I purchased Stealth for use on my TT. I read the book in the computer
>store and it mentioned the TT many times. This lead me to believe that
>the program worked on a TT. When I got the program home and read the
>readme file, the first thing it stated was that it did not work on a
>TT. [etc.]

I'll just comment that I knew the programmer of STealth fairly well. For those who don't know, STealth is a renamed version of an earlier terminal program called HagTerm. If you had bad experiences with HagTerm, STealth is not much better.

I can't comment on STealth too much, but given the programmer's earlier work with HagTerm, I wouldn't recommend it. I believe both programs were written with (ick) GFA BASIC, with unoptimal code and bad memory usage all over the place. The original HagTerm used psuedo-GEM GFA graphics to produce some of the most hideous user interfaces and dialogues known to man. STealth is no better.

I've talked to the programmer in the past about my comments, but he is not very open to criticism. Last I knew, he was still a die-hard GFA junkie, and wrote the terminal programs more to say "I can do it" than to produce a quality product. You can show him bugs and talk user interface design for hours, but it won't matter. Your experiences with STealth on a TT only reenforce my experiences.

Then again, what kind of support do you expect from a teenager who attends one summer class at a local college and parlays that into "<the developer> is a 16-year-old college student"???

--R.J.
B-)

P.S. Back to the original thread -- I used to be a die-hard Flash! user, but now I'm using STalker and STeno and I love them. User-friendly, very consistent, small and optimal. Highly recommended.

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

4485. Re: Desktop.. desktop.. where is the desktop?

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 10:36:21 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.704716581@groucho.phil.ruu.nl>
Source record: 222817

ziggy@grafted.UUCP (anthony lewis) writes:

>cs331109@sylvester.acslab.umbc.edu (cs331109) writes:

>> Reguarding the alternate desktops floating around, I was wondering what peopl
>> liked more. I have neodesk right now and its pretty nice, but what are the
>> features of the other ones. If they are PD, where can you get them? (Path
>> and Filename too.. :) Thanks for the info...
>>
> Well, I myself like Gemini, which is probebly not too much
>defferent than neodesk, but it is PD, and does what I want. And is
>pretty too! I cant tell you the path, but it is on 'atari.archive.unich
>.edu'.

Nope, Gemini is very different from NeoDesk. One of the main features of Gemini
is (IMHO) the built-in shell (Mupfel) - and that *is* a big difference. In
Gemini you can do batch-file processing, etc (all the normal shell-stuff).
And if you don't like shells: Gemini offers a full-featured desktop
replacement, with almost all the possibilities you always wanted the standard
desktop to have...
In general Gemini is a lot more interesting thatn NEoDesk (still IMHO of
course).

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

4486. Info wanted on Atari Powerbooks

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 10:59:46 UTC
From: biwidar@cs.few.eur.nl
Message-ID: <1992May1.105946.3099@cs.few.eur.nl>
Source record: 222818

Does anyone have info on the powerbooks Atari will be releasing?

What are its configurations, price, etc.? When will it be released?

Thanks in advance,

Irsan Widarto (biwidar@cs.few.eur.nl)

4487. Re: Atari <-> NeXT cross compiler?

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 11:01:40 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.4LAVUvlR8Mw@keep.fantasy.sub.org>
Source record: 222816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Apr29.161805.2278@debug.cuc.ab.ca>, Conan Ford writes:
!I have heard various rumors about an Atari ST -> NeXT computer cross
!compiler. Has anyone heard anything major about this, or is it just
!Vapourware?

You might try using gcc with the -m68020 -m68030 -m68881 -m68851
switch. Of course using the NeXT includes for this try !

Wolfgang Jung

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

4488. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 12:54:31 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92122.135432ABADDON@LIVERPOOL.AC.UK>
Source record: 222819

In article <OKES.92Apr28135858@solb1.essex.ac.uk>, okes@solb1.essex.ac.uk (Oke
S) says:
>I was using Lattice C this morning, and spent 2 hours working out why my
>program wasn't doing what it should. It turned out that it was screwing up
>with stuctures. Now, if I had paid for it I would be cross....
>
Which version of Lattice was that, and what exactly was going wrong? I've got
a lot of really hairy structure stuff in my code, and I haven't had any problem
with it from Lattice. If its a version before 5, then its not evenly remotely
related to the current version (except in name), as Hisoft completely rewrote
the whole package.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

4489. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 13:02:57 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92122.140258ABADDON@LIVERPOOL.AC.UK>
Source record: 222820

In article <OKES.92Apr28140358@solb1.essex.ac.uk>, okes@solb1.essex.ac.uk (Oke
S) says:
>Besides, I think you will find that most versions of BASIC have far more
>support for a particular machine's features than C does. For a _really_ good
>example of this, take a look at AMOS on an Amiga.

True, but very wrong as well. C has *no* support for a particular machine's
features. All such support is provided by libraries. However, since C lets
you write very low level code if you need to, I think its fair to say that
C with suitable libraries gives you at least as much support for your machines
special features as any other language can.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

4490. Re: ATARI and not pcs! (Re: darek@microsoft.com & Email)

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 13:06:05 UTC
From: ziggy@grafted.UUCP
Message-ID: <usg4JB2w161w@grafted.UUCP>
Source record: 222821

```
>
> No thanks, anyway my backbone is just fine, the fact that this is a ATARI
> newsgroup, PC items should not be discussed, and flaming wars are just
> useless discussions! What I posted is how I felt.
Then dont start one!!!!!!! One should not complain about others
wiht out expecting a response..... for right or wrong.

Ziggy.
>

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =
```

4491. Re: Suggestion for OS in future machines

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 13:08:12 UTC
From: ziggy@grafted.UUCP
Message-ID: <Dwg4JB3w161w@grafted.UUCP>
Source record: 222822

chang@ADELPHI-ASSB01.ARMY.MIL (Forrest Chang) writes:

>
> Atari should write a modern multitasking OS that fully takes
> advantage of the new machine. They should forsake TOS compatibility
> and write the fastest, bestest, etc.
>
> Sacrillege you say? I say no.
>
> Instead, they should support TOS compatibility in a different way.
> Being that this new machine _would_ have a kickin' hardware and efficient
> multitasking OS, you would just run a GEMULATOR sort of program. Thus you
> can multitask several "virtual ST's" on the new atari machine, and at the
> same time you won't have to cripple the new OS and hardware to maintain
> backwards compatibility (read TT ram & ST ram, and TT video).
>
> The GEMULATOR has shown that software emulation of the is
> indeed possible. Furthermore, the Atari gemulator should be easier
> implement and faster than the gemulator assuming the Falcon of
> whatever vaporware computer will be an '040 based machine, because the
> assembly tranlation will be much simpler. Also Darek's problem with
> an all software emulation (no ROMS) wouldn't be a problem coz it's an
> atari program, no fuss, no muss, no _licensing problems_.
>
> Think of it folks, 33MHZ '040, DSP, all the other goodies,
> running a multitasking, virtual memory OS with no crippled
> functionality to support backwards compatibility. Just double click
> on the atari-gemulator, and you can bring a full speed or even faster
> "virtual ST" with all the capabilities of a real one, (midi etc.,
> this should also be trivial coz the 040 machine will already have
> these capabilities anyways) of any flavor TOS (since it's software
> only, this should be trivial). You could then run any ST program coz
> you can emulate any kind of ST. You can multitask your ST's trivially
> 'coz the OS supports hardware protected multitasking So things that
> previously took over the whole machine would have no problem, have
> notator and X-OR and Calamus running at the same time!
>
> But on top of that, you have the Lexicor Phase 12 software that
> takes full advantage of the new architechture on top of that...
> No one is left behind. Loyal ST users can run all their software
> (they wouldn't need 2 ST's like me) and still get the latest whiz bang
> stuff. New users will buy the new machine coz it modern, well
> equipped device that kicks tush!
>

> Atari might want to buy parts of gemulator. They wouldn't need
> the 68000 to 386 converter. Unfortunately, the new machine probably has
> been crippled already, and still won't be available until 1995 when
> 68040's will be used to control multimedia microwave ovens or something.
>
> Is there anybody listening that can make a difference? I think
> this is a good idea. They could've made the TT a much nicer machine if
> they chose to support backwards compatibility with a gemulator sort
> of software rather than building it into the machine. I don't think
> it's that hard since an existing product works already -- on a different
> CPU yet!
>
> Perhaps someone should suggest this on Genie where Atari People
> actually read messages and see if it makes any sense to them. Or will
> they say, "Naw, that might actually sell some computers and our tax
> break will be naught"
>
> Comments, anyone?
>
>
>
> Fo
Come back to reality with the rest of us.........
Ziggy.
>
>

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4492. ATARI 520ST SYSTEM FORSALE !!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 13:09:14 UTC
From: dak@bkana58.bnr.ca
Message-ID: <1992May1.130914.13395@bcrka451.bnr.ca>
Source record: 222823
Cross-posted to: bnr.for-sale,misc.forsale,misc.forsale.computers,comp.sys.atari.st

```
Selling ATARI 520ST system:

System Includes:

- 2 external disk drives (1 double sided, 1 single sided)
- 14 inch colour monitor
- mouse and two joysticks
- 520ST computer with keyboard
- Bunch or software
- manuals
- power supplies

Price: $320US + S&H.

Contact: Darren Keyes (613) 763-7569
I don't have E-mail access!!!
```

4493. Re: Incompatibility of MiNT_.94 and the POMPEY PACKER

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 13:15:11 UTC
From: ABADDON@LIVERPOOL.AC.UK
Message-ID: <92122.141512ABADDON@LIVERPOOL.AC.UK>
Source record: 222824

Just a guess, but perhaps Mint doesn't like code that executes outside the TEXT segment - I assume that this would be the case with the packed program. The packed executable is initially in the Data segment. Do any other packed programs cause problems?

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
abaddon@uk.ac.liv.ibm | when I learned to see...
~~~~~~
~~~~~~

4494. Re: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 13:56:01 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992May1.135601.6591@rdg.dec.com>
Source record: 222825

In article <802@eagle.ukc.ac.uk>, wabe@ukc.ac.uk (W.A.B.Evans) writes:
>
> Let us not forget that HISOFT themselves did not develop either
>Lattice C initially or KNIFEST for that matter - they "took over" the
>marketing of these products (and, no doubt, they would claim to have also
>"improved" them). IMHO they are not "experts" at either - so it is perhaps
>no wonder that their "software support" leaves a lot to be desired - and we
>have all read the criticisms of Lattice C (an earlier version admittedly)
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>whose method of "compiler passes" does not conform to accepted standards -
>i.e. you were required to order the subroutines etc. in some order to get
>the compiler to work properly - whereas, on better thought out C compilers
>this need is obviated.

As you mentioned yourself, HiSoft had nothing to do with Lattice V3,
so using it the basis of a complaint against them seem's to me to be
somewhat unjustified.

> Lattice C seems unable to produce very compact code for "small"
>compilations - a very important consideration since most uses of C is
>precisely of this type.

You did choose the optimization based on minimal space, didn't you,
as ISTR that the default is either no optimization or optimizing for
speed of execution.

> Sozobon beats it - but the best is (still) Mark
>Williams C. Now there's a "C" that was developed by real "experts" - what
>a pity they have moved away from the ST-scene. If they had continued to
>update their Libraries to cater for the 68010 and 68030 etc., no other
>"C" I've used would have a look-in!

Quite possibly but HiSoft are still updating and supporting their
product _now_ and _do_ support the range of 680x0 processors. YOU may
have a problem with someone who handled your support call but what
support can you get for MWC now?

> My advice to anyone beginning with C would be to get a package that
>is marketed by the people that developed it FROM THE START. For such a company
>the expertise would be there - and "software support" would not be a public
>relations excercise but a "breeze" with precise succinct answers quickly
>forthcoming from the developers themselves.

I believe that the person that you had a problem with was a developer,
although possibly not of the product that you were inquiring about.

Gwyn [No connection with HiSoft other than using some of their products]
--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

4495. Gemfast 1.8 wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 14:04:40 UTC
From: rlw@ukc.ac.uk
Message-ID: <803@eagle.ukc.ac.uk>
Source record: 222826
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Having just read the lastest STreport, I have read about Gemfast v1.8
with quite a few advantages over the old Gemfasts.

The question is, can I get hold of it over the Internet yet? I have just
tried a.a.umich.edu and I could not find it there.

I would really like to get hold of it before the weekend starts if possible,
so come on, someone out there must know.

Cheers - Dick
--
Well my baby, she don't want me around ! DoD #246, Squid Rating 1.5
She said she's tired of watching me fall down ! Current Steed --- CBX550FII
She wants the good life, with all the best !--------------------------------
But I like that bottle better than the rest ! <- Van Halen wi. David Lee Roth

4496. TeX - question about mf's, tfm's pk's etc....

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 14:12:27 UTC
From: woocm@essex.ac.uk
Message-ID: <3307@sersun1.essex.ac.uk>
Source record: 222827

I have been looking for some time for a file that might
explain what the difference is between all the files used in tex.
e.g. what's the correlation/difference between pk libs, metafont
stuff. What are formats, e.g. latex.fmt/plain.fmt etc.

Is there a doc file that explains all?

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

4497. Re: CALAMUS SL

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 14:17:52 UTC
From: jesa@gun.do.open.de
Message-ID: <H.2EbOWEdyPro@gun.do.open.de>
Source record: 222828
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1992Apr27.004415.9153@jhunix.hcf.jhu.edu>, Dom Alvear writes:
>In article <1992Apr24.111755.13387@umiami.ir.miami.edu>
dlk0ms9s@umiami.ir.miami.edu writes:
>>
>> While I am currently enjoying Calamus SL, I am having some problems with
>>printing on my Deskjet 500. It is REALLY SLOW. I mean it. It is AT LEAST
>>10 times as slow as 1.09n. Any ideas?
>Well, you could write to ISD to see if a better DJ500 driver is out. Or you
>could try FPPRNT.PRG (auto program). This program speeds up output from
>PageStream, so it might work for Calamus SL.

Being a confimed CALAMUS user, I have used CALAMUS 1.09n for years and
recently SL, my only - and from the light of experience - advice is, unless
you want colour output, stick to V1.09n as I have found it to be 99.9999999%
reliable!

Bye for now

John
--
==========
From: John Budden Email: jesa@gun.do.open.de

"If you can't take a joke you shouldn't have joined!"

4498. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 14:18:20 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May1.141820.9874@usenet.ins.cwru.edu>
Source record: 222829

Vince:

Where exactly did you get this info? I hate to be sarcastic, but
I have to take this info with a pound of salt. ;)

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4499. Re: ATARI SCREWING AROUND

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 14:35:33 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May1.143533.10778@usenet.ins.cwru.edu>
Source record: 222830

Don't go do something stupid like getting a clone! You'll be
doing yourself a terrible disservice! Just because you're experiencing
Dealer-Dipsh!tness.

I've found from personal experience that to find a GOOD dealer,
you must go mail order. I buy all my hardware from Computer STudio
in Asheville, North Carolina. I don't have his 800 number handy,
but you can probably get it from the 800 directory.

On the subject of Megafile 44's, unless you really want that
case, you can do better at a cheaper price. Get yourself a
standard shoebox case with power supply ($75), an ICD host
adapter ($75), and a Syquest 44 meg drive ($325). Or, get
the Syquest 88 meg drive ($409). In the end, it's cheaper
than the Megafile, and there's room to add a real hard drive in
the same case! The prices I quoted on the Syquests (the same
mechanism as in the Megafile), are from ComputAbility, at
800-558-0003.

I tried to buy my Mega STE from a local dealer. Well, local as
in 100 miles from here. They jerked me around the whole time,
and as it turns out, they gave me a machine that they KNEW was
defective. I took it back and bought from Computer STudio.

Hope this helps.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4500. Suggestion for OS in future machines, A FURTHER SUGGESTION

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 14:58:16 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9205011458.AA01138@adelphi-assb01.army.mil>
Source record: 222831

I was just thinking, after speaking at length with a contractor
who has a Color NeXT at home (he does a lot of work at home == double
productivity, he's got a saying "Have disk, will travel").

Maybe those Atari/NeXT rumors aren't a bad idea.

Run a modified version of NeXT step on the new machine, and have
an atari gemulator as a bundled application.

But NeXt step is slooooowww you say. Apparently, Bart
(aforementioned contractor) who works on sparcs (which BTW are NOT
slow) when not at home, sez the New NeXT (all color NeXT's are new,
his was just bought in the last 6 months) is not slow, so twixt the
'040 and the latest version of the OS, those NeXT guys must be doing
something right. I figure off the cuff (I may be way off) the
mythical stats of the Falcon and the NeXT are not too far off,
'040, DSP, ...

Now let's look at the benefits.

o NeXT step exists, on a Motorala platform yet.
o It IS portable (of course, it's an object oriented system written on Unix)
o There is an Intel version == there are people who know how to port it to different
architectures, and NeXT licenses it.
o It's Unix == long history of multitasking and virtual memory. Huge
amounts of things you can get for unix for FREE.... Xapplications, gnu stuff
(tho they already exist on the next), etc.
o It's pointy clicky, neato keen multimedia integrated slick
GUI, you don't have to know anything about unix or even computers to
use it.
o There are already applications (good ones yet) for NeXT
step. How many people have written stuff exclusive for the TT --
powerful machine, nothing that takes advantage of it. They've got
Word Perfect, Lotus for NeXT already.

A lot of headway has been done for both NeXT step and the gemulator.
For the technical part of things, Atari would have to do that much work,
Do the machine specific port of NeXT step, do the machine specific port of
Gemulator. Of course they need to go thru the details of licensing/buying
the software/rights, etc.

So what say, Atari? Perhaps this is what they are actually doing,
which is why the machines are so hush hush, they just intend to surprise
the world..... NOT!

Fo

4501. HELP: SC1224 => VGA/CGA ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 15:01:37 UTC
From: dak@bkana58.bnr.ca
Message-ID: <1992May1.150137.3233@bcrka451.bnr.ca>
Source record: 222832

I also own an SC1224 monitor and need a VGA/CGA for my 386.
Does anyone know how, or if it is possible, to use the SC1224 as
a VGA/CGA. If so, could you please post your answer here as I
send or receive personal email over internet.

Thanks,

Darren Keyes.
(613) 763-7569

4502. Re: GFA Basic as a viable language??

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 15:12:00 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May1.151200.12016@newshost.lanl.gov>
Source record: 222833

In article psXQRl171GA@icemark.oche.de, sigrorn@icemark.oche.de (B.E.Heinen) writes:
>In <BPTTJB1w164w@bluemoon.rn.com>, Gary Stollman writes:
>>
>>intricacies of an IBM in Windows with Turbo-C...I think GFA is a real
>>winner!!! I only wish (hope) more programmers take to it for the IBM
>>soon...
>
>I think you're wrong! GFA stopped support for Atari ST/TT computers.
>GFA compiled programs don't run correctly under MiNT, and MiNT is
>the Kernel of new Atari MTos. Could you risk to develop a program
>in a language that won't work on the next TOS which is due to be
>released in 4 months (Atari Fair in Duesseldorf/Germany) when the
>manufacturer of the programming language you use doesn't support
>the ST's any more???

Doggone it, once and for all, Benedikt, GFA has NOT, I repeat, _NOT_ stopped supporting the Atari ST/TT computer! Sheesh, I'm getting tired of fighting this (sounds to me like a "flame-in-disguise" by an insecure C fanatic). ;-)

ST Format (?) magazine is publishing an earlier or crippled version of GFA BASIC 3.x as a ploy to boost sales of the product in Europe, NOT because they are dropping the Atari. They did the same thing a while back with GFA RayTrace and their sales increased 300%. Can you blame them for trying again?

True, GFA Keil (one of the German GFA outlets) was _restructured_, but GFA Systemtechnik (the home office) and GFA Data Media (the UK office) and GFA SOftware Technologies (the US outlet) are still alive and well and selling product and making money in the Atari camp, thank you very much!

And do you know WHY compiled GFA programs don't run under MiNT? It's for the same reason some don't run under TOS 2.06. The MENU.PRG compiler frontend simply assigns too little RESERVE memory (or so I was told by the Codeheads, and I reckon they ought to know). Any user can easily change that NOW but even that won't be necessary when version 3.7 hits the streets (I've recently been signed up as a GFA 3.7 beta tester).

And if you honestly believe that MultiTOS will be available to the end user in 4 months, you are indeed a wonder of wonder amongst eternal optimists. Sure, we will get MultiTOS eventually, perhaps even this year, but there are a lot of "minor" details to be worked out first... like if it's even going to be made available for existing machines or not. And _most_ of our currently popular programming languages are going to need some minor tweaks to work properly with Atari's new 68030 Falcon machines <shhhhhh! that's a secret!> And does anyone out there remember when Apple first release MultiFinder? Remember what we, the users, called it? ... MultiCrasher! Yep, there are a _lot_ of little details to be worked out in a new multitasking OS (but MiNT

sure was a good place to start!).

Hey... if you don't like GFA for whatever reason, that's OK and your business. But spreading false rumors such as these is dangerous and NOT appreciated! Please double-check your sources... I double-checked MINE!!!

USA users may call GFA Software Technologies at 1-800-766-6GFA to confirm or deny any of the above. UK Users may wish to ring GFA Data Media at (0734) 794941. Sorry, I don't have the Germany numbers handy.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4503. Re: St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 15:58:48 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992May1.155848.13170@aisb.ed.ac.uk>
Source record: 222834

In article <1992Apr30.162142.25812@csd.brispoly.ac.uk> m_cole@csd.brispoly.ac.uk (M Cole) writes:
>(Stuff deleted)
>
>>There is also a new ST mag that I glimpsed on the bookstall the other
>>day, but felt no impulsion to buy and can't remember the name of.
>>
>>Cheers,
>>
>>Chris Price
>
>It's called 'Atari ST Review'. It's not bad for a first edition, but it's got
>a long way to go before it becomes as good as St Format

I agree that it lacks polish, but on the whole I thought it was just as good as ST Format, if not slightly better. It has an excellent balance of serious and leisure coverage, plenty of detailed articles (Format always promises a lot but rarely seems to squeeze much information in between the illustrations). The reviews were comprehensive and didn't descend to the cenceit or childishness which ruins many Format articles (especially the games). Hopefully it might give Format a run for its money and cut their smugness. I must admit, though, that the cover disks were pretty feeble, whears Format is especially strong on this at the moment. Review at ₯1.75 and no disks would be ideal !

Sam.

4504. Re: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 16:43:42 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <rmhjbfvl@csv.warwick.ac.uk>
Source record: 222835

In article <802@eagle.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:
[stuff deleted]
> Let us not forget that HISOFT themselves did not develop either
>Lattice C initially or KNIFEST for that matter - they "took over" the
>marketing of these products (and, no doubt, they would claim to have also
>"improved" them). IMHO they are not "experts" at either - so it is perhaps
>no wonder that their "software support" leaves a lot to be desired - and we
>have all read the criticisms of Lattice C (an earlier version admittedly)
>whose method of "compiler passes" does not conform to accepted standards -
>i.e. you were required to order the subroutines etc. in some order to get
>the compiler to work properly - whereas, on better thought out C compilers
>this need is obviated.

I upgraded from Lattice C V3 to V5, and the two products bear absolutely no
relation to each other in anything but the name. There is not a single
part or aspect of V3 carried over to V5 except the name and the Lattice way of
compiling to intermedate code first.
Knife ST was, in my understanding, completely developed by somebody else and
Hisoft only market it, so they might not know too much about it.

>
> Lattice C seems unable to produce very compact code for "small"
>compilations - a very important consideration since most uses of C is

Bollocks! You can have programs of a few hundred bytes (Although you had to
write your own startup code in V3 to get below 3 or 4K)

>precisely of this type. Sozobon beats it - but the best is (still) Mark
>Williams C. Now there's a "C" that was developed by real "experts" - what
>a pity they have moved away from the ST-scene. If they had continued to
>update their Libraries to cater for the 68010 and 68030 etc., no other
>"C" I've used would have a look-in! Having said that, I must plead ignorance
>of "Pure C" (used to be the German Turbo-C for the ST) which I've read glowing
>reports about, as well as the (public domain) GCC.
>
> My advice to anyone beginning with C would be to get a package that
>is marketed by the people that developed it FROM THE START. For such a company

Hisoft must have put in so much work to get from V3 to V5 that they might
as well have developed it from the start.

>the expertise would be there - and "software support" would not be a public
>relations excercise but a "breeze" with precise succinct answers quickly
>forthcoming from the developers themselves. Might I say that I know this is
>not just "pie in the sky" - since I have experienced precisely this support
>from Prospero Software - on numerous occasions in connection with their

>(excellent) FORTRAN and C installations for the ST. (Mind you compactness
>of binary code is not a forte of Prospero C either - when I mentioned this
>the Prospero developer said they did not deem it very important).

Prospero C programs also compile and run significantly slower than other
C compilers.

>
> Comments invited!, W. Alan B. Evans
>
[wabe@ukc.ac.uk]
Have you actually used Lattice C5? If you don't know what your talking about
it is best to keep quiet.

-Leo Hendry

4505. How to read 4 joysticks ! .. in GFA Basic *8)

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 18:21:39 UTC
From: K.W.Chan@cm.cf.ac.uk
Message-ID: <9205011821.AA05902@vassal.cm.cf.ac.uk>
Source record: 222836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
This is a procedure I knocked up recently for a four player game...

It uses the Parallel port as in Gauntlet and Kick off 2 etc..

Treat it with caution as it's not totally bug free... *8(
(Sometimes the drive dies - so backup a lot !)

(player = 0,1,2,3)

Procedure Joy_read(P%)
If P%<2
J%=Dpeek(&HE4E)
If P%=0
J%=J% Div 256
Endif
Joy_up!=J% And 1
Joy_down!=J% And 2
Joy_left!=J% And 4
Joy_right!=J% And 8
Joy_fire!=J% And 128
Else
Void Xbios(28,64,W:7+128)
J%=Not (Xbios(28,0,W:15))
If P%=2
Joy_up!=J% And 1
Joy_down!=J% And 2
Joy_left!=J% And 4
Joy_right!=J% And 8
Else
Joy_up!=J% And 16
Joy_down!=J% And 32
Joy_left!=J% And 64
Joy_right!=J% And 128
Endif
If P%=2
Void Xbios(28,128,W:7+128)
Joy_fire!=32 And Not (Xbios(28,0,W:14))
Else
Joy_fire!=1 And Not (Peek(&HFFFA01))
Endif
Endif
Return

By the way, I'm not gonna take any responsibility if your computer starts
smoking or anything !! I've used it for hours on my 520ST with no problems,
```

so I'm happy with it. I just thought I would save some other people a few hours of fiddling around with the sound chip ports !!!

Have fun !

Mr X.

4506. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 18:22:10 UTC
From: heidelj@alleg.edu
Message-ID: <1992May1.182210.1019@pellns.alleg.edu>
Source record: 222837

In article <1989@pegase.enst.fr> elendir@pegase.enst.fr (Vincent Habchi)
writes:
>
> Hi there,
> These are the Atari specs regarding the Falcon, as published in a note
> dated form February 21st.
>
> CPU 68030 @ 16 MHz.

I can't understand why they wouldn't use the 68040!!??

4507. Saudi Internet Access?

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 19:25:18 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May1.192518.1222@usenet.ins.cwru.edu>
Source record: 222838

Does anyone know about any Saudi Arabia Internet dialups? There's a chance I may be accepting a job out there, and if so, I'd sure like to keep in touch! Who knows if GEnie has a node out there.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4508. reply, please.

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 19:34:04 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992May1.193404.9540@cs.mcgill.ca>
Source record: 222839

For : Mark T. O'Bryan
About: VDI vload_font()

I tried to reply by E-mail many times, but it bounces back. If you could
E-mail me so that I can try again (With a possible error in address corrected)

Thanks.

Patrick.

4509. Re: FSCK

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 19:36:47 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <92122.153647JOKHC@CUNYVM.BITNET>
Source record: 222840

I don't know about yours, but it crashed on my 4-meg, hard drive equiped STE.

4510. Re: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 19:55:32 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May1.195532.23533@mnemosyne.cs.du.edu>
Source record: 222841

> HiSoft bogus 30-day support policy.

This does NOT sound like the HiSoft I've been familiar with for the last 6 or 7 years, I'm quite surprised. HiSoft does support for its products on BIX (a commercial service like GEnie, Delphi, et. al.) and they have always bent over backwards to help folks there, even folks who are not registered product owners.

I'm going to post a couple of these messages on BIX and see what HiSoft's response is. Given my experience with Alex, Dave, and the rest of the HiSoft crew, I'm optimistic that it all may be a misunderstanding.

> get a [c compiler] that is marketed by the people who developed it
> from the start

Well, that locks out sozobon v1.33/HSC -- I certainly didn't develop it from the start. But, I do have a commitment to ongoing support for it. Even though HiSoft didn't originally write Lattice C, I have no doubts about their technical knowledge of it and their ability to support it.

- Ian
<Biased toward Bullwinkle cartoons>

4511. Re: .Z compression for the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 20:10:48 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92May1211048@ghiggins.hpl.hp.com>
Source record: 222842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992May01.090037.21505@DIALix.oz.au> steveq@DIALix.oz.au (Steve Quartly) writes:

> I am after a program to extract .Z compressed files for the Atari ST.

Compress is available by anaonymous ftp from atari.archive.umich.edu in ~ftp/atari/gnustuff/tos/compress/compress.zoo

--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>

4512. Re: Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 20:36:02 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <1992May1.203602.14805@math.waterloo.edu>
Source record: 222843

In article <1992Apr18.204206.15429@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>Recently I started to come across problems extracting files that have
>been LZHed (one thing from a.a, and a couple from a local BBS), and am
>wondering if there is a new LZH floating around that I dont have? Been
>getting bunches of CRC errors.
>

I am not surprised.

This is the kind of thing that happens when too many people
get their finger in the pie and new versions come out every other
day.

If any "lzh" programmer sees this, I suggest that you slow down
the pace of releases, (not necessarily development), so that the
rest of the world can catch up. When you make a release, make
sure that your software is distributed widely enough so that the
rest of the world can get it.

One of the advantages of ARC, ZOO, and ZIP is that they are more or
less the same and compatible across a wide range of hardware, including
Ataris, Unix systems, and even lowly PCs.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@watmath.UWaterloo.ca
ljdickey@watmath.waterloo.edu
UUCP: ljdickey@watmath.UUCP

4513. Re: 6502 origins (was Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 21:02:11 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992May1.210211.7677@exu.ericsson.se>
Source record: 222844

Jeff McWilliams writes:
>
> The Atari Lynx I believe has a 65C02 running at
>8 mHz or something, and the Apple IIgs has an 8mHz 65816...

The 65C02 in the Lynx is running at 4 MHz. I belive the
Macintosh IIfx uses a 10 MHz 6502 for some kind of IO processing.
That's the fastest I've heard of--a 10 MHz 6502 would be
pretty darn fast, considering how few cycles it needs
to execute instructions (between 2 and 7, I believe).

Of course this has nothing to do with the ST...
--
James Hague
exuhag@exu.ericsson.se

4514. Re: St magazines

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 21:14:59 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May1.211459.9140@aber.ac.uk>
Source record: 222845

In article <1992May1.155848.13170@aisb.ed.ac.uk> samm@aifh.ed.ac.uk () writes:
>In article <1992Apr30.162142.25812@csd.brispoly.ac.uk> m_cole@csd.brispoly.ac.uk (M Cole) writes:
>>(Stuff deleted)
>>
>>It's called 'Atari ST Review'. It's not bad for a first edition, but it's got
>>a long way to go before it becomes as good as St Format
>
>I agree that it lacks polish, but on the whole I thought it was just as
>good as ST Format, if not slightly better. It has an excellent balance
>of serious and leisure coverage, plenty of detailed articles (Format
>
> etc
>
>money and cut their smugness. I must admit, though, that the cover disks
>were pretty feeble, whears Format is especially strong on this at the
>moment. Review at #1.75 and no disks would be ideal !
>
> Sam.
Talk about been feeble, did you read the NVDI/Quick ST comparision. Now
if I'm not mistaken these programs are mean't to speed up screen drawing
etc. but nowhere in the comparisons did they give any speed advantage
statistics! I think they've go a long way to go before I'll take out
a subscription, anyway 4 quid for a mag, that's 50 quid per year,
even the Economist is not that expensive! (Well almost). I think if they
took off those bl**dy cover disks and sold the mag for 1.75 then I would
think differently. Did you know that the German mag ST Computer only costs
30 quid for one year!

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4515. Re: Help! My MSA won't unpack!

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 21:27:22 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1992May1.212722.15201@uvm.edu>
Source record: 222846

From article <1992Apr30.233949.1997@Cadence.COM>, by deej@cadence.com (Jim Howard):
> I recently got sound/players/audio.lzh from the Atari archive, ran
> LHARC on it, and found that all that came out was audio.msa. "No problem,"
> says I, "I recently downloaded archivers/msa_141.lzh recently - now I have
> a chance to try that out!" So, I faithfully read the docs, noting with
> dismay that MSA insists on doing its thing using the floppy drives (be much
> better if it worked with the HD, no?), so, what the heck. I pop a disk in
> my A drive, set MSA to run file->disk, and fire it up on audio.msa. It
> finally finishes, gives me stats on the decompression, everything's cool.
> EXCEPT, when I go to see what's on the disk, it freezes up the whole system!
> The mouse still moves, but nothing else happens. I've tried re-formatting
> the disk and re-running, but still get the same results.
> Has anyone got this to run correctly? What am I doing wrong?

It's also a demo. You better have a color monitor and it better sync
up at 50Hz to get anything. The disk takes over the system
completely, as is usual for demos and you can't keep it on your hard
disk because of all the floppy specific stuff happening (code is
loaded to speed up floppy access and typically decompression is also
going on while a pretty startup scrolling screen is running). Net
result, if somebody used MSA or CDC, it's there for a reason, resign
yourself to forgetting your hard drive (turn it off if possible) for
such demos.

bye,

Bob Pegram
--
pegram@uvm.edu
or
..!uvm-gen!pegram

4516. MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 21:28:35 UTC
From: bill@sugaree.uu.net
Message-ID: <1992May1.172835.5@sugaree.uu.net>
Source record: 222847

Hi all,

Is anyone using NeoDesK and MultiGem together...if so
what's the trick??

Short review of MultiGem follows...

I have a 520ST running TOS 1.4, 2.5MB RAM, a 30MB hard drive, and two
floppy drives (one single and one double sided) so memory and space
are not problems. In one evening of installing and using MultiGem
with my software, which I have alot of, I found that MultiGem did not
work successfully with most packages I have.

Some examples:

I'm using Wordflair II with G+Plus, selected fonts are supposed to load
up from an ASSIGN.SYS file when I startup the program - this causes the
system to crash if MultiGem is running.

When using Interlink ST (communications) the software starts up and runs
fine but when I tried to switch to and from the desktop the menu bar is
switched, but the background is not. This means that I have no access
to my desktop (floppy drive and hard disk partitions), and have to reboot
the machine.

This is just a sample of the many, many times I found that I could not
use the MultiGem environment. I think the idea and purpose is good...
god knows it's about time we had a multi-tasking environment for the Atari
ST, STe, and TT, but only if it works and works well. Personally I found
too many problems to make it worthwhile.

...Bill
--
**** All opinions stated above are my own!! ****

William Bishop | "Its a big country...
IKEA U.S. Services, Inc. | Someone's got to furnish it!"
Plymouth Commons | - IKEA
Plymouth Meeting, PA 19462 |
Tel: (215) 834-0180 Ext 257 | This space intentionally filled!!
Fax: (215) 834-0872 |
Telex: 846223 |

4517. Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 22:09:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <1992May1.210947.24261@acsu.buffalo.edu>
Source record: 222848

At this moment...I. feel kind of, ...strange....

For I have seen the light at the end of the llama

It's a tingly sensation, running from the joystick calluses on my fingers all
the way to my stress clenched toes...

I have now been there.
I have now done it.
I have now seen it. My god, we finished Llamatron

The end.

4518. What's fair price for Mega4ST + Mono + 30 MB Megafile ? To sell.

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 22:18:21 UTC
From: ia4@cunixa.cc.columbia.edu
Message-ID: <1992May1.221821.4624@cunixf.cc.columbia.edu>
Source record: 222849

Hi. I not used my Mega4 ST since I got a Mac IIfx at home. I would like to sell it with the mono monitor and 30 MB Megafile.

Checking comp.sys.atari.st did not show anyone selling such a system so I dont know what is a fair price to ask for.

Advice/opinion please.

Thanks,

Imran

4519. Cubase and Accelerators??

Newsgroup: comp.sys.atari.st
Date: 1992-05-01 23:26:26 UTC
From: glennd@george.arc.nasa.gov
Message-ID: <1992May1.232626.19528@riacs.edu>
Source record: 222850

Has anyone had experience (positive or negative) using the Cubase sequencer with a third-party accelerator (such as Fast Technology, Dave Small's SST, etc.)?

Also, it sounds like for Cubase to work at > 8Mhz, the memory cache has to be disabled. How crippling would that to be to any speedup which would otherwise be gained from the accelerator?

Thanks.

- Glenn

4520. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 00:49:17 UTC
From: al463@cleveland.Freenet.Edu
Message-ID: <1992May2.004917.19678@usenet.ins.cwru.edu>
Source record: 222701

You wouldn't happen to own an aMIGA, would you?
--
Christopher A. Joseph (Chris)
al463@cleveland.freenet.edu

Waiting impatiently for nanotechnology...

4521. "Things Not To DO" problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 03:29:27 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992May2.032927.28657@usenet.ins.cwru.edu>
Source record: 222702

Is anyone else noticing that the colors are screwed up on the
"THINGS.MSA" file on atari.archive.umich.edu?

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

4522. ab20.larc.nasa.gov NO LONGER ACCESSIBLE BY anonymous ftp

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 04:19:39 UTC
From: chan@pyramid.unr.edu
Message-ID: <3641@equinox.unr.edu>
Source record: 222703

DESCRIPTION FOR MODULE FANATICS:
As the Subject above says, ab20.larc.nasa.gov is no longer accessible by anonymous ftp. There is a message that suggest trying other amiga related ftp sites. There is one site that seems to have all the files from ab20.larc.nasa.gov.

That site is: wuarchive.wustl.edu

****
To get to the files from ab20.larc.nasa.gov use:

cd systems/amiga/ab20.larc.nasa.gov

****
To get to the precious .MOD sound files use:

cd systems/amiga/ab20.larc.nasa.gov/amiga/sounds/modules/st-nt

HOPE this helps!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

4523. Greg's Posts (Re: GFA Developers wanted ! urgent !)

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 05:48:46 UTC
From: u1398@JSP.UMontreal.CA
Message-ID: <1992May2.054846.19315@cc.umontreal.ca>
Source record: 222704

In article <1992Apr30.182614.26745@u.washington.edu> mpark@milton.u.washington.edu (Michael Park) writes:
>
>Hey, I might not agree with everything Greg had to say, but I
>will NOT tolerate having him censored just because some people
^^^^^^^^ not true (I hope)
>whined to the net-police. If the net adminstrators really have
^^^^^^^^^^^^^^^^^ no, his Univ. Admins
>shut him up, I want a word with them. Whom do I contact? I'm serious.
^^^^^^^^^^^ no, just politely _ask_ him to cool down a bit.

From what I know, Mr. Carter's system Administrators (at his University) only asked Gregory to have a little more consideration towards his fellow netters. They would not censor anyone, but most likely remove posting priviledges from _all_ students if they abuse News. I guess that Gregory will keep posting here, dont worry. Simply less articles such as #38885 in comp.sys.atari.st. Greg must care?? ^^^^

Now I digress, what if someone were to post a dozen articles (say right here), containing nothing but nonsense, with hardly any message to put across, then following-themself-up telling themself how much they agree. (say, does that remind you of anyone? ;-) Well, we're allowed, just as much as the person who posts these articles, to inform the admins about the user's behaviour. And they can (being reasonable) _only ask_ the individual(s) to relax a bit. Posting is often a priviledge students in many Universities cannot have, and for many, they are given access to News for academic purposes. Think about it.

Back to Greg. C., No one (that I know of, at least) wants to CENSOR him just to get him to try and understand some of the concepts proposed in news.announce.newusers, perhaps, and to cut down on some of the articles containing little meaning. His opinions are welcome, that is why "kill files" were invented.

Although on the other hand, perhaps you may want to look into the dissapearance of a certain Gregory Miller (A.k.a. "England").

P.s. This is not a flame.
>--
>Ciao-abunga! +-------------------------------------+
>Michael Park | This space intentionally left blank |
>mpark@u.washington.edu +-------------------------------------+

Now that that is over with, I'd like to comment on the article (was it 39130?) that gave the specs about the Falcon (the one that says it is official from Atari, Feb '92):

It must be too good to be true! All that stuff, in a low-cost machine? 1992?
I am a _tiny bit_ dissapointed from the lack of a high-rez (like 1024x768)
mode (even in 16 colors), but gee, it sounds like one great home computer.

I hope there will be lots of them at the Atari Messe this summer.

4524. MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 06:39:40 UTC
From: steve@thelake.mn.org
Message-ID: <A217323682@thelake.mn.org>
Source record: 222705

There has been a lot of speculation about whether Atari will provide for running MultiTOS on a 68000. In its premiere issue, Atari Explorer Online says MultiTOS will be made available in some form for all ST systems, and attributes the information to Jack Tramiel.

On a system with a hardware memory manager unit (MMU), MultiTOS will provide for running programs in protected memory.

The article says that a portion of MultiTOS will be built into ROM on future Atari computers, but the bulk of the operating system will be loaded into RAM.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

4525. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 07:01:16 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992May2.070116.16733@terminator.cc.umich.edu>
Source record: 222706

```
drwxrwxr-x atari 1024 Apr 26 03:01 .
-rw-rw-r-- weiner 3623 Apr 27 19:41 ./languages/Index
drwxrwxr-x atari 1024 Apr 28 11:56 .
drwxrwxr-x jon 5120 Apr 28 11:33 ./games
-rw-rw-r-- weiner 10713 Apr 28 11:45 ./games/Index
drwxrwxr-x weiner 512 Apr 28 11:40 ./games/kids-games
-rw-r--r-- weiner 105357 Apr 28 11:40 ./games/kids-games/kv_fonic.zoo
-rw-r--r-- weiner 76324 Apr 28 11:40 ./games/kids-games/kv_geo_1.lzh
-rw-r--r-- weiner 79885 Apr 28 11:40 ./games/kids-games/kv_house.zoo
-rw-r--r-- weiner 102556 Apr 28 11:40 ./games/kids-games/kv_me1st.arc
drwxrwxr-x jon 2048 Apr 28 11:31 ./demos
-rw-rw-r-- weiner 4082 Apr 28 11:32 ./demos/Index
-rw-r--r-- weiner 378030 Apr 28 11:32 ./demos/legacy.msa
drwxrwxr-x jon 2560 Apr 28 11:45 ./magazines/streport
-rw-r--r-- weiner 58627 Apr 28 11:45 ./magazines/streport/str817.txt.Z
drwxrwxr-x weiner 512 Apr 28 11:47 ./sound
-rw-r--r-- weiner 4330 Apr 28 11:47 ./sound/hdrecord.lzh
-rw-r--r-- weiner 2552 Apr 28 11:49 ./sound/Index
-rw-rw-r-- weiner 140125 Apr 28 11:56 ./Index
-rw-rw-r-- weiner 61977 Apr 28 11:53 ./ls-lR.Z
-rw-rw-r-- weiner 64261 Apr 28 11:56 ./CompInd.Z
```

4526. Overdose demo

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 07:13:55 UTC
From: tmo@tolsun.oulu.fi
Message-ID: <1992May2.071355.462@ousrvr.oulu.fi>
Source record: 222707

Hi!

I just uploaded a brand new "Overdose" demo to atari.archive.umich.edu. This demo was ranked second in a demo competition which was held during Mega Leif Convention in Sweden last month. This one includes great ProTracker music and graphics with 32 colours on screen (a bit flickering though). Oh, it runs in 50 Hz only! I hope it will be available in /atari/demos directory soon...

Greets, T.M.

4527. Mint094 bug (on /proc), and a request for a bourne shell

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 08:33:25 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92May2103324@fysap.fys.ruu.nl>
Source record: 222708

On /proc, and also programs like ps and top, give for all processes in Mint094 (unlike previous versions) the same process name, e.g. bash. I guess this is a bug. Does everyone have it, and will it be fixed?

Secondly, for makefiles that spawn shells, because of memory problems I'd like to have a minimal, but fully compatible bourne shell. I tried to compile BSD's sh, but it crashed and I have no decent debugger yet. Did anyone compile a good bourne shell?

--

Peter Mutsaers. |==========
muts@fysap.fys.ruu.nl | Memento Mori

4528. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 09:43:49 UTC
From: JOKHC@CUNYVM.BITNET
Message-ID: <92123.054349JOKHC@CUNYVM.BITNET>
Source record: 222709

>
>... which just goes to show that tabloid newspapers are never going to
>go out of style.
Which goes to show that most Americans do not know English, and wouldn't use a dictionary if they knew how. Znet is a conservative, Atari supported mag which generally prints less falicies than ST-Report. ST-Report is a sensational (neg.) speculating mag which predicts both more and less accurately than Z-Net. Neither is a tabloid, since a tabloid denotes a paper which is folded once across, like the Sun, Newsday, or The New York Post, as opposed to folded once accross and then from top to bottom, like the New York Times or the Wall ST Journal (the paper that tabloids are made from is half the size from top to bottom than that of broadsheets). Both ST-Report and Znet are an entirely different format entirely, that of an online magazine (which is folded weirdly, being compressed). [no, this isn't a spelling flame; this is an English flame.]

4529. Re: ATARI SCREWING AROUND

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 12:09:20 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May2.120920.25166@actrix.gen.nz>
Source record: 222710

In article <1992May01.080723.6869@rose.com> mark.thomas@rose.com (mark thomas) writes:
>
> Date Entered: 04-30-92 00:12
> On two occassions, I have gone to my local (and only) Atari dealer
> in hopes of purchasing a Megafile 44. On each occassion, I was told
> that the item was not in stock. This last time I was told that even
> Atari Canada probably does not have any Megafile 44's. I was told that
> Atari would prefer I buy a system with the hard drive built in ie: Mega
> STE or TT.
> I personally am fed up. I am not going to buy a new computer just
> to get a hard drive. Atari Corp is driving me into buying a clone (ie:
> MS-Dos or OS/2). At least I do not have to beg to get a hard drive for
> these machines.
>

> Mark..

You should be so lucky, we can get any Hard Drives here at all..

Did I not read that Atari was bringing out a New range of Drives..???
--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

4530. Re: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 12:19:19 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May2.121919.25413@actrix.gen.nz>
Source record: 222711

I also wrote to HISOFT about KNIFE-ST, I found a few short comming
with version 1.07, no Backspace or Delete key when editing the buffer,
also you can't list the clusters of a Folder..

Its a shame as the program looks good so far..

But all I got back was a very curt letter that they did not think it was
posible and not required...

all in some 2/3 lines, sort of get lost we are not interested..
--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

4531. Re: Populous game for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 12:32:43 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May2.123243.25683@actrix.gen.nz>
Source record: 222712
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <1992Apr30.230446.16106@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
> Since Ive gotten an Atari STe, and Populous doesnt seem to run on an
> STe, I may as well sell it.
>
> Best offer, or trade.
>
> --
> Billy D'Augustine | "Wish I had some goddamned milk!
> ...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
> azog@thoth.rent.com | - Stormtroopers of Death (SOD)

I was told there is a updated version, so why not send your disk
back for a updated one...??

--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

4532. Re: FSCK

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 12:35:48 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May2.123548.25771@actrix.gen.nz>
Source record: 222713

In article <92122.153647JOKHC@CUNYVM.BITNET> JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes:
> I don't know about yours, but it crashed on my 4-meg, hard drive equiped STE.

A lot of software crashes on 4 meg machines, it works ok, on a 1 meg STE
and a 2.5 meg STFM...
--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

4533. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 12:54:22 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2635@keele.keele.ac.uk>
Source record: 222714

From article <1992May1.182210.1019@pellns.alleg.edu>, by heidelj@alleg.edu (Jason Heideloff):
> In article <1989@pegase.enst.fr> elendir@pegase.enst.fr (Vincent Habchi)
> writes:
>>
>> Hi there,
>> These are the Atari specs regarding the Falcon, as published in a note
>> dated form February 21st.
>>
>> CPU 68030 @ 16 MHz.
>
>
> I can't understand why they wouldn't use the 68040!!??

Because they're expensive, that's why...
--
vvvvvvvvvvvvvvvvvvvvvvvvvvv @ @ vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
> Adam Turnbull oo Democracy : It's your vote that counts <
> csw93@uk.ac.kl.seq1 ='= Feudalism : It's your count that votes <
^^

4534. Kermit

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 12:57:45 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May2.125745.1315@actrix.gen.nz>
Source record: 222715

Help, were can I buy a copy of Antics Kermit for Flash (ST0226),
if you know of a shop that still has it please give me the NONE 800
phone number...Thanks

All E-Mails to this site please...sheppard_r@kosmos.wcc.govt.nz
--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

4535. Re: Warp 9 (CodeHead's Quick ST!)

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 13:12:44 UTC
From: geoffc@zebedee.UUCP
Message-ID: <0460182@zebedee.UUCP>
Source record: 222716

In article <1992Mar28.071524.25919@usenet.ins.cwru.edu> as666@cleveland.Freenet.Edu
> Availability
> --------------
>
> Warp 9 will be shipping as of Monday, March 30th. Retail price is $44.95.
> Contact your local dealer or order directly from CodeHead Technologies at
> the address below. Mastercard, Visa, and American Express credit cards
> are accepted. For shipping, add $3 US, $4 Canada, and $6 overseas.
>
> Owners of any version of Quick ST or Turbo ST can purchase Warp 9 for only
> $20 by returning their original disk with payment to:
>
>
> CodeHead Technologies
> P.O. Box 74090
> Los Angeles, CA 90004
>
> Phone: (213) 386-5735 (Mon-Fri 9A-1P Pacific Time)
> FAX: (213) 386-5789
> BBS: (213) 461-2095
Sounds good, any chance of a European (or even better, UK) distributer ?

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!nstar!jshark!zebedee!geoffc

4536. Re: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 13:47:40 UTC
From: wabe@ukc.ac.uk
Message-ID: <756@hobby.ukc.ac.uk>
Source record: 222717

In article <1992May1.195532.23533@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
> [stuff deleted]
>
>> get a [c compiler] that is marketed by the people who developed it
>> from the start
>
> Well, that locks out sozobon v1.33/HSC -- I certainly didn't develop
>it from the start. But, I do have a commitment to ongoing support for it.

It is very commendable that you feel this way!! - But surely you cannot possibly have the committment that would be incumbent on you were you charging for your program!! (By the way congratulations for your "Heat'n Serve" Sozobon 1.33 - I've installed it instead of version 1.2 (in preference to Sozobon 2.0) and so far it's served me very well indeed. As I said initially, though, I tend to use MWC mostly (it has a slight edge on Sozobon (with minimum.h) for small compact executables compiled with their -ncrtsg0 option, and I sometimes need to use their Resource Editor or RESDECOM. One minor fault of MWC (Sozobon is fine on this) is the "extreme" slowness of their fscanf() and scanf() functions. They must be missing out on some trick in their atof() routines (presumably). However it is nice to have genuine "doubles" - any plans for these in a future Sozobon?).

>Even though HiSoft didn't originally write Lattice C, I have no doubts
>about their technical knowledge of it and their ability to support it.
>
>- Ian
><Biased toward Bullwinkle cartoons>

I'm sorry but I do!! - at least at the level of expertise that the Mark Williams C developers would be capable. When the latter Company "signed off" from the ST scene, as you probably know they offered the entire source code of their C compiler and Libraries for sale to registered users. Armed with this (and also, of course, the original Sozobon sources) as prototypes it should not be too difficult for any competent computer scientist (with the requisite time) to maintain a level of support and indeed get ideas and improve on their own code in many ways. But true "support" goes beyond this and involves innovations. Correct me if I'm wrong - but I have not really heard of any genuinely NEW features in Lattice C5. In fact, they appear to be struggling to get out a C-source Debugger - introduced by MWC for the ST so many years ago.

I remain unconvinced that I should fork out any more money on upgrading Lattice C5. (I quite fancy exploring "Pure C" though).

Cheers, W. Alan B. Evans
[wabe@ukc.ac.uk]

4537. Re: GCC/G++ 2.1 Problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 15:23:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A1039@KI.maus.de>
Source record: 222718

In article <9204301027@oski.toppoint.de>
olaf@oski.toppoint.de (Olaf Schlueter) writes:

>... There is a environment variable
>GCC_EXEC_PREFIX which act like an alternative prefix to all gnu cc
>executables (for me it was d:\gnu\exec\). This variable is different from
>GCCEXEC (which is d:\gnu\exec\gcc-).

btw: Could anybody give me a _complete_ list of all the enviroment vars that
are needed or usefull for gcc 2.1?

nils-henner

Nils-Henner Krueger, Waitzstr. 98, 2300 Kiel, Germany, Phone: xx49/431/86267
- -
email: nk@ki.maus.de (short text-messages < 16kB, _NO_ binaries) <-- FASTER!
nhk@informatik.uni-kiel.dbp.de (long messages, uuencoded files)

4538. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 16:29:28 UTC
From: steve@thelake.mn.org
Message-ID: <A1538136226@thelake.mn.org>
Source record: 222719

[In article <92123.054349JOKHC@CUNYVM.BITNET>,
JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes ...]

>>
>>... which just goes to show that tabloid newspapers are never going to
>>go out of style.
> Which goes to show that most Americans do not know English, and wouldn't use a
> dictionary if they knew how. Znet is a conservative, Atari supported mag which
> generally prints less falicies than ST-Report. ST-Report is a sensational
> (neg.) speculating mag which predicts both more and less accurately than Z-Net.
> Neither is a tabloid, since a tabloid denotes a paper which is folded once
> across, like the Sun, Newsday, or The New York Post, as opposed to folded once
> accross and then from top to bottom, like the New York Times or the Wall ST
> Journal (the paper that tabloids are made from is half the size from top to
> bottom than that of broadsheets). Both ST-Report and Znet are an entirely
> different format entirely, that of an online magazine (which is folded weirdly,
> being compressed). [no, this isn't a spelling flame; this is an English flame.]

It is an unwarranted flame. ``Tabloid'' originally was a trademark for a
small tablet of medicine. The word has been applied to small-format
newspapers for decades, and is commonly used in a pejorative sense to
describe any sort of journalism that is cheap and sensational. The
description ``tabloid television'' is applied to news-as-entertainment TV
shows such as ``Hard Copy'' and Geraldo Rivera's ``Now It Can Be Told,''
neither of which can be folded and carried onto the subway.

Incidentally, tabloid and broadsheet newspapers actually are printed on
the same size paper. A single press unit, fed by one roll of newsprint,
can print up to 16 broadsheet or 32 tab pages. The web is combined with
those from other units, then slit into pages and folded at the end of the
process.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

The king is a fink.

4539. Re: "Things Not To DO" problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 17:16:56 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92May2181656@solb1.essex.ac.uk>
Source record: 222720

In article <1992May2.032927.28657@usenet.ins.cwru.edu> al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:

Is anyone else noticing that the colors are screwed up on the
"THINGS.MSA" file on atari.archive.umich.edu?

As a matter of fact, no. I can't even get the thing to unpack
things1.msa. It comes up with errors from track 38, side 2
onwards.

--
email: okes@essex.ac.uk
#
##
##
#
Reincarnation: life sucks, then you die. Then life sucks again.

4540. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 18:01:02 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992May2.180102.1526@u.washington.edu>
Source record: 222721

```
In article <92123.054349JOKHC@CUNYVM.BITNET> JOKHC@CUNYVM.BITNET (Joshua Kronengold)
writes:
>>
>>... which just goes to show that tabloid newspapers are never going to
>>go out of style.
>Which goes to show that most Americans do not know English, and wouldn't use a
>dictionary if they knew how. Znet is a conservative, Atari supported mag which
>generally prints less falicies than ST-Report.
^^^^ ^^^^^^^^
fewer fallacies
(couldn't resist :-) )

--
Ciao-abunga! +--------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +--------------------------------------+
```

4541. Re: atari st matlab & CB layout

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 18:35:41 UTC
From: micro@imada.ou.dk
Message-ID: <1992May2.183541.16488@imada.ou.dk>
Source record: 222722

In article <1992Apr30.140219.1@aud2.aud.auc.dk> dickbrun@aud2.aud.auc.dk writes:
> Does a matlab like program exist for the atari st computer ?
> Does a proper circuit board layout program exist, which
> includes a "working" and "intelligent" autorooter ?

I just downloaded matlab from a.a, it looks very good. One of the programs
that can run in mw2 windows without problems.
Just remember to unpack the program on drive D, it seem to have some hardwired
pathes in it :-((and no README).

-Klaus

4542. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 18:37:05 UTC
From: wmagro@uiuc.edu
Message-ID: <1992May2.183705.22199@ux1.cso.uiuc.edu>
Source record: 222723

In article <A217323682@thelake.mn.org> Steve writes:

|> The article says that a portion of MultiTOS will be built into ROM on
|> future Atari computers, but the bulk of the operating system will be
|> loaded into RAM.

Yippee! I have been waiting for that for a long time. ROM based OSes have their advantages, but I feel they are greatly outweighed by the benefits of a loadable OS: easy upgrades, patches, minor improvements, etc.

For example, the Apple system was not that much more advanced than TOS when it came out, but the disk based OS has led to innumerable extensions that became immediately available to all users. When all users have access to current versions of the OS, vendors support that latest version. There just don't exist programs in the mac world that have the incompatibilities we have. You just don't hear the analog of " Program XXX won't run on TOS 1.6" More importantly, releasing frequent, free upgrades (freely distributable so there are no costs above development costs) makes for happy users== increased hardware sales.

I won't even try to count the number of times my Apple System file has been upgraded. It is certainly no less than ten times since 1985. On the other hand, Atari has only released about four versions of TOS, and I am still running 1.0.

If this is true about RAM based OS, way to go Atari! Now you're on the right track.

By the way, the recent post about Falcon specs does indeed sound to good to be true--especially the price and sound parts. Beware that this may just be a vapor-post, designed to see how excited he can get us. Maybe even an evil Amiga user trying to get a thrill. (note: last comment does not imply amiga users are evil.)

--Bill

4543. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 18:54:50 UTC
From: wmagro@uiuc.edu
Message-ID: <1992May2.185450.24097@ux1.cso.uiuc.edu>
Source record: 222724

In article <92123.054349JOKHC@CUNYVM.BITNET>, JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes:
|> >
|> >... which just goes to show that tabloid newspapers are never going to
|> >go out of style.
|> Which goes to show that most Americans do not know English, and wouldn't use a
|> dictionary if they knew how. Znet is a conservative, Atari supported mag which
|> generally prints less falicies than ST-Report. ST-Report is a sensational
^^^^^^^^

Mayhap you mean fallacies? So, which is it with you? You know how to use a dictionary but won't, or is it you just don't know how?

Posts like this really crack me up. This is the second time in two days that someone has criticized another's spelling or grammar, while simultaneously demonstrating their own ineptitude.

Yesterday's example was Gregory Carter's post where he requested beta-testers but required that they be competent writers. Unfortunately, his post was filled with the usual excessive and incorrect use of apostrophes and commas. Very amusing indeed (yes I know this is not a complete sentence).

By now you are each probably searching my post for errors. God help me if you find one, for I'd never live it down.

--Bill

4544. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 19:40:16 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992May2.194016.12720@noose.ecn.purdue.edu>
Source record: 222725

In article <1992May2.185450.24097@ux1.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) writes:
> In article <92123.054349JOKHC@CUNYVM.BITNET>, JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes:
> |> >
> |> generally prints less falicies than ST-Report. ST-Report is a sensational
> ^^^^^^^^
> Mayhap you mean fallacies? So, which is it with you? You know how to use
> a dictionary but won't, or is it you just don't know how?
>
> Posts like this really crack me up. This is the second time in two days that
> someone has criticized another's spelling or grammar, while simultaneously
> demonstrating their own ineptitude.
^^^^^
his

>
> By now you are each probably searching my post for errors. God help me if
> you find one, for I'd never live it down.
>
> --Bill

:)

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

4545. Atari MegaFile 30 Hard drive For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 19:47:25 UTC
From: jbleaza%peruvian.utah.edu@cs.utah.edu
Message-ID: <1992May2.134725.638@hellgate.utah.edu>
Source record: 222726
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have a used MegaFile 30 that I would like to sell.
I'm not sure how old it is, but I've had it almost a year and a half,
and I've never had any problems with it. (Except those I've created
myself by messing around trying to undelete files :-(.)
I would like to get $300 for it. Before you tell me I'm crazy,
consider this:
It has a Seagate ST-238R inside, which goes for about $180 new and
$125 refurbished in Computer Shopper. You can't get an external hard
drive case with power for less than about $50 (believe me, I just
bought one). I don't know how much an RLL interface for the Atari is,
but I just bought a SCSI for $140. Of course, RLL is quite a bit less
expensive. Also, I'm not going to bother to format the drive (don't
worry -- it's just full of shareware. I don't believe in commercial
fat corporate software. :-))
Of course, I would LIKE to get $300. Make me a reasonable offer.
I might also trade for Atari-compatible hardware. (Especially an
external 9600 baud modem)

Thanks,
-- Jaysan
(jbleaza@peruvian.utah.edu)

4546. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 20:11:40 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992May2.201140.5806@murdoch.acc.Virginia.EDU>
Source record: 222727

In article <92123.054349JOKHC@CUNYVM.BITNET> Joshua Kronengold <JOKHC@CUNYVM.BITNET> writes:
>>
>>... which just goes to show that tabloid newspapers are never going to
>>go out of style.

>Which goes to show that most Americans do not know English, and wouldn't use a
>dictionary if they knew how.

Websters:

2: of, relating to, or characteristic of tabloids <tabloid journalism>

I'm sorry if my statement was too subtle for you to understand.

4547. Re: "xterm"-clone as DA

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 20:15:49 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.9Js1PgC1nkQ@keep.fantasy.sub.org>
Source record: 222728

In <1992Apr29.181347.19375@gmdzi.gmd.de>, Martin Gergeleit writes:
!I am looking for something like the X11 "xterm" as DA for GEM (+mint). Together with
!the PTYs of mint this should be very similar to an ordinary terminal program.
!It should allow for starting processes (shells) in the background reading from
!and writing to a PTY. This would result in a desktop with multiple terminals
!concurrenty active. MW2 is a step in this direction, but it blocks the
!desktop activities and this is really sad if you are using Gemini. By the way
!support of the Gemini-protocol would be also fine!
!
!Does anybody know about such a wonderful tool?

Someone told be that the bgacc.acc ist just diung this with a Gemwimdow
runn a shell or other programm from into a window fromthe DESKTOP.
But still I never tested is I am still tesing with the old 092
I have the 094 Stuff. But first need to get something running which
is supoosed to run at least on 092, so I will got to it later.

Gruss
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: small32@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

4548. Re: TrueType via Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 22:12:09 UTC
From: wmagro@uiuc.edu
Message-ID: <1992May2.221209.11928@ux1.cso.uiuc.edu>
Source record: 222729

In article <1992Apr30.224346.360@newstand.syr.edu>, ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
|> I know that System 7 does not work on a Spectre-Mac, but I was
|> wondering if anybody out there is successfully using TrueType
|> font technology on Spectre? If I have been informed
|> correctly, True Type is supposed to have been available with
|> System 6.0.7 software...thus, it should be usable on Spectre.

I think this is correct. There is a 6.0.7 startup file (INIT) that
was in the system 7 distribution which provides TrueType functionality.

4549. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-02 22:40:35 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <xckjbzxf@csv.warwick.ac.uk>
Source record: 222730

In article <1992May2.183705.22199@ux1.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>
>In article <A217323682@thelake.mn.org> Steve writes:
>
>|> The article says that a portion of MultiTOS will be built into ROM on
>|> future Atari computers, but the bulk of the operating system will be
>|> loaded into RAM.
>
>Yippee! I have been waiting for that for a long time. ROM based OSes
>have their advantages, but I feel they are greatly outweighed by the
>benefits of a loadable OS: easy upgrades, patches, minor improvements, etc.
>

Ah! That's why the Amiga has such a stable and nice to use operating system, while the Archimedes' is so crude and bug ridden :-).

The fact that TOS is currently in ROM means that the computer is usable without a hard disk drive, unlike PCs and Macs.
I don't understand why Atari can't put the whole of MultiTOS in ROM and have documented jump table containing the address of every function, and documented internal variables that the functions use. That way any bugs could be fixed by a very small program that just changed the address in the jump table to its own code.
While it is currently possible to fix bugs in this way,
a) The lack of a documented jump table in RAM for each TRAP function means that a trap handler has to be written that checks to see whether the function number is the one it is handling and call the old TRAP handler otherwise. This is ineffecient (Tracing through a Gemdos call on my machine you have to go through about 5 of these (all badly written) before you get into ROM).
b) If you wanted to fix the tinyest of bugs in, say Fopen, you would have to replace the entire file handling section of GEMDOS because you don't know where the file desciptor structures are held (unless you disassemble the whole thing and rely on the address not moving).

>For example, the Apple system was not that much more advanced than TOS
>when it came out, but the disk based OS has led to innumerable extensions
>that became immediately available to all users. When all users have access

That is because Apple are a bigger company with more development money (which wasn't spent on projects like the Abaq).

>to current versions of the OS, vendors support that latest version. There
>just don't exist programs in the mac world that have the incompatibilities
>we have. You just don't hear the analog of " Program XXX won't run on TOS

That's not what I have heard, especially with MultiFinder.

>1.6" More importantly, releasing frequent, free upgrades (freely distributable
>so there are no costs above development costs) makes for happy users==
>increased hardware sales.
>

If they can afford the costs of such a development programme.

>I won't even try to count the number of times my Apple System file has
>been upgraded. It is certainly no less than ten times since 1985. On

It's at least twice that, and the orignal versions were not full of bugs.

>the other hand, Atari has only released about four versions of TOS, and
>I am still running 1.0.

In the UK we have had (in order) 1.0, 1.09, 1.02 (ne 1.2), 1.04 (ne 1.4),
1.60, 1.62 and that doesn't include Mega STe or TT versions.

>If this is true about RAM based OS, way to go Atari! Now you're on the
>right track.

...to losing any customer who can't afford a hard drive.

>By the way, the recent post about Falcon specs does indeed sound to good
>to be true--especially the price and sound parts.

I think it sounds an utter load of bollocks, which it probably is if it came
internaly from Atari - If their press releases are so far from reality, what
do you think their internal memos are like?

- Leo Hendry

4550. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 02:07:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2062207@overmind.citadel>
Source record: 222731

My catch-all answer to the compiler argument:
Write programs in whatever you can write in. If I, the user, use the program and say something like "Hey, this program is stupid because it's in GFA", or somesuch, then there is a problem. Otherwise, If I can't tell what language it's written in, it doesn't matter - if you prefer to program in PiLOT or LOGO or even COBOL, that's fine with me, as long as I can't tell.

4551. good ST mod player needed. I mean _good_

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 03:50:42 UTC
From: wilsont@prism.cs.orst.edu
Message-ID: <1992May03.035042.3199@CS.ORST.EDU>
Source record: 222732

I would like if anyone could perhaps e-mail be a copy of a .mod player?
the ones I have ftped from AArchive hardly work at all.
cdplayer- corrupted archive
dplay- the one in the background, it only lasts 60 secs.
replay 1.5- great, but doesn't slow down music when playing amiga mods.
digicomp.prg- digicomposer, runs amiga mods right, but only works from a:drive
locks up when drive changed.
Audio sculpture- its msa. not a file.
tracker.prg- the speaker just gives an annoying buzz all the time when the
program is running.

what I would like to have is a DA or mod player that plays mods at the
correct speed, that calls the fileselector, not there own buggy non standard
one. PLEASE SAY ONE EXISTS!

Thank you atari-land!
Timothy Wilson
wilsont&prism.cs.orst.edu

4552. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 07:52:06 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May3.075206.138@actrix.gen.nz>
Source record: 222733

In article <1992May2.183705.22199@ux1.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>
> In article <A217323682@thelake.mn.org> Steve writes:
>
> |> The article says that a portion of MultiTOS will be built into ROM on
> |> future Atari computers, but the bulk of the operating system will be
> |> loaded into RAM.
>
> Yippee! I have been waiting for that for a long time. ROM based OSes
> have their advantages, but I feel they are greatly outweighed by the
> benefits of a loadable OS: easy upgrades, patches, minor improvements, etc.
>
> For example, the Apple system was not that much more advanced than TOS
> when it came out, but the disk based OS has led to innumerable extensions
> that became immediately available to all users. When all users have access
> to current versions of the OS, vendors support that latest version. There
> just don't exist programs in the mac world that have the incompatibilities
> we have. You just don't hear the analog of " Program XXX won't run on TOS
> 1.6" More importantly, releasing frequent, free upgrades (freely distributable
> so there are no costs above development costs) makes for happy users==
> increased hardware sales.
>
> --Bill

Go have a look at the A5000 Archemides by Acorn that has 2 Megs bytes
of Rom OS...

Mind you it does have lots of built in features, like pain program
text editor etc...
--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

4553. TrueType via Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 09:45:16 UTC
From: aj882694@tasman.cc.utas.edu.au
Message-ID: <aj882694.704886316@tasman>
Source record: 222734

Yeah, it does work - but on my set-up (832K mode to an ImageWriter I) it takes forever to print a page. I did it one night out of curiosity. It did a good job of getting a lot prettier print out of a very old printer. But the time it took... Now maybe if I had a 12MB SST, '030, etc...

Other downer is that Spectre can't support 6.0.7 sound, unlike 6.0.5. I had it on its own little partition for a while, but I hardly ever used it, so I got rid of it. The Uni has so many Lasers for GOOD printing. Maybe when I leave Uni, I'll put up with how long it takes.

PS My 6.0.7 was a minimal installation, which had been further gutted with ResEdit - the fonts take up a lot of system space.

Hope this helps with your decision.

Andre' Jenkins
aj882694@tasman.cc.utas.edu.au

4554. Re: atari st matlab & CB layout

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 11:40:01 UTC
From: jarleb@medusa.uio.no
Message-ID: <1992May3.114001.24281@ulrik.uio.no>
Source record: 222735

In article <1992Apr30.140219.1@aud2.aud.auc.dk>,
dickbrun@aud2.aud.auc.dk writes:
> Does a matlab like program exist for the atari st computer ?

Yes, the old version of matlab (ie. the non-commercial version).
It is uploaded to the atari.archive, look for matlab.zoo in in the
applications/math
directory. It is complete with source in BC-fortran, it is compiled for
min. 2 Meg,
but it should be a small job to modify it to run on 1 Meg, instructions
are included.

Jarle.
There are times for laughing and
There are times for not laughing
This is not one of them.

4555. Re: TrueType via Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 13:18:06 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.704899086@groucho.phil.ruu.nl>
Source record: 222736

aj882694@tasman.cc.utas.edu.au (Andre George Jenkins) writes:

>Yeah, it does work - but on my set-up (832K mode to an ImageWriter I) it takes
>forever to print a page. I did it one night out of curiosity. It did a good
>job of getting a lot prettier print out of a very old printer. But the time it
>took... Now maybe if I had a 12MB SST, '030, etc...

Even on a Mac TrueType is slow. And I don't mean a PLUS! If you need it, use
Adobe Type Manager, which is supposedly available in the USA from apple dealers
for a nominal fee. In Europe however... :-(
If you do this, you won't have to hassle with non-standard fonts, creating
documents that even on a 16ppm 32 MB RISC-based PostScript printer take forever
to print - you'll have real PostScript instead.
Another bonus: you can determine yourself how much memory the font scaling
system will use; give it much and it'll be blazingly fast, give it little and
the speed will collapse (although at any rate it's better than TrueType
anyway).

>Other downer is that Spectre can't support 6.0.7 sound, unlike 6.0.5. I had it
>on its own little partition for a while, but I hardly ever used it, so I got
>rid of it. The Uni has so many Lasers for GOOD printing. Maybe when I leave
>Uni, I'll put up with how long it takes.

The TrueType init will work with System 6.05 too, in my experience. But why
bother...

>PS My 6.0.7 was a minimal installation, which had been further gutted with
>ResEdit - the fonts take up a lot of system space.

There is no Font/DA Mover for nothing. Version 4.1 will handle TrueType fonts.

Greetings, J.

4556. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 14:54:46 UTC
From: steve@thelake.mn.org
Message-ID: <A1322719395@thelake.mn.org>
Source record: 222737

[In article <xckjbzxf@csv.warwick.ac.uk>,
cstdxas@warwick.ac.uk (Leo Hendry) writes ...]

>>If this is true about RAM based OS, way to go Atari! Now you're on the
>>right track.
>
> ...to losing any customer who can't afford a hard drive.

Every indication from Atari Corp. has been that the ROMs will
continue to provide a functional single-tasking operating system for
entry-level users. MultiTOS is being described as a disk-loaded
upgrade that takes advantage of ``hooks'' in the basic ROMs, much as
GDOS and FSM-GDOS do.

If you don't have sufficient disk and RAM space for the multitasking
TOS extensions, you probably should not be messing with more than one
program at a time anyway.

I don't see how the availability of a disk-based, multitasking TOS
upgrade would deter entry-level buyers. On the contrary, an upgrade
path is a good thing.

Of course, there is going to be software that won't run on basic
machines. We already have a lot of that. You can't run Cranach in
512K of memory. You can't even run PageStream on a single-floppy
system (without losing your mind). That doesn't devalue the small
machines, it just raises the value of memory and hard drive upgrades.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4557. GCC 1.4 and libraries....

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 15:07:12 UTC
From: jbunch@world.std.com
Message-ID: <BnoKo1.4KA@world.std.com>
Source record: 222738

I have gcc 1.40 installed on my system, but I seem to be having a couple of problems with it that I have not had before. I have recently started to try and compile the jpeg v3 software and I have been having problems with libraries. I get this strange error about scanning past nulls or some such? Any ideas out there?

John
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * INTERNET: jbunch@world.std.com
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!root (Home)

4558. Z-modem sources (C)

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 15:26:01 UTC
From: luyten@fwi.uva.nl
Message-ID: <1992May3.152601.29058@fwi.uva.nl>
Source record: 222741

Hi folks,...

I'm looking for some C-source-code concerning Z-Modem
transfer,... (send and receive,...)
Can any of you help me with this ??
Pure-C would be OK,... but I prefer Lattice C...

Thanx,.. Hans

4559. Has the latest version of MiNT been posted ...?

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 15:55:52 UTC
From: azog@thoth.rent.com
Message-ID: <1992May3.155552.4946@thoth.rent.com>
Source record: 222742

Has the latest version of MiNT (094, I belive?) been posted to
comp.binaries.atari.st yet? I just started to recive this group and
am hoping I didnt miss it... (I am running 091b now)

Thanx

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

4560. Problems compiling GNU make 3.60

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 16:08:46 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.EiZ1QAjXbCw@marsu.tynet.sub.org>
Source record: 222739
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

Hello!

I got the sources for GNU make 3.60, already changed for compilation
on the ST by Roland McGrath.

I tried to compile it on my TT using GCC 2.1, GNU libs+includes
patchlevel 79, MiNT 0.94 and tcsh.

The result of the compilation has one major problem: gmake does not
find any program located somewhere in the path. Thus, I patched
job.c for my own setup as following:

```
/* Default path to search for executables. */
#ifdef atarist
static char default_path[] = ";d:/usr/bin/gcc21;e:/bin;d:/usr/bin";
#else
static char default_path[] = ":/usr/bin/gcc21/:/bin:/d/usr/bin";
#endif

/* Default shell to use. */
char default_shell[] = "/bin/sh";
```

It had no effect concerning this problem. If you add complete pathnames
to any program used in the makefile, gmake runs just fine.
If gmake tries to open a new shell via 'execvp', my tcsh is not
found, despite using a SHELL environment variable and having a
copy of tcsh.prg as '/bin/sh' (/bin is given by a symbolic link).

Another 'feature' is that you have to execute 'gmake -f makefile',
otherwise the makefile is not found in the current directory.

Any suggestions showing gmake the correct paths?

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu2 *
* /etc/motd >> You can only do nonsense with a mainframe. *
* With a PC, not even that! << *

4561. Re: TT's ST-ram

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 16:13:22 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.SHAR5E_3rK6@marsu.tynet.sub.org>
Source record: 222740

In <1992Apr29.163120.28430@clinet.fi>, Risto Juvonen writes:
> So, I opened TT to find out, is there any way to get more ST-ram.
> Fist, under the hardisk was one ST-ram-card, and under that 8on
> motherboard) were more ST-ram- I removed this st-ram-card to find out
> how much memory it was holding, and after boot tehre was only 2 megs
> ram instead of 4. So, after fast count, I noticed, that on TT's
> motherboard were 2 megs of ST-ram in 16 chips. So, replacing these 16
> 4C4256-10 chips with 512 or 1024 chips would increace ST-ram up to 6
> or 8 megs depending what odel of chips I would use. But before I do
> anything, I want to find out, is this kind of memory upgrading
> possible? Has TT any ST-ram limit and if does, how much is the max.
> size of St-ram? 8 or 16 megs? Less? More? (usefull utilities)...
> What's the point of having extra ram-card if there's enough room (on
> motherboard) for more ram?

I always thought that chips with more RAM than the 44C256 type are
not pin-compatible! Please correct me if I'm wrong!

> So, if you know anything of upgrading TT's ST-ram, please mail me and
> tell what you know.

Please post a summary about the result of your ST ram upgrade, I'm
very interested in upgrading from TT/4+2 to TT/4+4 and I do *not* want
to buy the ST RAM card for about US$ 400.

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu2 *
* /etc/motd >> You can only do nonsense with a mainframe. *
* With a PC, not even that! << *

4562. Can YOU digitize? Please help.

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 16:34:25 UTC
From: an172@cleveland.Freenet.Edu
Message-ID: <1992May3.163425.228@usenet.ins.cwru.edu>
Source record: 222743

Hello everyone!

I have the ST-Replay cartridge from Microdeal, and I have been trying to mix some songs I have. I have never had to tape the output from the cartridge before, so I really didn't worry about the quality of the sound much, as it always sounded pretty good coming from the monitors speaker.

To mix the songs, I am digitizing the output from a portable CD player which has two outputs, a headphone port, and a line out port (with a cable that converts it into two rca style jacks). I have hooked the two rca jacks to the replay cartridge's single input jack by using a two female to one male y-jack. (Is there any problem with this?)

I digitize the sound using a speed of 20Khz... I think this would be a high enough quality for the sound I am using. When I use the monitor function, and have the output going through the ST-Replay cartridge, the sound sounds so-so. I can hear noise, and the output is far from what the original sounded like. I am using normal (not gold) rca patch cables (with extensions).... Would this be a cause of some my problems?

I had hoped that using the output from my CD player would clean my digitized sound up a bit, but for some reason I can never get digitized sounds as good as the sounds you might find on a local bbs, or on atari.archive...

If you have ANY suggestions, please e-mail me!

Thanks in advance!

--
Marc A. Lombardo User Address: an172
/-\-/-\
Compuserve: >INTERNET: an172@cleveland.freenet.edu
Internet/BitNET: an172@cleveland.freenet.edu Atari ST,MIDI,Music

4563. Re: Can YOU digitize? Please help.

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 17:08:00 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May3.170800.9021@wam.umd.edu>
Source record: 222744

In article <1992May3.163425.228@usenet.ins.cwru.edu> an172@cleveland.Freenet.Edu (Marc A. Lombardo) writes:
>I had hoped that using the output from my CD player would clean my
>digitized sound up a bit, but for some reason I can never get digitized
>sounds as good as the sounds you might find on a local bbs, or on
>atari.archive...

The main thing you need to do to guarantee reasonable sound quality is find the maximum amplitude that doesn't clip the sound. In other words, make it loud enough to clip (make the wave flat at the top and/or bottom), and then cut the volume down until right when it stops clipping. (NOTE: If it's not tedious, you're not doing it right. Getting a few clean samples for a game usually takes me several days, and when I'm done I'm still not happy with most of them.)

The other thing is that the output from your CD player's RCA outputs might not be "loud" enough for the digitizer. Try using the headphone out; with that you can adjust the volume with the CD player instead of with the digitizer. (When digitizers have input volume controls at all, they're usually pretty crummy.) WARNING: If you use the headphone out, make sure you put the volume back to normal when you're done. Slapping on headphones and hearing your favorite song played at "7" out of "10" volume is NOT fun or healthy. Most headphone outs can go WAY too loud for personal use.

Finally, the sound quality depends a lot on what you're sampling. Some of the sounds I wanted to use for Blox (one Nine Inch Nails sample in particular) just could NOT be made to sound good at 20kHz/8 bits, much less at the 11kHz I needed for the game sounds. It depends very much on the dominant frequency components; in general mid-range sounds come out better than very high or low sounds. (The latter just because most D/A's seem to attenuate the bass for some reason.)

Some digitizer software programs have a "maximixe amplitude" operation. I applied this to most of the atari.archive sounds because it often dramatically increases the SN ratio. If you have such a feature, try it; it usually improves the sound quality.

Dave Baggett
dmb@wam.umd.edu

4564. Re: ATARI SCREWING AROUND

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 18:35:25 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May3.183525.5135@usenet.ins.cwru.edu>
Source record: 222745

In a previous article, Roger.Sheppard@bbs.actrix.gen.nz () says:

>In article <1992May01.080723.6869@rose.com> mark.thomas@rose.com (mark thomas) writes:
>>
>> Date Entered: 04-30-92 00:12
>> On two occassions, I have gone to my local (and only) Atari dealer
>> in hopes of purchasing a Megafile 44. On each occassion, I was told
>> that the item was not in stock. This last time I was told that even
>> Atari Canada probably does not have any Megafile 44's. I was told that
>> Atari would prefer I buy a system with the hard drive built in ie: Mega
>> STE or TT.
>> I personally am fed up. I am not going to buy a new computer just
>> to get a hard drive. Atari Corp is driving me into buying a clone (ie:
>> MS-Dos or OS/2). At least I do not have to beg to get a hard drive for
>> these machines.
>>
>
>> Mark..
>
>You should be so lucky, we can get any Hard Drives here at all..
>
>Did I not read that Atari was bringing out a New range of Drives..???
>--
>* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
>* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
>* Paraparaumu Bch GEnie. R.SHEPPARD5 *
>* New Zealand * Voice *64-4298-7249 *
>

I have a feeling (for the last year) that the reason behind Atari
not pushing the STs, delivering the TTs, or pushing hardware for them
is because of the new systems they are planning to release.

Why should Atari PUSH its STs when they think they can offer people
more in the next few months?

Why deliver the TT/030 when this machine may be obsolete in several
months?

It is probably safe to say that Atari will be releasing some new
high-tech hardware as well. Would you rather have the Megafile 44
or a hard drive that is faster and larger for less?

I really don't think that Atari has given up. I think Atari has something
fantastic in store for us.

I am not making any new major hardware purchases until September, 1992.

I would advise everyone doing the same.

Len

P.S. If you really want a hard drive, why not consider a third-party
hard drive?

--

4565. Re: ATARI SCREWING AROUND

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 19:22:11 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <qlljbz0h@csv.warwick.ac.uk>
Source record: 222746

In article <1992May3.183525.5135@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, Roger.Sheppard@bbs.actrix.gen.nz () says:
>
>>In article <1992May01.080723.6869@rose.com> mark.thomas@rose.com (mark thomas) writes:
>>>
>>> Date Entered: 04-30-92 00:12
>>> On two occassions, I have gone to my local (and only) Atari dealer
>>> in hopes of purchasing a Megafile 44. On each occassion, I was told
>>> that the item was not in stock. This last time I was told that even
>>> Atari Canada probably does not have any Megafile 44's. I was told that
>>> Atari would prefer I buy a system with the hard drive built in ie: Mega
>>> STE or TT.
>>> I personally am fed up. I am not going to buy a new computer just
>>> to get a hard drive. Atari Corp is driving me into buying a clone (ie:
>>> MS-Dos or OS/2). At least I do not have to beg to get a hard drive for
>>> these machines.
>>>
>>
>>> Mark..
>>
>>You should be so lucky, we can get any Hard Drives here at all..
>>
>>Did I not read that Atari was bringing out a New range of Drives..???
>>--
>>* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
>>* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
>>* Paraparaumu Bch GEnie. R.SHEPPARD5 *
>>* New Zealand * Voice *64-4298-7249 *
>>
>
>I have a feeling (for the last year) that the reason behind Atari
>not pushing the STs, delivering the TTs, or pushing hardware for them
>is because of the new systems they are planning to release.

It could be because they are incompetent.

>
>Why should Atari PUSH its STs when they think they can offer people
>more in the next few months?

Like the Abaq perhaps?

>
>Why deliver the TT/030 when this machine may be obsolete in several
>months?

Isn't it already?

>
>It is probably safe to say that Atari will be releasing some new
>high-tech hardware as well. Would you rather have the Megafile 44
>or a hard drive that is faster and larger for less?

Seriously though, I can't see any major advances in hard disk technology over the next few months. If you want the latest in removable media try the 600Mb rewritable optical drive (1200 pounds + 30 something per disk).

>
>I really don't think that Atari has given up. I think Atari has something
>fantastic in store for us.

Get real man (as I am led to believe all you Americans say).

>
>I am not making any new major hardware purchases until September, 1992.

Again, seriously - I have been delaying upgrading my ST for two or three years now - first I thought I would get an STe (But didn't because of the DMA problem), then I heard about the Mega STe and decided to get one of those (But didn't because they are overpriced by at least 150 pounds). A couple of months ago I read about a cheaper version of the Falcon that was going to have a 16MHz 68030 and be available by Christmas for less than 400 pounds (but Atari have now put the release date right back). Now I am thinking of getting a 2Mb memory upgrade until Atari get their act together (In SIMM form so I can use the chips in whatever machine I buy next).

>
>I would advise everyone doing the same.

Probably good advice, but in my case I am likely to end up spending the money on a something else in the mean time.

>
>
>Len
>
>P.S. If you really want a hard drive, why not consider a third-party
>hard drive?

In Europe hardly anybody buys the offical Atari hard drives. Protar seem to be making the best value for money ones at the moment.

- Leo Hendry

4566. JPEG viewer needed!

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 19:27:58 UTC
From: alien@clinet.fi
Message-ID: <1992May3.192758.23883@clinet.fi>
Source record: 222747

I need a JPEG-viewer which would work on TT. Please send it to me as
uuencoded file...

thanks.

--

ALIEN by Planned Parenthood
Internet alien@clinet.fi
Fidonet Risto Juvonen @SMACK! (2:220/110.0)

4567. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 21:50:15 UTC
From: jonc@status.gen.nz
Message-ID: <gqR9JB3w164w@status.gen.nz>
Source record: 222748

molin@crs.cl.msu.edu (Michael Olin) writes:

> I say we should all go back to MS-DOS bashing and leave the childish
> ZNet vs. Ralph game to the children.

Michael,
I could not agree MORE! What Roger should have also mentioned it is
a "TURBO" verses "FoReM" (both BBS's) war, with aposing sides.

Also as a parting point it is _great_ to have Bob Brodie on FNET.
If you have a question you can go straight to the horses mouth on
that network. As you maybe aware Atari INC.(USA) are internet and
take these feeds and you can send them email as well, so we can do
it on this network.

Happy Days..

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

4568. Re: Saudi Internet Access?

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 21:55:00 UTC
From: jonc@status.gen.nz
Message-ID: <DyR9JB4w164w@status.gen.nz>
Source record: 222749

aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>
> Does anyone know about any Saudi Arabia Internet dialups? There's
> a chance I may be accepting a job out there, and if so, I'd sure
> like to keep in touch! Who knows if GEnie has a node out there.

Bob,
There is PDN access and GEnie can be accessed from there (PDN).
The closest I have used GEnie to Saudi is London and Hong Kong.

Good luck with the new venture.

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

4569. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 22:00:04 UTC
From: jonc@status.gen.nz
Message-ID: <T7R9JB5w164w@status.gen.nz>
Source record: 222750

steve@thelake.mn.org (Steve Yelvington) writes:

> [In article <92123.054349JOKHC@CUNYVM.BITNET>,
> JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes ...]
>
> >>
> >>... which just goes to show that tabloid newspapers are never going to
> >>go out of style.
> > Which goes to show that most Americans do not know English, and wouldn't u
> > dictionary if they knew how. Znet is a conservative, Atari supported mag
> > generally prints less falicies than ST-Report. ST-Report is a sensational
> > (neg.) speculating mag which predicts both more and less accurately than Z
> > Neither is a tabloid, since a tabloid denotes a paper which is folded once
> > across, like the Sun, Newsday, or The New York Post, as opposed to folded
> > accross and then from top to bottom, like the New York Times or the Wall S
> > Journal (the paper that tabloids are made from is half the size from top t
> > bottom than that of broadsheets). Both ST-Report and Znet are an entirely
> > different format entirely, that of an online magazine (which is folded wei
> > being compressed). [no, this isn't a spelling flame; this is an English fl
>
> It is an unwarranted flame. ``Tabloid'' originally was a trademark for a
> small tablet of medicine. The word has been applied to small-format
> newspapers for decades, and is commonly used in a pejorative sense to
> describe any sort of journalism that is cheap and sensational. The
> description ``tabloid television'' is applied to news-as-entertainment TV
> shows such as ``Hard Copy'' and Geraldo Rivera's ``Now It Can Be Told,''
> neither of which can be folded and carried onto the subway.
>
> Incidentally, tabloid and broadsheet newspapers actually are printed on
> the same size paper. A single press unit, fed by one roll of newsprint,
> can print up to 16 broadsheet or 32 tab pages. The web is combined with
> those from other units, then slit into pages and folded at the end of the
> process.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

ET Al:

As a small point of information Z*NET or Z*MAGAZINE was the forerunner
of ST Report, before the str publisher fell out with the editorial
crew.

Maybe he should have had one of Steves' tablets (grin).

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

4570. Spectre 128 on TT

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 22:05:51 UTC
From: sander@krazykat.engin.umich.edu
Message-ID: <#px+7J#@engin.umich.edu>
Source record: 222651
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I just bought one, runs great on my TT. The problem I am having, however, is porting Mac applications to the darned thing.
I have AccessPC, which works fine for documents, but the applications and their resource forks seem to mess it up. This would not be a problem if I had BinHex on the spectre partition, but alas, it is not so. I attempted to port a Stuffed file over, to see if archives would survive the port, but this did not work either, even after I reset the archives creator resource to 'SIT!'. Unstuffit still won't recognize it as a stuffit archive.

Any suggestions? Am I correct in assuming that attempts to modem files from a mac will run into the same binary vs. hex problems? How do I get the durned BinHex appl. over?

thanks in advance...

--
CHOOSE CHEAP Scott Anderson
TWO: / \ sander@engin.umich.edu
/ \ Entropy at its finest:
FAST---------EASY "Spam, spam, spam! Wonderful SPAM!"

4571. Re: ATARI SCREWING AROUND

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 22:13:07 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992May3.221307.9113@jhunix.hcf.jhu.edu>
Source record: 222652

In article <1992May01.080723.6869@rose.com> mark.thomas@rose.com (mark thomas) writes:
>
>Date Entered: 04-30-92 00:12
> On two occassions, I have gone to my local (and only) Atari dealer
>in hopes of purchasing a Megafile 44. On each occassion, I was told
>that the item was not in stock. This last time I was told that even
>Atari Canada probably does not have any Megafile 44's. I was told that
Why not just get an alternative 44Mb removable? Like the Toadfile 44 from
Toad Computers? How 'bout Carter Graphics?
>Atari would prefer I buy a system with the hard drive built in ie: Mega
>STE or TT.
> I personally am fed up. I am not going to buy a new computer just
>to get a hard drive. Atari Corp is driving me into buying a clone (ie:
>MS-Dos or OS/2). At least I do not have to beg to get a hard drive for
>these machines.
Just don't buy the Atari Brand. Atari shouldn't sell HD's anyway since they
don't compete in terms of price.
>
>Mark
>
Dom (alvear@cs.jhu.edu)
>
>---
> ~ MaxiMiser*ST 1.06 UnRegistered

4572. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 23:12:57 UTC
From: carter@cae.wisc.edu
Message-ID: <1992May3.181257.25031@doug.cae.wisc.edu>
Source record: 222653

In article <1992May1.172835.5@sugaree.uu.net> bill@sugaree.uu.net (William Bishop) writes:
>Hi all,
>
>Is anyone using NeoDesK and MultiGem together...if so
>what's the trick??
>
>Short review of MultiGem follows...
>
>I have a 520ST running TOS 1.4, 2.5MB RAM, a 30MB hard drive, and two
>floppy drives (one single and one double sided) so memory and space
>are not problems. In one evening of installing and using MultiGem
>with my software, which I have alot of, I found that MultiGem did not
>work successfully with most packages I have.
>
>Some examples:
>
> I'm using Wordflair II with G+Plus, selected fonts are supposed to load
> up from an ASSIGN.SYS file when I startup the program - this causes the
> system to crash if MultiGem is running.

I would also like to add that MultiGEM doesn't provide any type of
file locking protocols...obviously a problem if you have to C compilers
running and you try and compile the same files...

I haven't had any FAT problems though when I tried this out, you simply
get file handle errors.

Also, ACICS works fine under MULTI GEM too, so you can modem and compile
your C programs at the same time.

Obviously the biggest short comming of this software is resource allocation.

Failure to provide process locks on current utilized resources is something
I think PC architecture has a little ways to go yet before UNIX or whatever
its relative is far into the future is on everyone's desktop.

>
> When using Interlink ST (communications) the software starts up and runs
> fine but when I tried to switch to and from the desktop the menu bar is
> switched, but the background is not. This means that I have no access
> to my desktop (floppy drive and hard disk partitions), and have to reboot
> the machine.
>

Try selecting Desk Accessory. It changes the current active background rect,
and also tells the desktop to redraw itself.

>This is just a sample of the many, many times I found that I could not
>use the MultiGem environment. I think the idea and purpose is good...
>god knows it's about time we had a multi-tasking environment for the Atari
>ST, STe, and TT, but only if it works and works well. Personally I found
>too many problems to make it worthwhile.

I use it with Turbo C, it works great for any legal GEM application. It
simply doesn't work well with programs that assume they have the whole
display to use all the time.

Problem is most people don't follow the GEM guidelines for software
construction.

Naughty naughty people. I wrote a GEM application back in 1987, mainly
for printer support functions on the desktop(ie DA). GEM was, still is, so daft
that it was the last GEM application I wrote, and I headed for the TOS
part of the ROMS ever since...

Things I didn't like:

1) Too many bugs in even the basic system libs. Rect control froze for no
appearent reason..(now fixed I HEAR..)

2) File selector...'_' ka boom. (Incredibly innane). (Now fixed...).

In short, even though most problems are fixed with GEM now. It still
has too many short commings. The largest, a considerable learning curve
only suited to hardware that nobody could care less if it disappeared
off the market tomorrow. Not portable, and if you do so you could get sued
if you don't conform to GEM release 3.0 guidelines....(A version so crippled
by Apple's corporate influences that it makes the whole point laughable.)

Too much time to spend on something that won't be around that long.

I have been doing work with X. For all its really bad short commings, you
must admit everyone is using it now. And if your really, really good.

You can write your own contract.

I would like to C PC's evolve to the point with enough cheap power to run
X for the masses. That would be really neato. No matter what PC you own,
you could run X, because thats how X is.

>
>
>...Bill
>--
> **** All opinions stated above are my own!! ****
>---
>William Bishop | "Its a big country...
>IKEA U.S. Services, Inc. | Someone's got to furnish it!"
>Plymouth Commons | - IKEA
>Plymouth Meeting, PA 19462 |
>Tel: (215) 834-0180 Ext 257 | This space intentionally filled!!
>Fax: (215) 834-0872 |

>Telex: 846223 |

-Greg

4573. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-03 23:30:08 UTC
From: carter@cae.wisc.edu
Message-ID: <1992May3.183008.25210@doug.cae.wisc.edu>
Source record: 222654

In article <1992May2.194016.12720@noose.ecn.purdue.edu> yegerleh@magellan.ecn.purdue.edu (James D Yegerlehner) writes:
>In article <1992May2.185450.24097@ux1.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) writes:
>> In article <92123.054349JOKHC@CUNYVM.BITNET>, JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes:
>> |> >
>> |> generally prints less falicies than ST-Report. ST-Report is a sensational
>> ^^^^^^^^
>> Mayhap you mean fallacies? So, which is it with you? You know how to use
>> a dictionary but won't, or is it you just don't know how?
>>
>> Posts like this really crack me up. This is the second time in two days that
>> someone has criticized another's spelling or grammar, while simultaneously
>> demonstrating their own ineptitude.
> ^^^^^
> his
>
>>
>> By now you are each probably searching my post for errors. God help me if
>> you find one, for I'd never live it down.
>>
>> --Bill
>
>:)
>
>
>--
>__ __ | |
> \ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
> \/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
> | `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

Proper grammar sucks...just say no.

Its much better to adopt the philosophy: "If you can read it and understand it, its proper grammar."

Computers aren't so forgiving..and thats what the use of proper grammar expects you to be and act like....a computer.

Some would go so far as to write a regular expression just so I could make sense of what you were saying.

I would think most of us aren't THAT stupid.

-Greg

PS: As a witness to most of Greg's posting's, I can say so myself that
everything I say, or Greg says, myself included, is quite proper...
give or take a few spelling errors. Which Greg makes, not myself.

-Greg (Myself)

4574. YET ANOTHER 1040--LOADED for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 00:25:00 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992May3.232605.18614@acsu.buffalo.edu>
Source record: 222655

Here goes..due to some financial problems my 1040 is up for sale..the system
is as follows:

1040ST clock chip, 2.5 megs, the "BEST MOUSE" from best electronics...
Ram extension board will allow upto 4 megs.. tos 1.4,sh204 harddrive
MAXUM 1200 baud modem, Color and monochrome monitor, panasonic kxp1091
printer. software as follows:

wordwriter ST, Timeworks desktop publisher, datamanager st, flash,
various spectrum pictures and spectrum, wordup, dungeonmaster ST, Red Storm
Rising, Tempus,Nattlechess, Prospero fortran, AND MORE! I will break the
system apart as necessary... Highest bidder on everything wins.. start your
bids for either the entire system or any parts!! send mail to me..
do not post on news!

Jeremy
or call 716-691-4793

4575. Laser 2.0 and TOS1.4

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 00:35:59 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.704939759@swanee>
Source record: 222656

Hi,

I have (Megamax) Laser C V2.0 which was working perfectly until I upgraded
to TOS1.4. Now the Laser Shell doesn't operate and tells me it will not work
under TOS1.4 and that I should run patch.prg to enable it for TOS1.4. Patch.prg
doesn't exist. This isn't really a big problem since the compiler and everythingelse still
operate correctly but it would be nice to have the shell operating.
Does anyone have a newer version of Laser C or a fix for the shell? Any help
would be appreciated.

Thanks

Rob
--
==
Mr. Robert Woodcock Phone: +61-9-380-3856 _--_|\
Centre for Intelligent Information Processing Systems / \
Dept. of Electrical & Electronic Engineering *_.--._/
The University of Western Australia Fax: +61-9-380-1101 v
NEDLANDS WA 6009 Australia Email: bmw@swanee.ee.uwa.edu.au

4576. Stand-alone emacs-info viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 01:02:54 UTC
From: sourada@iastate.edu
Message-ID: <sourada.704941374@pv1784.vincent.iastate.edu>
Source record: 222657

Is there a stand-alone info (the documentation format used by GNU)
viewer for the ST's? Full-blown emacs is just to hard to use with
no hard drive, even with 4MB of ram. And it's overkill for the simple
purpose of reading info, anyway.

Thanks,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu

4577. Re: Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 02:22:22 UTC
From: azog@thoth.rent.com
Message-ID: <1992May4.022222.8214@thoth.rent.com>
Source record: 222658

ljdickey@math.waterloo.edu (L. J. Dickey) writes:

>In article <1992Apr18.204206.15429@thoth.rent.com> azog@thoth.rent.com (Billy
D'Augustine) writes:
(my bitching about LZH deleted)

>I am not surprised.

>This is the kind of thing that happens when too many people
>get their finger in the pie and new versions come out every other
>day.

>If any "lzh" programmer sees this, I suggest that you slow down
>the pace of releases, (not necessarily development), so that the
>rest of the world can catch up. When you make a release, make
>sure that your software is distributed widely enough so that the
>rest of the world can get it.

>One of the advantages of ARC, ZOO, and ZIP is that they are more or
>less the same and compatible across a wide range of hardware, including
>Ataris, Unix systems, and even lowly PCs.

I have to agree with this wholeheartedly! I finally today got what I
think (and hope) is the latest LZH, Questors 201m. (m? the last I heard
was i!). The docs are in German, but that I can live with, as long as
I can now un-lzh these archives...

And Ive also got the latest Zoo, forget which version, 2.something...

>--
>Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
>Internet: ljdickey@watmath.UWaterloo.ca
> ljdickey@watmath.waterloo.edu
>UUCP: ljdickey@watmath.UUCP
--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

4578. Public internet access from Chicago

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 03:21:48 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May4.032148.14231@mnemosyne.cs.du.edu>
Source record: 222659

If anybody knows of a public-access internet system with no (or minimal) cost, in the Chicago area, could you please email the phone number(s) and any other pertinant data?

The guy who runs Missionware (producers of Flash II) would like internet access so that he can provide direct online support to internet-using folks, so I told him I'd ask here for info on Chicago-area access.

Thanks!

- Ian
<Biased toward Bullwinkle cartoons>
(Please reply via email)

4579. Flash II Press Release

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 03:24:58 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May4.032458.14367@mnemosyne.cs.du.edu>
Source record: 222660

Several folks sent me mail encouraging me to post the offical press release for Flash II when I mentioned it a few days ago. Here it is...

Missionware Software is proud to annouce the introduction Flash II. Details for ordering this new program will be found at the end of this press release, along with some other useful information!

Here's a list of just a few of the new features to be found in Flash II:

* DO scripts are enhanced. Old script files continue to work with new features added for support of Flash II's new features.

* DO scripts are no longer needed, however, for automating your logon process. All board parameters are now set via dialogs. These parameters are saved in the board configuration file and automatically configure Flash II when the board is activated.

* Now permits the use of up to 30 function key macros. 10 macros are considered global, and are accessed by holding down the Control key and F1 thru F10 keys. The other 20 macros can be programmed separately for each board and are accessed with the unshifted and shifted function keys. The macros automatically load when the board is activated.

* Flash II can be used to display, either on- or off-line RLE and GIF pictures. (Particularly handy on CIS which permits the use of online graphics viewing.)

* Includes a new Review Mode. Save your online session to disk and later review it as if you were online!

* Supports the following terminal emulations: TTY, VIDTEX, VT52, ANSI, VT100, VT101, VT102, VT200, VT300 & Prestel.

* Supports ST, IBM and DEC characters sets.

* Flash II is designed to work on any ST or TT, in any resolution, from 80 to 132 columns, and 24, 29 or 48 lines.

* A new type ahead buffer is included. It supports up to three lines of text which is fully editable using the cursor, delete and backspace keys. The [Return] key and [Enter] key perform different functions, depending on the configuration. One can be used to enter forced carriage returns into your message, the other is used to send the message.

* You can configure the amount of memory you wish Flash II to grab at startup. Older versions of Flash grabbed everything available. With multitasking on the horizon, you don't necessarily want to do that. You can continue to <Free> unwanted memory once in the program.

* Includes command support for an automatic answer mode.

* New, full-featured GEM text editor with more flexible block commands (you can now start and end blocks anywhere in a line), cut & paste commands, search & replace function, paragraph reformatting, user tab settings and page widths, automatic word wrap & text wrap modes, and much more.

* The editor now permits you to select the type of display mode desired. Whereas older version of Flash always displayed carriage returns, you can now turn those on or off, as well as all other control characters.

* Almost all menu functions have keyboard equivalents, such as Alt-L to "Load" a file. Where appropriate, these keyboard equivalents match the terminal mode keyboard equivalents.

* Includes Silent Line, a new background file transfer program (replaces "Shadow").

* Internally supports the following protocols: ASCII, Xmodem, Ymodem, Ymodem-G, Zmodem, Modem7, WXModem, CIS B+, Kermit, SEAlink, and Telesoftware (for Discovery/Prestel systems).

* Includes a new "Statistics" feature. Keeps track of all of your online time and upload/download information, and calculates your fees based on the BBS' rates.

* Includes built-in timing functions. Flash II will autostart an online session using this timer.

* Includes a totally rewritten, 226 page manual, fully indexed along with a table on contents. The manual includes a tutorial, detailed section on all functions of the program, and a 50-page section explaining (with examples) the DO script language.

Here's the deal for ordering your copy. We'll accept orders for Flash II using any of the following methods:

1) For outright purchases (meaning you aren't going to upgrade from an older version), the price is $49.95 US plus $4 shipping and handling. You can order via:

a) Telephone: 708-359-9565. If we don't answer, just leave the following information on the machine and we'll process your order: VISA or MasterCard number, Expiration Date, Name, Address, City, State, ZipCode, and phone number. Your charge card will be billed on the day we ship (which may not be on the day the order is

received, but it *will* be within a day or two! :-). If you want us to call you back to confirm the order before it is place, please note that on your message.
b) Mail: Your can, of course, mail order your copy of Flash II. We'll accept VISA or MasterCard, with the information included as noted above, or you can send a check or money order (in US funds please) in with your order. Please do NOT send cash. Although I don't mind receiving cash in the mail, it's really not a safe thing to do.
c) Email: Email orders to J.TRAUTSCHOL will be accepted as if it were a telephone order. Naturally, you must use a charge card for payment. I'll confirm your order also via Email, and will not charge to your card until we actually ship.

2) To upgrade from ANY old version of Flash, you must send us your old Flash disk as proof of ownership. It will be returned to you. Since we need to see proof of ownership for upgrades, you'll have to do the mail order thing here. Upgrades are $30 US plus $4 shipping and handling. You can pay using either check, money order (in US funds) or VISA and MasterCard. When upgrading, you receive *exactly* the same package as those who pay the full amount.

For mail orders, our address is:

Missionware Software
354 N. Winston Drive
Palatine, Illinois 60067-4132 USA

For those of you that sent me your address, you'll be receiving a newsletter soon (I hope) with basically the same information in it as posted above. I'm starting to work on that information sheet now, and once it's done and I get the mailing labels printed, I'll get it sent out...hopefully within a week.

We're working on a demo version which we'll post on the various bulletin boards as soon as we can. The demo will be as functional as we can make it, and will be time limited for your online time, and will probably prevent you from saving some files. Again, as soon as we can get it done, I'll get it posted here for you. I know you're all anxious to play with the program.

One other thing. Since Flash II is a brand new program, newly written from the ground up, we figure you'll find some problems that our beta testers missed. Because of that, we'll be offering a free maintenance upgrade about 3 to 4 months down the road for all current owners. You'll need to ship us your master disk. We'll put the new software on it, and ship it back to you at no cost. If the upgrade can be done by posting a patch program, then we'll do it that way. In any case, we want to make sure that all of your problems, if any, are resolved as quickly as possible so that we can move on to the many enhancements already on the list of "things to do" for future upgrades.

Also, if anyone has a special requirement of some sort, or runs into a problem with, say, a terminal emulation mode, we'll try to get you on as a beta tester for future upgrades. That way we'll be certain to get fixed whatever problem you run into.

Again, thanks for your interest and patience. We'll process your orders as quickly as we can, as well as answer your questions to the best of our ability. We're trying to get the author of the program, Paul Nicholls, on GEnie. However, for those of you on CIS, Paul is there already. We'll be setting up support for the product there as well.

John Trautschold
Missionware Software

| MAJOR DISCLAIMOR:
| I (Ian) do not warrant the accuracy of anything in the press release.
| I'm just passing it along because several folks asked me to post it.

4580. Re: Public internet access from Chicago

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 04:07:09 UTC
From: cmk57122@uxa.cso.uiuc.edu
Message-ID: <1992May4.040709.16942@news.cso.uiuc.edu>
Source record: 222661

ilepore@isis.cs.du.edu (Ian Lepore) writes:

> If anybody knows of a public-access internet system with no (or minimal)
>cost, in the Chicago area, could you please email the phone number(s) and
>any other pertinant data?
>
> The guy who runs Missionware (producers of Flash II) would like internet
>access so that he can provide direct online support to internet-using
>folks, so I told him I'd ask here for info on Chicago-area access.
>
> Thanks!
>
>- Ian
><Biased toward Bullwinkle cartoons>
>(Please reply via email)

How about posting it here, I would like to know too.

--

| Christopher Kmiec | Send E-mail to: |
| Atari, gotta have it! | cmk57122@uxa.cso.uiuc.edu |

4581. Re: Flash II Press Release

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 05:04:10 UTC
From: Roger.Sheppard@bbs.actrix.gen.nz
Message-ID: <1992May4.050410.6445@actrix.gen.nz>
Source record: 222662

A lot of garbage about Flash -II removed..

From what I have bean reading about the New Flash -II, its no
better than Flash so I have decided to refer to it as Flash -II..

Come on chaps Please no more Bull here..Thanks..
--
* Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *
* 85 Donovan Rd * * or sheppard_r@kosmos.wcc.govt.nz *
* Paraparaumu Bch GEnie. R.SHEPPARD5 *
* New Zealand * Voice *64-4298-7249 *

4582. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 05:45:33 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1992May4.004533.1023@drycas.club.cc.cmu.edu>
Source record: 222663

In article <A217323682@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>
> There has been a lot of speculation about whether Atari will provide for
> running MultiTOS on a 68000. In its premiere issue, Atari Explorer Online
> says MultiTOS will be made available in some form for all ST systems, and
> attributes the information to Jack Tramiel.
>
> On a system with a hardware memory manager unit (MMU), MultiTOS will
> provide for running programs in protected memory.
>
> The article says that a portion of MultiTOS will be built into ROM on
> future Atari computers, but the bulk of the operating system will be
> loaded into RAM.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve
>
> The king is a fink.

Steve , is this an official Atari announcement? Is it an official promise
to bring out MultiTos?

Scott Corley

spice@drycas.club.cc.cmu.edu

4583. Re: Flash II Press Release

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 07:07:07 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May4.070707.18302@mnemosyne.cs.du.edu>
Source record: 222664

> From what I have bean reading about the New Flash -II, its no
> better than Flash so I have decided to refer to it as Flash -II..

> Come on chaps Please no more Bull here..Thanks..
> * Roger W. Sheppard * Roger.Sheppard@bbs.actrix.gen.nz *

Just goes to show you can't believe everything you read. Flash II works,
despite comments here to the following. I'm using it right now, in fact.

It is better than Flash 1.6, despite the bugs in v2.0. I expect v2.1
to be even better.
- Ian
<Biased toward Bullwinkle cartoons>

4584. Atari Explorer ON-LINE

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 07:22:56 UTC
From: jonc@status.gen.nz
Message-ID: <X9H0JB1w164w@status.gen.nz>
Source record: 222665

This is the official Press Release regarding the merger of Z*Net and
Atari Explorer forming Atari Explorer Online Magazine. The first issue
will debut May 1, 1992.

FOR IMMEDIATE RELEASE-

Contact:

John Jainschigg 718-545-2900 GEnie: EXPLORER CIS:76704,1616
Ron Kovacs 908-968-2024 GEnie: Z-NET CIS:75300,1642
Bob Brodie 408-745-2052 GEnie: BOB-BRODIE CIS:70007,3240

April 24, 1992 - Atari Explorer Announces New Online Magazine!

Sunnyvale, CA.- Atari Corporation and Rovac Industries are proud to
announce a brand new online magazine for the Atari Community: Atari
Explorer Online. Atari Explorer Magazine, the Official Atari Journal,
is now extending its coverage of all things Atari to the online scene,
as well. The first issue of the Explorer Online is set for May 1, 1992,
and the magazine will appear biweekly, thereafter.

"Explorer Online will team up some of the finest journalists in
the Atari Community!" said John Jainschigg, Publisher. "We're excited
to be able to offer such a quality product to our many customers. The
goal of Explorer Online will be to serve the needs of all Atari
users: Portfolio, Lynx, ST/TT, and 8 bit. All of Explorer's regular
contributors will be represented in Explorer Online: from music experts
like Craig Anderton, to Portfolio Wizards like BJ Gleason. And we are
actively soliciting contributions, both to the online magazine, and to
our regular, bimonthly print edition. We want to make Explorer Online
a solid resource for the whole Atari community."

Atari has teamed up with Ron Kovacs, publisher of the Z*Net Newswire
and Z*Net Online Magazines, to produce Atari Explorer Online. "When
we decided that we wanted to do an online magazine, it just didn't
make sense to completely re-invent the wheel," stated Bob Brodie, Atari's
Director of Communications. "In the online Atari community, Z*Net has
set the standard for quality and accurate reporting, and it only made
sense to invite them to participate in this new venture. Ron Kovacs and
John Nagy are among the finest, most dedicated journalists on the Atari
scene today. The entire Z*Net staff will be part of the new team at
Atari Explorer Online. We're very excited that they have chosen to join
us in making Explorer Online the best it can be."

The start of Atari Explorer Online also signals the end of the Z*Net
Online magazine for the Atari ST Community. Current plans call for
Kovacs' firm, Rovac Industries, to continue to publish their popular

Z*Net PC, and Z*Magazine publications. "While there is a certain sense of loss with Z*Net discontinuing, we're very excited that Atari has invited us to be a part of this exciting new venture" said Ron Kovacs, Editor-in-Chief of Atari Explorer Online. "Atari Explorer is one of the finest magazines on the market, and it's very flattering to our efforts that Atari has chosen us to help them with their online magazine."

"When Explorer Publisher John Jainschigg came to me with an idea for a new online magazine, there was no question that we were going to need some outside help. And it was an easy choice to decide where that help should come from. Week in, week out, Z*Net has provided the latest news to the Atari Community for years. Indeed, Z*Net has experienced growth over the years. They have the experience in launching new online publications, like the original ST-Report, ST*ZMagazine, and Z*Net PC. Additionally Z*Net's Atari News Service has appeared in print publications world-wide including: STart Magazine, ST-World Magazine, ST-Informer, ST-Journal, ST-Express, AtariUser, Current Notes, and Germany's PD Journal now Atari Journal. It really just made sense from every side that we considered to ask them to be involved," stated Brodie."

AEO will be distributed worldwide on major information services and networks. Atari Explorer Online will carry up-to-the-minute reports on hot topics in the Atari market: from trade shows to new product announcements. Explorer Online will give you the facts you need to make the most of your Atari investment. Utilities and Atari PD releases, new product demos, product and dealer databases, and other interactive offerings will round out the publication, making Atari Explorer Online the best in online journalism today!!

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

4585. Re: TeX - question about mf's, tfm's pk's etc....

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 08:11:40 UTC
From: robin@castle.ed.ac.uk
Message-ID: <20925@castle.ed.ac.uk>
Source record: 222666

In article <3307@sersun1.essex.ac.uk> woocm@essex.ac.uk (Wood C M) writes:
>
> I have been looking for some time for a file that might
>explain what the difference is between all the files used in tex.
>e.g. what's the correlation/difference between pk libs, metafont
>stuff. What are formats, e.g. latex.fmt/plain.fmt etc.

tex and latex both use the same software but are called with different
format files:--

tex &plain.fmt yourfile.tex == tex
tex &lplain.fmt yourfile.tex == latex <= learn this one first

.tex = Your document
.pk = compressed bitmap description of the fonts (PacKed)
.tfm = description of the size info of a font e.g. what size rectangle a
character will fit into. (Tex Font Metric)
.sty = latex document style file
.mf = metafont desription of a set of characters. You will NOT have to
use these.
.dvi = DeVice Independant file

tex and latex both process the commands to produce your .dvi file, this
file can then be run through any other program to produce either a
screen output or a printer file. e.g. dvi2ps, dvi2tty etc.

Robin

4586. Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 08:22:46 UTC
From: elendir@quasar.enst.fr
Message-ID: <2044@quasar.enst.fr>
Source record: 222667

Hello.

Well, Atari chose the 030 because they are planning to release the Falcon '040 with a true 040, 16 million colors, separate keyboard, etc..

As for those who don't believe me, I don't ask you to. I had the paper in my hand, I had also a schematic diagram "Confidential". I'm trying to do my best as a member of ST-Magazine redaction team, that is to inform people. Now, trust me or not, that's your problem; but you may be surprised when the machine will be released.

I can't give you the actual name of the person who gave away the sheets, but they come from Atari France.

Such is life.

Vince.

4587. Wanted:GIF and JPEG viewer for the ST.

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 08:27:00 UTC
From: v125rcyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992May4.072814.28875@acsu.buffalo.edu>
Source record: 222668

Does anyone out there know of ,or have for free distribution,any
programs to view GIF's and JPEG's?Any help would be greatly appreciated.
Thanks.

-Dave

4588. UNIX on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 08:30:00 UTC
From: v125rcyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992May4.073029.28954@acsu.buffalo.edu>
Source record: 222669

Are there any terminal programs for the ST that will work with UNIX
X-Windows?Any information would be appreciated.

-Dave

4589. Re: Spectre 128 on TT

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 09:30:41 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992May4.093041.28854@news.uni-stuttgart.de>
Source record: 222670
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <#px+7J#@engin.umich.edu> sander@krazykat.engin.umich.edu (Scott D Anderson) writes:
>
>I just bought one, runs great on my TT. The problem I am having,
>however, is porting Mac applications to the darned thing.
>I have AccessPC, which works fine for documents, but the applications
>and their resource forks seem to mess it up. This would not be a
>problem if I had BinHex on the spectre partition, but alas, it is not
>so. I attempted to port a Stuffed file over, to see if archives would
>survive the port, but this did not work either, even after I reset
>the archives creator resource to 'SIT!'. Unstuffit still won't
>recognize it as a stuffit archive.
>

You also have to set the TYPE resource string matching the StuffIt archive identifier. So enter your control panel, AccessPC, make an entry ".sit" and click into the MacApp... button. Then choose StuffIt and select the apropriate icon for StuffIt archives, I think it was SIT! for TYPE and CREATOR as well. I can ensure you that it just works fine.
For .hqx encoded files, I set up TEXT/SIT!, and StuffIt will be launched if I double-click any imported .hqx file.

Regards,
Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* /etc/motd >> Luck is believing you're lucky! << *

4590. PROBLEM: elvis Editor & German KBoard & "\" Char

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 10:10:55 UTC
From: ralph@prosun.first.gmd.de
Message-ID: <1694@bigfoot.first.gmd.de>
Source record: 222671

Hello,

who can help me to enter within ELVIS a "\" Character?
I have an Atari ST with German Keyboard.
Same for "{","}" Characters.
What is to modify in elvis.rc?
map #<a>"U \ doesn't work.

Thanks,
Ralph
ralph@gmd.first.de

4591. Re: UNIX on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 10:53:59 UTC
From: jarleb@diana.uio.no
Message-ID: <1992May4.105359.10583@ulrik.uio.no>
Source record: 222672

In article <1992May4.073029.28954@acsu.buffalo.edu>,
v125rcyx@ubvmsb.cc.buffalo.edu (Die By My Hand...) writes:
>
> Are there any terminal programs for the ST that will work with UNIX
> X-Windows?Any information would be appreciated.
>
> -Dave

There are no such thing as X-Windows for the ST, but you can try out UW
on atari.archive
It is a terminal program that uses windows, making it easier for you to
work against a
multitasking machine, since you can have different applications running
in different windows. There are some limitations to the program, but it
is
very good if you intend to do programming across the net, you can have
an Emacs
window and a window for running the program...

(I personally miss a Tek4010 (or 4015 !) emulation, and some of the
possibilities
that still makes Uniterm my first choice.)

Jarle.
Internet : jarleb@ifi.uio.no
jarleb@ulrik.uio.no

4592. Re: HELP: SC1224 => VGA/CGA ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 13:23:22 UTC
From: miked@syscon.rn.com
Message-ID: <1992May4.132322.21753@syscon.rn.com>
Source record: 222673

dak@bkana58.bnr.ca (Darren Keyes) writes:

> I also own an SC1224 monitor and need a VGA/CGA for my 386.
>Does anyone know how, or if it is possible, to use the SC1224 as
>a VGA/CGA. If so, could you please post your answer here as I
>send or receive personal email over internet.
The SC1224 is a color analog monitor. CGA is digital so it would
not work very well. VGA is analog but has a 70Hz vertical sync
while the Atari is 60Hz. If you could change a componet in the
Atari to chage the vert. sync it might work.

4593. WARNING: TOS 2.06 and Warp 9 from Codehead

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 13:24:34 UTC
From: dmk@air31.larc.nasa.gov
Message-ID: <1992May4.132434.12331@news.larc.nasa.gov>
Source record: 222674

Hi netters,
My package from Codehead Tech. came on Friday. In it was both
the TOS 2.06 chips for my 520 STe and the upgrade for QuickST, Warp 9.
First I installed the TOS 2.06 chips by resoldering two jumpers and
plugging the chips into the appropriate sockets. My machine booted up
fine and I started Pagestream. Every time I clicked on a scroll bar,
the image moved twice! I went back to the TEC manual that came with the
chipset and read that this was something that everyone knows about and
included on the disk that came with the chips was a fixit accessory
called button fix. I loaded it up and at first it seemed to do nothing,
but after a little experimenting I found that if I disabled and then
re-enabled the accessory, that the double scroll problem with Pagestream
went away. Oh well, I thought, it's a nuisance but I can live with it
for the new features in TOS 2.06.
The next morning was Saturday and I eagerly plugged in my latest
ST Format disk to look at the Knightmare demo they had included on their
disk. My machine crashed. I tried a demo from a previous disk that I
knew had worked on my machine pre-TOS 2.06, and it too crashed. Concerned
I opened my games closet and pulled out two selections, Prince of Persia
and Stunt Car Racer. Both crashed. For those who are keeping score, this
is now zero for four. Those who read this group regularly may remember
that several months back I asked for help finding a copy of Stunt Car
that would work on my STe. I purchased a new STe compatible copy (there
seemed to be no upgrade path). I pulled TOS 2.06, re-installed TOS 1.62
and everything ran again.
I got off on a bad start with Warp 9 as well. After reading the
installation guide, I put Warp 9 in the AUTO folder right after Pinhead.
Warp 9 would not load. The introduction screen would show up during boot
up, but the Control Panel Accessory said it was not there. It turns out
that the Universal Item Selector III unloads Warp 9. The solution???
Load Pinhead first, then load UIS III, and finally Warp 9.
TOS 2.06 will remain on the shelf next to my soldering iron. The
new features are nice, but I would rather have software that works. I can
live with re-ordering my AUTO folder to get Warp 9 to work, but it
certainly does not _seem_ to be bug-free.

Thanks for reading,
Daniel Koppen
dmk@air31.larc.nasa.gov
-<standard disclaimer>-

4594. Re: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 13:40:43 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992May04.134043.29315@chinet.chi.il.us>
Source record: 222675

In article <756@hobby.ukc.ac.uk> wabe@ukc.ac.uk (W.A.B.Evans) writes:

>Mark Williams C developers would be capable. When the latter Company
>"signed off" from the ST scene, as you probably know they offered the
>entire source code of their C compiler and Libraries for sale to registered
>users.

Two small but important corrections: Mark Williams Co never released
->compiler<- source, nor are they likely to, since the ST compiler is a version
of the Coherent compiler, a successful product. On the other hand, Mark
Williams Co. still provides a certain minimal level of support (they helped
me decipher a particularly incomprehensible diagnostic message a few months
ago).
Steve saj@chinet.chi.il.us

4595. access to this newsgroup.

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 14:38:18 UTC
From: bussche@KSLA.NL
Message-ID: <01GJMC89WNMO8WVYX3@ksla.nl>
Source record: 222676

L.S.,
Is there anybody there who can tell me how things work here? I would like to contact Ian Lapore for Sozobon C. Is there a user manual available telling me how to sumbit/get things from the newsgroups? Since I am new here I could use some HELP!
Thanks for replying!

Egbert Jan van den Bussche BUSSCHE@KSLA.NL

PS I can handle most uux/shar stuff under TOS and/or VAX/VMS.

4596. Re: Stand-alone emacs-info viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 14:48:37 UTC
From: timm@mpii02010.mpi-sb.mpg.de
Message-ID: <TIMM.92May4164837@mpii02010.mpi-sb.mpg.de>
Source record: 222677

In article <sourada.704941374@pv1784.vincent.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:

Is there a stand-alone info (the documentation format used by GNU)
viewer for the ST's? Full-blown emacs is just to hard to use with
no hard drive, even with 4MB of ram. And it's overkill for the simple
purpose of reading info, anyway.

Thanks,
Steven Ourada

Such a program was just posted in comp.binaries.atari.st along with
makeinfo (which formats texinfo file to info files) and texindex.

Jan

--
mail: Jan-G. Timm email: Jan.Timm@mpi-sb.mpg.de
Sulzbachstr.1 timm@cs.uni-sb.de
D-6600 Saarbruecken
West-Germany

4597. Re: HELP: problem with SCSITOOLS and NEODESK

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 15:27:50 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May04.152750.666@cdsmn.mn.org>
Source record: 222678

In article <H.Zheb9EfnKrg@alice.hobby.nl> harold@alice.hobby.nl writes:
>Hi,
>
>I have a problem most likely because of the combination of SCSITOOLS
>HD-driver HUSHI 2.01 and NEODESK 3.01.
>
>My configuration is: MegaST 4 Meg; TOS 1.4
> Megafile-44 with Q105 LPS build in as unit 1 and 2
> Megadrive (GE-soft SCSI-adapter) with Q240 LPS
>
[edited]
>
>Looks like Neodesk cannot handle >1024 bytes sectors. Anyone seen simular
>problems?
>
>Harold van Aalderen | harold@alice.hobby.nl

I can't tell you what the problem is, but to help you troubleshoot, I can tell you that on my 4Meg Ste with ICD AdSCSI+ and ICD driver software, NeoDesk can handle >1024 byte sectors fine.

Regards,
Doug

4598. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 15:50:34 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May4.155034.13887@newshost.lanl.gov>
Source record: 222679

In article 9816@doug.cae.wisc.edu, carter@cae.wisc.edu (Carter Gregory) writes:
>In article <1992Apr30.151436.13896@newshost.lanl.gov> hutch@bellman.lanl.gov writes:

>>Well spoken, David! I think Mr. Gregory Carter has been shut up for awhile
>>since a complaint was made about him to the net administrators.
>>-Hutch-
>
>If you don't like what I have to say, make a kill file you idiot!
>
>--Greg

Sorry, Greg. Just for the record, _I_ did not report you to the net admin guys, I was just replying to an email message that I received from someone else. Did not even mean for it to go to the world, just hit the wrong key. Serves me right, eh?

I may not agree with what you say (at least not all the time), but I will defend your right to say it as long as it does not border on slander. We all deserve better than that.

Sorry for the misunderstanding and _do_ carry on. :)

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4599. Re: Wanted:GIF and JPEG viewer for the ST.

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 15:57:39 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May4.155739.25516@usenet.ins.cwru.edu>
Source record: 222680

There are several good GIF viewers and converters on atari.archive.
One is called DMJ-GIF 3.0, others include GIFVIEW.TTP,though the
latter only shows them converted to 16 colors, whereas DMJ-GIF
converts them to 512 or 4096.

I just got an alpha-test version of a JPEG converter from GEnie,
it should show up on Atari.archive soon.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4600. Re: WARNING: TOS 2.06 and Warp 9 from Codehead

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 16:01:01 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May4.160101.25998@usenet.ins.cwru.edu>
Source record: 222681

Daniel:

From what I've read on GEnie, the double-page bug is in Warp 9, and I THINK there's a small fix for it, called Buttonfix. I could be mistaken, and Buttonfix may be for something else.

Also, it's a well-known fact that very little game and demo-type software works on TOS 2.0x. I have a Mega STE with 2.05, and very few of my games run on it that did run on my old Mega ST4 with TOS 1.2.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4601. Re: TrueType via Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 16:36:07 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <8650@uklirb.informatik.uni-kl.de>
Source record: 222682

In article <1992Apr30.224346.360@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>I know that System 7 does not work on a Spectre-Mac, but I was
>wondering if anybody out there is successfully using TrueType
>font technology on Spectre? If I have been informed
>correctly, True Type is supposed to have been available with
>System 6.0.7 software...thus, it should be usable on Spectre.
>How about it?
>--Gerry
>ggreenbe@rodan.acs.syr.edu

Summary says all: it works.

--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

4602. Re: WARNING: TOS 2.06 and Warp 9 from Codehead

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 16:42:10 UTC
From: cs331109@zippy.acslab.umbc.edu
Message-ID: <1992May4.164210.15193@umbc3.umbc.edu>
Source record: 222683

I too have had problems with Warp 9. Most have been more minor things, but
I would try to run certain programs and it would just bomb in a big way. When
I took out Warp 9, they ran fine.

These weren't any big programs (like say.. PageStream), but its still an
annoyance..

4603. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 16:46:46 UTC
From: steve@thelake.mn.org
Message-ID: <A1574377636@thelake.mn.org>
Source record: 222684

[In article <1992May4.004533.1023@drycas.club.cc.cmu.edu>,
spice@drycas.club.cc.cmu.edu writes ...]

> Steve , is this an official Atari announcement? Is it an official promise
> to bring out MultiTos?

It's an official Atari Corp. publication. The Explorer Online magazine
omitted any mention of permission to post it electronically, so I
checked with John Jainschigg and verified that it was just an oversight.
I'll forward a copy to the moderator of the old ST-Zmag mailing list.
Meanwhile, here is the portion dealing with MultiTOS.

0/ cut here
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(Excerpted from ATARI EXPLORER ONLINE, May 1, 1992, Issue #92-01.
The Official Atari Online Journal (c)1992, Atari Corporation)

Rehbock on MultiTOS: The Tech View

One of the highlight's of April's ACE '92 show in Toronto was the
first public demonstration of Atari's new MultiTOS -- a fully-
multitasking version of the ST/TT operating system. According to Director
of Application Software, Bill Rehbock, who demonstrated the system to
excited crowds, MultiTOS "is a high-performance, pre-emptive multitasking
kernel with adaptive process prioritization, in a system optimized to
favor the user-interface, and to comply as transparently as possible with
current applications." In a subsequent conversation, Rehbock elaborated
as follows: "First of all, MultiTOS is definitely not a task-switcher. It
allows multiple applications (referred to as "processes"), both TTP and
GEM, to execute concurrently, each taking a portion of CPU time, as under
Unix. That means you really can be downloading a file, sorting a
database, and typing on a word processor, all at the same time. And the
programs you use don't have to be especially "aware," either of MultiTOS
or of each other, for this to happen.
"Since most programs spend a relatively large portion of their time
awaiting AES event input, MultiTOS is designed to reclaim CPU time that
would otherwise be spent in this fashion. Thus, even without altering
process priorities, MultiTOS manages to increase overall throughput. More
sophisticated forms of adaptation further allow MultiTOS to adjust
process priorities to optimal levels. However, if a user finds that
MultiTOS' own decisions aren't working well for a certain combination of
applications, a utility allows him to graphically review how much CPU
time each process is being offered and how much it is using, and alter
priorities at will." The result is that, from the user's perspective,
MultiTOS seems to perform at a rate similar to single-tasking TOS.

MultiTOS allows as many processes to run concurrently, and as many windows to be open, as memory permits. It can employ the 68030 Memory-Management Unit's (MMU) hardware-based memory-protection capability to prevent accidental memory trespass and restrict how much memory each process occupies. Well-behaved applications can set their own boundaries, using Malloc() and Mshrink() calls; while badly-behaved applications can be restricted deliberately, by the user. Even in the absence of an MMU (i.e., when MultiTOS is running on a 68000-based ST), features have been incorporated to permit indentification and graceful shutdown of rogue processes, avoiding system crashes in all but the most severe cases. File- and record-locking is now automatic at the TOS level -- another reason why current applications don't need to be rewritten to run under MultiTOS. Output from TOS (i.e., non-GEM) applications is piped automatically to the window-manager, and output is displayed in its own window. A variety of Inter-Process Communication (IPC) facilities are supported, including piping and forms of shared memory, as well as a brace of options by which processes may "spawn" child-processes, and control their operation.

Though a portion of MultiTOS will be built into ROM in future Atari computers, the bulk of the operating system is RAM-loaded. According to Jack Tramiel, Chairman of Atari Corp., MultiTOS will be made available in some form for all ST systems (though hardware memory-protection will not be available on systems lacking a 68030 with MMU), and will be incorporated in future Atari products. A pre-release version of the OS has already been sent to developers, along with a reworked Developer's Kit and MiNT-kernel utilities package. Commercial release is expected in Winter. (For further information, developers should contact Bill Rehbock, Director of Application Software, Atari Corp., 1196 Borregas Ave., Sunnyvale, CA 94089, (408) 745-2082).

4604. Re: PROBLEM: elvis Editor & German KBoard & "\" Char

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 17:04:23 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6866@lee.SEAS.UCLA.EDU>
Source record: 222685

In article <1694@bigfoot.first.gmd.de> ralph@prosun.first.gmd.de
(Ralph Berg) writes:
>
>Hello,
>
>who can help me to enter within ELVIS a "\" Character?
>I have an Atari ST with German Keyboard.
>Same for "{","}" Characters.
>What is to modify in elvis.rc?
>map #<a>"U \ doesn't work.

For multi-character maps, make sure that you set the keytime variable.
I use "set keytime=8" in my elvis.rc. For older elvises, keytime=2 is
more appropriate.

Also, if you want your map to work in input mode, you should use
map! #<a>"U \
Note the "!" character; this creates a map for input mode.

-- Scott Willingham // willing@icsl.ucla.edu
.
.
.
.
.
.
.

4605. Re: AZERTY-QWERTY

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 17:16:47 UTC
From: jarleb@medusa.uio.no
Message-ID: <1992May4.171647.26118@ulrik.uio.no>
Source record: 222686

In article <92120.135834GUTEST6@cc1.kuleuven.ac.be>, Kris Van Hees
<GUTEST6@cc1.kuleuven.ac.be> writes:
> Hello!
>
> A friend of mine is looking for an autofolder program which can turn
his
> QWERTY keyboard into an AZERTY keyboard. Reason for this is that he
is
> attending typing courses here in Belgium and they work on AZERTY
typing
> machines, and so, if he is to practise at home, he would like to type
on
> his qwerty STe as if it were an azerty one.
>

This is a quite easy thing to fix:

You need :
keyedit.prg, which at least lies in the Uniterm package at
atari.archive,
if it doesn't lie as a standalone, somebody ought to put it as such.

Here you can modify you keyboard layout any way you like it, and then
save
it to disk as a .prg file, which can be executed at boot time.

Good luck.

Jarle.

4606. Re: "Things Not To DO" problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 18:00:12 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May4.180012.15095@news2.cis.umn.edu>
Source record: 222687

In article <OKES.92May2181656@solb1.essex.ac.uk>, okes@solb1.essex.ac.uk (Oke S) writes:
>In article <1992May2.032927.28657@usenet.ins.cwru.edu> al885@cleveland.Freenet.Edu
(Gerard Pinzone) writes:
>
> Is anyone else noticing that the colors are screwed up on the
> "THINGS.MSA" file on atari.archive.umich.edu?
>
>As a matter of fact, no. I can't even get the thing to unpack
>things1.msa. It comes up with errors from track 38, side 2
>onwards.

You either have a problem with the particular disk you are using, or your
copy of things1.msa has been corrupted. The files on atari.archive.umich.edu
DO get un-MSA'd on a double-sided drive properly.

Whether the demo is worth all of the effort is another thing. It consists of
a number of 'Things not to do', generally involving two Karate-style
combatants, miscellaneous weapons of destruction and a lot of blood. No music
that I can remember, limited 'animation', and a non-memorable precis. If you
like sick humor, it might be worth viewing -- once. I didn't finish the demo,
and the disk has been reformatted.

4607. Re: WARNING: TOS 2.06 and Warp 9 from Code

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 18:08:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May4.180813.29949@newshost.lanl.gov>
Source record: 222688

In article 15193@umbc3.umbc.edu, cs331109@zippy.acslab.umbc.edu (cs331109) writes:
>
>I too have had problems with Warp 9. Most have been more minor things, but
>I would try to run certain programs and it would just bomb in a big way. When
>I took out Warp 9, they ran fine.
>
>These weren't any big programs (like say.. PageStream), but its still an
>annoyance..

The CodeHeads really are pretty good at getting patches or updates out to correct many incompatabilities. First they need to know what doesn't work, however. How about a list of software titles found to be incompatible with Warp 9 so we can forward it on to them for review? Just make sure your software is incompatible due to Warp 9 and not to a new version of TOS, an ACC or AUTO program.

If you wish, send me your list of "suspect" software via email. I'll compile the list and pass it on to the CodeHeads and upload a copy here as well.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4608. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 18:10:32 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May4.181032.15216@news2.cis.umn.edu>
Source record: 222689

In article <1992May2.183705.22199@ux1.cso.uiuc.edu>, wmagro@uiuc.edu (William Magro) writes:
> ... When all users have access
>to current versions of the OS, vendors support that latest version. There
>just don't exist programs in the mac world that have the incompatibilities
>we have. You just don't hear the analog of " Program XXX won't run on TOS
>1.6" More importantly, releasing frequent, free upgrades (freely distributable
>so there are no costs above development costs) makes for happy users==
>increased hardware sales.

There is, however, a dark side to the 'free upgrades' which Apple puts forward for their operating system ... the upgrades to the 'new, improved' commercial software are NOT inexepensive!

Even on the Macintosh there ARE problems with 'won't run on System x.x'. This was -especially- true when System 7 first came out. Of course, you can always upgrade your software library to be System 7 compatible --- most of the time, provided that the company who owns the source hasn't folded, and provide that you send in the sometimes-not-so-cheap upgrade fee).

The advantage Apple's system software has over TOS-in-ROMs is that Apple clamped down early on bad programming practices. If a program broke after a system upgrade, tough. The programmer should have used the 'authorized' programming guidelines in the first place. (Sound familiar to TOS programmers out there???)

I'll be glad to see any enhancement to TOS, including MultiTOS. Just don't expect great things on your circa 1985 520ST. (Even Apple has discontinued 'support' for anything older than a Mac Classic.)

4609. Pc Convertable, Mac Emulator for sale -- cheap!

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 18:14:14 UTC
From: st11w@menudo.uh.edu
Message-ID: <ST11W.92May4121414@menudo.uh.edu>
Source record: 222690
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Here it is:

PC Convertable (1985 vintage!)
256K RAM
2 720K 3.5" floppy drives
detachable monitor
DOS 3.2 (WOW!)
TWO batteries
external power adapter
NOTE: no parallel/serial ports -- you can buy an adapter
Comments: This is a great machine if you need something you
can beat the hell out of. It is very durable.
PRICE: $100 + shipping

Magic Sac
Mac emulator for the Atari ST
Comes with the 64K ROMS installed!
PRICE: $20 o.b.o

5.25 floppy drive
ready to hook up to an ST
take it out of the case and you have a HH floppy for your PC
PRICE: $20 + shipping

That's it for now...

-dennis
--
Dennis Gray, Jr. /* Offer void where prohibited by */
dwg@lisa.cc.uh.edu /* delimiters or other applied */
st11w@menudo.uh.edu /* restrictions and charges, etc. */

4610. Re: UNIX on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 18:22:27 UTC
From: weber@rhrk.uni-kl.de
Message-ID: <1992May4.182227.16263@rhrk.uni-kl.de>
Source record: 222691

jarleb@diana.uio.no (Jarle Brinchmann) writes:

>There are no such thing as X-Windows for the ST, but you can try out UW
>on atari.archive

On last year's CeBit on the Atari "place" they showed an X-Server for the ST.
Of course you needed an Ethernet card, which is still very expensive.

I don't know If you can buy that...it's probably the old Atari problem.

Regards

Christoph Weber-Fahr

--
Christoph Weber-Fahr | E-Mail: weber@rhrk.uni-kl.de
Universitaet Kaiserslautern, KIT/IVS | S-Mail: Postfach 3049
Tel. 0631/205-3391 | D-6750 Kaiserslautern
------------------------- My personal opinion only ---------------------

4611. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 18:30:59 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May4.183059.26936@aber.ac.uk>
Source record: 222692

In article <1992May3.181257.25031@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>In article <1992May1.172835.5@sugaree.uu.net> bill@sugaree.uu.net (William Bishop) writes:
>>Hi all,
>>
>>Is anyone using NeoDesK and MultiGem together...if so
>>what's the trick??
>>
>Problem is most people don't follow the GEM guidelines for software
>construction.
>
>Naughty naughty people. I wrote a GEM application back in 1987, mainly
>for printer support functions on the desktop(ie DA). GEM was, still is, so daft
>that it was the last GEM application I wrote, and I headed for the TOS
>part of the ROMS ever since...
>
>In short, even though most problems are fixed with GEM now. It still
>has too many short commings. The largest, a considerable learning curve
>only suited to hardware that nobody could care less if it disappeared
>off the market tomorrow. Not portable, and if you do so you could get sued
>if you don't conform to GEM release 3.0 guidelines....(A version so crippled
>by Apple's corporate influences that it makes the whole point laughable.)
>
>I have been doing work with X. For all its really bad short commings, you
>must admit everyone is using it now. And if your really, really good.
>I would like to C PC's evolve to the point with enough cheap power to run
>X for the masses. That would be really neato. No matter what PC you own,
>you could run X, because thats how X is.
>
>
>
>-Greg
The rate at which Windows is being taken up by people probably means that
X is finished as a GUI for the masses. Once Bill (spit...) gets Windows
on non-intel platforms we may even see UNIX slide from view. But so long as
there are those who are interested in non-Gates OSes then Atari will probably
keep going for a long time yet. GEM is *far* easier to program that X or
Windows.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk

Biological Sciences phone: +44 970 622353
Univesity College of Wales

4612. Re: WARNING: TOS 2.06 and Warp 9 from Codehead

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 19:06:15 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May4.190615.28382@mnemosyne.cs.du.edu>
Source record: 222693

> windows double scroll...BUTTNFIX.ACC fixes it, but only if you open
> then close BUTTNFIX.ACC after entering an application.

I wrote an improved double-scroll fixer acc that doesn't require you to open and close it after entering each application. It's also smaller than BUTTNFIX.ACC. It's available on BIX, GEnie, and Delpi, as SCROLFIX.LZH. I don't know if it ever found its way into the atari archives for ftp'ing or not, I'll try to find out.

- Ian

4613. Re: access to this newsgroup.

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 19:13:11 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May4.191311.28533@mnemosyne.cs.du.edu>
Source record: 222694

> I would like to get hold of Ian Lepore about Sozobon C.

You found me. You have mail from me, just reply to it to reach me.

As a general note for everyone: I'd prefer it if messages relating
to Sozobon/HSC and GemFast would be posted to comp.sys.atari.st.tech.
The noise level here is a bit high, .tech isn't so bad. I may have to
resign from this newsgroup soon, since I may have a new job, and won't
have time to wander through For Sale messages, grammar flames, and
the worst scourge of any network: meta-discussions.

4614. Re: Public internet access from Chicago

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 19:21:16 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992May04.192116.4559@chinet.chi.il.us>
Source record: 222695

In article <1992May4.032148.14231@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
> If anybody knows of a public-access internet system with no (or minimal)
>cost, in the Chicago area, could you please email the phone number(s) and
>any other pertinant data?
>
The largest number of dial-up lines available free or cheap on a Chicago area site is right here at chinet. Two lines for guests at (312)283-0559. There are 4 more lines for contributors. Unlimited email. Guests get an hour a day, and can read netnews on weekends. Contributors get a bunch more.

There are plenty of other USENET-only sites around here (gagme and vpnet spring instantly to mind)--consult the NIXPUB listing. It isn't all that difficult to get a feed from clout and set up your own site: write postmaster@clout if you want to try that.
Steve saj@chinet.chi.il.us

4615. Cameau C++ for Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 19:37:30 UTC
From: lohse@rhrk.uni-kl.de
Message-ID: <1992May4.193730.24449@rhrk.uni-kl.de>
Source record: 222696
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm interested in getting some further information about Cameau C++ for
the Atari ST/TT Computers. Please can anybody e-mail me the adress
from Cameau?

Thanks in advance

Gruss Frank

--
Frank Lohse
Universitaet Kaiserslautern
lohse@rhrk.uni-kl.de

4616. gcc installing

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 19:39:11 UTC
From: jim@blade.stack.urc.tue.nl
Message-ID: <3925@tuegate.tue.nl>
Source record: 222697

I recently ftp-ed GCC-1.40 for the atari ST. I installed it, and
it didn't work.
Let me tell you what I've done:
First I did put gcc.ttp in \usr\gnu\bin.
I placed gcc-* in \usr\gnu\lib, and the include-files went to \usr\include.
Is this the way to install gcc?

Please respond by email.

thanks,
--
. . . .
. * . . * . ***** . . . .
. . . . . ********* . .. . .. | .
. . | . . . ********** ... .(*)..| .. .

4617. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 20:10:15 UTC
From: deej@cds8613.Cadence.COM
Message-ID: <1992May4.201015.23430@Cadence.COM>
Source record: 222698

In article <1992May1.210947.24261@acsu.buffalo.edu>, ugafence@ubvmsb.cc.buffalo.edu (UB FENCING CLUB) writes:
|>
|> At this moment...I. feel kind of, ...strange....
|>
|>
|> For I have seen the light at the end of the llama
|>
|>
|>
|> It's a tingly sensation, running from the joystick calluses on my fingers all
|> the way to my stress clenched toes...
|>
|> I have now been there.
|> I have now done it.
|> I have now seen it. My god, we finished Llamatron
|>
|>
|> The end.

I personally am very happy for you. I've reached the end, too - but probably not the same end you're talking about. The version I downloaded from the Atari archive BOMBS consistently after I finish level 7. Too bad, too - I was definitely planning on registering. Doesn't make sense to register a broken program, though!

--
~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
"Sometimes you kick, sometimes you get kicked" -- INXS

4618. No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 20:25:14 UTC
From: deej@cds8613.Cadence.COM
Message-ID: <1992May4.202514.24977@Cadence.COM>
Source record: 222699

I recently downloaded Elvis from Atari archive, 'cause I use VI all the time at work, and didn't want to have to learn a new editor. I got it all unpacked, but elvis.ttp won't start up from the desktop (flashes some message about environment). Well, in checking the documentation, the TERM variable *must* be set, and the docs also mention needing to use the shell program so that TERM *can* be set. But it's not included in the distribution! Where/how can I get it??
If it's not already obvious, I don't have a UNIX look-alike environment on my Atari (yet! I'd like to get one, but would prefer to get freeware or shareware, and don't know of such an animal), so I can't set the TERM variable any other way. Without some sort of shell, Elvis is useless to me, and I'll have to learn Emacs (shudder!) in order to be able to do anything. So where do I get the limited Elvis shell, or a freeware/shareware UNIX type shell? Anyone?

--
~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
"Sometimes you kick, sometimes you get kicked" -- INXS

4619. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 20:54:19 UTC
From: pete@introl.introl.com
Message-ID: <1992May04.205419.22183@introl.introl.com>
Source record: 222700

In article <1992May4.183059.26936@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>In article <1992May3.181257.25031@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory)
writes:
>>Naughty naughty people. I wrote a GEM application back in 1987, mainly
>>for printer support functions on the desktop(ie DA). GEM was, still is, so daft
>>that it was the last GEM application I wrote, and I headed for the TOS
>>part of the ROMS ever since...
>>In short, even though most problems are fixed with GEM now. It still
>>has too many short commings. The largest, a considerable learning curve
>>only suited to hardware that nobody could care less if it disappeared
>>off the market tomorrow. Not portable, and if you do so you could get sued
>>if you don't conform to GEM release 3.0 guidelines....(A version so crippled
>>by Apple's corporate influences that it makes the whole point laughable.)
>>
>>I have been doing work with X. For all its really bad short commings, you
>>must admit everyone is using it now. And if your really, really good.
>>I would like to C PC's evolve to the point with enough cheap power to run
>>X for the masses. That would be really neato. No matter what PC you own,
>>you could run X, because thats how X is.
>>
>>-Greg
>The rate at which Windows is being taken up by people probably means that
>X is finished as a GUI for the masses. Once Bill (spit...) gets Windows
>on non-intel platforms we may even see UNIX slide from view. But so long as
>there are those who are interested in non-Gates OSes then Atari will probably
>keep going for a long time yet. GEM is *far* easier to program that X or
>Windows.
>
>Herb

What are you talking about. X is expaning almost as well as Windows is. Especially
in environments where the use of terminals are great. (IE xterms)
Also, the costs of workstations are coming down, and the main windowing environment
is usually a derivative of X. IE: more and more homes will be having workstations.
Not as many as say PeeCees, but...

Yes, in homes Windows is big. (and slooo) (and sucks in general)
I'll wait for Nextstep....(Then I can sell my DecStation!)

What have you used Xlib(for programming X)? If so you need to wake up. There
are a number of programming toolkits around (Xtcomes with X) and each of which
are very easy to use.

Until I see windows NT. There is no other solution to a networking windowing
environment, and GEM doesn't even come close to the functionality of X.

I have programed in both. (GEM about 6 years ago, I almost went crazy
having to deal w/all the crap needed to get a window up.) As opposed to
a 1 or 2 liner to do the same in X. (Basicly all that is needed to be done is:
Make the appropriate variable declarations...
XtAppinitialize(); XtCreateManagedWidget(Approp args...);XtMainLoop();
Done.

If I had man pages here,I would whip out a quick example.... But this is the jist of it.

Anyway GEM falls into the same catagory as Windows, Mac OS. There are a lot of
operating system specific things involved. X removes that from the
programming environment (as much as possible) and lets the server deal
with all the nasties.
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

4620. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 21:14:07 UTC
From: bbs.fox@goonsquad.Spies.COM
Message-ID: <96P0JB1w165w@goonsquad.Spies.COM>
Source record: 222601

elendir@quasar.enst.fr (Vincent Habchi) writes:

> Well, Atari chose the 030 because they are planning to release the Falcon
> '040 with a true 040, 16 million colors, separate keyboard, etc..

I believe you, I believe you. I heard almost exactly the same thing
from another source and your posting only confirms it.

Can you give any more details as to what else will be available
in the Falcon's lkittle box of tricks?

Mike Blaser

4621. Re: GEM on the PC

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 21:17:27 UTC
From: fergus@areaplg2.corp.mot.com
Message-ID: <1992May4.211727.14427@lmpsbbs.mot.com>
Source record: 222602

In article <1992Apr28.205524.4458@cunews.carleton.ca>
gfrajkor@alfred.carleton.ca (George Frajkor) writes:
> If I had a PC ... I would want Gemulation for the
>sake of running Flash or Stalker alone, not counting other GEM
>programs. There is nothing like them anywhere near the MSDOS world.
> ... a lean and mean
>little system like GEOworks seems capable of doing everything Windows
>can do in a tenth the memory space. I would not bet on windows
>surviving the next two years,much less becoming the standard.

I still have the original MS-DOS version of GEM, which works the same
as the ST version, and uses very little memory or disk space. It's too
bad it never caught on (after Digital Research crippled it to GEM/3).

I suppose it is impossible to recompile GEM desk accessories and programs
for use under GEM on the PC?

-George

4622. downloading from UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 22:01:00 UTC
From: v125rcyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992May4.210224.16526@acsu.buffalo.edu>
Source record: 222603

I'm trying to download several files from my UNIX account to my ST.
I keep getting things like 'sector error' and 'checksum error'.
First of all,I am ftp'ing the files to unix,they have .arc, .lzh and .ttp
extensions.So do I use binary mode or ascii?Also what file uncompresses
lzh files?Lzharc.ttp?
Im using the sx (send Xmodem) command on unix,and running FLASH on the ST.
Any help would be appreciated.Thanks

--Dave

4623. Whats the difference?

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 22:16:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <1992May4.211650.17067@acsu.buffalo.edu>
Source record: 222604

I am new to the atari scene, I am buying a used 520 from someone, but I am curious about something. What is the difference between the st's and the ste's? I take it that mega means simply 1 meg of ram on the board, but I cannot seem to figure out what the STE represents.

Steve Gyurindak
v5914ane@ubvmsb.cc.bufalo.edu

4624. downloading from UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 22:17:00 UTC
From: v125rcyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992May4.211812.17222@acsu.buffalo.edu>
Source record: 222605

I'm trying to download several files from unix to my ST.Im using
th unix command sx (send Xmodem) and running FLASH on the ST.I get errors
like 'sector error' and 'checksum error'.
I ftp'd these files from the atari.archive,but should i be using
binary mode or ascii mode to get these files?They have the extensions
arc, .lzh, and .ttp.Also what file is used to uncompress .lzh files?
Any help would be appreciated.Thanks.

-Dave

4625. Re: UNIX on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-04 23:16:15 UTC
From: ziggy@grafted.UUCP
Message-ID: <s2s0JB2w161w@grafted.UUCP>
Source record: 222606

```
> There are no such thing as X-Windows for the ST, but you can try out UW
> on atari.archive
>

Dont forget about MGR, it does allow remote execution...

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =
```

4626. 520st for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 03:03:09 UTC
From: steven.liburd@execnet.com
Message-ID: <1992May4.943.7723@execnet>
Source record: 222607

To : Brian Wojcik

BW>FOR SALE:
BW> Atari 520ST
BW> SC 1224 Color Monitor
BW> 360K Floppy drive.
BW> Atari Mouse.
BW> Miscellaneous software.
BW> $200 + shipping.

I'm interested. Do you have a number where I can reach you?
==steve

~ DeLuxe} 1.20 #9436 ~
--
Executive Network Information System (914) 667-4567
International ILink Host

4627. Virus question.....

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 03:29:55 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992May5.032955.17055@oz.plymouth.edu>
Source record: 222608

I was wondering if anyone knows what the latest version of George Woodside's ST Virus Killer program is ? The version I have says it is

3.84 - dated April 1991.

I just used it to eradicate a nasty infestation of (what it called it anyway) KEY, SIGNUM/BPL or Type 1 virus.

I have NO idea where I picked it up.... except for d/l'ing software from the net I can find only three occassions when my ST(s) have been exposed to outside disks (rather SMALL Atari community around here....) in the past two months.

Case 1 - I checked the sole disk involved and it was clean... ok
Case 2 - This person buys his software or gets PD stuff from me (even more isolated from the Atari mainstream than I am.) and I checked disks he left w/me and they were clean.... another dead end.
Case 3 - The 2 disks I got w/ my new Mega STe.... both infected... coincidence... ?
Case 4 - I d/l'ed one of those .msa type files last week to try on my new STe. I assume that's the only way a boot-sector virus can travel via the internet ?

In Case 3.... what do I do ? ANybody have phone numbers at Atari for somebody who cares about this kind of thing ? These two disks are Atari language disks.... and if a virus got into their master copies at a disk duplicating service.... OUCH!!!!

Which is why I want a newer version of that virus killer. Maybe it's something about the Mega STe and that program.....

Unfortunately I killed every disk I could find that claimed to have a virus (over efficiency & zealous glee I guess.... If I run into another one I'll keep it..... in case anybody needs to see it.

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4628. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 03:39:20 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992May5.033920.205@ux1.cso.uiuc.edu>
Source record: 222609

In article <2044@quasar.enst.fr>, elendir@quasar.enst.fr (Vincent Habchi) writes:
|>

|> As for those who don't believe me, I don't ask you to. I had the paper in my
|> hand, I had also a schematic diagram "Confidential". I'm trying to do my best
|> as a member of ST-Magazine redaction team, that is to inform people. Now,
|> trust me or not, that's your problem; but you may be surprised when the machine
|> will be released.
|>
|> I can't give you the actual name of the person who gave away the sheets, but
|> they come from Atari France.

I for one apologize for doubting. It just sounded _too_ good, especially the sound and the price. Otherwise, the info is unsurprising (except that it sounds good, of course *:^).

-Bil

4629. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 04:08:28 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992May5.040828.3930@ux1.cso.uiuc.edu>
Source record: 222610

In article <1992May4.183059.26936@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:

|> The rate at which Windows is being taken up by people probably means that
|> X is finished as a GUI for the masses. Once Bill (spit...) gets Windows
|> on non-intel platforms we may even see UNIX slide from view.

I doubt that window will displace X. They fill different markets. X is a network transparent _windowing system_, not a user interface. The user interface for Windows is Motif-like (if not genuine Motif--I'm not sure), while a goodly proportion of commercial X products use Motif. The Motif window manager is a standard on most non-sun and non-at&t machines (open look, it the standard on these), though it is available on all machines. I am running a motif window manager under X on a sparcstation right now. Unfortunately, most PD X applications (which comprise most of the X software) implement their own user interface, and this interface is usually quite bad.

As for Windows displacing UNIX, I REALLY doubt it. Windows sucks, UNIX is great. UNIX is just an operating system; it is very flexible, and most of the world's most powerful computers run UNIX:

Sun workstations
Digital DECStations
IBM RS/6000s
HP workstations
Cray Y-MP
Connection Machine
Convex
Silicon Graphics IRIS/Indigo
NeXT
etc., etc.

You can do most anything in UNIX, including implementing a standard GUI (take NeXTStep as an example). Windows isn't about to replace UNIX.

-Bil

4630. Sierra?

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 04:30:59 UTC
From: ken@isgtec.com
Message-ID: <2515@isgtec.isgtec.com>
Source record: 222611

Does anyone know if Sierra is still making games for the ST? In particular,
is Space Quest 4 going to be ported? (It's out on Amoeba). At one point,
I remember Sierra saying that their ST games sold better than Amiga games,
and many of their ST games supported MIDI while the Amiga ones did not.
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4631. Re: GCC/G++ 2.1 Help????

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 07:58:49 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92May5085849@ghiggins.hpl.hp.com>
Source record: 222612

In article <92124.162634ZX0013@DMSWWU1A.BITNET> ZX0013@DMSWWU1A.BITNET (Bjarne Pohlers) writes:

> You have to get the new g++-libraries. In update18.zoo and update20.zoo
> there are the sources. You have to compile them

The compiled library, g++.olb, is available from atari.archive's gnustuff/tos area. Look for gplibo07.zoo and gpincl07.zoo in the g++ directory. You may also wish to download the latest version (PatchLevel 02) of GCC 2.1.

--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>

4632. Re: Problems compiling GNU make 3.60

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 08:01:55 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92May5090155@ghiggins.hpl.hp.com>
Source record: 222613
Cross-posted to: comp.sys.atari.st,de.comp.sys.st

In article <H.EiZ1QAjXbCw@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:

> I got the sources for GNU make 3.60, already changed for compilation
> on the ST by Roland McGrath.

> I tried to compile it on my TT using GCC 2.1, GNU libs+includes
> patchlevel 79, MiNT 0.94 and tcsh.

I just checked the operation of the recently-compiled GCC 2.1. I used make-3.62 as the binary supplied didn't work very well under gulam. I d/led the official FSF s/w from prep.ai.mit.edu, applied the patches as distributed on A.A., and compiled up a new binary. It works fine under gulam.

--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>

4633. Re: PROBLEM: elvis Editor & German KBoard & "\" Char

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 09:34:26 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.705058466@ernie>
Source record: 222619

ralph@prosun.first.gmd.de (Ralph Berg) writes:

>Same for "{","}" Characters.
>What is to modify in elvis.rc?
>map #<a>"U \ doesn't work.

This should be 'map!' in order to work in input mode.

I have a more serious elvis-Problem: if the file contains lines with more
than 80 characters, it *inserts* \n characters!

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

4634. Supra 20MB Atari Hard Drive for sale, 180 pounds

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 11:34:34 UTC
From: djs@jet.uk
Message-ID: <1992May5.113434.730@jet.uk>
Source record: 222620
Cross-posted to: jet.atari,misc.forsale.computers,comp.sys.atari.st

For sale is a Supra 20Mb hard drive for the Atari ST, price is
180 pounds Sterling.

Features:
20 Mb capacity
Battery Backed Clock for automatically setting system time
Supra Driver and Utilities
Fast Auto Boot
Backup Software
DMA out for chaining other drives etc.
SCSI out for cheaper chaining of other drives etc.
--

+---+
David Stevenson	Voice : +44 235 465028 (International)
CODAS Division	0235 465028 (UK)
JET Joint Undertaking	FAX : +44 235 464404 (Int.)
Abingdon	0235 464404 (UK)
Oxon OX14 3EA	
England	E-mail : djs@jet.uk
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

4635. Icons and Mega STE

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 11:40:42 UTC
From: mallarin@loria.fr
Message-ID: <265@muller.loria.fr>
Source record: 222621
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Please, Do you know a good editor in PD of .rsc files for adding icons to my deskicon.rsc file ? Or an other program which permit this action ? In fact, mkrcs don't work correctly on my mega STE and I don't know the exact organisation of the deskicon.rsc. Could you help me ??

Thanks in advance

Didier

4636. Re: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 11:48:45 UTC
From: arendi@loke.soo.dec.com
Message-ID: <1992May5.114845.3922@PA.dec.com>
Source record: 222622

Anyway, what's new in version 5.5. I hope that the source level debugger is there and also the resident loading of the compiler and the linker, as it used to be in LASER-C.

Jack

4637. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 12:53:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1051793573@thelake.mn.org>
Source record: 222623

[In article <1992May4.202514.24977@Cadence.COM>,
deej@cds8613.Cadence.COM (Jim Howard) writes ...]

> I recently downloaded Elvis from Atari archive, 'cause I use VI all the
> time at work, and didn't want to have to learn a new editor. I got it all
> unpacked, but elvis.ttp won't start up from the desktop (flashes some
> message about environment). Well, in checking the documentation, the
> TERM variable *must* be set, and the docs also mention needing to use
> the shell program so that TERM *can* be set. But it's not included in
> the distribution! Where/how can I get it??
> If it's not already obvious, I don't have a UNIX look-alike environment
> on my Atari (yet! I'd like to get one, but would prefer to get freeware or
> shareware, and don't know of such an animal), so I can't set the TERM
> variable any other way. Without some sort of shell, Elvis is useless to me,
> and I'll have to learn Emacs (shudder!) in order to be able to do anything.
> So where do I get the limited Elvis shell, or a freeware/shareware UNIX
> type shell? Anyone?

You do not need a shell to set environment variables. There are a couple
of /auto/ folder programs that can do it, and if you plan on doing any
extensive work from the GEM Desktop, you should get one.

If you want a line-oriented shell, there are quite a few available for
anonymous FTP at atari.archive.umich.edu or by mail order from
atari@atari.archive.umich.edu (send a help message for details).
Here is an (old) index of atari/cli:

/end of archivers directory/

cli:

Index ?? This file.
cli1.arc 12 ???
cli2.arc 13 ???
cli_1_0u.lzh 67 New from Germany, lots of builti-ins. German docs
gulam.arc 119 Classic cli, eveyone has it, why not you?
gulamdoc.arc 110 Complete docs for gulam
gulaminf.arc 42 Semi-complete doc? Difference to be investigated. ???
master60.zoo 192 Master, v.6.0 updated for use with mint.
mx2.arc 119 The mx2 cli.
mx2src.arc 95 Source for mx2.arc
nutshell.arc 9 Have your shell within a gem application too.
okami13.doc 8 English docs for Okami 1.3
okami13b.zoo 239 Okami version 1.3 binaries. Please see docs above.
okami141.zoo 254 Okami v 1.4 Binaries
pcommand.arc 33 Very primitive shell.

tcsh.zoo 204 Eric Smith's tcsh port for MiNT/TOS.
tom_shel.lzh 28 Decent cli shell with file completion and commands.

/end of cli directory/

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4638. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 13:27:04 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May5.132704.18425@usenet.ins.cwru.edu>
Source record: 222624

In a previous article, wmagro@roma.uiuc.edu (William Magro) says:

>In article <2044@quasar.enst.fr>, elendir@quasar.enst.fr (Vincent Habchi) writes:
>|>
>
>|> As for those who don't believe me, I don't ask you to. I had the paper in my
>|> hand, I had also a schematic diagram "Confidential". I'm trying to do my best
>|> as a member of ST-Magazine redaction team, that is to inform people. Now,
>|> trust me or not, that's your problem; but you may be surprised when the machine
>|> will be released.
>|>
>|> I can't give you the actual name of the person who gave away the sheets, but
>|> they come from Atari France.
>
>I for one apologize for doubting. It just sounded _too_ good, especially the
>sound and the price. Otherwise, the info is unsurprising (except that it
>sounds good, of course *:^).
>
>-Bil
>

I agree. The price somes too incredible to believe. This is the only
part that I really can't believe.

I've been suggesting with a few others for those things listed for the
past year or more so I'm not really that surprised.

If it is true and it is more than just a "diagram" then I guess Atari will
make a big splash (if they produce enough) in the world.

--

4639. Re: Sierra?

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 14:43:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May5.144314.14033@newshost.lanl.gov>
Source record: 222625

In article 2515@isgtec.isgtec.com, ken@isgtec.com (Ken Newman) writes:
>
>Does anyone know if Sierra is still making games for the ST? In particular,
>is Space Quest 4 going to be ported? (It's out on Amoeba). At one point,
>I remember Sierra saying that their ST games sold better than Amiga games,
>and many of their ST games supported MIDI while the Amiga ones did not.

Others will correct me if I'm wrong (no worries, there!) but I believe that
Sierra On-Line announced early this year or late last year that they did not
intend to release any further new titles for the Atari. I hope I'm wrong
because Roberta William's wit and Sierra's interface will be sorely missed.

As an aside, if you like graphic adventures along the lines of Kings Quest,
check out Monkey Island. It's one of the cutest, slickest graphics adventures
I've seen in a looong time.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4640. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 14:49:37 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May5.144937.19053@aber.ac.uk>
Source record: 222626

I wonder what's the size of the UNIX user base? Just consider the rates of
growth of Windows compared to UNIX, let alone the X installed base. In five
years time Windows will dwarf UNIX systems, probably 10 to 1. It's
worse than that though, each UNIX system is binary incompatible, that
means software houses have to charge more to recoup their investments.
If UNIX survives at all, it will be as a niche competitor and no more.

Once NT comes out, I'm sure UNIX systems will begin to be replaced with NT.
It's a sad fact of life - any biologist will tell you that those organisms
that breed more quickly will succeed in the long run, *even* if competing
organisms are more 'sophisticated', 'cleverer' or what have you. The only way
to succeed in such an environment is to compete in niche areas.

It's almost horrific to think that a single company with a single
OS will dominate most of the computer buisness in the years to come.
That's another reason why I'm sticking to something else, in this case
the ST/TT line, I can't afford UNIX (yet).

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4641. Re: Icons and Mega STE

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 16:24:42 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May5.162442.28810@usenet.ins.cwru.edu>
Source record: 222627

I know of two icon editors for the TOS 2.0x DESKICON.RSC file.
The first is the Newdesk Icon Editor CPX, which is $20 from
Scott at SDS (let me know if you need his info, I'll get it from
GEnie), or Icon Juggler from Codehead Technology. I don't know if
the Codeheads consider Icon Juggler to be Freeware or what, as it's
included on the TOS 2.06 Utilities disk that comes with their
TEC Board for older ST's, and if you order TOS 2.06 ROMs from them
for your STE.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4642. Re: ATARI SCREWING AROUND

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 17:39:50 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992May05.173950.11711@demon.co.uk>
Source record: 222628

In article <1992May01.080723.6869@rose.com>, mark.thomas@rose.com
(mark thomas) writes:
>
>Date Entered: 04-30-92 00:12
> On two occassions, I have gone to my local (and only) Atari dealer
>in hopes of purchasing a Megafile 44. On each occassion, I was told
>that the item was not in stock. This last time I was told that even
>Atari Canada probably does not have any Megafile 44's. I was told that
>Atari would prefer I buy a system with the hard drive built in ie: Mega
>STE or TT.
> I personally am fed up. I am not going to buy a new computer just
>to get a hard drive. Atari Corp is driving me into buying a clone (ie:
>MS-Dos or OS/2). At least I do not have to beg to get a hard drive for
>these machines.
>
>Mark

Why on earth do you insist on buying the Atari badge? I'm sure there are
just as many third-party suppliers in the US and Canada as in the UK
(more, really) whose stuff is just as good.

Keith

4643. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 19:03:14 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992May5.190314.5565@sun.pcl.ac.uk>
Source record: 222629

In article <zxgjblpr@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>>
>>How about "Write On" that was on the ST Format April coverdisk???
>>
>
>No dictionary = useless. Also doesn't auto-reformat properly.
>
>- Leo Hendry

I just spent three days writing a IIIrd year project report using Write On,
and it was everything I ever wanted.

No dictionary? Maybe you should learn to spell. It was just so easy to draw a
picture in DEGAS, use the supplied acc to grab the image in IMG format, and
insert it straight into the document.

Over about 125 pages, all the auto-reformatting was faultless.

Fast, WYSIWYG, and the print quality was awesome for a 9 pin. The only thing I
would say about Write On is that the printing process is *very* slow. But for
the quality, I thought it was worth it.

I just can't get over that 'No dictionary = useless' crap!
Hey - Dungeon Master hasn't got a dictionary! ;-)

BTW - I have no connection with Write On or Compo.

AND THIS WAS TYPED WITHOUT A DICTIONARY, SO THERE!

Edd Deegan
vatec@uk.ac.pcl.sun

--
/ | / \ \ _-~~~~~ / \ |
if (| ______(~~~) (two_descs)) ============= ( ) . |Edd Deegan
\ . |________/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun

4644. ST Magazines

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 19:08:02 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992May5.190802.5814@sun.pcl.ac.uk>
Source record: 222630

I bought ST Review. -blush-.

Anyway - the MIDI supplement was VERY VERY good indeed! Well Done.
The Mag? Hmm.... lose the 'icons' (of which there are zillions (well quite a few anyway)), and employ some proof readers.

Lots of mistakes. I especially liked the question in the questionaire.... this was the FIRST issue right? So why pose the question

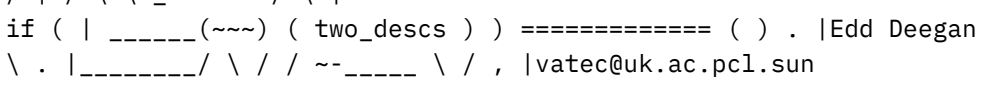
"How many ST Review Magazines have you bought in the last
12 months?"

(Probably not exact wording, but similar!)

Did anyone else notice the DIABOLICAL quality of most screenshots?
Too bad for words. A polaroid would have been better.

Maybe they wrote the mag without a dictionary >-)

Edd Deegan
vatec@uk.ac.pcl.sun

--


4645. SYNTH

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 19:09:17 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992May5.190917.5934@sun.pcl.ac.uk>
Source record: 222631

Hi there :-)

Synth is coming along, but not as fast as I had hoped. I have got
my final exams for my Honours Degree coming up in a little over 3 weeks so I'm
afraid SYNTH has had to take a lower priority for a while.

I'm really sorry if you were anticipating it 'on time' so to speak,
and all I can do is say sorry ist just not ready yet. I hope you understand,
but SYNTH really has to take less priority than the rest-of-my-life.

Having said that, I have just got a copy of MiNT, and I will CERTAINLY
be adapting SYNTH for use with it. I would actually like to say thanks to Eric
Smith for his attention, he was very helpful.

My final exams are the second week of June(ish). Then I will break free
of this damn academic stuff and code what I *want* to code 24 hours a day. I
will be burning the midnight oil to get SYNTH out.. I am actually suffering
because I am not able to code her right now. (SYNTH is a she, by the way)

Many thanks for your patience. SYNTH *will* appear, and it *will* be
worth the wait if I have anything to do with it!

Thanks again, and stay hopeful....

Edd Deegan
vatec@uk.ac.pcl.sun

PS: Wish me luck in the exams - its the biggies this time!

--
```
------------------------------------------------------------------------------
"And lo, across the Windy Waste, with bloodied rags upon his feet,
Came striding forth a mighty man, who followed Tinklebeat"
Edd Deegan - vatec@uk.ac.pcl.sun
------------------------------------------------------------------------------
--
/ | / \ \ _-~~~~~ / \ |
if ( | ______(~~~) ( two_descs ) ) ============= ( ) . |Edd Deegan
\ . |________/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun
```

4646. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 19:35:01 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992May5.193501.1783@magnus.acs.ohio-state.edu>
Source record: 222632

>>>How about "Write On" that was on the ST Format April coverdisk???
>>
>>No dictionary = useless. Also doesn't auto-reformat properly.
>
>I just spent three days writing a IIIrd year project report using Write On,
>and it was everything I ever wanted.
>
>No dictionary? Maybe you should learn to spell. It was just so easy to draw a
>picture in DEGAS, use the supplied acc to grab the image in IMG format, and
>insert it straight into the document.

Sorry, I agree with the original comment, no matter how good the program:

NO DICTIONARY = USELESS!!!

This is the main reason I used the Spectre for so long, better dictionaries in
the word processors.
-->
-David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Crawl to you
Crawl to me
Writhing in ecstasy
Into the rhythm
Into the sea
Reptile man - Willie Phoenix

4647. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 19:57:47 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <se1iWvS00WAvMyP1tn@andrew.cmu.edu>
Source record: 222633

Just one thing:
Remember when the TT was about to come out? STart quoted Atari folks as saying that it would start at around $1299.00 US. Not.
Although the Falcon seems great, I take the price quote, Atari France or not, with a truckload of salt. I want one though:).

mark

4648. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 20:06:26 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992May5.200626.24993@ux1.cso.uiuc.edu>
Source record: 222634

In article <1992May5.144937.19053@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
|>
|> I wonder what's the size of the UNIX user base? Just consider the rates of
|> growth of Windows compared to UNIX, let alone the X installed base. In five
|> years time Windows will dwarf UNIX systems, probably 10 to 1. It's
|> worse than that though, each UNIX system is binary incompatible, that

UNIX is currently at a stage where machines with the same processor family share executables. So, yes, your SunOS4.1.1 binary running on a 68030 _should_ run on Atari's TT UNIX. That was the whole point of UNIX System V--binary compatibility. Of course, a SVR4 68030 binary won't run on a SPARC chip, but then again, neither will a 80486 Windows binary run on any fast (=non Intel) workstation, even if Windows is running.

The point is: different architectures do not share binaries. In the world of sharing binaries across different brands of UNIX boxes with the same processor, though, System V provides portability. Windows can only match, not exceed that ability.

|> means software houses have to charge more to recoup their investments.
|> If UNIX survives at all, it will be as a niche competitor and no more.
|>
|> Once NT comes out, I'm sure UNIX systems will begin to be replaced with NT.
|> It's a sad fact of life.

You would have to be insane to replace your UNIX box with a slooow Windows operating system. The only way I can see Windows replacing UNIX is if it is implemented "on top" of UNIX (or contains a UNIX clone OS kernal). Of course, there is already such a thing: X-windows. What _might_ do well is an X-windows version of Windows--now _that_ would sell!

--Bill

4649. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 20:17:16 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992May5.201716.27260@ux1.cso.uiuc.edu>
Source record: 222635

In article <1992May5.193501.1783@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:

|> >No dictionary? Maybe you should learn to spell. It was just so easy to draw a
|> >picture in DEGAS, use the supplied acc to grab the image in IMG format, and
|> >insert it straight into the document.
|>
|> Sorry, I agree with the original comment, no matter how good the program:
|>
|> NO DICTIONARY = USELESS!!!
|>
|> This is the main reason I used the Spectre for so long, better dictionaries in
|> the word processors.
|> -->

I'm sorry, but I agree with the second comment: (noDictionary != useless).
I have never used a spell checker in my word processing documents--it's
faster to proof it myself.

I use Spectre simply because the word processors themselves are so much
better.

Standardization => Stifled creativity => Productivity

I actually get my work done with Mac WPs. I don't spend my life learning
how the programmer's creative user interface works.

-Bil

4650. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 20:23:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2066183@overmind.citadel>
Source record: 222111

bill @ sugaree.uu.net:
I have to agree with your view of MultiGem. I was quite disappointed in it.
It does not work efficiently with ANY of the packages I use, with the
exception of Word Writer ST. Unfortunately, it does not work with HotWire,
<fnord>adel, Flash, or EditTrack ST, or with anything else I tried.
- arthur dent a.k.a. sysop@onlybbs.via.mind.org

4651. Re: GCC 1.4 and libraries....

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 21:08:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A1075@KI.maus.de>
Source record: 222636

In article <BnoKo1.4KA@world.std.com>
jbunch@world.std.com (John B Bunch) writes:

j>I have gcc 1.40 installed on my system, but I seem to be having a
j>couple of problems with it that I have not had before. ...
j>... having problems with libraries. I get this strange error about
j>scanning past nulls or some such? Any ideas out there?

I've the same problems with GCC 2.1 Patchlevel 1. I've found out so far that this problem arises only when I've MiNT _not_ installed. _With_ MiNT it works fine. Without MiNT I get errors like the following:

```
GNU CPP-atariST version 2.1 Patchlevel 1
g:\gnu\gcc\gcc-cc1.ttp c:/gemini/tmp//cc100000.i -quiet -dumpbase tr2latex.c
-version -o c:/gemini/tmp//cc100000.s
GNU C version 2.1-atariST Patchlevel 1 (68k, MIT syntax) compiled by GNU C
version 2.1.
In file included from setups.h:17, from tr2latex.c:30:
g:\\gnu\\include\\stdio.h:126: parse error at null character
make: *** [tr2latex.o] Error 1
```

The linenumber given with the error message is not fix but it's changing about 20 lines up or down depending on I_dont_know_what.

Look's very strange, because in the file stdio.h everything is quit all right.

Any suggestions?

nils-henner


```
------------------------------------------------------------------------------
Nils-Henner Krueger, Waitzstr. 98, 2300 Kiel, Germany, Phone: xx49/431/86267
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
email: nk@ki.maus.de (short text-messages < 16kB, _NO_ binaries) DAILY
nhk@informatik.uni-kiel.dbp.de (long mails, uuencoded files) WEEKLY/2
------------------------------------------------------------------------------
```

4652. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 21:51:39 UTC
From: mats@netcom.com
Message-ID: <0=dk#=p.mats@netcom.com>
Source record: 222637

wmagro@roma.uiuc.edu (William Magro) writes:

>In article <1992May5.144937.19053@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>|>
>|> I wonder what's the size of the UNIX user base? Just consider the rates of
>|> growth of Windows compared to UNIX, let alone the X installed base. In five
>|> years time Windows will dwarf UNIX systems, probably 10 to 1. It's
>|> worse than that though, each UNIX system is binary incompatible, that

>UNIX is currently at a stage where machines with the same processor family
>share executables. So, yes, your SunOS4.1.1 binary running on a 68030
>_should_ run on Atari's TT UNIX. That was the whole point of UNIX System
>V--binary compatibility. Of course, a SVR4 68030 binary won't run on a
>SPARC chip, but then again, neither will a 80486 Windows binary run on any
>fast (=non Intel) workstation, even if Windows is running.

should run? Well, if Sun ever did Solaris 2.0, which is the sVr4 version
of SunOs, they might. But Sun stopped supporting SunOs for the 68k family
awhile ago - I didn't even realize they'd made it to 4.1.1 (and if so, it's
certainly the last release). There _is_ some chance that AMIX (Commodore's
sVr4 for Amiga) and ASV (Atari's sVr4 for TT) binaries are compatible, but
I've not heard of anyone actually testing that.
--
Mats Wichmann
Systems Software Consultant
alruna!mats@ossi.com (or mats@netcom.com)

4653. Re: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 21:53:05 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992May05.215305.450@demon.co.uk>
Source record: 222638

When Hisoft changed to their Gold & Silver schemes for support, it was because they had a choice of upping the price of the software and making everyone pay for support whether they needed it or not, or just making those who needed advanced support, pay for it. Hisoft have a very good reputation for support & help in the UK and most people here seemed very happy to pay for continued support. Gold support is an annual fee that ensures free updates of all software as and when it is released including minor upgrades, silver is access to closed conferences on CIX and other such systems that Hisoft use to support their users.

I would consider 20 pounds very cheap for lifelong support for all the Hisoft stuff I have. You can pay a lot more in PC land. We were lucky to get it free up until now.

As far as the point about the delay in the Symbolic Debugger, Hisoft have known about MTOS for some time and were waiting for the internals to settle down so as to ensure that it was compatible. Both the latest version of Lattice C (5.5) and the debugger are fully MTOS complient, in fact the new integrated environment/debugger actively uses it when available.

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

4654. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 22:41:30 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705105690.9213@minster.york.ac.uk>
Source record: 222639

In article <1992May5.040828.3930@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
>I doubt that window will displace X. They fill different markets. X is a
>network transparent _windowing system_, not a user interface. The user
>interface for Windows is Motif-like (if not genuine Motif--I'm not sure),
>while a goodly proportion of commercial X products use Motif. The Motif
>window manager is a standard on most non-sun and non-at&t machines (open
>look, it the standard on these), though it is available on all machines.
>I am running a motif window manager under X on a sparcstation right now.
>Unfortunately, most PD X applications (which comprise most of the X software)
>implement their own user interface, and this interface is usually quite
>bad.

Yes, but X11 is a _huge_ application. It's big, it's slow and it's inefficient. Microsoft fully intends to push Windows NT (which is a full operating system) on any platform that looks like being successful.

>As for Windows displacing UNIX, I REALLY doubt it. Windows sucks, UNIX is
>great. UNIX is just an operating system; it is very flexible, and most of
>the world's most powerful computers run UNIX:

>Sun workstations
>Digital DECStations
>IBM RS/6000s
>HP workstations
>Cray Y-MP
>Connection Machine
>Convex
>Silicon Graphics IRIS/Indigo
>NeXT

Yes, but these battles are rarely won on technical merit. MS-DOS is, ah, less than wonderful, but look how popular it is. Yes, UNIX is better than most other operating systems, but it's also too big, too slow and too inefficient. Just think of how much more potential all those machines would have if they had an _efficient_ OS.

>You can do most anything in UNIX, including implementing a standard GUI (take
>NeXTStep as an example). Windows isn't about to replace UNIX.
>
>-Bil

Sorry, but UNIX ain't everything. Don't get me wrong -- I don't believe that Windows is the answer either, but I don't think you can dismiss it out of hand. It isn't going to go away.

I'm going to get off my soapbox now...

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

4655. Atari Lost Lawsuit

Newsgroup: comp.sys.atari.st
Date: 1992-05-05 23:37:44 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May5.233744.27958@usenet.ins.cwru.edu>
Source record: 222640

A federal jury in San Francisco rejected one of Atari Corp.'s claims against Nintendo Co. and failed to reach a verdict on two others. The jury said Nintendo had not tried to monopolize the market for video games. It could not decide whether Nintendo actually had a monopoly or used software licensing to restrict competition. Atari may sue again over those charges.

--

4656. Wordwriter ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 00:14:00 UTC
From: v053qhyx@ubvmsb.cc.buffalo.edu
Message-ID: <1992May5.231432.14789@acsu.buffalo.edu>
Source record: 222641

Hi.. I'm using WordWriter ST and I have a question.. I currently use a
panasonic kxp1091 printer with it.. I need to use a HP III laser printer
with it.. my original disks are at home so I dont have any printer files
can anyone help or tell me if its even possable to use a HP II or III laser
printer..a quick response via mail would be appreciated...
--Jeremy
v053qhyx@ubvms.bitnet

4657. Re: TI 99/4A (Was: Re: mega ste price)

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 00:26:14 UTC
From: geoffc@zebedee.UUCP
Message-ID: <7421421@zebedee.UUCP>
Source record: 222642

In article <703886473.15419@minster.york.ac.uk> mjl-b@minster.york.ac.uk
writes:
> In article <1992Apr21.023600.9285@demon.co.uk> Colin Goodier
<cgoodier@cix.compulink.co.uk> writes:
> > Forgive my ignorance (this is not a flame!),but what is a TI
> > 99/4A?
>
> It was the first 16-bit home computer, made by Texas Instruments before they
> pulled out of the computer market.
>
I had one as well for many years (it's still in my loft !)

> It had a 16-bit processor, but very little memory (I forget exactly how
> much) and a pretty poor version of BASIC. It used to do a pre-scan of BASIC
> programs before running them (a lengthy wait) and it ran them excruciatingly
> slowly.
It had 256 bytes of RAM attached to the CPU and an 8K Graphics Programming
Language (GPL) interpreter in ROM also attached to the CPU. There was a
2nd processor (for graphics) attached to the CPU via some read/write registers
- it had 16K of RAM (wow !) and the basic programs went in there.
>
> You had to buy a ridiculously expensive disk system before you could do any
> machine code work on it (no PEEK or POKE in the BASIC). Someone had a look
> at why the BASIC interpreter was so damned slow and discovered that the
> interpreter program itself was being interpreted by some other code.
Yes, the Basic interpreter was written in GPL and so Basic was double
interpreted; which combined with the 2 byte read/write limit to the RAM where
the basic was slowed it down even more ! Talk about shooting a 16bit
CPU design in the foot ...
>
> Redeeming features included the terrific speech synthesiser add-on, and some
> of the games were terrific. I've yet to see anything that rivalled Parsec, a
> sideways scrolling shoot-em-up that was light years ahead of later stuff.
>
> It also had good implementations of the Scott Adams Adventures, with full
> graphics, and a great version of Atari Pole Position.
>
> Anyone else who remembers it, please correct me if I've got anything wrong.
>
I could go on about it for quite some time also !

> Mat
>
> | Mathew Lodge | "You twist and turn like a ... twisty turny |
> | mjl-b@minster.york.ac.uk | thing. You're a weedy pigeon, Blackadder, and |

> | Summer: lodge%alsys@uknet | you can call me Susan if it isn't so" |

Geoffrey
--
are you ready to SKYDIVE ?? Geoffrey Coan
well all right then, if you say so ... ..!uunet!nstar!jshark!zebedee!geoffc

4658. TOS 2.05 HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 02:38:21 UTC
From: as423@cleveland.Freenet.Edu
Message-ID: <1992May6.023821.13557@usenet.ins.cwru.edu>
Source record: 222644

A friend of mine who is disabled just bought a MegaSte, he called me today and was shocked if not angry that he cannot use alot of his stuff on it. The main program he cannot run is Falcon, I have an STe with TOS 1.9 and I do not have the same trouble. Although I do have some problems with older stuff, most of my collection still worked. I need to help him rectify the situation or the Mega goes back. His whole life is games and DTP as he cannot do too much on his own. I guess I am asking if anyone knows of a way to fix this? Can he downgrade the TOS, or is it hardware? I really cannot believe the stupidity of Atari, I purchased an STe during Christmas and feel I have been burned!

Kenneth A. Wallace

4659. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 02:38:25 UTC
From: carter@cae.wisc.edu
Message-ID: <1992May5.213825.21788@doug.cae.wisc.edu>
Source record: 222645

In article <705105690.9213@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>In article <1992May5.040828.3930@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
[...]
>>bad.
>
>Yes, but X11 is a _huge_ application. It's big, it's slow and it's
>inefficient. Microsoft fully intends to push Windows NT (which is a full
>operating system) on any platform that looks like being successful.
>

I don't think UNIX is slow. Software, is slow relative to the age of the computing hardware it is running on.

Workstation technology has quite a ways to go yet before it max's out itself. During that time you can expect UNIX performance along with X to increase in performance anywhere from 10-100 times during the next 5-8 years.

Windows hasn't even established itself as a protected mode environment yet, and there are still real problems with 8086 architecture and UNIX implementations to slow Windows technology enough to prevent your rapid multiplication of Windows platforms to the point of replacing X/UNIX.

>>As for Windows displacing UNIX, I REALLY doubt it. Windows sucks, UNIX is
>>great. UNIX is just an operating system; it is very flexible, and most of
>>the world's most powerful computers run UNIX:
>
>>Sun workstations
>>Digital DECStations
>>IBM RS/6000s
>>HP workstations
>>Cray Y-MP
>>Connection Machine
>>Convex
>>Silicon Graphics IRIS/Indigo
>>NeXT
>
>Yes, but these battles are rarely won on technical merit. MS-DOS is, ah,
>less than wonderful, but look how popular it is. Yes, UNIX is better than
>most other operating systems, but it's also too big, too slow and too
>inefficient. Just think of how much more potential all those machines would
>have if they had an _efficient_ OS.

Trust me, UNIX is fast on 68060's 586's and MIPS R4000 machines...

New networking technologies are also overcomming and dwarfing X's relatively immense hunger for network bandwidth. Improving X's performance by order of magnitudes with each new advance in network products.

>
>>You can do most anything in UNIX, including implementing a standard GUI (take
>>NeXTStep as an example). Windows isn't about to replace UNIX.
>>
>>-Bil
>
>Sorry, but UNIX ain't everything. Don't get me wrong -- I don't believe that
>Windows is the answer either, but I don't think you can dismiss it out of
>hand. It isn't going to go away.
>

There are also better alternatives to the Windows software technology. HP for example does a wonderful job with their version of HP windows for most of their 425t machines. Far better than Windows in my opinion and much more powerful.

Unix is also moving more and more to turnkey on the fly fault tolerant software systems. Windows is light years from reaching this point, adding headaches to any process that goes wild or nuts.

>I'm going to get off my soapbox now...
>
>Mat
>
>| Mathew Lodge | "A conversation with you, Baldrick, |
>| mjl-b@minster.york.ac.uk | and somehow death looses its sting..." |
>| Summer: lodge%alsys@uknet | -- Blackadder II |

-Greg

4660. Apple MAC Roms

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 03:38:42 UTC
From: davidm@NeoSoft.com
Message-ID: <1992May06.033842.12338@NeoSoft.com>
Source record: 222646
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations,comp.sys.amiga.marketplace,comp.sys.amiga.hardware

ALL
For sale 128K mac ROMs new in box for Apple Macintosh computers
and/or MAC emulators for the Atari and Amiga. $150.00 includes
shipping in the US. Leave Email or call voice 713-326-3877
and leave a message.

--

David W. Martin c/o The OpCode Factory tm League City, Texas, USA
Commodore might make the Amiga, but the Amiga makes it possible!
PORTAL: DAVIDM CIS: 72510,3232 UUCP: davidm@sugar.neosoft.com

4661. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 04:07:02 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992May06.040702.25132@chinet.chi.il.us>
Source record: 222647

In article <1992May5.144937.19053@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>
>
>Once NT comes out, I'm sure UNIX systems will begin to be replaced with NT.
>It's a sad fact of life - any biologist will tell you that those organisms
>that breed more quickly will succeed in the long run, *even* if competing
>organisms are more 'sophisticated', 'cleverer' or what have you. The only way
>to succeed in such an environment is to compete in niche areas.
>
Which is why an organism with a 20-year generation time is no threat at all
to the other species on Earth. Especially with a fertility rate of only
about 5 offspring per breeding pair.

>/***
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales

Steve J saj@chinet.chi.il.us (a chemist)

4662. Re: Disk Formating?

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 04:27:00 UTC
From: nomex@glas.apc.org
Message-ID: <50400001@glas.apc.org>
Source record: 222648

Sure, in my Atari ST after some repair I can read/write DD disk with 86 track 11 sector.

Alexander

4663. Compress.ttp (this time with FEELING)

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 04:39:01 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992May6.043901.5055@u.washington.edu>
Source record: 222649

OK. I downloaded compress.zoo from atari.archive.umich.edu. I read the Docs for the TOS version (very brief docs I must say). Anyway, Docs say to type

uncompress foo.z

and it works!! ALAS, all I got was a file not found error. My situation is thus:

- 1040STe with one meg, no hard drive, two double sided drives
- No Minix, MiNt, Etc
- Need to uncompress from one external drive to the other

I am trying to uncompress UNITERM.tar.Z. the scary part is, when I get done (God willing) with the uncompress, I need to face the .tar decompress.

If someone could E-Mail or Post (as I have noticed other users with similiar problems) a step by step solution to this problem, myself and many others would be eternally grateful.

Roger McGhee
(auotman@milton.u.washington.edu)

P.S. I apologize for posting this twice, I realized later that my first appeal for help may not have included enough info for a useful response. Sorry to waste bandwidth.

4664. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 05:48:19 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May6.054819.24607@ccu.umanitoba.ca>
Source record: 222650

In article <1992May5.144937.19053@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>
>Once NT comes out, I'm sure UNIX systems will begin to be replaced with NT.
>It's a sad fact of life - any biologist will tell you that those organisms
>that breed more quickly will succeed in the long run, *even* if competing
>organisms are more 'sophisticated', 'cleverer' or what have you. The only way

Insects outnumber humans. They're a nuisance, but they don't seem
poised to replace us.

4665. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 06:30:28 UTC
From: mlkaaden@cip.informatik.uni-erlangen.de
Message-ID: <1992May6.063028.21180@informatik.uni-erlangen.de>
Source record: 222551

If you did like Write On, you should probably get That's Write PostScript Vector. Full WYSIWYG, PostScript output, dictionary, ... I like it, and it should be available in US and UK, too, as far as I read something about available dictionaries in english, french, dutch, and many more.

Michael

Michael Kaaden "For every problem there is one
University of Erlangen-Nuernberg solution which is simple, neat,
mlkaaden@cip.informatik.uni-erlangen.de and wrong." - H. L. Mencken
Wo ein Wille ist, ist auch ein "geht nicht"...

4666. Problem with Setscreen / Mega STE

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 08:03:52 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992May6.080352.1598@news.uni-stuttgart.de>
Source record: 222552

Hello there,

I have found a common Problem with Mega STEs with TOS 2.05 and resulotion
ST high.

If you call XBIOS.SetScreen with parameters you have read from XBIOS
before, then parts of the right screen skip to the left overscan area.
This occurs with Monitors SM 124, SM 144 and SM 146.
I have reproduced this with Omikron-Basic.

You can reproduce the effect with the following program:

```
MODULE SetEd; (* MEGAMAX MODULA 2 *)

FROM SYSTEM IMPORT
ADDRESS;
FROM GrafBase IMPORT
GetScreen,SetScreen;
FROM Terminal IMPORT
Read,WriteString,WriteLn,WritePg;

VAR
log,phys: ADDRESS;
rez,I: INTEGER;
CH: CHAR;

BEGIN
WritePg();
REPEAT
(* Hole aktuelle Bildschirmparameter: *)
GetScreen (log,phys,rez);

(* Zur Orientierung auf dem Bildschirm: fuelle oberste Zeile mit Ziffern *)
FOR I := 0 TO 7 DO
WriteString ('0123456789');
END;
WriteLn;
Read (CH); (* Abbruch mit Spacebar *)

(* Evtl. gelesene Werte wieder setzen: *)
IF CH#' ' THEN SetScreen (log,phys,rez) END;
UNTIL CH=' '
END SetEd.
```

Could anybody out there try if this occurs with
- 1040 STE
- TT

- MegaSTEs with other TOS-versions
and send me the results?

I'll summarize.

****
So programs should avoid calling SetScreen if they are allready in
*ST high mode (rez=2). *
****

Gerd

castan@bonnie.physik.uni-stuttgart.de

4667. Recent posting of "tapebios" in comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 08:19:57 UTC
From: wd@pcsbst.pcs.com
Message-ID: <wd.705140397@tukan>
Source record: 222553

> Newsgroups: comp.sources.atari.st
> Subject: v05i088: tapebios -- Access SCSI streaming tape drives part01/03
> Message-ID: <sources.5.88@twitterpater.eng.sun.com>
> Date: 4 May 92 19:52:55 GMT
> Reply-To: alanh@logitek.co.uk (Alan Hourihane)
> Organization: Sun Microsystems Inc., Mountain View, CA
> Submitted-by: alanh@logitek.co.uk (Alan Hourihane)
> Posting-number: Volume 5, Issue 88
> Archive-name: tapebios/part01

> Here is my code to access SCSI Tape Streamers on the Atari ST and TT.

I think is very bad style - to say the least. More than 90% of
the code are taken from the SCSI tape driver by Paul Moreau
(version 11/5/90) without modification. The one and only part
where his name is mentioned is a comment in test/tapetest.c. I
think it is a bad habit to put your copyright on somebody elses
code. At least say that you used it!

And this is not only bad style, but also bad code:

Many commands (including so important ones as REQUEST SENSE) do
not work. They did not work with the driver by Paul Moreau, too -
and this is exactly the same source. The reason is simply: These
commands try to transfer data that is not a multiple of 16 bytes
so the contents of the DMA FIFO will not be transmitted.

As in the old code by Paul Moreau: error handling is very poor.
For instance all dump or restore operations will be aborted for
every recoverable error. I do not like my restore to fail when
the tape drive was able to recover from an error!

Wolfgang

==
Name : Wolfgang Denk (+49)-89-68004-288
Company : PCS GmbH, Pfaelzer-Wald-Str. 36, 8000 Munich, Germany.
UUCP : ..[pyramid ;uunet!unido]!pcsbst!wd (PYRAMID PREFERRED!!)
DOMAIN : wd@pcsbst.pcs.[COM From rest of world; DE From Europe]

##
"UNIX was not designed to stop you from doing stupid things,
because that would also stop you from doing clever things."
-- Doug Gwyn
##

4668. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 08:31:53 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.705141113@garbod20>
Source record: 222554

elendir@pegase.enst.fr (Vincent Habchi) writes:

> Independant 10 channel 16-bit digital audio DMA record and playback

Are there any other computer systems available that have a bus
shared by CPU, video, and audio that can do this? I suppose it
requires an impressive bus bandwidth. On the other hand, this info
doesn't tell if there's only one bus or not.

> channels with up to 50 MHz sampling rate.

Probably 50 kHz.

> Bitstream 1-bit DAC, 80 times oversampling.

Is that a reasonable oversampling factor? 80 times improvement over
50 kHz?

> RASCAL and SDMA audio signal coprocessors.

Custom chips?

Anders Skelander

4669. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 08:37:39 UTC
From: elendir@quasar.enst.fr
Message-ID: <2035@quasar.enst.fr>
Source record: 222555

bbs.fox@goonsquad.Spies.COM writes:

> Can you give any more details as to what else will be available
> in the Falcon's lkittle box of tricks?

Well, I guess I posted all I knew about it. I know it will be supporting both normal TV and VGA monitors, and it should be released in a sorta 1040 box.

Grapevine says that it was first presented at CeBit in a black box with separate keyboard, but it seems it was just a prototype.

Anyhow, we believe they delay the release until great softwares will be available ; this might include games, built-in modems, or graphics.

Enjoy.

Vince.

4670. Re: Atari Hard Drive Utilities

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 09:07:28 UTC
From: piet@cs.ruu.nl
Message-ID: <1992May6.090728.4144@cs.ruu.nl>
Source record: 222556

>>>>> I (PvO) wrote:

PvO> I have got it from the Dutch Atari BBS. I will upload it this weekend
PvO> to our archive, so wait for next week.

How to get hdx-5.zoo from the archive at
Dept. of Computer Science, Utrecht University:

NOTE: In the following I have assumed your mail address is john@highbrow.edu.

Of course you must substitute your own address for this. This should be
a valid internet or uucp address. For bitnet users name@host.BITNET
usually works.

by FTP: (please restrict access to weekends or evening/night (i.e. between
about 20.00 and 0900 UTC).

ftp archive.cs.ruu.nl [131.211.80.5]
user name: anonymous or ftp
password: your own email address (e.g. john@highbrow.edu)
Don't forget to set binary mode if the file is a tar/arc/zoo archive,
compressed or in any other way contains binary data.
get ATARI-ST/utils/hdx-5.zoo

by mail-server:

send the following message to
mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/utils/hdx-5.zoo
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')

4671. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 10:36:13 UTC
From: fabrizio@deis64.cineca.it
Message-ID: <1992May6.103613.7486@deis35.cineca.it>
Source record: 222557

In article <1992May1.172835.5@sugaree.uu.net>, bill@sugaree.uu.net (William Bishop) writes:
|> Hi all,
|>
|> Is anyone using NeoDesK and MultiGem together...if so
|> what's the trick??
|>
|> Short review of MultiGem follows...
|>
|> I have a 520ST running TOS 1.4, 2.5MB RAM, a 30MB hard drive, and two
|> floppy drives (one single and one double sided) so memory and space
|> are not problems. In one evening of installing and using MultiGem
|> with my software, which I have alot of, I found that MultiGem did not
|> work successfully with most packages I have.

Having used MultiGEM 1.0 for about three month I think it's quite an usable program, but you have to customize your working environment to take the most out of it.
First of all you need to stop using NeoDesk 3 and adopt Gemini instead.
Apparenly MultiGEM, being developed in Germany, works better with teutonic software.
At the beginning I didn't like the idea of changing my usual environment, but now I find it was worth it: not only I have all the advantages of a multitasking environment but I discovered that Gemini (even if it shareware) is better than Neodesk to work with. It's a solid desktop substitute that adds features that should be standard in any Atari program like : standard GEM clipboard (not the RAM based one that you find in NeoDesk), recoverable Trashcan (much more reliable than the one in NeoDesk), built- in unix-like command shell, use of standard GDOS fonts in every text window.

As for the G+Plus problem I suggest you to use the german AMCGDOS (shareware) that never gave
a problem to me, and for communication use Rufus (shareware again).

statistically 80% of the software works correctly once configured in the right way. I presume that MultiGEM II (announced at the CEBIT) will be even better.

If anybody need some more information, just send me a message.

Fabrizio Lugli
fabrizio@deis64.cineca.it

4672. News reader wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 10:46:11 UTC
From: rlw@ukc.ac.uk
Message-ID: <838@eagle.ukc.ac.uk>
Source record: 222558

I would like to be able to download a particular newsgroup to my ST, and browse it off-line, is there a program available through PD to do this.

Will the program work with selected articles saved out from the newsgroup? for example if I wanted only to browse articles of a particular subject, could I read articles automatically saved out with say the "/raiders/h:s newsfile" command?

Cheers - Thanks in advance

Dick
--
Well my baby, she don't want me around ! DoD #246, Squid Rating 1.5
She said she's tired of watching me fall down ! Current Steed --- CBX550FII
She wants the good life, with all the best !--------------------------------
But I like that bottle better than the rest ! <- Van Halen wi. David Lee Roth

4673. Atari Hard Disk Utilities V5

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 10:50:32 UTC
From: ZZDLG@LIVERPOOL.AC.UK
Message-ID: <92127.115032ZZDLG@LIVERPOOL.AC.UK>
Source record: 222559

Thanks to all who told me where to get a copy from/sent me a copy.
They now appear to talk to my ST125N <20Meg Seagate SCSI> drive
which AHDI3 used to ignore. Dave Wade

4674. Re: Incompatibility of MiNT_.94 and the POMPEY PACKER

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 11:23:15 UTC
From: wabe@ukc.ac.uk
Message-ID: <840@eagle.ukc.ac.uk>
Source record: 222560

In article <92122.141512ABADDON@LIVERPOOL.AC.UK> ABADDON@LIVERPOOL.AC.UK writes:
>Just a guess, but perhaps Mint doesn't like code that executes outside the
>TEXT segment - I assume that this would be the case with the packed program.
>The packed executable is initially in the Data segment. Do any other packed
>programs cause problems?
>
>Kev

Can't vouch for ALL other packers - but ALL the others I've used are
OK with MINT_v0.94. These are the original PACKER, PACK-ICE (v_1.5 and v_2.4),
and also PFXPAK.

By the way when I posted the original letter about this
incompatibility of the POMPEY packer, I said the POMPEY Packer, though slow,
had the best compression of the lot. Since then I've aquired PACK-ICE (or ICE)
v_2.4 - which appears to be a HUGE improvement over the earlier version. Not
only does it pack about as fast as PFXPAK (you can pack a 600k program in a
about 5 minutes), its compression is also better and indeed seems better even
than the POMPEY Packer (admittedly I have not got the VERY LATEST version of
this). Programs packed with ICE_v2.4 do, however, take marginally longer to
unpack when loading than those packed with PFXPAK (a program of unpacked size
600k seems to need about 10 seconds to unpack with ICE).

Oh, and just one other thing I've noticed about programs packed with
PACK-ICE (both versions I have) is that SOMETIMES they appear to become
"undeleteable" i.e. if you overwrite them you end up with 2 files of the
same name on the disk. This phenomenon I've witnessed most often when such
packed programs reside on RDY/RDE ramdisks. Such "undeleteable" files can be
deleted using a disk tool like DLII.PRG - and I've often had to resort to
this to get my ramdisk "back to normal". I have no clue what is going on
here - it happens fairly infrequently and ONLY with programs packed with
PACK-ICE (Yes, I did choose the "relocateable" option when I did the packing).

Anyone out there with any ideas on this? W. Alan B. Evans
[wabe@ukc.ac.uk]

4675. Re: Cameau C++ for Atari ST/TT

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 12:09:14 UTC
From: markusd@opal.cs.tu-berlin.de
Message-ID: <1992May6.120914.10429@cs.tu-berlin.de>
Source record: 222561
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

lohse@rhrk.uni-kl.de (Frank Lohse) writes:

>I'm interested in getting some further information about Cameau C++ for
>the Atari ST/TT Computers. Please can anybody e-mail me the adress
>from Cameau?

Better post it, I'd like to get information about this, too.

MfG

__ ______
/\ /\ /\ \ | ___ \ Markus Dahm
/\ \/\ \ / \ \ | | | \ \
/ \/ \ \ / /\ \ \ | | |) Voice : (030) 805 61 34
/ /\ /\ \ \ / / /\ \ \ | | | | Office : (030) 8009 - 2594
/ / /\/_/\ \ \ / / /--\ \ \ | | |__/) E-Mail : markusd@cs.tu-berlin.de
/ / / \ \ \/ / /----\ \ \ | |/__/ / news@dsun4.hmi.de
/_/_/ _\/_/_/ __\|______/ djc@dsun3.hmi.de

4676. Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 12:21:08 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <705242862.F00001@tdkt.kksys.com>
Source record: 222562

In a message of <May 05 20:03>, Edward Deegan (1:282/31) writes:
>From: vatec@sun.pcl.ac.uk (Edward Deegan)
>Newsgroups: comp.sys.atari.st

>I just can't get over that 'No dictionary = useless' crap!
>AND THIS WAS TYPED WITHOUT A DICTIONARY, SO THERE!

Sorry, Ed, but a word processor without a dictionary and spell checker is
useless to me too. Picture in your mind a spreadsheet that couldn't do math,
and perhaps you'll understand where my thinking lays.

* Origin: FlightLine PointNet (1:282/47.1)

4677. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 12:37:50 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992May06.123750.28860@donau.et.tudelft.nl>
Source record: 222563

bbs.fox@goonsquad.Spies.COM writes:

> Can you give any more details as to what else will be available
> in the Falcon's lkittle box of tricks?

As a (small) anti-dote to all the rumours about the Falcon:

A representative of Atari Benelux has stated repeatedly
(on their own buletin board system) that the Falcon as shown
on CeBIT was *not* a product announcement or preview or whatever.

According to him, (I quote and translate from memory)
"The Falcon was just a demonstration of the new Atari chip set
for a planned series of computers from game computers to work stations".

For me, this raises two questions:
1. Why wasn't that explained on CeBIT (no report I have seen mentioned it)?
2. What about the equally confident statements from other sources
that the Falcon *is* a real product?

=-=-=-

4678. WARNING: do not use old versions of bkrs!

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 12:54:55 UTC
From: wd@pcsbst.pcs.com
Message-ID: <wd.705156895@tukan>
Source record: 222564

... not to forget the posting of my own code in comp.sources.
atari.st and comp.binaries.atari.st:

Please do NOT use bkrs to backup (this is useless) or restore
(this is dangerous) your harddisk if your disk has more than
65535 blocks (more than 32 Meg). Your harddisk might get damaged!

I have sent a bug fix to the moderator of c.s.a.s / c.b.a.s - it
will come out RSN!

Wolfgang

==
Name : Wolfgang Denk (+49)-89-68004-288
Company : PCS GmbH, Pfaelzer-Wald-Str. 36, 8000 Munich, Germany.
UUCP : ..[pyramid ;uunet!unido]!pcsbst!wd (PYRAMID PREFERRED!!)
DOMAIN : wd@pcsbst.pcs.[COM From rest of world; DE From Europe]

##
"UNIX was not designed to stop you from doing stupid things,
because that would also stop you from doing clever things."
-- Doug Gwyn
##

4679. Crackart docs

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 13:09:01 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2650@keele.keele.ac.uk>
Source record: 222565

I thought I'd seen the english crackart docs mentioned in one of the
New? files at atari.archive, but they don't seem to be there. I've
searched archie with no luck, so is there anyone out there willing to
email them to me, or upload them?

Many thanks,
Adam.
--
vvvvvvvvvvvvvvvvvvvvvvvvvvvv @ @ vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
> Adam Turnbull oo Democracy : It's your vote that counts <
> csw93@uk.ac.kl.seq1 ='= Feudalism : It's your count that votes <
^^

4680. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 13:31:00 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May6.133100.487@news2.cis.umn.edu>
Source record: 222566

In article <1992May5.193501.1783@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>Sorry, I agree with the original comment, no matter how good the program:
>
>NO DICTIONARY = USELESS!!!

One might as well go the whole route and say

NO AUTOMATED GRAMMAR CHECKING = USELESS!!!

In all the time I've used dictionaries with word processing programs, I have come across an average of about .1 word mispelled. However, during that same period, I have come across dangling participles, badly phrased passages and, most importantly, properly spelled words which are inappropriate for the given context. The latter are usually homonyms.

I haven't come across any microcomputer based word processing program capable of eliminating all grammar and spelling errors, and, in general, I do not produce spelling errors. Ergo, the lack of a dictionary in a word processing program makes that program useless only for those who do not know how to spell, while the lack of a grammar checker makes that program useless for those who write.

4681. High Density Disk Drives

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 14:03:24 UTC
From: scst21@csc.liv.ac.uk
Message-ID: <1992May6.140325.1478@and.csc.liv.ac.uk>
Source record: 222567

Has anyone been able to connect a high density disk drive to an Atari Mega STE? I have heard that for a HD drive to function correctly, the floppy disk controller chip must be able to work at 16Mhz. I have been told that the chip in the Maga STE can work at this frequency. If this is so, how do I connect a HD drive to the computer. Will it be possible to have the internal DD drive connected at the same time as the external HD drive? Also, can the HD drive read normal 720K formatted disks?
If anyone has any information concerning the above, I would be very interested to see it, as I am currently useing a very large number of DD flopyy disks, when I attempt to back-up my 105 megabtye hard disk drive!!.

Thanks for your help,
Jon.

4682. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 14:13:08 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92127.141308HAC041@DJUKFA11.BITNET>
Source record: 222568

In article <1992May6.063028.21180@informatik.uni-erlangen.de>,
mlkaaden@cip.informatik.uni-erlangen.de (Michael Kaaden) says:
>
> If you did like Write On, you should probably get That's Write PostScript
>Vector. Full WYSIWYG, PostScript output, dictionary, ... I like it, and it
>should be available in US and UK, too, as far as I read something about
>available dictionaries in english, french, dutch, and many more.

For those who want a complete list:
Dutch, American English, British English, French, German, Swiss German,
Spanish, Swedish
In preparation:
Finnish, Italian, Norwegian, Portuguese

To those who criticize the lack of a spell checker in Write ON:
These dictionaries are licensed from various renowned publishing
houses and have to be paid for, therefore they can't be offered
in a low-cost product like WriteON. If you like WriteON but need
a spell checker, get That's Write (which of course has some other
additional features).

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)
(Co-author of WriteON and That's Write)

4683. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 14:24:05 UTC
From: dbshapco@napier.waterloo.edu
Message-ID: <1992May6.142405.5753@undergrad.math.waterloo.edu>
Source record: 222569

My $0.0230 (0.0014 PST, 0.0016 GST).

1) Windows is crippled now by the fact that MS-DOS is not a naturally multi-tasking OS. It seems the best way to build a windowing system is to start with a multi-tasking OS and build over it, rather than trying to kludge multi-tasking (or application switching, which is more accurate with Windows and Apple System 6.x) in any windowing extension.

2) NT might solve this kludge (I would assume that it would be pre-emptive multitasking with light-weight threads, message queues, semaphores and a whole list of things MS-DOS needs), but Unix users are very loyal. As the workstation market expands (with falling prices), Unix will become more entrenched, despite "better" operating systems (look at how long poor old MS-DOS held on!). Windows could benefit to a large degree by having a better OS underneath it, so that little things like event handling were improved (but MS-DOS is MS's baby, so they really have noone but themselves to blame).

3) NT is a wholly proprietary operating system. Companies are moving (in a real sense) to open systems and non-proprietary solutions in all areas of their computing environment. I doubt that if the IBM market wasn't saturated with cost-competetive clones that it would have the share it does. For the same reasom that VAX and the VMS OS were dumped, people will avoid NT, unless it is licensed in the same fashion as Unix. Many are tossing MS-DOS for IBM flavours of Unix (SCO, QNX, etc) already.

4) Unix already has versions for most major platforms. This will be a big catch-up job for NT, and MS, who as far as I'm aware do not have major products in the workstation market already. Unix also has a large base of utilities that would take years to re-create. MS is a shrink-wrap company catering to the micro market, and while having some OS and programming product, their strength is in their applications. Translating this to success in NT against the current momentum of Unix is hardly guaranteed, and not a trivial task even for a large compnay like MS.

5) Unix is weak in the area of user applications. There are many programmers' utilities and the like, because of the environment it evolved from, but few low-end user applications (the first real ones are just starting to pop up). Unless companies start getting into this market, this will continue to be a major weakness for Unix.

6) Without X-Windows and MOTIF or Open Look, I'd say Unix would be doomed. Microsoft is competing in an existing market -- it did not invent the GUI, but is merely exploiting the technology. This is a weakness of Microsoft -- it is rarely innovative in its technologies or its approaches. What it does well is develop in existing technologies and market them; but

it will need to change its marketing to get dominant share of markets and displace Unix, and that assumes the product is strong enough to support any marketing strategy.

7) With RISC architectures and cheap RAM, speed and size are becoming less important. This was always a weakness with Unix, but is of little importance now and will be no consideration at all within the next couple of years. On the other hand, the IBM architectures are just getting into expanded memory architectures, and the like. As far as chasing hardware evolution, Unix has an edge.

The basic point is this -- Microsoft has had outstanding success in the micro market selling to users who are relatively unsophisticated. The applications they market are very well suited to this segment of the market (which is large). But the domination of NT/Windows is in large doubt -- systems software has always been a Microsoft weakness, and MIS people coming out of proprietary systems will be naturally wary about installing one company's (read "a proprietary) OS on machines enterprise wide. They don't need another single-vendor solution dominating their environment.

Unix, on the other hand is a very strong operating system. It has its faults, but all OSs do; but it is a mature and stable piece of software. It is available on many platforms, and has a myriad of utility-style software available for it. But it has few applications of MS calibre, that are of value to low-end users.

I know that some people want to buy in to a corporate sponsored ideology, but I think the important thing is to identify the factors that will sway this competition, and decide who gets better market placement. Will workstations take over the micro market? Will application developers get on board Unix as the market expands? Will NT be viable (and it has a hell of a lot of history to overcome wrt MS-DOS)? Will MIS accept NT broadly (beyond the IBM micro environment)?

My personal *GUESS* is that Unix will not be displaced by anything except a radically new OS that blows it out of the water, and is available across platforms. I doubt NT will be such a product, given Microsoft's traditional strengths and weaknesses. Microsoft will still have a healthy share of the market, composed mostly of micro share, but to assume that they can waltz into Unix territory with little appreciation of differences in technology and users and take over belies little understanding of the momentum Unix has.

Brad

4684. Re: GFA Developers wanted ! urgent !

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 14:36:52 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92May6153652@solb1.essex.ac.uk>
Source record: 222570

In article <92122.135432ABADDON@LIVERPOOL.AC.UK> ABADDON@LIVERPOOL.AC.UK writes:

>>I was using Lattice C this morning, and spent 2 hours working out why my
>>program wasn't doing what it should. It turned out that it was screwing up
>>with stuctures. Now, if I had paid for it I would be cross....
>>
>Which version of Lattice was that, and what exactly was going wrong? I've got
>a lot of really hairy structure stuff in my code, and I haven't had any problem
>with it from Lattice. If its a version before 5, then its not evenly remotely
>related to the current version (except in name), as Hisoft completely rewrote
>the whole package.
Oops, my mistake. I was using the wrong constant. Sorry...

--
email: okes@essex.ac.uk
#
##
##
#
"God I hate floppies" - Karl Brandt.

4685. Re: Znet v ST-Report

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 15:06:47 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May06.150647.7480@cdsmn.mn.org>
Source record: 222571

In article <92123.054349JOKHC@CUNYVM.BITNET> JOKHC@CUNYVM.BITNET (Joshua Kronengold) writes:
>>
>>... which just goes to show that tabloid newspapers are never going to
>>go out of style.
>Which goes to show that most Americans do not know English, and wouldn't use a
>dictionary if they knew how. Znet is a conservative, Atari supported mag which
[edited]
>Neither is a tabloid, since a tabloid denotes a paper which is folded once
>across, like the Sun, Newsday, or The New York Post, as opposed to folded once
>accross and then from top to bottom, like the New York Times or the Wall ST
>Journal (the paper that tabloids are made from is half the size from top to
>bottom than that of broadsheets). Both ST-Report and Znet are an entirely
>different format entirely, that of an online magazine (which is folded weirdly,
>being compressed). [no, this isn't a spelling flame; this is an English flame.]

Wow! Harsh! I'm an American. I know how to use a dictionary. Let me
demonstrate:

Vernacular - 1. The native language of a country or region, esp.
as distict from literary language. 2. The nonstandard or substandard
everyday speech of a country or region.

Regards,
Doug

4686. Re: WARNING: TOS 2.06 and Warp 9 from Codehead

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 15:25:34 UTC
From: malay@sae.com
Message-ID: <1992May6.152534.19312@sae.com>
Source record: 222572

>In article 12331@news.larc.nasa.gov, dmk@air31.larc.nasa.gov () writes: (Edited)
>Hi netters,
> My package from Codehead Tech. came on Friday. In it was both
>the TOS 2.06 chips for my 520 STe and the upgrade for QuickST, Warp 9.
>First I installed the TOS 2.06 chips by ....
>
> The next morning was Saturday and I eagerly plugged in my latest
>ST Format disk to look at the Knightmare demo they had included on their
>disk. My machine crashed. I tried a demo from a previous disk ......

Well, I too have TOS2.06 installed in my 4MB 1040STe and after reading the above message I went home and stuck the ST Format Cover Disk 32 into the STe and ran the Knightmare Demo - it works for me!! Works as advertised - no bombs, no problems!! I wonder if this is a 520STe problem?

Bob Malay

4687. Atari User Group meeting - Wed May 13/92

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 15:47:28 UTC
From: daroloso@math.waterloo.edu
Message-ID: <1992May6.154728.13018@math.waterloo.edu>
Source record: 222573
Cross-posted to: ont.micro,kw.micro,comp.sys.atari.8bit,comp.sys.atari.st,uw.sys.atari

In May, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
Desktop Animation.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the May issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, May 13, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for more information.

Hope to see you there,
Dani Roloson

4688. TOS 2.06 Compatibility

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 15:49:41 UTC
From: malay@sae.com
Message-ID: <1992May6.154941.19394@sae.com>
Source record: 222574

I have TOS2.06 installed and here's a list of commercial game software that I own that works:

The Killing Game Show - Psygnosis
Robocop 2 - Ocean
Viz - Virgin Games
Zany Golf - EGA
Artura - Arcadia
Continental Circus - 16 Blitz Plus
R-Type - The Hit Squad
Chuck Rock - Core Design
Blood Money - Psygnosis
Toobin' - Domark
The Killing Cloud - Image Works
Lemmings/More Lemmings - Psygnosis
Mega-Lo-Mania - Image Works
Xenomorph - Pandora
Techno-Cop - US Gold
Zak McKraken - Lucasfilm Games
Elvira - Accolade
Monkey Island - Lucasfilm Games
Leisure Suit Larry I,II, & III - Sierra
Wonderland - Virgin Mastertronic
Utopia - Gremlin
Dragon's Lair - Readysoft
Wrath Of The Demon - Readysoft
Robocop 3 - Ocean

and here's what I couldn't get working :

Fiendish Freddy's Big Top O' Fun - Mindscape
Barbarian - Psygnosis
Defender II - ARC Software

My game selection is varied in terms of program age, vendor, and protection scheme and the percentage of compatibilty is very high. I am disappointed that Defender II doesn't load - I believe it is the protection scheme and I intend to drop a letter to the company telling them so.

Bob Malay

4689. Re: Whats the difference?

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 15:55:33 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May6.155533.4230@newshost.lanl.gov>
Source record: 222575

The "e" in STe means "enhanced"... as in the new 4096 color palette and sound capabilities. The new TOS (2.05 & 2.06) in MegaSTe machines makes them much more TT like (lots of neato features but many incompatabilities with earlier software, mostly games, unfortunately).

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4690. Re: downloading from UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 16:00:54 UTC
From: steve@thelake.mn.org
Message-ID: <A1478170790@thelake.mn.org>
Source record: 222576

[In article <1992May4.211812.17222@acsu.buffalo.edu>,
v125rcyx@ubvmsb.cc.buffalo.edu (Die By My Hand...) writes ...]

> I'm trying to download several files from unix to my ST.Im using
> th unix command sx (send Xmodem) and running FLASH on the ST.I get errors
> like 'sector error' and 'checksum error'.
> I ftp'd these files from the atari.archive,but should i be using
> binary mode or ascii mode to get these files?They have the extensions
> arc, .lzh, and .ttp.Also what file is used to uncompress .lzh files?
> Any help would be appreciated.Thanks.
>
> -Dave

This question has come up twice in a matter of hours (here and c.s.a.s.t),
so I suppose a public reply is in order.

Any time you get a file from atari.archive.umich.edu, make certain that
you tell the FTP program to set type BINARY or IMAGE. The default FTP
behavior is to mangle the file in an attempt to be helpful (it's altering
newline characters in a file that isn't ASCII).

Be warned -- FTP is not the only program that will do this; Unix Zmodem
also has to be forced into binary mode or it does the same thing.

Once the file is properly fetched to your local mainframe, you can use
whatever file-transfer software is available locally. Ask your system
administrator or other users for help. The unix sx utility will work,
although it is slow and not particularly robust. Zmodem (sz) usually is
preferable.

If you're getting ``checksum error'' messages from your terminal program,
it's likely that you have either a poor phone connection (line noise) or
your mainframe has a problem with its modem flow control. The latter
possibility is relatively unlikely if you're running Xmodem (128-byte
packets), but it occasionally crops up with protocols that use bigger
blocks.

If your friendly neighborhood mainframe simply can't run an error-checking
file-transfer protocol worth a hoot, you might try converting the file to
plain text using uuencode. You then could cat the uuencoded file and
capture the result with your terminal program. The ST programs UUD.TTP or
UUCODER.PRG can then convert the encoded text back into a binary file.
There is no error-checking with this option, however, and it won't work
over a noisy phone line.

Once you get the binary file into your ST, you may need to uncompress,
unarchive, or whatever. Here are a few common extensions and explanations

of their use.

.ARC Archive, extract with ARC.TTP using the X flag
(arc x filename.arc).

.LZH Archive, extract with LHARC.TTP, LZHnnnn.TTP, etc.
Be warned that some versions of LHARC are broken.
Usage is similar to ARC.

.ZOO Archive, extract with ZOO.TTP using the x flag
(or ZOO -restore filename.zoo).

.Z Unix-style compression. Uncompress with COMPRESS.TTP
using -d flag to signal decompression.

.tar Un*x tape archive, extract with TAR.TTP. Note
that .tar.Z suffixes are common on Unix systems;
the filename may be truncated when you transfer it.
Watch out! You need to uncompress, then untar.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4691. Re: TOS 2.05 HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 16:13:29 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May6.161329.8220@usenet.ins.cwru.edu>
Source record: 222577

Kenneth:

You and your friend have not been burned by Atari. You have been burned by software developers that don't play by the rules when they write software. That's why Falcon doesn't run on a Mega STE. In fact, from what I've heard, it's not supposed to run on TOS 1.6 on a normal STE. Blame the folks at Spectrum Holobyte for refusing to update the software for compatibility with the new machines. They say that the market is too small to warrant it. So as far as I'm concerned, TO HELL WITH THEM. It's the LAST product I ever buy from them. Falcon is a great game, but if they can't lift a finger to produce a simple update, then they're not worth the trouble to deal with.

The same thing goes with all of your old stuff. Much of it was written when TOS 1.2 was the newest thing out, and developers took shortcuts to make stuff work, rather than taking the time to do it right. Now those of them that are still around are either updating their software, or claiming that the Atari market is too small, and only producing PC or Amiga software.

If your friend wants to run his old stuff, his best choice is to pick up a used 520ST or 1040ST and run games on it, and his DTP stuff on his Mega STE. That's what I did.

Sorry I can't be more helpful.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4692. Re: TOS 2.05 HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 16:14:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1507465382@thelake.mn.org>
Source record: 222578

[In article <1992May6.023821.13557@usenet.ins.cwru.edu>,
as423@cleveland.Freenet.Edu (Kenneth A. Wallace) writes ...]

> A friend of mine who is disabled just bought a MegaSte, he
> called me today and was shocked if not angry that he cannot use
> alot of his stuff on it. The main program he cannot run is
> Falcon, I have an STe with TOS 1.9 and I do not have the same
^^^^^^ presumably 1.6
> trouble. Although I do have some problems with older stuff, most
> of my collection still worked. I need to help him rectify the
> situation or the Mega goes back. His whole life is games and DTP
> as he cannot do too much on his own. I guess I am asking if
> anyone knows of a way to fix this? Can he downgrade the TOS, or
> is it hardware? I really cannot believe the stupidity of Atari, I
> purchased an STe during Christmas and feel I have been burned!

This has nothing to do with the stupidity of Atari. If the authors of
Falcon have written a program that won't run on the Mega STE, I'm not
surprised -- they did the same thing with the original Mac version that
wouldn't run on a Mac II.

To wring the most performance out of the computer, game software tends to
bypass the operating system and work directly with hardware. When the
hardware is redesigned, the game software breaks. This doesn't mean that
the hardware designer did anything wrong. If the hardware folks were not
allowed to change anything, computers would not improve. Usually the game
publisher figures out the problem and issues a new release of the game
that checks the hardware configuration and makes adjustments if necessary.

Application software (DTP, word processors, spreadsheets, etc.) should not
break when the hardware is upgraded, since they rely on the operating
system to handle hardware details.

Complain to the software publisher. If they can't help you, and if Falcon
is more important than the Mega STE hardware features, take the hardware
back.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4693. Where to get software ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 16:25:30 UTC
From: thamer@ndl.com
Message-ID: <1992May6.162530.19585@ndl.com>
Source record: 222579

Where's the best place to buy ST software? I looked through
a recent issue of Atari Explorer trying to find mail-order houses
that sell MIDI software like Notator or KCS Omega, and couldn't
find anything.

Any suggestions,

--
Two days ago I saw a vehicle that'd haul that tanker.
You wanna get out of here - you talk to me.
- Max, The RoadWarrior

4694. Re: Compress.ttp (this time with FEELING)

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 16:44:10 UTC
From: steve@thelake.mn.org
Message-ID: <A1569003686@thelake.mn.org>
Source record: 222580

[In article <1992May6.043901.5055@u.washington.edu>,
automan@milton.u.washington.edu ( ) writes ...]

> OK. I downloaded compress.zoo from atari.archive.umich.edu. I read the Docs
> for the TOS version (very brief docs I must say). Anyway, Docs say to type
>
> uncompress foo.z
>
> and it works!! ALAS, all I got was a file not found error.

It's probably looking for a file named UNCOMPRESS, which is not what
you want. The docs are not particularly clear.

The trick with COMPRESS.TTP is that it looks at its own filename to
determine its identity, and then modifies its behavior accordingly.

If it discovers that it has been renamed to UNCOMPRESS, it defaults
to decompression. If it has been renamed to ZCAT, it decompresses and
writes the output to the console.

But a program can't reliably determine its own name on the ST. There
are several incompatible ``standards'' for passing this information
to child processes, including one currently endorsed by Atari, but
Atari does not support its own method in the Desktop software.

Fortunately, COMPRESS also obeys several flags that can be passed as
arguments. The -d flag tells it to decompress. Therefore you should
double-click COMPRESS.TTP, and when the TOS-Takes-Parameters dialog
box comes up, type "-d B:\FOO.Z" (or something similar).

> I am trying to uncompress UNITERM.tar.Z. the scary part is, when I get done
> (God willing) with the uncompress, I need to face the .tar decompress.

Start out by naming it UNITERM.TAZ, then uncompress it as above. You
should then have UNITERM.TA, which can be renamed to UNITERM.TAR and
fed to a .TAR unpacker.

It's probably a whole lot simpler to do all of this on your Unix
system, then ZOO up the results and transfer them to your ST. My
personal opinion is that the ``tar and compress'' method applied to
ST files should lead to ``tar and feather.'' It's a whole lot of
nonsense that could be avoided by using a competent archiving program.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4695. Re: Sierra?

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 17:05:21 UTC
From: CCC_BALL@rzmain.rz.uni-ulm.de
Message-ID: <1992May6.170521.22450@wega.rz.uni-ulm.de>
Source record: 222581

In <2515@isgtec.isgtec.com> ken@isgtec.com writes:

>
> Does anyone know if Sierra is still making games for the ST? In particular,
> is Space Quest 4 going to be ported? (It's out on Amoeba). At one point,
> I remember Sierra saying that their ST games sold better than Amiga games,
> and many of their ST games supported MIDI while the Amiga ones did not.
> --

No, Sierra is definetely not any more converting games for the ST, as
he is not very popular in the US (as you surely know), and his hardware
(too few colors, itchy sound) isnt very practical for games.
...but there is a Falcon/030 to come...
-Joe.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 W-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

\ [DISCLAIMER] /
_____/

4696. Me..!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 18:13:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May6.181305.4752@kosmos.wcc.govt.nz>
Source record: 222582

For thos of you that might like to know were I had moved to,
its now here ..sheppard_r@kosmos.wcc.govt.nz

The other site had put up there charges to high, but this one is free,
and has Telenet and FTP, but runs on a Vax/VMS so its HELP !!!!

sheppard_r@kosmos.wcc.govt.nz

4697. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 18:16:17 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992May6.111617.1@misvax.mis.arizona.edu>
Source record: 222583

>
> Well, I guess I posted all I knew about it. I know it will be supporting
> both normal TV and VGA monitors, and it should be released in a sorta 1040
> box.
>
> Grapevine says that it was first presented at CeBit in a black box with
> separate keyboard, but it seems it was just a prototype.
>

I don't see why they would build a computer with this much power and
put it in a 1040 style case. First of all, it makes the thing difficult
to expand. Second, it helps to make the thing not "look" like a real
computer, further propogating Atari's current struggle to break out of
it's video game maker image. And thirdly, I believe that many people
like and would want a sepparate keyboard. Sure, maybe the all-in-one-case
design might be a little cheaper, but a real case with detatched
keyboard would be nice and should at least be an option. The 1040 box
just seems to scream "I am a home computer for playing video games. Don't
put me in your office!"

--

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

4698. Re: TOS 2.06 Compatibility

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 19:45:19 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May6.194519.7269@newshost.lanl.gov>
Source record: 222584

Has anyone got the new version of POPULOUS? Is it even out yet? If so, has anyone tried it using TOS 2.05 ro 2.06? My single greatest disappointment with my MegaSTe is that it won't run the original Populous game. I'm not an avid gamer, but I loved that one!

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4699. FullWrite Pro 1.5S for Mac

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 19:52:04 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992May6.155204.3955@newstand.syr.edu>
Source record: 222585
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

Asking $100. Here's what the box says:
System Requirements:
Mac Plus, SE or II family with at least 1Mb of memory, 2Mb
recommended; 2Mb required to run under Multifinder.
1 800Kb disk and 1 hard disk
Fully compatible with all Apple Macintosh printers and all
PostScript-compatible output devices.
Import/Export capabilities
Mac formats: MSWord 3.0 and 4.0; MacWrite 4.5 and 5.0;
WordPerfect Mac 1.0.
PC-DOS formats: Multimate version 3.3; MultiMate Advantage
version 3.6; Multimate Advantage II; and Multimate version
4.0; WordPerfect 4.1, 4.2, 5.0, and 5.1;
DisplayWrite/DCA/RFT.

This is a new package, but it has been opened. It has not
been registered, and all materials (docs, boxes, registration
materials) are included. The "S" stands for sound, i.e. you
can include sound notes in your documents (if you have the
appropriate hardware).

Send email to: ggreenbe@rodan.acs.syr.edu
--Gerry

4700. Re: Whats the difference?

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 20:05:15 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992May6.200515.17661@noose.ecn.purdue.edu>
Source record: 222586

In article <1992May6.155533.4230@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
> The "e" in STe means "enhanced"... as in the new 4096 color palette and sound
> capabilities. The new TOS (2.05 & 2.06) in MegaSTe machines makes them much
> more TT like (lots of neato features but many incompatabilities with earlier
> software, mostly games, unfortunately).

Well, I sold my ST and bought the 1040STe so I could plop 4 1 meg
SIMMs in it and have a four meg machine, sans goofy undependable
memory expansion hacks.

>
> ---
> _____________________________ John "HUTCH" Hutchinson ____________________________
> ___________ Chief Cook & Bottle Washer - Fair Dinkum Technologies ___________
> _________________ "No worries, mate... it's from Fair Dinkum!" _________________
> ____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

4701. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 20:18:51 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7799@uqcspe.cs.uq.oz.au>
Source record: 222587

No dictionary? What's wrong with a stand-alone spell checker. Once there was
such a beast, called "Thunder". It could be used as an acc or as a prg.
And what about the PD "Spell"? Is it available on the ST - I'm not sure.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4702. Blitter etc

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 20:24:40 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7800@uqcspe.cs.uq.oz.au>
Source record: 222588

I would like to turn off the blitter and cache, and set the speed to 8MHZ, from the auto folder, on my Mega4Ste. This would allow me to boot into ATSpeed directly. Is there any program that can do it? i can do it from the control panel, but that's a pain! (I use Superboot to determine my boot configuration). Source in C or mod2 would be ok. Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4703. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 20:40:35 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May6.204035.7183@ccu.umanitoba.ca>
Source record: 222589

In article <705105690.9213@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>Yes, but these battles are rarely won on technical merit. MS-DOS is, ah,
>less than wonderful, but look how popular it is. Yes, UNIX is better than
>most other operating systems, but it's also too big, too slow and too
>inefficient. Just think of how much more potential all those machines would
>have if they had an _efficient_ OS.
>

The best way to limit the potential of any computer hardware is to run
DOS on it.

4704. Universal Sysex for the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 21:04:01 UTC
From: ladasky@netcom.com
Message-ID: <w-fkx-n.ladasky@netcom.com>
Source record: 222590
Cross-posted to: rec.music.synth,comp.music,comp.sys.atari.st

Greetings, all.

I have a Roland S-10 and an Atari ST (no flames, please!).
I'd love to write a full-blown editor-librarian for this setup, as it seems that none has ever existed - and I've seen at least three or four postings on r.m.s asking for such a program. However, I'm still rather befuddled by the S-10's MIDI implementation chart, and by the cryptic, esoteric error messages returned by my Laser C compiler (I'm spoiled, I have Turbo Pascal on my PC at work). Meanwhile, I have all these samples on quick disks, which I'm becoming increasingly paranoid about losing.

I seem to remember that a company (Dr. T?) came out with a program that would send and receive generic system-exclusive dumps on the ST. This would seem like a resonable interim solution, while I learn more about my programming environment and the Roland sysex format. Does anyone have any information about this program (i.e., will it perform my job? How much does it cost? etc...)

Thanks in advance.

--

John J. Ladasky II ("ii") (ladasky@netcom.COM)

I belong to the following organizations...
Becton Dickinson Immunocytometry Systems, San Jose Green Party, Utronix
...but I don't claim to speak for any of them!

4705. Problems with my hard drive

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 23:10:41 UTC
From: azog@thoth.rent.com
Message-ID: <1992May6.231041.435@thoth.rent.com>
Source record: 222593

Ive got an ICD AdSCSIPlus ST host adapter, and just a short while ago, I got a sense code $10. Looking it up in the manual, it tells me that its either an ID or CRC error. Now, in the directory I was working in, Gulams ls -la lists three non-existant files. I cant show you the output, because there are control characters in the file name. I tried to rm *, but it comes back with an exit 33. I dont have the Gulam docs, what is code 33?

But my big question is, how can I get rid of these bogus files? And _please_ dont tell me to reformat the drive! I dont wanna do that, until a last resort...

Oh, also, the first part of the attributes are h, whereas most of the other files attributes begin with an m.

Thanx

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

4706. For sale: 520ST, 1 meg, 65meg hd

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 23:36:34 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992May6.233634.23732@murdoch.acc.Virginia.EDU>
Source record: 222594

Atari 520ST + HD for sale: $450 + shipping

520ST (+ memory upgrade to 1 megabyte, TOS 1.0 ROMS)
atari mono monitor
BSD 65 megabyte harddrive (Seagate 277R), w/clock
1 SS floppy (*)
Classic 1985 Atari Development Docs, GEMDOS Doc, PRO*GEM, etc.
Abacus book on GEM programming
Empire: Wargame of the Century
... and random stuff.

I bought this machine in 1986 and it's spent 2/3 of its life in my closet; too many Suns at work to enjoy playing around with my toy. The memory upgrade can go to 2.5 megs by just plugging in chips (but it's one of the older cards, so these are not simms, these are honest-to-god chips); you can go to 4mb with a small motherboard modification.

(*) The only problem with the system is that my floppy power connector is kaput. The drive itself seems to work fine.

First come first serve; send email or leave a message for me at home (804) 971-5887 or work 924-4914.

4707. Re: GEM on the PC

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 23:38:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A40204@MS.maus.de>
Source record: 222595

f>as the ST version, and uses very little memory or disk space. It's too
f>bad it never caught on (after Digital Research crippled it to GEM/3).

GEM/3 isn't crippled! It's just its desktop. But you can run the old desktop
without the two window-restriction.

Regards,
Patrick

4708. Portfolio

Newsgroup: comp.sys.atari.st
Date: 1992-05-06 23:50:44 UTC
From: onstott@a.cs.okstate.edu
Message-ID: <1992May6.235044.17163@a.cs.okstate.edu>
Source record: 222596

I have a question for those who might own or have used a Portfolio.

I will be commencing graduate study at the University of Chicago next fall and I thought I might buy a 386 notebook to carry around the University. Alas, they are out of my price range and I already have a lot of $ invested in my Atari rig which I mainly use for hacking and MIDI. I do, however, have a copy of Word Perfect ST that I use for papers and it works relentlessly. Thus, I can see no reason to pay $1500 for a 386 laptop.

My question is: If I decided to purchase the Portfolio for use in the library mainly (collecting Bibio info, abstracts of books, notes, etc) how easy is it to hook up the ST and d/l the information?

I noticed that there is a serial expansion kit available so I suppose all I would need is a null modem. Do I need the serial expansion kit?

How easy are they to type on, and how long do they last, is the screen readable, etc, etc, etc..

Just a general eval would be nice. By the way, what type of text processing is available for it? HOw easy is it to use the built in text editor?

Thanks.

BCnya,
Charles O. Onstott, III

4709. Re: Recent posting of "tapebios" in comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 01:11:50 UTC
From: ziggy@grafted.UUCP
Message-ID: <FqNDkB3w161w@grafted.UUCP>
Source record: 222597

>
> Many commands (including so important ones as REQUEST SENSE) do
> not work. They did not work with the driver by Paul Moreau, too -
> and this is exactly the same source. The reason is simply: These
> commands try to transfer data that is not a multiple of 16 bytes
> so the contents of the DMA FIFO will not be transmitted.
>

Ok, so it is not the best code to access SCSI tapes. But is
is useable?

On a different twist, has anyone thought of hooking a PC type
of tape drive to the floppy bus? I have on that hookes to my PC's
floppy controller....
Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4710. 3D Construction Kit

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 01:15:41 UTC
From: bill@mwca.UUCP
Message-ID: <1981@mwca.UUCP>
Source record: 222598

I recently received 3D Construction Kit, but I get 3 bombs on my 1 Meg ST regardless or resolution, auto programs, accessories, 50/60Hz, or where I boot from. Anyone know what I might be doing wrong, or if perhaps I have a bad disk?

Also, the install program would only create directories, it gave me "out of memory" errors when trying to copy files.

Thanks for any help.

--
##
Bill Sheppard -- bills@microware.com -- {uunet,sun}!mcrware!mwca!bill
Microware Systems Corporation -- OS-9 / OS-9000 / CD-RTOS -- (408)980-0201
############### Opinions expressed are my own and usually wrong ##################

4711. Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 02:37:03 UTC
From: kllove@uokmax.ecn.uoknor.edu
Message-ID: <1992May7.023703.19785@constellation.ecn.uoknor.edu>
Source record: 222599

Does anybody know whether Populous II has been released yet?

How good is it? I didn't care all that much for PowerMonger. Is Pop II an improvement over PM or Pop I (ugh! Looks like I'm talking astronomy.)?

Anybody got a review?

I've heard Pop I won't work on STe's. Has this been fixed? Will Pop II or PM work with an STe? What about a TT?

Please reply by e-mail.

Thanks,
Kenneth Love

4712. Re: Falcon (Re-post)

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 03:15:18 UTC
From: baffoni@sal-sun92.usc.edu
Message-ID: <l0h866INN3k9@sal-sun92.usc.edu>
Source record: 222600

In article <2041@quasar.enst.fr> elendir@quasar.enst.fr (Vincent Habchi) writes:

<some Falcon proto-specs deleted>

> RAM : 1, 4 or 14 Mb, operating in page mode.

Do you think that this is all it will handle (ie DRAM support on
board and just plug SIMMs and go) or whether this is just the models that
Atari will come out with and that normal TT memory modules will still work
(ie that 32MB board from Germany will still work).

> ROM : 512 Kb, plus 128 Ko in the cartridge port.
>
> DSP 56001 @ 32 MHz (?), 32 Kwords (96 Kb) of 0 wait state private RAM.
^^^^^
Umm. Isn't a word=2 bytes....32kwords=64kbytes...or are they using
3byte words for the DSP?
>
> DSP connector for modems, voice mail, direct-to-disk, JPEG/MPEG codecs, ...
>

> Expansion bus : 386SX slot, DMA processor slot, optional processor socket.
>
This is nice, but will it allow bus mastership? That would be a real
plus to be able to just buy an upgrade board when the 68060 comes out and you
want to use it instead of the old '030 (or '040 if they come with that...:).

<video stuff deleted>

> Hardware scrolling and BLITTER coprocessors.
>
I hope this will be a little more useful than the one in the Megas..:)

> 10 independants, 16 bit digital audio channels, up to 50 kHz sampling rate.
>
> Stereo 16 bit DMA output through a 1-bit DAC, 80 times oversampling.
^^^^^^^^^
Doesn't this just mean that basically there is no volume control on the
output sound :)? All signals are 0/VCC ... no analog output? What does the over-
sampling do (all I know about that is its one of those buzz-words in CD ads :).

> Stereo 8 bit DMA input.
>

Cool! Maybe someone will be able to market software for the disabled
like they have for the Mac! It'll also make it easier for digitising sounds! :)

> RASCAL (TM) and SDMA sound coprocessors.
>
Are these DSPs? Hmmm....

> SCSI-2 port with internal DMA.
>
About time.

> LAN, RS 232C, Video, bi-directionnal parallel port suitable for scanners.
>

Yes, but will anybody be able to use the LAN port to fit into a MAC
localtalk network yet?

> MIDI in and out, jack connectors for sound.
> ^^^^
Are these like microphone jacks or head-phones jacks, as opposed to
RCA jacks?

> 2 joystick ports, 2 enhanced digital/analog controler ports.
> ^^^^^^^^^^^^^^^^^
Did anyone write any software for the ones on the STe?

> 1.44 Mb floppy, optionnal IDE Hard-disk, transfer rate 1 Mb/sec.
>
Hmm, sounds a little inefficient to put an IDE drive in a machine with
an on-board SCSI-2 chip, and IDE drives are not that much cheaper than SCSI,
especially not enough to justify a whole IDE chipset + integration into the board.

> Lastly, retail price under $700
>
All I can say about that is...I doubt it. Make this machine CHEAPER than a
TT/030? Right....

> Enjoy.
>
> Vincent.

-Mike

4713. Re: Can YOU digitize? Please help.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 04:35:38 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May07.043538.11930@cdsmn.mn.org>
Source record: 222401

In article <1992May3.163425.228@usenet.ins.cwru.edu> an172@cleveland.Freenet.Edu (Marc A. Lombardo) writes:
>
>Hello everyone!
>
>I have the ST-Replay cartridge from Microdeal, and I have been trying to
>mix some songs I have. I have never had to tape the output from the
>cartridge before, so I really didn't worry about the quality of the sound
>much, as it always sounded pretty good coming from the monitors speaker.
>
>To mix the songs, I am digitizing the output from a portable CD player
>which has two outputs, a headphone port, and a line out port (with a cable
>that converts it into two rca style jacks). I have hooked the two rca
>jacks to the replay cartridge's single input jack by using a two female to
>one male y-jack. (Is there any problem with this?)
>
>I digitize the sound using a speed of 20Khz... I think this would be a
>high enough quality for the sound I am using. When I use the monitor
>function, and have the output going through the ST-Replay cartridge, the
>sound sounds so-so. I can hear noise, and the output is far from what the
>original sounded like. I am using normal (not gold) rca patch cables
>(with extensions).... Would this be a cause of some my problems?
>
>I had hoped that using the output from my CD player would clean my
>digitized sound up a bit, but for some reason I can never get digitized
>sounds as good as the sounds you might find on a local bbs, or on
>atari.archive...
>
>If you have ANY suggestions, please e-mail me!
>
>Thanks in advance!
>
>--
>Marc A. Lombardo User Address: an172

One other thing to try, if you havn't already, is to turn off your monitor while you sample. I find that the whine from the monitor will make it's way into the sample. Or is you can move the monitor far enough away that it doesn't affect the sound.

As Dave mentioned, the phones jack is probably best so that you can set the input level. One advantage of Replay (if your Replay software is like mine) is that you can hit the LISTEN button and set the input level by ear. Listen for any distortion making its way in.

The dynamic range of the CD player may be a problem also compared to the limited dynamic range of the 8bit Replay. If you can get you hands on a clean audio compressor, it may help.

Doug

4714. Re: Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 06:20:15 UTC
From: rjung@aludra.usc.edu
Message-ID: <l0hj0vINN2eq@aludra.usc.edu>
Source record: 222402

In article <1992May7.023703.19785@constellation.ecn.uoknor.edu>
kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>Does anybody know whether Populous II has been released yet?

I bought it two months ago from my local dealer.

>How good is it? I didn't care all that much for PowerMonger. Is
>Pop II an improvement over PM or Pop I (ugh! Looks like I'm talking
>astronomy.)?

I didn't care for POWERMONGER, and enjoyed POPULOUS a little, but P2 is a
lot of fun. You have about 30 different powers, but each level only has
some of them in effect, which to me means more strategy is needed to conquer
each world. Sounds, graphics, and special effects are all terrific -- makes
you really happy to unleash a rain of fire, for instance. B-)

>I've heard Pop I won't work on STe's. Has this been fixed? Will Pop
>II or PM work with an STe? What about a TT?

Works fine on my 4 megabyte STe.

>Please reply by e-mail.

Now you tell me. B-)

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

4715. HELP - loading color pictures in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 07:29:19 UTC
From: bjmeier@cs.ruu.nl
Message-ID: <1992May07.072919.20470@cs.ruu.nl>
Source record: 222403

How can I load a color picture in assembly? I only have Degas Elite to draw pictures. Is it possible with Degas to make a sprite, save it as a block and load it in in assembly?

Please help,

Greeting,

Bartjan Meier (bjmeier@cs.ruu.nl)

--

4716. Re: UNIX on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 08:29:00 UTC
From: Werner_Schneider@ac.maus.de
Message-ID: <A62571@AC.maus.de>
Source record: 222404

>On last year's CeBit on the Atari "place" they showed an X-Server for the ST.
>Of course you needed an Ethernet card, which is still very expensive.
>
>I don't know If you can buy that...it's probably the old Atari problem.

it is availabel (because it is not from Atari?) since last year, if you want
any information about, please make a personal mail (server SW with Ethernet
card is around 1600 German Mark!!)

Werner

4717. Re: HELP: problem with SCSITOO

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 08:29:00 UTC
From: Werner_Schneider@ac.maus.de
Message-ID: <A62572@AC.maus.de>
Source record: 222405

```
>>My configuration is: MegaST 4 Meg; TOS 1.4
>> Megafile-44 with Q105 LPS build in as unit 1 and 2
>> Megadrive (GE-soft SCSI-adapter) with Q240 LPS

as far as i know (i'm not shure) older version of scsitool have problems with
the Quantum 240 Disk, please ask once Hard&Soft, about the correct version for
this disk.

Werner
```

4718. Update: HiSoft support for Lattice C v5.5

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 08:35:38 UTC
From: marc@hemlock.cray.com
Message-ID: <1992May7.033538.26853@hemlock.cray.com>
Source record: 222406

Well, as promised, I spoke to someone at HiSoft. They say that they are charging money for support because they didn't make any money from it previously. Call me cynical, but it sounds like they're just trying to screw a few more quid out of us.

The guy I spoke to also said that, in the past, a lot of their time was wasted trying to debug *user* bugs, not bugs in their compiling software. He also said that they would be happy to look into real compiler problems (properly documented and researched) even if you don't fork out the dosh for Silver (or Gold) support. I thought this was fair.

So it turns out that the twenty quid is for HiSoft to fix *your own* bugs! And to the person who mailed me (sorry, I forget your name) there's no mention on the advertising bumph sent to me, nor on the product itself which says that the software is sold as-is.

Cheers,

[M][a][r][c]

4719. Info wanted on MicroProse's "Special Services"

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 09:07:24 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.AdzuGzkowfA@icemark.oche.de>
Source record: 222407

Hi,

yesterday I saw the game Special Services from MicroProse at one of
our local computer dealers, but due to the fact he has no ST he couldn't
tell me that much about the game so I'm still left with some questions
on it:
What type of game is it? (I know Microprose for simulations, this looks
more like an Arcade... !??!)
Could it be installed on harddisc?
(I mean, on the packet is stated that SpecServ
- uses 3 DS-disks
- does not support harddisc
Is there any way to get them onto harddisc,
because I don't want to be my own discjockey
during play)
Is it any good? (I'm getting cautious with MicroProse since
I saw Railroad Tycoon.)

On Railroad Tycoon: Is there any way to getting this game to run stable
on a MegaSTE 4 (It states "1 meg only" and crashed when I tested it with
2.5 Meg free)?

yours,

Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 sigrorn@icemark.oche.de
Fax : +49-241-408593 heinenb@messua.informatik.rwth-aachen.de

Main's Law:
For every action there is an equal and opposite government
program.

4720. Re: Falcon (Re-post)

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 09:55:33 UTC
From: elendir@helios.enst.fr
Message-ID: <2038@ulysse.enst.fr>
Source record: 222408

In article <l0h866INN3k9@sal-sun92.usc.edu>, baffoni@sal-sun92.usc.edu (Juxtaposer) writes:

-> > RAM : 1, 4 or 14 Mb, operating in page mode.

-> Do you think that this is all it will handle (ie DRAM support on
-> board and just plug SIMMs and go) or whether this is just the models that
-> Atari will come out with and that normal TT memory modules will still work
-> (ie that 32MB board from Germany will still work).

Dunno at the time. I guess they will offer SIMM supports for 1 or 4 Mb packages.
However, this is just a personal thought.

-> > DSP 56001 @ 32 MHz (?), 32 Kwords (96 Kb) of 0 wait state private RAM.
-> ^^^^^
-> Umm. Isn't a word=2 bytes....32kwords=64kbytes...or are they using
-> 3byte words for the DSP?

Yes DSP 56001 is a 24 bit DSP and uses 24 bit words.
This is very handy, since it allows the DSP to handle 16-bit samples without any loss of accuracy.

-> This is nice, but will it allow bus mastership? That would be a real
-> plus to be able to just buy an upgrade board when the 68060 comes out and you
-> want to use it instead of the old '030 (or '040 if they come with that...:).

I think so, since it is specified "DMA coprocessor". The 060 is not going to be released soon
however. Best would be a 96002 DSP.

-> > Hardware scrolling and BLITTER coprocessors.
-> I hope this will be a little more useful than the one in the Megas..:)

Well, * I think * their new customs allows for hard-sprites and all that stuff...

-> > Stereo 16 bit DMA output through a 1-bit DAC, 80 times oversampling.
-> ^^^^^^^^^
-> Doesn't this just mean that basically there is no volume control on the
-> output sound :)? All signals are 0/VCC ... no analog output? What does the over-
-> sampling do (all I know about that is its one of those buzz-words in CD ads :).

No. The 1-bit DAC is an extremely linear DAC, which is now in use on many CDs. Basically, that's true it produces only 0/Vcc levels, but those are filtered and averaged to produced a signal with less than 0.001 % distorsion.

-> > RASCAL (TM) and SDMA sound coprocessors.

These are customs. Obviously SDMA means Sound DMA.

-> Yes, but will anybody be able to use the LAN port to fit into a MAC
-> localtalk network yet?

I think so, the Zilog is the chip actually used by Apple for the localtalk net.

-> Are these like microphone jacks or head-phones jacks, as opposed to
-> RCA jacks?

Headphones jack.

-> Hmm, sounds a little inefficient to put an IDE drive in a machine with
-> an on-board SCSI-2 chip, and IDE drives are not that much cheaper than SCSI,
-> especially not enough to justify a whole IDE chipset + integration into the board.

Well, I dunno. Maybe they wanted to let all the SCSI slots free ?

-> > Lastly, retail price under $700

I agree this is rather surprising. It was on the paper. But, as always, we should see...

Atari will release this machine as *a game machine*. This explains the 1040 box. The professionnal embodiement (?) of Falcon idea will be the 040 machine.

Enjoy,

Vince.

--

A la memoire des victimes de Furiani.

4721. Re: Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 10:35:10 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92May7113510@solb1.essex.ac.uk>
Source record: 222409

In article <l0hj0vINN2eq@aludra.usc.edu> rjung@aludra.usc.edu (Robert A. Jung) writes:

>>I've heard Pop I won't work on STe's. Has this been fixed? Will Pop
>>II or PM work with an STe? What about a TT?
> Works fine on my 4 megabyte STe.

The original release of Populous didn't work on STe's because of (you guessed
it) COPY PROTECTION. Talk about crippling software. The only reason this
came to light is when someone found that their cracked version loaded and
ran fine.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

4722. Looking for Network filesystem via MIDI/RS232

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 11:00:08 UTC
From: Frank.Moehle@arbi.informatik.uni-oldenburg.de
Message-ID: <1992May7.110902.12947@arbi.informatik.uni-oldenburg.de>
Source record: 222410
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Networking world,

I have the following problem:
I am having a "big" ST(2.5MB mem, 130 MB Harddisk) and a "small" one (floppy only)
just a few rooms away.
Now i am willing to connect these two computers, so the "small" one can
use the Harddisk resources of his "big" brother.
It should work from the Desktop (as am installed extra drive),
use a cheap way of connection (Midi/RS232/Centronics?), and
It`s not dead_or_alive necessary that i can work with the "big" ST while
the "small" one is accsssing files.

Does anybody know if such a thing already exists, especially if it is
Share/Freeware and/or where to get it by ftp ??

Thax in adv.

Frank
--
==
CS Student | I may be late,
Real : Frank Moehle, Diesselweg 3, D-w2900 Oldenburg| but I'm worth
Inhouse : faramir!moesel | waiting for.
UUCP : moehle@uniol +-----------------
DOMAIN : Frank.Moehle@arbi.informatik.uni-oldenburg.de
------------------------------>Fascinating.<--------------------------------
a fool with a tool is still a fool

4723. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 13:04:55 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92128.130455HAC041@DJUKFA11.BITNET>
Source record: 222411

In article <1992May6.133100.487@news2.cis.umn.edu>,
davidli@simvax.labmed.umn.edu says:
>produce spelling errors. Ergo, the lack of a dictionary in a word processing
>program makes that program useless only for those who do not know how to
>spell,

Spelling checkers are not only for those who do not know how to spell,
but also (and mainly) for those who can't type with sufficient
accuracy.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

4724. The game Sleeping Gods Lie.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 13:19:10 UTC
From: jbunch@world.std.com
Message-ID: <BnvuBz.84B@world.std.com>
Source record: 222412

Hello all,

I was wondering if anybody out there has the game Sleeping Gods Lie? If so I have a bit of a problem with it. I bought it from a Computer store going out of bussiness, and the master disk is bad. The game seems to be put out by a company called Empire Software in Essex, but I cant seem to get a hold of them. What I would like to know is if anybody had it would you be willing to copy the master disk for me? I can mail my master disk to you for proof of purchase. Any one out there willing to help me??

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * INTERNET: jbunch@world.std.com
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!root (Home)

4725. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 13:20:31 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705244830.23161@minster.york.ac.uk>
Source record: 222413

In article <92127.141308HAC041@DJUKFA11.BITNET> HAC041@DJUKFA11.BITNET,
(Konrad Hinsen) writes:
>In article <1992May6.063028.21180@informatik.uni-erlangen.de>,
>mlkaaden@cip.informatik.uni-erlangen.de (Michael Kaaden) says:
>> If you did like Write On, you should probably get That's Write PostScript
>>Vector. Full WYSIWYG, PostScript output, dictionary, ... I like it, and it
>>should be available in US and UK, too, as far as I read something about
>>available dictionaries in english, french, dutch, and many more.
>
>For those who want a complete list:
>Dutch, American English, British English, French, German, Swiss German,
>Spanish, Swedish
>In preparation:
>Finnish, Italian, Norwegian, Portuguese

In a conversation with Neal O'Nions (MD of Compo UK) some months ago, it
was said that a UK version of That's Write PS was in the pipeline. However,
it would take a while to get a stable English version, and it would require
at least 2MB of memory.

Compo UK are clearly working in the direction, with the release of
CompoScript, the PostScript interpreter. And good luck to them!

>To those who criticize the lack of a spell checker in Write ON:
>These dictionaries are licensed from various renowned publishing
>houses and have to be paid for, therefore they can't be offered
>in a low-cost product like WriteON. If you like WriteON but need
>a spell checker, get That's Write (which of course has some other
>additional features).

This is what I was getting at in an earlier post...

>Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)
>(Co-author of WriteON and That's Write)

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

4726. Lynx Pricing

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 13:27:04 UTC
From: cse0071@uoft02.utoledo.edu
Message-ID: <1992May7.082704.7244@uoft02.utoledo.edu>
Source record: 222414

Recently it was posted that Atari had lowered the Lynx price to
89.99 for a single unit, In the Toledo Ohio area all the stores are still
selling it for 99.99 and none of them seem to know anything about a price
reduction. One guy said it would make since, because his Lynx sales have
fallen since Sega lowered the game gear to 129.99. Any info on prices
in other areas???

IMHO Atari should lower the price to 59 or 69, there would be little
profit in the actual game unit but with the large number of Lynxes that would
sell, profits from the games would probably go up considerably.

//
/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
/ * * * /
/ * * * /
/ * * * /
//

4727. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 13:42:28 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705246148.23534@minster.york.ac.uk>
Source record: 222415

In article <1992May5.213825.21788@doug.cae.wisc.edu>,
carter@cae.wisc.edu (Carter Gregory) writes:
>In article <705105690.9213@minster.york.ac.uk>,
mjl-b@minster.york.ac.uk writes:
>>In article <1992May5.040828.3930@ux1.cso.uiuc.edu>,
wmagro@roma.uiuc.edu (William Magro) writes:
>[...]
>>Yes, but X11 is a _huge_ application. It's big, it's slow and it's
>>inefficient. Microsoft fully intends to push Windows NT (which is a full
>>operating system) on any platform that looks like being successful.
>
>I don't think UNIX is slow. Software, is slow relative to the age of the
>computing hardware it is running on.

Well, I think you're wrong. I know how UNIX works internally, and I've seen
some of the source code for it (AT&T system V, for those who are
interested), and it's appalling.

I think there is something wrong when you have to rely on the fact that
hardware will get faster in order to run your OS at a decent speed:

"Hmm. Adding all that functionality has made things much slower"
"Yes, but if we run it on the new XYZ machine, it performs like before"
"Oh, that's all right then..."

>Workstation technology has quite a ways to go yet before it max's out itself.
>During that time you can expect UNIX performance along with X to increase
>in performance anywhere from 10-100 times during the next 5-8 years.

Again, I disagree. We're pretty close to some fundamental physical
limitations to the speed of chip technology. The performance curve is
flattening out.

>Windows hasn't even established itself as a protected mode environment yet,
>and there are still real problems with 8086 architecture and UNIX
>implementations to slow Windows technology enough to prevent your
>rapid multiplication of Windows platforms to the point of replacing X/UNIX.

8086 architecture is not the point here. Windows NT is close to being
finished (it's Beta testing right now) for MIPS R4000 and DEC Alpha platforms.
The code is designed to be portable and is not Intel specific -- Microsoft
isn't going to make that mistake.

>>>As for Windows displacing UNIX, I REALLY doubt it. Windows sucks, UNIX is
>>>great. UNIX is just an operating system; it is very flexible, and most of
>>>the world's most powerful computers run UNIX:
>>

>>>Sun workstations
>>>Digital DECStations
>>>IBM RS/6000s
>>>HP workstations
>>>Cray Y-MP
>>>Connection Machine
>>>Convex
>>>Silicon Graphics IRIS/Indigo
>>>NeXT
>>
>>Yes, but these battles are rarely won on technical merit. MS-DOS is, ah,
>>less than wonderful, but look how popular it is. Yes, UNIX is better than
>>most other operating systems, but it's also too big, too slow and too
>>inefficient. Just think of how much more potential all those machines would
>>have if they had an _efficient_ OS.
>
>Trust me, UNIX is fast on 68060's 586's and MIPS R4000 machines...

I use an IBM RS/6000 running IBM's bastard UNIX offspring, AIX. Yes, it's
fast, but only because the RS/6000 chip is very, very quick. It could be
sooooo much faster if AIX were better written (it could also be a damn sight
more reliable, but I'll skip over that)

>New networking technologies are also overcomming and dwarfing X's relatively
>immense hunger for network bandwidth. Improving X's performance by order of
>magnitudes with each new advance in network products.

Again, why are we relying on better technology (network technology, in this
case) to fix crappy software?

>>>You can do most anything in UNIX, including implementing a standard GUI (take
>>>NeXTStep as an example). Windows isn't about to replace UNIX.
>>>
>>>-Bil
>>
>>I'm going to get off my soapbox now...

I suggest we move this out of comp.sys.atari.st -- but I don't know where
to. Suggestions?

>>Mat
>
>-Greg

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

4728. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:18:48 UTC
From: pete@introl.introl.com
Message-ID: <1992May07.141848.21489@introl.introl.com>
Source record: 222416

In article <1992May5.200626.24993@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
>In article <1992May5.144937.19053@aber.ac.uk>, hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>|>
>|> I wonder what's the size of the UNIX user base? Just consider the rates of
>|> growth of Windows compared to UNIX, let alone the X installed base. In five
>|> years time Windows will dwarf UNIX systems, probably 10 to 1. It's
>|> worse than that though, each UNIX system is binary incompatible, that
>|> means software houses have to charge more to recoup their investments.
>|> If UNIX survives at all, it will be as a niche competitor and no more.

All 88K platforms are binary compatible.

BUT: writing an application for UNIX machine A allows you to just compile
it on UNIX machine B. No porting is necessary.
****
Imagine what needs to be done to get a Mac program running on a ST....
Talk about not being able to recoup investments....
****

>
>UNIX is currently at a stage where machines with the same processor family
>share executables. So, yes, your SunOS4.1.1 binary running on a 68030

Not quite... That is vendor OS specific.

>_should_ run on Atari's TT UNIX. That was the whole point of UNIX System
>V--binary compatibility. Of course, a SVR4 68030 binary won't run on a
>SPARC chip, but then again, neither will a 80486 Windows binary run on any
>fast (=non Intel) workstation, even if Windows is running.

This is hard to believe, considering SunOS4.1.1 is a bsd derivative OS, while
UNIX for the ST is a SVR4 derivative. SVR4 uses ELF object files, while
BSD uses bsd/a.out format. I know SVR4 has a module to allow it to
run COFF (SVR3) binaries but not a.out.

I suppose someone could make a converter....Not.

>
>The point is: different architectures do not share binaries. In the world
>of sharing binaries across different brands of UNIX boxes with the same
>processor, though, System V provides portability. Windows can only match,
>not exceed that ability.
>
>|>
>|> Once NT comes out, I'm sure UNIX systems will begin to be replaced with NT.

>|> It's a sad fact of life.

NT is far to much bragged about. Open Systems Today had a set of articles
regarding NT, and they say it doesn't look all that great.

>
>
>You would have to be insane to replace your UNIX box with a slooow Windows
>operating system. The only way I can see Windows replacing UNIX is if it
>is implemented "on top" of UNIX (or contains a UNIX clone OS kernal). Of

No that will be NT.

>course, there is already such a thing: X-windows. What _might_ do well is
>an X-windows version of Windows--now _that_ would sell!

The problem is the underlying OS. Needs 32bits.

The one windowing system which no one has mentioned, and I have heard
quite a few good things about is OS2.....
It is supposed to be fasst, & runs windows and dos programs.

-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

4729. Re: Universal Sysex for the Atari ST?

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:32:38 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60649@aurs01.UUCP>
Source record: 222417
Cross-posted to: rec.music.synth,comp.music,comp.sys.atari.st

In article <w-fkx-n.ladasky@netcom.com> ladasky@netcom.com (John J. Ladasky II) writes:
>I have a Roland S-10 and an Atari ST (no flames, please!).

Why would I flame you for having an S-10?

>I'd love to write a full-blown editor-librarian for this setup, as it seems
>that none has ever existed - and I've seen at least three or four postings
>on r.m.s asking for such a program. However, I'm still rather befuddled by
>the S-10's MIDI implementation chart, and by the cryptic, esoteric error
>messages returned by my Laser C compiler (I'm spoiled, I have Turbo Pascal
>on my PC at work). Meanwhile, I have all these samples on quick disks,
>which I'm becoming increasingly paranoid about losing.
>
> I seem to remember that a company (Dr. T?) came out with a program
>that would send and receive generic system-exclusive dumps on the ST.
>This would seem like a resonable interim solution, while I learn more
>about my programming environment and the Roland sysex format. Does anyone
>have any information about this program (i.e., will it perform my job?
>How much does it cost? etc...)

The program you're probably thinking of is called X-oR (which originally stood for system eXclusive ORganizer). It is a generalized patch editor/librarian program that uses instrument "profile" files to customize the environment to the instrument. If there isn't a profile for your instrument, there are a couple of general purpose profiles available that should allow you to send and receive sysex dumps. The Atari version has a companion program called EOR, which is a graphic environment for developing instrument profiles. I've used it to write profiles for several instruments (Korg P3 and Symphony, Alesis Quadraverb GT and Quadraverb +). EOR has a bit of a learning curve associated with it, but X-oR is very powerful and takes care of all the low level functions for you, so you can concentrate on how you want to display the graphic parameters and locally organize the user interface instead of worrying about Midi data routines and graphics primitives.

There is a demo version of X-oR if you want to check it out. If you can't find it locally, you might contact Dr.T's directly:

Dr.T's Software (617)455-1454 (General Office)
124 Crescent Road (617)455-1458 (Tech Reference)
Suite 3
Needham, MA 02194

How well X-oR will suit your needs depends on how good the Midi implementation of your instrument is and how handy you are writing

profiles.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

4730. Re: Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:37:21 UTC
From: malay@sae.com
Message-ID: <1992May7.143721.20852@sae.com>
Source record: 222418

In article l0hj0vINN2eq@aludra.usc.edu, rjung@aludra.usc.edu (Robert A. Jung) writes:
In article <1992May7.023703.19785@constellation.ecn.uoknor.edu>
kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>Does anybody know whether Populous II has been released yet?

I bought it two months ago from my local dealer.

>How good is it? I didn't care all that much for PowerMonger. Is
>Pop II an improvement over PM or Pop I (ugh! Looks like I'm talking
>astronomy.)?

I didn't care for POWERMONGER, and enjoyed POPULOUS a little, but P2 is a
lot of fun. You have about 30 different powers, but each level only has
some of them in effect, which to me means more strategy is needed to conquer
each world. Sounds, graphics, and special effects are all terrific -- makes
you really happy to unleash a rain of fire, for instance. B-)

>I've heard Pop I won't work on STe's. Has this been fixed? Will Pop
>II or PM work with an STe? What about a TT?

Works fine on my 4 megabyte STe.

Yea, but what OS is that STe running????????????? This is important these days.

>Please reply by e-mail.

Now you tell me. B-)

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

o

4731. Re: High Density Disk Drives

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:44:40 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May7.144440.6019@usenet.ins.cwru.edu>
Source record: 222419

To connect a high density floppy to your Mega STE, you will need
three things:

1. An AJAX floppy controller chip. You can find these for $32 each
from ATY Computer, 3727 13th Ave, Oakland, CA, 510-482-3775

2. You will need a high density disk drive, Epson SMD-640 or SMD-300,
though I don't know who has the best price on them. On those two
drives, you can snap off the faceplate to your standard internal drive,
and pop it on the new drive. The one in your machine (for reference
only) is an SMD-380 or SMD-480.

3. TOS 2.06. You can get these from Codehead Technology, or from
Atari.

When istalling everything, be sure to turn DIP Switch 7 to ON. The
DIP switches are located in the hard drive bay near the front of the
machine.

On top of all that, you may need to remove a screw from your power supply
to keep it from channeling noise to the floppy drive. This has been known
to cause the HD installations to work unreliably.

Hope this helps.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4732. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:44:57 UTC
From: pete@introl.introl.com
Message-ID: <1992May07.144457.23338@introl.introl.com>
Source record: 222420

In article <1992May6.142405.5753@undergrad.math.waterloo.edu> dbshapco@napier.waterloo.edu (D Brad Shapcott) writes:
>
>My $0.0230 (0.0014 PST, 0.0016 GST).
>
>1) Windows is crippled now by the fact that MS-DOS is not a naturally multi-
> tasking OS. It seems the best way to build a windowing system is to

To say the least. To think that the processor has to switch to real mode to
do a system call, and then back to re-enter the program is rather ludicrous.
(For any 386 extended application running under dos)

>2) NT might solve this kludge (I would assume that it would be pre-emptive
I hate to comment on un-released products... (I know that's popular in
this group :-).

>4) Unix already has versions for most major platforms. This will be a big
> catch-up job for NT, and MS, who as far as I'm aware do not have major
> products in the workstation market already. Unix also has a large base
> of utilities that would take years to re-create. MS is a shrink-wrap
> company catering to the micro market, and while having some OS and

The key thing here is that the majority of the utilities are free. (PD)
(They are also free under dos/windows if you copy them illegally)

>5) Unix is weak in the area of user applications. There are many programmers'
> utilities and the like, because of the environment it evolved from, but

We need game companies writing software for X!
Other than that, I seem to have all the programs I need...

>6) Without X-Windows and MOTIF or Open Look, I'd say Unix would be doomed.

No doubt.

>7) With RISC architectures and cheap RAM, speed and size are becoming less

I suppose new CISC, and soon to be MISC, (hopefully) can fall in there too.

> chasing hardware evolution, Unix has an edge.

UNIX has the edge because it started on machines that are the leading
edge of technology...Not the trailing edge....
As people that use these machines at work want to do their work at home,
UNIX boxes will slowly penetrate that market...

>The basic point is this -- Microsoft has had outstanding success in the micro
>market selling to users who are relatively unsophisticated. The applications

Ya, the kind of people that buy a computer to do checkbook balancing...

>My personal *GUESS* is that Unix will not be displaced by anything except a
>radically new OS that blows it out of the water, and is available across
>platforms. I doubt NT will be such a product, given Microsoft's traditional
>strengths and weaknesses. Microsoft will still have a healthy share of the
>market, composed mostly of micro share, but to assume that they can waltz
>into Unix territory with little appreciation of differences in technology and

I would have to give Mach/BSD and Mach/Next a good shot. Note Mach/BSD
runs under DecStations, Sun3's, PeeCees, and a number of other platforms.

For the anti-messywindows people, OS2 looks snazzy.
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

4733. Re: TOS 2.05 HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:45:13 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992May7.144513.351@rhrk.uni-kl.de>
Source record: 222421

Well 'downgrading' the TOS of a Mega STE is quite a problem.
Replacing the Rom won't work, because the Rom of an STE is in the adress-
area $e00000-$e40000, while older Tos-Versions are made for the area
$fc0000-$ff0000 .
Only the TOS 1.6 (some older 1040 STEs have it) will work in your computer
(if you're able to get it from your atari dealer).
sorry about that
Gunter Bitz, uni-kaiserslautern, germany

4734. Re: Problems with my hard drive

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:47:19 UTC
From: aq115@cleveland.Freenet.Edu
Message-ID: <1992May7.144719.6177@usenet.ins.cwru.edu>
Source record: 222422

The 'h' is Hidden, I think. Not sure on that one.

To get rid of those files, try going back to the desktop and
removing them, if you can. I'm not familiar with Gulam, but
you shouldn't have to reformat. You can also try ICD's Cleanup ST
or Hard Disk Toolkit, as they like to kill off filenames with
bad characters in them.

Rob
--
Robert Glover GEnie: R.GLOVER3
~~~~~~
Internet: aq115@cleveland.freenet.edu
~~~~~~

4735. Re: Falcon (Re-post)

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:49:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May7.144949.11077@newshost.lanl.gov>
Source record: 222423

In article l0h866INN3k9@sal-sun92.usc.edu, baffoni@sal-sun92.usc.edu (Juxtaposer) writes:
>In article <2041@quasar.enst.fr> elendir@quasar.enst.fr (Vincent Habchi) writes:

>> Lastly, retail price under $700
>>
> All I can say about that is...I doubt it. Make this machine CHEAPER
>than a TT/030? Right....

One of the few things that you _can_ count on is that the "Falcon 030" will
indeed by cheaper (by a long shot) than the TT030. When can you expect to
see them on the Dealer's shelves? Ah, that is another thing entirely but
we may be pleasantly surprised.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4736. Larger Monitors with older Mega STs: Possible?

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:50:20 UTC
From: ia4@cunixa.cc.columbia.edu
Message-ID: <1992May7.145020.27584@cunixf.cc.columbia.edu>
Source record: 222424

Hi.. I saw the large screen displays with the new Atari ST (or was it TT)
machines. I have a Mega 4 ST and was wondering oif it is possible
to upgrade/use the larger displays with the Mega 4 ST

Imran

4737. Anyone can offer help to a new-user of archives?

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:51:11 UTC
From: ajc@doc.ic.ac.uk
Message-ID: <1992May7.145111.12585@doc.ic.ac.uk>
Source record: 222425
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've only just discovered the ftp site atari.archive.umich.edu and discovered that C compilers are available for down-loading. My problem is I operate from a University account. I am able to transfer files to disk in an ST disk format however I don't have hands-on access to an ST machine itself. (I'm doing this for my brother who has an STe)

So currently I have copied over sozo133i.zoo and zoo21.ttp . Not having access to an ST means I can't try out the programs before I pass on the disk. I need someone to instruct me on how to dearchive sozo133i.zoo. Is the file zoo21.ttp the one I need and do I need any other files in addition to this?

Adrian J. Chung

4738. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:52:31 UTC
From: pete@introl.introl.com
Message-ID: <1992May07.145231.24760@introl.introl.com>
Source record: 222426

In article <705105690.9213@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>In article <1992May5.040828.3930@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:
>
>Yes, but X11 is a _huge_ application. It's big, it's slow and it's
>inefficient. Microsoft fully intends to push Windows NT (which is a full
>operating system) on any platform that looks like being successful.

What makes you think NT is fast, not big, and not ugly? Do you have
some sort of pre-release of it?

Rumor has it that NT is not all that it is _supposed_ to be cracked up to be...

>less than wonderful, but look how popular it is. Yes, UNIX is better than
>most other operating systems, but it's also too big, too slow and too
>inefficient. Just think of how much more potential all those machines would

UNIX initial concept was to be small.. (Years and years ago) Take everything
out of the kernal. Look where we are now. I was Mach's (3.0) attempt to bring us
back to that stage.... (It has, the kernal size is very small. The servers
are separate standing programs (like a bsd file server, etc.) .

This may prove to be a more efficient kernal base for UNIX..

-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

4739. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 14:58:38 UTC
From: pete@introl.introl.com
Message-ID: <1992May07.145838.23590@introl.introl.com>
Source record: 222427

In article <1992May5.213825.21788@doug.cae.wisc.edu> carter@cae.wisc.edu (Carter Gregory) writes:
>>have if they had an _efficient_ OS.
>
>Trust me, UNIX is fast on 68060's 586's and MIPS R4000 machines...

Wanna sell that 060 box that you are running UNIX on? Or the 586? Or the SGI? :->

Unix is fast on my 20Mhz MIPS R2000 DECStation. Which you can pick up for in the $1500 range nowadays....(486-33) performance.
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

4740. Re: High Density Disk Drives

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 15:57:38 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992May07.155738.37367@yuma.acns.colostate.edu>
Source record: 222428

Or, just order the high density drive upgrade from Atari (or dealer) for around $140 to $160(forgot the exact number, our local dealer RUN PC got some from the Atari last week). It includes the Ajax, the drive and the TOS 2.06. (There is two version the kit, one for the Mega STe and the other for TT, the difference is the TOS chips).

Tang
sytang@lamar.colostate.edu

4741. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 16:17:50 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <z2rjby2h@csv.warwick.ac.uk>
Source record: 222429

In article <1992May5.190314.5565@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan)
writes:
>In article <zxgjblpr@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>>>
>>>How about "Write On" that was on the ST Format April coverdisk???
>>>
>>
>>No dictionary = useless. Also doesn't auto-reformat properly.
>>
>>- Leo Hendry
>
>I just spent three days writing a IIIrd year project report using Write On,
>and it was everything I ever wanted.
>
>No dictionary? Maybe you should learn to spell. It was just so easy to draw a
>picture in DEGAS, use the supplied acc to grab the image in IMG format, and
>insert it straight into the document.
>
>I just can't get over that 'No dictionary = useless' crap!
>Hey - Dungeon Master hasn't got a dictionary! ;-)
>
>BTW - I have no connection with Write On or Compo.
>
>AND THIS WAS TYPED WITHOUT A DICTIONARY, SO THERE!
>
>Edd Deegan
>vatec@uk.ac.pcl.sun

In article <1992May5.190917.5934@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan)
writes:
[stuff deleted]
>
> I'm really sorry if you were anticipating it 'on time' so to speak,
>and all I can do is say sorry ist just not ready yet. I hope you understand,
^^^
Perhaps you should use a dictionary? I doubt very much that your IIIrd
year project was free of mis-typings, even if your spelling is faultless.

Good luck with your exams

- Leo Hendry

PS I spent a quarter of an hour going over your postings to find this mistake!

4742. Ideas for an RPG 3D Dungeon

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 16:23:50 UTC
From: cstdxer@warwick.ac.uk
Message-ID: <62rjbvaj@csv.warwick.ac.uk>
Source record: 222430
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok, does only one person out there read the news? If not is there much point in posting news when only one person can be bothered to reply?
My thanks to Stefan Schoene who actually bothered to reply!
Since I'm a generous chap and not really all that nasty I'll ask again, this time filling in a few of the details, in the sincere hope that I get a little help from fellow STers!

A friend and I are in the process of writting an RPG "type" dungeon game, along the lines of Dungeon Master. We already have a fast effective graphics engine for the maze production. The main code is being written in STOS since I can see no reason (even speed!) to resort to assembly language! The initial version (we hope) will be for 1meg only. (If we get enough response) We will then squish it down for 1/2 Meg.

We will, hopefully, release an initial PD demo, with a shareware upgrade.

Questions:

Does anyone Have ANY ideas at all about how we could improve upon Dungeon Master and It's Ilke.

Do you have any suggestions as to how much, and whether, you, joe public would be willing to pay for a reasonable game, with documentation and possibly the maze designer?

Does Any one Know anything about HBL interupts? I now have a routine which almost works. It sets up the interupts but crashes. It then recovers and allows normal operation to resume. However, a) it crashes, b) there is a seriously bad flicker on the left side, c) it judders every time the mouse is moved (we need the mouse), d) it wont work within STOS. ANY help would be very appreciated!

Stefan raised one important point in his letter to me, this is that HBL rasters wont work on a TT/Mega STE. I assume he knows what he is talking about, so is there a way around this problem?

Please Please Please do reply to this letter, the more viable ideas we get the better the game can be. Help us to make this a game worth playing not just "...another Dungeon Master clone..."!

If you do reply please could you mail me at

cstdxer@csv.warwick.ac.uk

or if you'ld rather, use Pnews to reply via the news group.

Thank you in advance,

Chris

4743. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 16:30:09 UTC
From: thamer@ndl.com
Message-ID: <1992May7.163009.23143@ndl.com>
Source record: 222431

In article <1992May6.142405.5753@undergrad.math.waterloo.edu> dbshapco@napier.waterloo.edu (D Brad Shapcott) writes:
>
>My personal *GUESS* is that Unix will not be displaced by anything except a
>radically new OS that blows it out of the water, and is available across
>platforms. I doubt NT will be such a product, given Microsoft's traditional
>strengths and weaknesses.
>
>Brad

I agree, however, that new OS that displaces traditionl UNIX might
just be NeXTStep. NeXTStep486 will be released 3rd
quarter of this year for PCs. It's currently the crown jewels on all
NeXT computers. Here we have a lean and mean Mach Version of
Unix, offering true Multi-Taskng, an excellent GUI, an ObjOriented
development environment, and Display PostScript imaging model.
After being available on PCs, plans are to transport it to
other platforms. As it becomes popular it will amass many applications,
and still retaining all the amenities that UNIX offers.

-Mustafa

--
Two days ago I saw a vehicle that'd haul that tanker.
You wanna get out of here - you talk to me.
- Max, The RoadWarrior

4744. TapeBios and GnuTar

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 16:40:46 UTC
From: lars@uni-paderborn.de
Message-ID: <1992May7.164046.3262@uni-paderborn.de>
Source record: 222432

Hello world!

Yesterday I received the tapebios from Alan Hourihane. Could anybody tell
me where I can find the mentioned gnutar v1.10 that works with the tapebios
and maintains a SCSI streamer.
The included image-backup tool 'dump' works fine, but I need one to backup
files.

Thanx for help!

Lars
-

____
/ / /_ Lars Heinemann
/ / / lars@uni-paderborn.de
/_/_/_/ RB FB17 Uni-PB Germany

There is a theory which states that if anyone discovers what the Universe
is for and why it is here, it will instantly disappear and be replaced by
something even more bizarre and inexplicable.
There is another theory which states that this has already happened.
(The restaurant at the end of the universe/Douglas Adams)

4745. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 16:42:44 UTC
From: mc4c+@andrew.cmu.edu
Message-ID: <oe2Js4W00WBL43PDly@andrew.cmu.edu>
Source record: 222433

On 06-May-92 in Re: Falcon specs, February ..
user etxansk@garbo.ericsson.s writes:
>> Bitstream 1-bit DAC, 80 times oversampling.
>
> Is that a reasonable oversampling factor? 80 times improvement over
>50 kHz?

Actually, anythiong over 4x oversampling doesn't do a damned thing. In fact, even any oversampling giving an improvement is a questionable thing. I doubt anyone can hear the difference, in a lab setting. So I doiubt these specs are true. Why waste the time?

mark

4746. Re: For sale: 520ST, 1 meg, 65meg hd

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 16:52:06 UTC
From: edc@evolution.bchs.uh.edu
Message-ID: <1992May7.165206.18118@menudo.uh.edu>
Source record: 222434

In article <1992May6.233634.23732@murdoch.acc.Virginia.EDU> gl8f@fermi.clas.Virginia.EDU (Greg Lindahl) writes:
>Atari 520ST + HD for sale: $450 + shipping
>
> 520ST (+ memory upgrade to 1 megabyte, TOS 1.0 ROMS)
> atari mono monitor
> BSD 65 megabyte harddrive (Seagate 277R), w/clock
> 1 SS floppy (*)
> Classic 1985 Atari Development Docs, GEMDOS Doc, PRO*GEM, etc.
> Abacus book on GEM programming
> Empire: Wargame of the Century
> ... and random stuff.
>

$175.00 for the HD + controller?

Ed Chen
edc@evolution.bchs.uh.edu

--
I want a short-haired girl (who) sometimes wears it twice as long
-- George Harrison

4747. Re: Lynx Pricing

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 17:01:06 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May7.170106.15115@usenet.ins.cwru.edu>
Source record: 222435

In a previous article, cse0071@uoft02.utoledo.edu () says:
> IMHO Atari should lower the price to 59 or 69, there would be little
>profit in the actual game unit but with the large number of Lynxes that would
>sell, profits from the games would probably go up considerably.

I think the Lynx at $89.95 is a good price...

This is because many people will not buy the Lynx if the price is lowered
too much.

If you saw a football game for $5 and a football game for $25, chances are
that you will think the one that costs $25 is better.

The one for $5 may automatically be considered junk.

Also, if you are willing to pay $90 for the Lynx, you are probably willing
to dish out $$$$$ for game cards. Atari needs to attract the people who
are willing to purchas the Lynx for that price...

Len
>

--

4748. Wanted:GIF and JPEG viewer for the ST.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 17:08:22 UTC
From: Roland_Suchanek@straylight.fido.de
Message-ID: <2a097216@f26.n242.z2.fidonet.org>
Source record: 222436

Hi!

> From: v125rcyx@ubvmsb.cc.buffalo.edu (Die By My Hand...)

> Does anyone out there know of ,or have for free distribution,any
> programs to view GIF's and JPEG's?Any help would be greatly appreciated.

>
I use a program that converts pictures to a IMG or XIMG Format.
If you have a monocrome monitor it converts color pictures to a dither or
halftone picture.

Some formats that are supported are:
GIF, SUN, STAD, IFF, MS-Windows Bitmap ,OS/2,Gem,Gem- Metafile, Neochrome,
Art-Director, Degas, Tiny, Doodle, Spectrum 512, x Bitmap.

It's a German Shareware Program and named "GEM-View".
If you want I can send you a version by mail.
You only have to write me your address.

Roland

4749. Re: Falcon (Re-post)

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 17:12:05 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May7.171205.15948@usenet.ins.cwru.edu>
Source record: 222437

In a previous article, elendir@helios.enst.fr (Vincent Habchi) says:
> Atari will release this machine as *a game machine*. This explains the 1040 box. The
>professionnal embodiement (?) of Falcon idea will be the 040 machine.
>
> Enjoy,

This sounds pretty accurate to me.

I wrote Greg Pratt in November, 1991 and said that I was close to moving to
another system if Atari doesn't come out with another one in the near future.

I stated that I would like to see the Jaguar but then another computer for
a few hundred dollars more with the Jaguar capabilities. I continued to say
that Atari can then make another higher-end machine for the more "professional"
users.

He sent me a reply a week later and told me that this is what I can expect
in 1992.

Len

P.S. I then talked with him at Chicago and he confirmed it again.

>
>A la memoire des victimes de Furiani.
>

--

4750. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 17:18:51 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May7.171851.16475@usenet.ins.cwru.edu>
Source record: 222438

In a previous article, mc4c+@andrew.cmu.edu (Mark Choi) says:

>Just one thing:
>Remember when the TT was about to come out? STart quoted Atari folks as
>saying that it would start at around $1299.00 US. Not.
> Although the Falcon seems great, I take the price quote, Atari France
>or not, with a truckload of salt. I want one though:).
>
>
>mark
>

Remember, however, that the TT was a very different machine by the time it
was finally released.

/

--

4751. Re: Update20 for GNU suite (REALLY long)

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 17:20:24 UTC
From: subiaagb@w353zrz.tu-berlin.de
Message-ID: <X2Z26MB@mailgzrz.tu-berlin.de>
Source record: 222439

In article <GJH.92May1125407@ghiggins.hpl.hp.com>, gjh@hplb.hpl.hp.com (Graham Higgins) writes:

|> ~ftp/atari/gnustuff/tos/g++/gplibo07.zoo
|> ~ftp/atari/gnustuff/tos/g++/gplibs07.zoo
|> ~ftp/atari/gnustuff/tos/g++/gpincl07.zoo
|> ~ftp/atari/gnustuff/tos/g++/gplibt02.zoo

I searched in these directory but all I found was a subdir
'jbammi_g++' and a subdir 'abaddon_g++'.

Also there was no entry in the 'Index' file in ~ftp/atari/gnustuff .

Are the files in the incoming directory yet ?

Could you check this please ?

ap: pareis@cs.tu-berlin.de

4752. Re: WARNING: TOS 2.06 and Warp

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 17:32:00 UTC
From: Laurenz_Pruessner@b.maus.de
Message-ID: <A10321@B.maus.de>
Source record: 222440

>I too have had problems with Warp 9. Most have been more minor things, but
>I would try to run certain programs and it would just bomb in a big way.
>When I took out Warp 9, they ran fine.

Just one question:

Who needs Warp 9 as long as NVDI is available?

/--\
I Laurenz Pruessner I "Thank you for making my life more complicated." I
I I---I
I D - West Germany I Laurenz_Pruessner@b.maus.de I
\--/

4753. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 17:57:26 UTC
From: esj@harvee.UUCP
Message-ID: <3101388@harvee.UUCP>
Source record: 222441

In article <1992May6.054819.24607@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:
> In article <1992May5.144937.19053@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> >It's a sad fact of life - any biologist will tell you that those organisms
> >that breed more quickly will succeed in the long run, *even* if competing
> >organisms are more 'sophisticated', 'cleverer' or what have you. The only way
>
> Insects outnumber humans. They're a nuisance, but they don't seem
> poised to replace us.

with 60 million users, does that make dos the cockroach of the computer world?

:-) eric
--
UUCP ...!uunet!wang!harvee!esj esj@harvee.uucp HAM ka1eec
WORK AT&T (617) 577-4068 (w) johansson@athena.polaroid.com
source of the public's fear of the unknown since 1956

4754. Re: MultiGem Blues. Now: Success of alternate Ope

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 18:22:03 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992May7.192203.5931@vax.oxford.ac.uk>
Source record: 222442

In article <92127.112527ONM07@DMSWWU1A.BITNET>, ONM07@DMSWWU1A.BITNET writes:
>>_should_ run? Well, if Sun ever did Solaris 2.0, which is the sVr4 version
>>of SunOs, they might. But Sun stopped supporting SunOs for the 68k family
>>awhile ago - I didn't even realize they'd made it to 4.1.1 (and if so, it's
>>certainly the last release). There _is_ some chance that AMIX (Commodore's
>>sVr4 for Amiga) and ASV (Atari's sVr4 for TT) binaries are compatible, but
>>I've not heard of anyone actually testing that.
>>--
>>Mats Wichmann
>>Systems Software Consultant
>>alruna!mats@ossi.com (or mats@netcom.com)
>
> I've heard about people using Amiga Unix executables on ASV (or the other
> way around...).

ASV IS AT&T Unix System V rel 4 and as such will run ANY executable compiled
under SYSVr4 on a M680x0 system so long as the correct devices are available
(ie. you can't expect a program which accesses some Amiga specific device such
as the Agnus chip via a device driver to work on an Atari). That's what the
SYSV Applications Binary Standard was created for!

Steve

4755. Re: TOS 2.06 Compatibility

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 18:29:50 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992May7.192950.5932@vax.oxford.ac.uk>
Source record: 222443

In article <1992May6.194519.7269@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
> Has anyone got the new version of POPULOUS? Is it even out yet? If so, has
> anyone tried it using TOS 2.05 ro 2.06? My single greatest disappointment
> with my MegaSTe is that it won't run the original Populous game. I'm not an
> avid gamer, but I loved that one!
>
> ---
> _____________________________ John "HUTCH" Hutchinson ____________________________
> ___________ Chief Cook & Bottle Washer - Fair Dinkum Technologies ___________
> _________________ "No worries, mate... it's from Fair Dinkum!" _________________
> ____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

Yes, Populous II is out for the ST, but the full version (ie 1meg rather than the poxy 512K version) is out of stock. (That's what I keep on being told by the staff at the local Virgin Games store).

The 512K version only runs on STEs and has poorer graphics and little sound. (This is all according to the Box)

I asked the shop assistants if the full cersion would run on a TT (>:->) and they said yes... well I'll believe that when I see it, but Populous I almost runs on the TT, it's only when it tries to access the sound chip that it dies. The only other problem with it being that it runs too fast to play it :-(.

Steve

4756. VIRUS ALERT

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 18:45:51 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992May7.184551.12979@unlinfo.unl.edu>
Source record: 222444

Does anybody recognize this virus?

Once in the machine it doesn't show up until 5 or 6 disk-swaps
later...then the mouse-pointer goes inverted--ie, push up/it goes
down, push down/it goes up. Maddening!

Does this thing have a name, a cure, and/or a survivor's group?

ganderso@unlinfo.unl.edu

4757. trh reading this?

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 18:55:46 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992May07.185546.4374@chinet.chi.il.us>
Source record: 222445

T. R. Hall used to read this newgroup (designer of the ST Book). Does he still? If you're out there, would you care to give us an update on the current status of the thing? Have prototypes of the production model been made? Has production begun? Some (at least one) of us are VERY anxious for the Book to hit retail.
Steve J. saj@chinet.chi.il.us

4758. Re: Wordwriter ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 18:55:54 UTC
From: pbh@jake.cc.wayne.edu
Message-ID: <1992May7.185554.26335@cs.wayne.edu>
Source record: 222446

In article <1992May5.231432.14789@acsu.buffalo.edu> v053qhyx@ubvmsb.cc.buffalo.edu (Jeremy A Berger) writes:
>Hi.. I'm using WordWriter ST and I have a (printer related) question....

On that note; I just purchased Word Writer from my local (HA! 20 miles) dealer for my mother who has a 2 drive 520 ST. She has an Epson printer, but of the four or five drivers that come on disk for the program, none of them said EPSON.CFG or the like. But, the doc's said that this config file was there. I looked on GEnie and didn't find a .cfg file there either for Epson. Is there such a beast? Could somebody mail it to me?
--
"Again, the kingdom of heaven is like unto a net," | DoD #1966
Matthew 13:47 | 81 Honda CB400T Hawk

4759. GCR trouble

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 19:01:12 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May7.190112.21630@ccu.umanitoba.ca>
Source record: 222447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

My GCR has stopped working: After the smiling Mac, the screen clears to black and then I get the crossed out floppy. This happens whether I boot from hard disk or from a bootable (tested in a real Mac) floppy. If anyone has had similar problems, I would appreciate advice. (Gadgets' phone is always busy and a fax failed to get a response.)

Werner

4760. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 19:05:19 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992May7.150519.1@vaxr.sscl.uwo.ca>
Source record: 222448

There's a lot of "this is better than that" stuff on word processors...so I figured i'd get in on the act! I have used Word Writer ST for a few years now...I think it's excellent...it also has a dictionary AND a thesaurus!!! The spell-check feature in WWST is great, including a personal dictionary for things that aren't in the EXTENSIVE supplied dictionary! I haven't found much use for the thesaurus though. Well, that's my 2 cents/pence/marks worth, except to state that I haven't dearchived and tried the WRITE-ON that came with STFormat yet, so I can't comment on it...but I can't see switching from my Word Writer, I guess it's what you're used to and have come to like!

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

4761. Anyone know if SimEarth will come out for the Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 19:08:03 UTC
From: n8742883@rowlf.cc.wwu.edu
Message-ID: <n8742883.705265683@rowlf>
Source record: 222449

I played SimEarth on a friend's PC, and it appears to
be a real great game. Is Maxis gonna come out with an Atari
version, or have they dropped their support for the Atari after
creating SimCity?

4762. Looking for StarGlider II or Carrier Command for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 19:27:29 UTC
From: jbleaza%peruvian.utah.edu@cs.utah.edu
Message-ID: <1992May7.132729.18161@hellgate.utah.edu>
Source record: 222450
Cross-posted to: comp.sys.atari.st,misc.wanted

I don't play many computer games, but I really want to find
StarGlider II and/or Carrier Command for my Atari 1040 ST.
I've tried to find them, but the only Atari store in Utah doesn't have
either and they can't order them.
If anybody out there has used copies I could buy, let me know.

Thanks,
-- Jaysan
(jbleaza@peruvian.utah.edu)

4763. Re: downloading from UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 19:34:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May7.193453.4754@kosmos.wcc.govt.nz>
Source record: 222451

In article <1992May4.210224.16526@acsu.buffalo.edu>, v125rcyx@ubvmsb.cc.buffalo.edu (Die By My Hand...) writes:
>
> I'm trying to download several files from my UNIX account to my ST.
> I keep getting things like 'sector error' and 'checksum error'.
> First of all,I am ftp'ing the files to unix,they have .arc, .lzh and .ttp
> extensions.So do I use binary mode or ascii?Also what file uncompresses
> lzh files?Lzharc.ttp?
> Im using the sx (send Xmodem) command on unix,and running FLASH on the ST.
> Any help would be appreciated.Thanks
>
> --Dave

You must use Binary mode and try using Kermit with CRC or
Xmodem with CRC, Sum checks is a bag of worms, this is the crap that
Amiga chaps use (or was it invented by them) on there disks and thats
why they fail a lot, the disk that is...:-) I had better put this in
as it will end up as a Atari=Amiga bigger than yours thing again..

Note: I did have a A1000, but it could
not live with me, It turned out to be Queer...:-)

Use LZH201H or later now up to 201K but not in English, but Note:
the 'K' option for some LHarc files...

Long live the A50000 , I did here that the Acorn A3000 got the
Queen's award for Technological Achievement, also with 180,000
machines sold..

Note: This is a Home RISC computer...

4764. Re: VIRUS ALERT

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 19:38:05 UTC
From: muocj@uxa.ecn.bgu.edu
Message-ID: <1992May7.193805.26174@uxa.ecn.bgu.edu>
Source record: 222452

The virus you described is the Ghost virus. Zero out the boot sector.
Run VKILLER if you have it to do this. Be sure to check any other disks
that you have put into your machine since infection.

Olivo Contreras
muocj@uxa.ecn.bgu.edu
muocj@ecnuxa.bitnet

4765. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 19:45:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May7.194515.4755@kosmos.wcc.govt.nz>
Source record: 222453

In article <92127.141308HAC041@DJUKFA11.BITNET>, HAC041@DJUKFA11.BITNET (Konrad Hinsen) writes:
> In article <1992May6.063028.21180@informatik.uni-erlangen.de>,
> mlkaaden@cip.informatik.uni-erlangen.de (Michael Kaaden) says:
>>
>> If you did like Write On, you should probably get That's Write PostScript
>>Vector. Full WYSIWYG, PostScript output, dictionary, ... I like it, and it
>>should be available in US and UK, too, as far as I read something about
>
> To those who criticize the lack of a spell checker in Write ON:
> These dictionaries are licensed from various renowned publishing
> houses and have to be paid for, therefore they can't be offered
> in a low-cost product like WriteON. If you like WriteON but need
> a spell checker, get That's Write (which of course has some other
> additional features).
>
> Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)
> (Co-author of WriteON and That's Write)

From the Reviews that I have read, That's Write is the Best there is,
but is it posible to use Thunder! with WriteON..??

4766. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 20:17:44 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250035@hpindda.cup.hp.com>
Source record: 222454

davidli@simvax.labmed.umn.edu writes...

>I haven't come across any microcomputer based word processing program capable
>of eliminating all grammar and spelling errors, and, in general, I do not
>produce spelling errors. Ergo, the lack of a dictionary in a word processing
>program makes that program useless only for those who do not know how to spell,
>while the lack of a grammar checker makes that program useless for those who
>write.

Don't you mean, "...lack of a grammar checker makes that program useless for
those who _do_not_know_how_to_ write."

half :-)

4767. FOR SALE 1040 STF

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 20:24:25 UTC
From: john@phobos.sscl.uwo.ca
Message-ID: <1992May7.202425.19459@julian.uwo.ca>
Source record: 222455

***** FOR SALE *****

1040 STf - TOS 1.4
- 2.5 Meg memory (Frontier Xtra RAM)

PRICE $400

E-mail me and we can negotiate (price,shipping)

I am : john@phobos.sscl.uwo.ca
.

4768. Re: Problem with Setscreen / Mega STE

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 20:31:12 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1992May7.203112.21575@uvm.edu>
Source record: 222456

```
From article <1992May6.080352.1598@news.uni-stuttgart.de>, by
CASTAN@bonnie.physik.uni-stuttgart.de (?):
>
> Hello there,
>
> I have found a common Problem with Mega STEs with TOS 2.05 and resulotion
> ST high.
>
> If you call XBIOS.SetScreen with parameters you have read from XBIOS
> before, then parts of the right screen skip to the left overscan area.
> This occurs with Monitors SM 124, SM 144 and SM 146.
> I have reproduced this with Omikron-Basic.
>
> You can reproduce the effect with the following program:
>
> MODULE SetEd; (* MEGAMAX MODULA 2 *)
>
> FROM SYSTEM IMPORT
> ADDRESS;
> FROM GrafBase IMPORT
> GetScreen,SetScreen;
> FROM Terminal IMPORT
> Read,WriteString,WriteLn,WritePg;
>
> VAR
> log,phys: ADDRESS;
> rez,I: INTEGER;
> CH: CHAR;
>
> BEGIN
> WritePg();
> REPEAT
> (* Hole aktuelle Bildschirmparameter: *)
> GetScreen (log,phys,rez);
>
> (* Zur Orientierung auf dem Bildschirm: fuelle oberste Zeile mit Ziffern *)
> FOR I := 0 TO 7 DO
> WriteString ('0123456789');
> END;
> WriteLn;
> Read (CH); (* Abbruch mit Spacebar *)
>
> (* Evtl. gelesene Werte wieder setzen: *)
> IF CH#' ' THEN SetScreen (log,phys,rez) END;
```

> UNTIL CH=' '
> END SetEd.
>
> Could anybody out there try if this occurs with
> - 1040 STE
> - TT
> - MegaSTEs with other TOS-versions
> and send me the results?
>
> I'll summarize.
>
> **
> *So programs should avoid calling SetScreen if they are allready in*
> *ST high mode (rez=2). *
> **
>
> Gerd
>
> castan@bonnie.physik.uni-stuttgart.de

This is a known problem, I will post the hardware fix numbers tomorrow (the chip numbers are at home). First documented by Lars Eric Osterud on the net. You need a new DMA/shifter chip, it is the largest IC on your motherboard (80 connections instead of 64). The machines affected are later STEs and Mega STEs. If your machine is under warantee, you may be able to get Atari to fix it free. The reason is that one of Atari's custom chip suppliers did not do as good a job as the other supplier in creating this chip. The chips also have completely different part numbers, unlike past Atari practice which used to change only the last few digits in the chip number for different suppliers.

bye,

Bob Pegram
--
pegram@uvm.edu
or
..!uvm-gen!pegram

4769. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 20:36:09 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92May7213609@solb1.essex.ac.uk>
Source record: 222457

In article <705242862.F00001@tdkt.kksys.com> Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com (Chuck Grimsby) writes:

>Sorry, Ed, but a word processor without a dictionary and spell checker is
>useless to me too. Picture in your mind a spreadsheet that couldn't do math,
>and perhaps you'll understand where my thinking lays.

Maybe you should be thinking of a spreadsheet that can do integral calculus:
related to the subject but not essential.

--
email: okes@essex.ac.uk
#
##
##
#
"God I hate floppies" - Karl Brandt.

4770. I'll be gone for the summer....

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 20:38:28 UTC
From: weiner@terminator.cc.umich.edu
Message-ID: <1992May7.203828.1707@terminator.cc.umich.edu>
Source record: 222458

Since I have graduated and moved home, my internet access has been
severely limited. Therefore, I won't be reading this newsgroup and
you may notice a delay for uploads to atari.archive.umich.edu
to be shifted from new.

Normal service will resume in the fall, courtesy of the University of
Minnesota.

Any questions, comments, concerns, etc. should be addressed directly
to me.

Thanks,

--
Jeff Weiner ------------- weiner@umich.edu -------------- Umich atari posse
718 Arbor, Ann Arbor, MI 48104, +1 313 998 0829, near the Univ. of Michigan
Why yes, I do graduate on May 2, 1992 at ~12:00pm on Michigan Stadium's field...

4771. Re: Falcon (Re-post)

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 20:55:55 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992May7.205555.20046@mnemosyne.cs.du.edu>
Source record: 222459

In article <l0h866INN3k9@sal-sun92.usc.edu> baffoni@sal-sun92.usc.edu (Juxtaposer) writes:
>In article <2041@quasar.enst.fr> elendir@quasar.enst.fr (Vincent Habchi) writes:
>> Expansion bus : 386SX slot, DMA processor slot, optional processor socket.
>>
> This is nice, but will it allow bus mastership? That would be a real
>plus to be able to just buy an upgrade board when the 68060 comes out and you
>want to use it instead of the old '030 (or '040 if they come with that...:).
>

In place of 386SX, CYRIX is making 486 SL chips so Atari Falcon would
be TWO computers!! If 68060 can be on board then RISC chip will fit?!

>> 10 independants, 16 bit digital audio channels, up to 50 kHz sampling rate.
>>
>> Stereo 16 bit DMA output through a 1-bit DAC, 80 times oversampling.
> ^^^^^^^^^
> Doesn't this just mean that basically there is no volume control on the
>output sound? All signals are 0/VCC ... no analog output? What does the over-
>sampling do (all I know about that is its one of those buzz-words in CD ads:).

If you enter STEREO stores then you can find many good CDs with
1 BIT DAC and 8 times oversampling. Someone typed in '80 times'
sampling but it is 8 like CD.

>
>> 1.44 Mb floppy, optionnal IDE Hard-disk, transfer rate 1 Mb/sec.
>>
> Hmm, sounds a little inefficient to put an IDE drive in a machine with
>an on-board SCSI-2 chip, and IDE drives are not that much cheaper than SCSI,
>especially not enough to justify whole IDE chipset+integration into the board.

IDE is VERY CHEAP so even Commodore put IDE in A600 (like Amiga 500
but in C64 case). IF Atari made custum chips like C= then
Atari is making Falcon and Jagaur computers CHEAPER. Jaguar
will have IDE so Atari can leave out expensive SCSI so price
will be $200-$300?

4772. Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 20:58:17 UTC
From: ken@isgtec.com
Message-ID: <2526@isgtec.isgtec.com>
Source record: 222460

Regardless of whether Vincent Habchi's article was crap or not, I would like to make a public plea to Atari:

FOR GOD'S SAKE PUT IN 1024x768x4bit (16 colour) VIDEO!!!
(non-interlaced or interlaced). Or better yet, 1024x768x8bit (256 colour). This is standard Super-VGA type video (the 4-bit version anyway) and is widely available on PC clones at reasonable prices. It should be a separate additional mode to the others which I hope will include 640x480x8bit (256 colour), unlike the TT.

It would require a Super-VGA monitor, no problem, it would add a few hundred bucks to the price, no problem. I think for the new machine(s) to be taken seriously, they MUST have true high-res colour or they will DIE. 1024x768 is *much* different than 640x480, and opens up whole new areas of software for the machine. Any new machine in this day and age must have high-res colour.

All this stuff about 16-bit digital audio record and playback in Vincent Habchi's article is worthless if it is true. There are uses for this certainly but it should be an expansion item and should NOT be in the base machine. Damn it, there is virtually NO commercial software that uses the 8-bit DMA sound in STe's and TT's! Super audio hardware without high-res colour video would be a total waste of motherboard space. Besides, 16-bit audio requires absolutely massive amounts of hard disk, and is beyond most or all of the market for the machine. (It is certainly useless for games).

If the Falcon doesn't have high-res colour, it will be obsolete from day 1.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4773. Ghostscript 2.4.1 beta available--has color.

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 23:11:26 UTC
From: timg@ncsa.uiuc.edu
Message-ID: <71802@ut-emx.uucp>
Source record: 222461

A beta version of Ghostscript 2.4.1 for the ST is available for anonymous ftp from lifshitz.ph.utexas.edu (128.83.131.57). It is in pub/ghostscript/gs241b.zoo.

The most visible change from GS 2.3.1 is the color capability of the screen driver and the addition of a color epson driver. The display of color images on the screen is rather slow, since the code is probably pretty dumb. Any suggestions for improvments are welcome. Also, I would like to know if the other drivers work OK.

Tim Gallivan
timg@landau.ph.utexas.edu

4774. Hello from Russia

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 23:16:00 UTC
From: nomex@glas.apc.org
Message-ID: <50400002@glas.apc.org>
Source record: 222462

Hello everyone from Russia,

Moskow Atari Club now could establish any contact with
Atari users of the World. Congratulate itself!!!

Answer me please, how I can receive any files from
any archives.

Alexander Meshkow,
e-mail: nomex@glas.apc.org

4775. Re: HELP - loading color pictures in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 23:29:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7819@uqcspe.cs.uq.oz.au>
Source record: 222463

bjmeier@cs.ruu.nl (Bartjan Meier) writes:

>How can I load a color picture in assembly? I only have Degas
>Elite to draw pictures. Is it possible with Degas to make a
>sprite, save it as a block and load it in in assembly?

I believe DEGAS blocks are something like IFF files. DEGAS screens, on
the other hand are very simple (1 word res, 16 word colour, 16000 word picture)

Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4776. Re: Lynx Pricing

Newsgroup: comp.sys.atari.st
Date: 1992-05-07 23:51:12 UTC
From: ra1cs220@jondalar.cc.rochester.edu
Message-ID: <1992May7.235112.18841@galileo.cc.rochester.edu>
Source record: 222464

In article <1992May7.082704.7244@uoft02.utoledo.edu> cse0071@uoft02.utoledo.edu writes:
>
> Recently it was posted that Atari had lowered the Lynx price to
>89.99 for a single unit, In the Toledo Ohio area all the stores are still
>selling it for 99.99 and none of them seem to know anything about a price
>reduction. One guy said it would make since, because his Lynx sales have
>fallen since Sega lowered the game gear to 129.99. Any info on prices
>in other areas???
>
> IMHO Atari should lower the price to 59 or 69, there would be little
>profit in the actual game unit but with the large number of Lynxes that would
>sell, profits from the games would probably go up considerably.
>//
>/ * * * John STacy - cse0071@uoft02.utoledo.edu -- BITNET /
>/ * * * IN%"cse0071@uoft02.utoledo.edu" -- INTERNET /
>/ * * * /
>/ * * * /
>/ * * * /
>//

I have seen the new packaging here with new design of the machine and
it's $89.xx.
.

4777. Re^2: Disk Formating?

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 01:21:59 UTC
From: graef@rs12.hrz.th-darmstadt.de
Message-ID: <1992May08.012159.34269@infoserver.th-darmstadt.de>
Source record: 222465

In article <50400001@glas.apc.org>, nomex@glas.apc.org writes:
>
>
> Sure, in my Atari ST after some repair I can read/write DD disk with 86
> track 11 sector.

Wonderful, but I am sure that nobody else can read such disks, when they
are used with more than 82 tracks.
My 1040 can write only 80 tracks, my external (original Atari) SF-314 can
write 82 tracks.
So I use only 80 tracks to write on disks ...

... because I want eventually _read_ them!

Uli

4778. Re: Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 02:08:39 UTC
From: rjung@aludra.usc.edu
Message-ID: <l0jol7INNleh@aludra.usc.edu>
Source record: 222466

In article <1992May7.143721.20852@sae.com> malay@sae.com writes:
>In article l0hj0vINN2eq@aludra.usc.edu, rjung@aludra.usc.edu (Robert A. Jung) writes:
>>In article <1992May7.023703.19785@constellation.ecn.uoknor.edu>
kllove@uokmax.ecn.uoknor.edu (Kenneth L Love) writes:
>>>I've heard Pop I won't work on STe's. Has this been fixed?
>>
>> Works fine on my 4 megabyte STe.
>
>Yea, but what OS is that STe running?

TOS 1.6 (okay, 1.06), with the STE_FIX patch (to fix the medium resolution
boot-up problem)

--R.J.
B-)

Send mail to rjung@usc.edu Any time, any place, any game -- Lynx Up!

Babs: "I'd be terrific! Colossal! Stupendous! Mediocre even!"
Aide: "You are applying for the position of President of the United States?"
--Buster's Guide to Part-Time Jobs, TINY TOON ADVENTURES

4779. Toadfile 44 Meg Removable Hard Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 02:14:32 UTC
From: mpl44572@uxa.cso.uiuc.edu
Message-ID: <1992May8.021432.21370@news.cso.uiuc.edu>
Source record: 222467

I have a 1 1/2 year old Toadfile 44 meg removable for sale. It is in
great condition! Comes with ICD adapter (just plug in and go).
All original software and manuals. Plus other extra goodies to select
from ranging from games to utilities with original boxes and manuals,
and a few have warranty cards. Price is $450 + shipping.

Mark
Lupescu

4780. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 04:20:17 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1992May7.232017.1045@drycas.club.cc.cmu.edu>
Source record: 222468

In article <A1574377636@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> [In article <1992May4.004533.1023@drycas.club.cc.cmu.edu>,
> spice@drycas.club.cc.cmu.edu writes ...]
>
> > Steve , is this an official Atari announcement? Is it an official promise
> > to bring out MultiTos?
>
> It's an official Atari Corp. publication. The Explorer Online magazine
> omitted any mention of permission to post it electronically, so I
> checked with John Jainschigg and verified that it was just an oversight.
> I'll forward a copy to the moderator of the old ST-Zmag mailing list.
> Meanwhile, here is the portion dealing with MultiTOS.
>

[Text Deleted]

Thanks for posting the info on MultiTos , Steve.

Scott Corley

spice@drycas.club.cc.cmu.edu

4781. Internet access?

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 05:02:00 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992May8.050200.21388@jhunix.hcf.jhu.edu>
Source record: 222469

As I will be moving to the Los Angeles area at the end of the summer, I was wondering if anybody knows of any free or almost free dialups to get net access including telnet and ftp?

On another note, how does someone "get onto the internet?" By this I mean what is required to become a node?

Just wondering...

Dom (alvear@cs.jhu.edu)

4782. Re: Ideas for an RPG 3D Dungeon

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 05:21:09 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May8.052109.9275@wam.umd.edu>
Source record: 222470

In article <62rjbvaj@csv.warwick.ac.uk> cstdxer@warwick.ac.uk (Chris Ponder) writes:
>Ok, does only one person out there read the news?

One possible problem is that your newsgroups line seems to be messed up. This machine, at least, thinks your newsgroups line is the message title. Could be a local problem here but if so one I've never seen before.

>Do you have any suggestions as to how much, and whether, you, joe public
>would be willing to pay for a reasonable game, with documentation and
>possibly the maze designer?

If you're working on any kind of DM derivative, you SHOULD look at Ultima Underworld. Find a local PC owner and make him/her buy it so you can see it. :-) Once you see it you may rethink what you want to accomplish in your game.

>Does Any one Know anything about HBL interupts? I now have a routine which
>almost works. It sets up the interupts but crashes. It then recovers and
>allows normal operation to resume. However, a) it crashes, b) there is a
>seriously bad flicker on the left side, c) it judders every time the mouse is
>moved (we need the mouse), d) it wont work within STOS. ANY help would be
>very appreciated!

STOS may be hosing you; in general it does a lot of horrible things. It also needs to be patched every time the OS is changed. (I'm not a big STOS fan, but I'm also biased; each to his own) I recommend using a C/assembly hybrid approach, particularly if you're going to try pushing the state of the art with your game. The 3D code will have to be well-optimized if you want the game to run smoothly. And expect to slave away for hundreds of hours on the graphics; 3D games like DM require shapes to be hand-drawn at many different sizes and angles. If you want to instead try bitmap scaling (which won't look as good), then you'll definitely need to code the Bresenham scaling algorithm in assembly. As games go you are trying to solve a relatively difficult problem.

>Stefan raised one important point in his letter to me, this is that HBL
>rasters wont work on a TT/Mega STE. I assume he knows what he is talking
>about, so is there a way around this problem?

Yes they will, actually, and if you've written them correctly there should be no code changes necessary. NEOchrome runs normally on a TT, and it does horizontal blank palette switching.

Dave Baggett
dmb@wam.umd.edu

4783. Some Questions

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 05:44:24 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May08.054424.19730@cdsmn.mn.org>
Source record: 222471

Well, it's been a while since I've asked any questions, but a few things are bugging me:

What is GEMFAST? A suburb of BELFAST?

Does Sozobon mean something in some language or is it simply the anagram for No Bozos? (It took me a while, but it finally dawned on me what ESION meant)

What are the avantages of the 2.XX TOS ROM's?

Is a hard disk unusable on a TOS 1.0 machine or does such a machine just need a lot of patches in the auto folder?

(*)

Doug Plate I only have one eyebrow

(*)

4784. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 05:55:40 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.VEZWoY_KZBw@jonh.wimsey.bc.ca>
Source record: 222472

In <705246148.23534@minster.york.ac.uk>, mjl-b@minster.york.ac.uk writes:
>
>I suggest we move this out of comp.sys.atari.st -- but I don't know where
>to. Suggestions?

Right now, there are discussions on comp.unix.questions on AIX,
kernal bloat in sysV4, and there was a bit on the future of windows
MT, though it's dying down. How's that for a hint.

--
John Henders
jhenders@jonh.wimsey.bc.ca

4785. Re: High Density Disk Drives

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 08:19:47 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992May08.081947.9287@donau.et.tudelft.nl>
Source record: 222473

In <1992May7.144440.6019@usenet.ins.cwru.edu> aq115@cleveland.Freenet.Edu (Robert C Glover) writes:

>To connect a high density floppy to your Mega STE, you will need
>three things:
>
>1. An AJAX floppy controller chip. You can find these for $32 each
>from ATY Computer, 3727 13th Ave, Oakland, CA, 510-482-3775
>
>2. You will need a high density disk drive, Epson SMD-640 or SMD-300,
>though I don't know who has the best price on them. On those two
>drives, you can snap off the faceplate to your standard internal drive,
>and pop it on the new drive. The one in your machine (for reference
>only) is an SMD-380 or SMD-480.
>
>3. TOS 2.06. You can get these from Codehead Technology, or from
>Atari.

And don't forget that this won't work on some Mega STE.
This is the message I posted to the net a few weeks ago:

Subject: Problems with HD drive in a Mega STe

This is a warning to all people considering installing a HD drive
in a Mega STe: not all Mega STes are suitable for this.

The dutch company 'ATIN' sells a 'HD upgrade kit' for the Mega STe
which consists of a HD drive and an instruction leaflet. According to
the text in and on the box, it fits in all Mega STes, although
some might require a replacement disk controller. This did not work
for me, and ATIN now tells me that they have discovered recently that some
Mega STes require a more extensive modification.

The man from ATIN could tell (or at least pretended that he could tell)
that my Mega STe requires modification from the first part of the serial
number on the bottom. For my computer this is 'A1 13' (these characters are
stamped, not printed like the rest of the serial number).

According to him, the modification was too difficult to describe easily,
so he did not tell me what is was; he told me to bring my computer to
them. Since I don't want modifications like that in my computer, I did
not insist, but I am curious.

Conclusion: even for a Mega STe, changing to a HD drive might be complicated.

I get the impression that this is rare, however.

=-=-=-

4786. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 10:02:23 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92129.100223HAC041@DJUKFA11.BITNET>
Source record: 222474

In article <705244830.23161@minster.york.ac.uk>, mjl-b@minster.york.ac.uk says:
>
>In a conversation with Neal O'Nions (MD of Compo UK) some months ago, it
>was said that a UK version of That's Write PS was in the pipeline. However,
>it would take a while to get a stable English version, and it would require
>_at least_ 2MB of memory.

That's true of course. However, I would like to point out that the
2 MB requirement applies _only_ to the PS version, which needs memory
for font scaling. The standard version will work with 1 MB, although
more memory certainly won't do any harm.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

4787. LOGIC SIMULATION SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 10:18:24 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992May8.101824.11401@newcastle.ac.uk>
Source record: 222475

```
NEW ELECTRONICS PACKAGE READY FOR RELEASE
-----------------------------------------

Anyone interested in a logic circuit design & simulation package,#contact me on:

Craig.Graham@newcastle.ac.uk

Features include:

- Component libraries (74** series, etc).

- Interactive simulation (active probes, indicators, logic analyser, etc)

- Full icon driven interface + kbd shortcuts.

- GDOS output support (uses own vector fonts system).

- Hierachical design and block structuring of circuits.

- Clock inputs.

Enough response & I'll post it to atari.archive.

Also, sugestions for extra fearutes would be nice......
(eg fan-out checking, minimisation, definable propogation delays, etc).

>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<------------------------------------------------------------------------>
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /\_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....
```

4788. Urgent Request: Anyone got ASTRO_20.PRG (or something like that?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 11:45:30 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.705325530@p4.cs.man.ac.uk>
Source record: 222476

There is this PD software program that I cannot find anywhere. Has anyone got
it and can mail it to me.... :-)
It's called ASTRO_20 or something like that and it plots people's star
charts for fortune telling etc....

----**--***&&&&&-- +---------+
---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
--**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
-**---*--**&&--&&- +---------+
-------&&---&& University of Manchester, England

4789. Attention QRT source files !!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 11:49:14 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.705325754@p4.cs.man.ac.uk>
Source record: 222477

Could the guy who mailed me the QRT source files mail me again because
I have lost your E-mail address and I am having troubles extracting the
files from the LZH archive file.

----**--***&&&&&-- +---------+
---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
--**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
-**---*--**&&--&&- +---------+
--------&&---&& University of Manchester, England

4790. Re: MultiTOS

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 12:31:08 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May8.123108.4405@aber.ac.uk>
Source record: 222478

Where can one get hold of the new Atari online mag? I thought the first
was out on the 1 May.

herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4791. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 12:41:31 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992May8.124131.23110@sun.pcl.ac.uk>
Source record: 222479

In article <z2rjby2h@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>>and all I can do is say sorry ist just not ready yet. I hope you understand,
> ^^^
>Perhaps you should use a dictionary? I doubt very much that your IIIrd
>year project was free of mis-typings, even if your spelling is faultless.
>
>Good luck with your exams
>
>- Leo Hendry
>
>PS I spent a quarter of an hour going over your postings to find this mistake!

I refuse to be drawn into any form of flame war, but I have to say that if it took you 15 minutes to find a missing apostrophe / inverted letter pair in a few pages of (I must admit, not particularly carefully typed) text, then from my point of view you support my original statement that a dictionary is non-essential.

It depends... either you feel that having a large dictionary file present, which has to be either consulted from disk or loaded into RAM is worth it, because it can find a single spelling mistake which wouldn't be there if you proof-read, or you don't. I don't. Obviously you do. I think that it probably gives me more freedom to use software I like as opposed to software that must have this or that feature.

Also, as pointed out previously, dictionaries don't really offer any grammatical error checking, so you have to proof read anyway, and I think that the human eye is probably the best dictionary there is. For the odd word you can't spell, use a real dictionary. Real dictionaries don't consume any disk space whatsoever, and don't annoy you by reporting all sorts of obvious cases, such as names and places. Did your dictionary ask wether 'Ed' was misspelt? (Actually, it's 'Edd' with 2 'd''s but I can't hold that against you!)

Just my point of view. I stand by my original statement - but hey! That's what democracy and freedom of speech is all about, right?!

PS: Thanks for the good luck wish ;-)

Edd Deegan
vatec@uk.ac.pcl.sun

--
/ | / \ \ _-~~~~~ / \ |
if (| ______(~~~) (two_descs)) ============= ( ) . |Edd Deegan
\ . |________/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun

4792. SYNTH

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 13:35:33 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992May8.133533.24764@sun.pcl.ac.uk>
Source record: 222480

For the benefit of those who asked ...

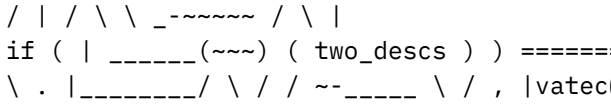
SYNTH is a UNIX shell for the ST.
It is currently under development alongside another shell called LIBIX, which is a shell / command set / partial OS in its own right. LIBIX will be a complete self contained environment, hopefully with multitasking in the form of background processes. SYNTH is a more conventional 'shell with built in commands' shell, but quite an advanced one, and will be MiNT compatable if I can get hold of the Dlibs for MiNT.

If anyone wants details of either, I will prepare a full spec sheet file for each of them.

Neither will be relased until I decide they are ready. Both will blow your socks off. What more can I say?!

Actually, an archimedes owning friend of mine virtually had an orgasm over LIBIX when I gave him a demo of what is done so far.

Eventually LIBIX will have a full TSR UNIXlike filesystem supplied with it. This will not take place until all my bloody exams are over (for better or worse) and hopefully will be good enough for me to maybe get a job from it, degree or no degree.

Edd Deegan
vatec@uk.ac.pcl.sun
--


4793. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 13:39:07 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992May8.133907.8346@magnus.acs.ohio-state.edu>
Source record: 222481

>If the Falcon doesn't have high-res colour, it will be obsolete from day 1.

I would tend to agree with this. 1024*768 is so easilly available "In the Box"
with DOS clones that not having that resolution is actually hurting Mac
sales currently. A lot of people want the larger workspace...

-->
-David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Crawl to you
Crawl to me
Writhing in ecstasy
Into the rhythm
Into the sea
Reptile man - Willie Phoenix

4794. Re: LOGIC SIMULATION SOFTWARE

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 14:03:58 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992May8.140358.6191@newcastle.ac.uk>
Source record: 222482

Thanks to all the people who've mailed me with ideas and stuff.
I'll write some doc. files and post the LOGIC SIM. to atari.archive in the next week or two. The component libraries won't be complete for a while after that, but that's just a matter of feeding in the manufacturers data sheets, so I'll just include as mush of the library as I have time to do.

P.S. I forgot to mention in my original post, but the program won't produce any hardcopy output without GDOS, and the current version is MONO only. Sorry all you colour users, but it IS compatable with MONOWARE v5 if you can put up with that.

>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>> Craig.Graham@newcastle.ac.uk
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

4795. ACS, does it work with Lattice C?

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 14:12:13 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May8.141213.17162@aber.ac.uk>
Source record: 222483

I wonder if someone would like to summarise the features, both good and bad of the Maxon distributed 'Application Contruction System'. Is it true that it only supports Pure/Turbo C? Will there be a Lattice C version sometime? For those who don't know (and maybe I've got it wrong too) ACS is a programmers tool for making GEM programs - perhaps something akin to Visual Basic (but for C).

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

4796. Spelling

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 14:21:02 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992May8.142102.26258@sun.pcl.ac.uk>
Source record: 222484

Bye the wai, I am awaire thatt I sppelt 'released' rong in my last post.
Whu carez? Its nott a IIIrd yeer projject repport.

;-)

Edd Deegan
vatec@uk.ac.pcl.sun

--
/ | / \ \ _-~~~~~ / \ |
if (| ______(~~~) (two_descs)) ============= ( ) . |Edd Deegan
\ . |________/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun

4797. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 14:56:34 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May08.145634.22650@cdsmn.mn.org>
Source record: 222485

In article <1992May4.202514.24977@Cadence.COM> deej@cds8613.Cadence.COM (Jim Howard) writes:
>
> I recently downloaded Elvis from Atari archive, 'cause I use VI all the
>time at work, and didn't want to have to learn a new editor. I got it all
>unpacked, but elvis.ttp won't start up from the desktop (flashes some
>message about environment). Well, in checking the documentation, the
>TERM variable *must* be set, and the docs also mention needing to use
>the shell program so that TERM *can* be set. But it's not included in
>the distribution! Where/how can I get it??
>Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)

I use ELVIS under NeoDesk (which does support env. variables), but I didn't have to set any to use Elvis. Sorry, Jim, is is not an attempt to debunk you, it's really more of a statement of puzzlement! Maybe NeoDesk is somehow handling this for me? In the mean time, Jim, download Stevie and use it until you get Elvis working. I don't think Stevie is as good a vi as Elvis, but it's useable.

Doug

4798. Re: Problems with my hard drive

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 15:07:26 UTC
From: psurge@cs.utexas.edu
Message-ID: <l0l69eINNs3h@sahara.cs.utexas.edu>
Source record: 222486

In article <1992May6.231041.435@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>Ive got an ICD AdSCSIPlus ST host adapter, and just a short while ago,
>I got a sense code $10. Looking it up in the manual, it tells me that
>its either an ID or CRC error. Now, in the directory I was working in,
>Gulams ls -la lists three non-existant files. I cant show you the out-
>put, because there are control characters in the file name. I tried to
>rm *, but it comes back with an exit 33. I dont have the Gulam docs, what
>is code 33?
>
>But my big question is, how can I get rid of these bogus files? And
>_please_ dont tell me to reformat the drive! I dont wanna do that, until
>a last resort...
>
>Oh, also, the first part of the attributes are h, whereas most of the
>other files attributes begin with an m.
>
>Thanx

There are a few programs I use to take care of this problem. (ok, only 2).
This problem happened to me last night, so I have recent experience in doing
this:

Try DLII24.PRG (Something like this). Select the drive that is in question
and do a check. Then you can fix. You can also try removing the files
with this program, which seems to bypass the operating system erase and avoids
errors. If that fails you can edit that directory sector directly by placing
that funny "sigma" looking character in the first position.

OR

Try Sentry.prg. Tell it to check drive whichever and follow the directions.
The optimizer on this program is much superior and faster to that of DLII24.
I tend to trust this program more than the other, but I use both on a regular
basis, mostly in concert.

You will never be able to erase the culprit files through TOS or UIS (which
uses TOS) or any programs that goes through TOS. You will have to use one
of the above programs or similar which bypasses TOS.

These programs should be available at atari.archive.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4799. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 15:29:05 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60658@aurs01.UUCP>
Source record: 222487

In article <2526@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>Regardless of whether Vincent Habchi's article was crap or not, I would
>like to make a public plea to Atari:
>
>FOR GOD'S SAKE PUT IN 1024x768x4bit (16 colour) VIDEO!!!

Or at least for KEN'S sake.

>(non-interlaced or interlaced). Or better yet, 1024x768x8bit (256 colour).
>This is standard Super-VGA type video (the 4-bit version anyway) and is
>widely available on PC clones at reasonable prices. It should be a separate
>additional mode to the others which I hope will include 640x480x8bit (256
>colour), unlike the TT.
>
>It would require a Super-VGA monitor, no problem, it would add a few hundred
>bucks to the price, no problem.

Well, thanks Ken. I'm really glad that a few hundred bucks and a
Super-VGA monitor are no problem for YOU.

>I think for the new machine(s) to be taken
>seriously, they MUST have true high-res colour or they will DIE. 1024x768
>is *much* different than 640x480, and opens up whole new areas of software
>for the machine. Any new machine in this day and age must have high-res colour.

It would depend an awful lot on your market.

>All this stuff about 16-bit digital audio record and playback in Vincent
>Habchi's article is worthless if it is true. There are uses for this
>certainly but it should be an expansion item and should NOT be in the base
>machine. Damn it, there is virtually NO commercial software that uses
>the 8-bit DMA sound in STe's and TT's! Super audio hardware without high-res
>colour video would be a total waste of motherboard space. Besides, 16-bit
>audio requires absolutely massive amounts of hard disk, and is beyond most
>or all of the market for the machine. (It is certainly useless for games).

I'm not sure if you've been paying attention, but Atari's been working
very hard to strengthen it's one remaining toe-hold on the US market
which is computer music. They even started a whole new music
department, which was displayed prominently at NAMM. It sounds to me
like this machine (with these oh-so-reliable specs) is a continuation of
that policy. Audio jacks, a DSP processor and 16 bit audio in the next
generation machine indicate that Atari is putting their money where
their mouth is. I was not aware that they were pursuing the video
market. Besides, I'm sure that the DSP section would be very useful in
video processing.

>If the Falcon doesn't have high-res colour, it will be obsolete from day 1.

Atari has some choices to make. If they want to have a state of the art
audio computer at a reasonable price, they had to leave some things out.
You can't please all of the people all of the time, but you damn well
better not piss off your core market. I think Atari is making the
proper choice.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

4800. Mercury and Gulam Help.

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 15:37:47 UTC
From: steveq@DIALix.oz.au
Message-ID: <1992May08.153747.7806@DIALix.oz.au>
Source record: 222488

Hi Gang,

Im setting up Mercury & Gulam to act as a node on Internet and automatically
pull my mail off the system.

I think I have set it up correctly, its hard to know as I dont have many
people here in Perth to help me!

However when I type login from Gulam and mercury executes Login.prg
I type in my username, then my password and then it flicks on the screen
VERY quickly File not found, and then goes back to the login: prompt!!

WHY?

WHICH FILE WASNT FOUND??

It found config.sys, and it wrote current.usr, but wont go any farther!

Any help would be very much appreciated.

Thanks

<><>

4801. Re: Sierra?

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 15:40:18 UTC
From: Michael Paul Greelish <mg20+@andrew.cmu.edu>
Message-ID: <Ie2e3W_00awNEAt5YE@andrew.cmu.edu>
Source record: 222489

Yah, I'm sad that Sierra has dropped Atari support for new products too.

You can still get lots of good stuff from them for the ST, though only old titles. I just got Space Quest III for $19.95 on a special deal o' theirs. No Space Quest IV coming, though, or Rise of the Dragon, Nova 9, Police Quest III, etc.

Oh, as to Joerg Ballschmiter's comments:

"No, Sierra is definetely not any more converting games for the ST, as he is not very popular in the US (as you surely know), and his hardware (too few colors, itchy sound) isnt very practical for games."

I never knew the ST was a he... sorry, I sound like an ugly native English speaker here. But I have to say that there's a lot of (sadly unsupported) ST owners in the US (probably >500,000). Furthermore, though ST sound and graphics aren't up to VGA or Mac II standards, they're quite adequate (practical?!) for some really cool games. Hell, I miss some games I had on my 6502-based, 48K Atari 800, with graphics capabilities that seem stone aged now but were awesome not so long ago.

Mike Greelish mg20@andrew.cmu.edu
Carnegie Mellon University, Professional Writing major
"I got bad, bad luck..." ---Social Distortion
Obligatory American Politics: Bring back Tsongas!

4802. Re: Some Questions

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 17:40:45 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992May8.174045.14925@rdg.dec.com>
Source record: 222490

In article <1992May08.054424.19730@cdsmn.mn.org>, plate@cdsmn.mn.org (Doug Plate) asks:
>
> Is a hard disk unusable on a TOS 1.0 machine or does such a machine
> just need a lot of patches in the auto folder?

Quite usable once you've added PINHEAD, FATSPEED & FOLDR100. I've also got a 32K cache prog that came with the drive. With those, I don't think that it's much worse, if any, than TOS 1.4 would give me.

Gwyn
--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

4803. Re: Falcon specs, February 2,1992 from Atari.

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 17:45:40 UTC
From: willing@pantheon.icsl.ucla.edu
Message-ID: <6980@lee.SEAS.UCLA.EDU>
Source record: 222491

In article <oe2Js4W00WBL43PDly@andrew.cmu.edu> mc4c+@andrew.cmu.edu
(Mark Choi) writes:
>On 06-May-92 in Re: Falcon specs, February ..
>user etxansk@garbo.ericsson.s writes:
>>> Bitstream 1-bit DAC, 80 times oversampling.
>>
>> Is that a reasonable oversampling factor? 80 times improvement over
>>50 kHz?
>
>Actually, anythiong over 4x oversampling doesn't do a damned thing. In
>fact, even any oversampling giving an improvement is a questionable
>thing. I doubt anyone can hear the difference, in a lab setting. So I
>doiubt these specs are true. Why waste the time?

Please Mark, you are just plain wrong here. A 1-bit DAC with 4 times
oversampling would sound horrible. While the word "oversampling" can
be used as marketing hype, it does have a definite technical meaning
and is an extremely important technique in digital audio products.

DAC and ADC technology has many different approaches and subtle points.
For those who are just buying products and don't understand the techniques
in detail, I suggest that you pay more attention to the final results of
a given technique (effective number of bits, harmonic distortion,
signal-to-noise ratio, ...) than to amounts of oversampling. The
appropriate amount of oversampling for a given performance depends on
other signal processing in oversampling system as a whole.

-- Scott Willingham // willing@icsl.ucla.edu

4804. MEGA ST2 for sale..

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 18:48:52 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992May8.184852.26162@ucsu.Colorado.EDU>
Source record: 222492

```
For sale...

MEGA ST2
- with external floppy

price is $500/OBO

Thanks,
Jonathan
krakover@spot.colorado.edu
```

4805. Games wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 19:16:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <1992May8.181627.16701@acsu.buffalo.edu>
Source record: 222493

I am looking for anyone intrested in trading games for the st.
I just got the computer and I have nothing to run on it!!
I would love to get some cool demos or sounds programs.

4806. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 19:26:31 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l0llf7INNiqv@aludra.usc.edu>
Source record: 222494

In article <1992May8.133907.8346@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>>If the Falcon doesn't have high-res colour, it will be obsolete from day 1.
>
>I would tend to agree with this. 1024*768 is so easilly available "In the Box"
>with DOS clones that not having that resolution is actually hurting Mac
>sales currently. A lot of people want the larger workspace...

I 3rd that opinion. After all, what is all of that ST-RAM space for
anyway? I hope you didn't intend it for any serious CODE? Well, maybe for
the system code...
BTW, when you program for the TT, do you have to do any special hoop-
jumping to get it to load into TT-RAM or does code load into TT-RAM by default?

>-->
>-David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu
>
> "I think I need a new vice. Maybe I'll take up sleeping." - me
<song deleted>

-Mike

4807. FORSALE -> Atari 1040ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 19:38:07 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9578@vice.ICO.TEK.COM>
Source record: 222495
Cross-posted to: comp.sys.atari.st,tek.forsale,pdx.forsale,or.forsale,misc.forsale.computers

```
==========================

Atari 1040ST
with Monochrome Monitor
*** asking $300 ***

Atari Mega2 ST
with monochrome monitor
*** asking $475 ***

All come with cords and cables and mice.
These are NOT E models
All in excellent working
condition.

Shipping costs are negotiable
```

4808. Re: Some Questions

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 19:48:37 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May8.194837.16360@mnemosyne.cs.du.edu>
Source record: 222496

> What is GemFast

It's a public domain library of low-level GEM bindings and higher-level GEM utility functions. It is distributed in source and binary form. For the Alycon, Laser/MegaMax, and Sozobon/HSC compilers, GemFast provides the low-level bindings to the ROM routines (ie, it implements the standard GEM functions such as evnt_multi() and all the rest). For other compilers, which already have builtin low-level bindings in their libraries, GemFast still provides a set of higher-level utilities to do common things that most GEM programs need done. To use GemFast with other compilers (not listed above), you need the source-code form of the libraries, so that you can compile the utilities under your compiler.

I called the library GemFast when I first wrote it, because it was so much faster than existing bindings libraries at the time. Now the focus is on high-level features rather than the raw speed of the low-level bindings (not that I've punted the speed, it's still there).

> Sozobon

Is indeed, No Bozos, spelled backwards.

> Support

If you have support-related questions about GemFast or my version of Sozobon (now HSC, v1.3x), I'd prefer it if you posted them in comp.sys.atari.st.tech -- I just scan the subject headers of messages in this newsgroup, and skip 90% of the messages here. I read most everything in .st.tech, especially if it has Sozobon, GemFast, or HSC in the subject line.

- Ian

4809. lpc for the atari

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 19:55:16 UTC
From: kort@fwi.uva.nl
Message-ID: <1992May8.195516.23292@fwi.uva.nl>
Source record: 222497

```
Does anyone know about an lpc interpreter for the atari ?
email: kort@fwi.uva.nl
```

4810. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 20:27:38 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7837@uqcspe.cs.uq.oz.au>
Source record: 222498

In <1992May8.124131.23110@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan) writes:

>It depends... either you feel that having a large dictionary file present,
>which has to be either consulted from disk or loaded into RAM is worth it,
>because it can find a single spelling mistake which wouldn't be there if you
>proof-read, or you don't. I don't. Obviously you do. I think that it probably
>gives me more freedom to use software I like as opposed to software that must
>have this or that feature.

>Also, as pointed out previously, dictionaries don't really offer any
>grammatical error checking, so you have to proof read anyway, and I think that
>the human eye is probably the best dictionary there is. For the odd word you
>can't spell, use a real dictionary. Real dictionaries don't consume any disk
>space whatsoever, and don't annoy you by reporting all sorts of obvious cases,
>such as names and places.

The problem with proof reading is that menny peepal carn't spel, sow thay
doant no wot too luk four in the dickshunree. A spell checker does it for
them.
BTW: do you know George Bernard Shaw's spelling of "fish"?
"Ghoti" spells "fish":
"Gh" as in "Tough"
"o" as in "Women"
"ti" as in "Action"
English spelling should be reformed!
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4811. Wanted: smpte track users (hybrid arts)

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 20:49:51 UTC
From: lee@infotec.UUCP
Message-ID: <1013@infotec.UUCP>
Source record: 222499

Hi, I am wondering if there are any smpte track
users out there who use to converse.

--
Lee Van Dyke UUCP: ...sun!sunkist!infotec!lee Mars is essentially in the same orbit... somewhat the same distance from
Infotec or the Sun, which is very important. We have seen pictures where there are
Costa Mesa, CA ...zardoz!infotec!lee canals, we believe, and water. If there is water, that means there is
(714)241-8254 usenet: lvandyke@balboa.eng.uci.edu oxygen. If oxygen, that means we can breathe. -- Vice President Dan Quayle

4812. Pirates for Sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 20:51:00 UTC
From: Bob.Rogers@f47.n282.z1.tdkt.kksys.com
Message-ID: <705363253.F00001@tdkt.kksys.com>
Source record: 222500

I have a copy of Mircroprose's "Pirate" for sale, please email
offer.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

4813. Help me with UW.ARC from A.A, Please!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 21:11:38 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992May8.211138.10457@eskimo.celestial.com>
Source record: 222501

Ok, got the following files from a.a:
UW.ARC, UWBIN.ARC, uw.tar.Z

I have compiled and installed uw on my *nix system (a Sun3) and have de-arced both UW archives for the ST and installed them on my HD... Now my problem is that the program UW.PRG from UW.ARC crashes every time I try and run it...(3 bombs, I think) The WIN.PRG from the UWBIN.ARC will run, but the main window that is open doesn't have anything in it. It still shows the color of the background/desktop... I can type and it sends that to the modem, but nothing to the screen at all... I have tried it with gdos, amcgdos, and without anything, no luck... Tried changing fonts, no luck... When I try and open another window it tells me that UW protocol isn't running!

My system is a 520 STfm (1 meg upgraded), ds/dd drive, approx 170 Meg HDs with ICD Host adaptor and 5.5 ICD software, TOS 1.0 {Yeah, I know! It s--ks, but haven't been able to afford an upgrade yet...} and I'm using a Telebit T-2500 (v.32, v.42bis) modem with turbocts.prg for RTS/CTS flow control... Could my problems all stem from the fact that I only have TOS 1.0?

Any help from someone who already has this system up and working or has seen it working would be greatly appreciated! I have been doing some porting/programming on my *nix system and could really benefit from this kind of system! Thanks!

Email: yellowbd@eskimo.celestial.com

4814. JPEG compression

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 21:28:27 UTC
From: theo@mailmak.swb.de
Message-ID: <209@mailmak.swb.de>
Source record: 222502
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello out there !
I'm looking for the Sources, that implement the so called 'JPEG' algorithm.
As far as i know, it is mainly used for compressing Images.
Does anyone know where i could get them, or who wrote the Software ?

greetings Theo

--

DON`T FORCE IT, | Theo Janssen, Kielstrasse 1, 4600 Dortmund, FRG
USE A BIGGER HAMMER !| theo@mailmak.swb.de Voice: +49 231 830394
/|\ | USBANG: {uunet}!cbmvax!cbmger!brewas!brewak!mailmak!theo
---

4815. Re: Games wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 21:47:41 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May8.214741.3436@tdb.uu.se>
Source record: 222503

v5914ane@ubvmsb.cc.buffalo.edu (Steven I Gyurindak) writes:
: I am looking for anyone intrested in trading games for the st.

Why don't you BUY some games then? It's not very wise to
'trade' games since it ruins the market (and it's illegal
too, but I don't care much about that since the copyright-
laws in Sweden allows you to copy programs from friends ;-).

: I just got the computer and I have nothing to run on it!!
: I would love to get some cool demos or sounds programs.

If you have FTP-access then take a look at atari.archive.umich.edu.
They have everything plus some extra...

If you are looking for demos then try ftp.uni-kl.de in the
folder /pub/atari/demos.

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

4816. Re: Sierra?

Newsgroup: comp.sys.atari.st
Date: 1992-05-08 21:53:23 UTC
From: apalmer@pyrtech.pyramid.com
Message-ID: <181531@pyramid.pyramid.com>
Source record: 222504

In article <Ie2e3W_00awNEAt5YE@andrew.cmu.edu> mg20+@andrew.cmu.edu (Michael Paul Greelish) writes:
>Yah, I'm sad that Sierra has dropped Atari support for new products too.
>
>You can still get lots of good stuff from them for the ST, though only
>old titles. I just got Space Quest III for $19.95 on a special deal o'
>theirs. No Space Quest IV coming, though, or Rise of the Dragon, Nova 9,
>Police Quest III, etc.
>
B&C Computervisions in Santa Clara, CA is selling all the Sierra software
for $10 each. All the newer titles I have purchased can be ran from
TT medium and they work fine on the TT.

al palmer

4817. Re: Games wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 00:04:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <1992May8.230453.26328@acsu.buffalo.edu>
Source record: 222505

In article <1992May8.214741.3436@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) writes...
>v5914ane@ubvmsb.cc.buffalo.edu (Steven I Gyurindak) writes:
>: I am looking for anyone intrested in trading games for the st.
>
>Why don't you BUY some games then? It's not very wise to
>'trade' games since it ruins the market (and it's illegal
>too, but I don't care much about that since the copyright-
>laws in Sweden allows you to copy programs from friends ;-).
>
>: I just got the computer and I have nothing to run on it!!
>: I would love to get some cool demos or sounds programs.
>
>If you have FTP-access then take a look at atari.archive.umich.edu.
>They have everything plus some extra...
>
>If you are looking for demos then try ftp.uni-kl.de in the
>folder /pub/atari/demos.
>
>---
>Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
>Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
>814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72905 or 72901

I was refering to public domain software.

4818. HELP WITH ARC Shell V2.0

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 00:42:00 UTC
From: mcmarv@gn.apc.org
Message-ID: <1706400001@gn.apc.org>
Source record: 222397

I have an ARCing/DE ARCing program called ARC Shell V2.0

If I'm not mistaken, this is either PD or Shareware.

I don't have a manual and don't have a clue as to where to start

or what to do. I have never tried to DE ARC or ARC anything before,

but have a whole lotta downloaded ARCED files on my hard drive

which I cannot get up and running.

PLEASE HELP !

MARVIN

4819. Giant TeXt

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 01:12:34 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1992May9.011234.22641@usenet.ins.cwru.edu>
Source record: 222506

I have been trying to get Cs-TeX to print text larger than the
\Huge size, but have been unsucessful. Does anyone know how to do this?

I have compiled the cmr10 font for magnification 9.999 with
Metafont, but I don't know how to get LaTeX to use it. I have tried
the \newfont command, but it only allows the standard magnifications
(up to 'cmr10 scaled\magstep5)

Is what I am trying to do possible?

Thanks for any help in advance.
--
Doug Wokoun | An open mind, in questions that are not
(aa384@cleveland.Freenet.Edu) | ultimate, is useful. But an open mind about
- - - | the ultimate foundations either of Theoretical
Atari S I G | or Practical Reason is idiocy. C.S.Lewis

4820. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 02:21:34 UTC
From: cs331109@tweety.acslab.umbc.edu
Message-ID: <1992May9.022134.10168@umbc3.umbc.edu>
Source record: 222507

I'm also having problems with VI clones. I've gotten SteVIe and Elvis to work from Neodesk, but I'm yet to find a termcap config. that either will recognize from MiNT (in MGR).

Jim

4821. Sversion()

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 03:23:52 UTC
From: steveq@DIALix.oz.au
Message-ID: <1992May09.032352.22084@DIALix.oz.au>
Source record: 222508
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I am trying to use Sversion() to get the TOS number from rom.

I have TOS 1.4 in my 1040 ST however I get a result returned from the function:

highbyte = $15
lowbyte = $00

According to the documentation with Laser 'C' The high byte is the version
number and the low byte is the point number.

But it is not sending me that!

Why? Any ideas? Anyone done the same thing?

I have re-written the format routine and need to know the TOS number so I can
allow for the different locations of low memory between TOS's.

Any clues would be appreciated.

Thanks,

<><>

4822. Atari - Education

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 03:27:25 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992May9.032725.18747@galileo.cc.rochester.edu>
Source record: 222509

I have a talk with the Manager of the Computing Library
and Resources Center here in UR where I work for part
time last week. It ended up that I did most of the
talking and much of them were about Atari ST!!

She told me she didn't know about the ST at all except
the old days (before nintendo came out) Atari video games.
However I told hime I own two STs and what it is, she was
really surprise and told me the possiblity of using
STs/TTs as special working startions here (like
DTP, Word Processing, Graphics etc).

now, I have talked here to bring in some Atari Magazines and
so I would like some help to lacate where I can get
free review issue of magazines to send to the CLARC,
or free subscriptions etc. I have heard of some magazines
like Atari User which are given free to dealers,
are they given to the school free also? I have seen
addresses on the net recently but I didn't gather and
would hope someone out there please forward me the
address of the publishers again. Thanks

Also, another reason I post this to the world is because
I would liek to heard from people from Germany or anyother
places where Ataris are used in high institution and
why and how is it going? Does Atari has any education plan?

I think it's long enough but i think you all understand
what I want to tell.

Just a story about what happend to me 20 hours ago. I spent
7 hours to figure out why my pascal program doesn't work
on the Mac IIsi and IIcx and found out how it went wrong
but didn't know why. Then I gave up and brought the
program back to my room and try on my Spectre GCR. Was thinking
about rewriting it but the program wan without a single
problem! The conclusion: IIsi and IIcx were 'too powerful'!

Thanks for reading.
...
Ling Cherd

4823. Falcon (OS)

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 08:00:36 UTC
From: tmo@tolsun.oulu.fi
Message-ID: <1992May9.080036.2429@ousrvr.oulu.fi>
Source record: 222510

I've been reading all this debate about Falcon and must say the specs sound great... graphics and sound are something I've been dreaming about for long time. With this kind of graphics (640*480/256 colours) you would expect to get visually pleasant and exiting new GUI. I hate current GEM windows. They are just UGLY. Take a look at Windows 3 and compare it with GEM or Windows 2! Microsoft made a correct move to include "3D style" buttons etc. This change would NOT invalidate compatibility because Atari would need only to change code in GEM which draws window components, buttons, etc.

In fact I would like to see a completely new OS with gfx/sound capabilities of the new machines utilised BUT if this is out of question then it would be time to improve GEM graphically anyway.

T.M.

4824. Re: News reader wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 08:11:42 UTC
From: kruel@phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <1992May9.081142.14977@phys-chemie.uni-wuerzburg.dbp.de>
Source record: 222511

In article <838@eagle.ukc.ac.uk> rlw@ukc.ac.uk (R.L.Wall) writes:
>I would like to be able to download a particular newsgroup to my ST, and browse
>it off-line, is there a program available through PD to do this.
>
> .. stuff deleted ..

Try out HERMES: it's a complete mail+news reading tools using the GEM desktop.
It not PD, instead shareware at a rate of 60.- DM (~ 25 UK Pounds), but it's
definitely worth it.

The author is Martin P. Ibert in Berlin,
email: martini@cloud9.in-berlin.de
The current version 1.03 is also available through anonymous ftp on
ftp.fu-berlin.de.

-tmk

--

Th.-M. Kruel Institut fuer Physikalische Chemie der Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg (Germany)
Phone: +49 931 31579

4825. Re: Falcon (Re-post)

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 10:33:16 UTC
From: atario@cats.ucsc.edu
Message-ID: <34979@darkstar.ucsc.edu>
Source record: 222512

elendir@helios.enst.fr (Vincent Habchi) writes:

> Atari will release this machine as *a game machine*. This explains the 1040 box. The
>professionnal embodiement (?) of Falcon idea will be the 040 machine.

Holy schamolies!!! That's a better system than most high-end home
computers around!! Are they planning on marketing it in arcade cases to
arcades ala Neo-Geo?
--
__ | atario@cats.ucsc.edu | "Oh no! Toonces, look out! AIIIEEEE!" --SNL
(_ | Delphi: ATARIO | "This is only an exhibition. This is not
__)teve | "Happy happy! | competition. So please . . . no wagering."
| Joy joy!" --R & S | --Late Night with David Letterman

4826. Atari Magazines in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 11:39:27 UTC
From: jonc@status.gen.nz
Message-ID: <gg4ikB2w164w@status.gen.nz>
Source record: 222513

Hi fellow netters,

Last week I was in Sydney and to my suprise saw all these Atari
magazines on the book shelves at most book shops.

- Atari Explorer
- AtariUser (USA based version)
- ST Format
- Aim
- Your Atari (Australian)

Here in NZ we have the the UK based magazines but not the USA or
Australian based ones.

So needless to say the shop was brought out of Atari mags (grin).

(PS: Sydney = Australia)

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

4827. Re: Atari - Education

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 14:59:27 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992May9.145927.23524@vlsi.louisville.edu>
Source record: 222514

In article <1992May9.032725.18747@galileo.cc.rochester.edu>,
ra1cs220@troi.cc.rochester.edu (Ho Ling Cherd) writes:
>I have a talk with the Manager of the Computing Library
>and Resources Center here in UR where I work for part
>time last week. It ended up that I did most of the
>talking and much of them were about Atari ST!!
[...]
>Also, another reason I post this to the world is because
>I would liek to heard from people from Germany or anyother
>places where Ataris are used in high institution and
>why and how is it going? Does Atari has any education plan?
[...]
>
>Thanks for reading.
>....
>Ling Cherd

I'd also like to hear about this issue (atari and edu support as I've put in for some gov grant money (probably a long shot) to equip some NY schools (Kindergarten and college) with ST/TTs but last time I called atari about their equiv of Apple/IBM/Commodore Ed support they said there was no real department for that.

BTW our mailer/readerr can't seem to reply to the individual poster--just to the group. Sorry for using the bandwidth.

If any school is interested in some projects to develop real-time conferencing (like Discourse or Aspects on the Mac/IBM) I'd like to talk to you. I have the rudiments of such a package, but with a lone ST can't really work up the Networked sections.

Robert Royar

Cratylus Educational Software

4828. Re: Falcon (OS)

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 15:04:45 UTC
From: r0mill01@ulkyvx.louisville.edu
Message-ID: <1992May9.150445.23752@vlsi.louisville.edu>
Source record: 222515

In article <1992May9.080036.2429@ousrvr.oulu.fi>, tmo@tolsun.oulu.fi (Tero Molander opiskelija) writes:
>
>
>Take a look at Windows 3 and compare it with GEM or Windows 2!
>Microsoft made a correct move to include "3D style" buttons etc. This change
>would NOT invalidate compatibility because Atari would need only to change
>code in GEM which draws window components, buttons, etc.

>T.M.
>
Gee,
I thought the MS windows were ugly and the GEM ones clean, and how about
mouse movement on MS-DOS or MAC platforms. Real jerky.

But the NeXt GUI is gorgeous. That's done correct and so fast--no need to
put those tracer lines up to fool the user into thinking updates are fast.
Just pop it in and out--the window that is.

robert royar

4829. Re: Warp 9 (CodeHead's Quick ST!)

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 16:45:46 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <1992May09.164546.270@demon.co.uk>
Source record: 222516

In article <0460182@zebedee.UUCP>, geoffc@zebedee.UUCP (Geoffrey Coan)
writes:
>Sounds good, any chance of a European (or even better, UK) distributer?
>
The last version of Quick ST was distributed by the ST Club, 2 Broadway,
Nottingham, NG1 1PS. Voice +602-410241 or FAX +602-241515. They'd be a
good place to start, I think.

Keith

4830. Re: Wanted:GIF and JPEG viewer for the ST.

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 19:21:25 UTC
From: as666@cleveland.Freenet.Edu
Message-ID: <1992May9.192125.23929@usenet.ins.cwru.edu>
Source record: 222517

I found a rather nifty JPEG<>GIF<>PPM converter from someplace in Europe... If it's not on a.a I'llpost it sometime soon.

4831. Falcon (Again and again)

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 19:49:10 UTC
From: elendir@quasar.enst.fr
Message-ID: <2043@quasar.enst.fr>
Source record: 222518

Hello once again,

- I'm sorry if Atari doesn't plan to include 1280*960 rez, all the sheet says is 'SVGA resolution' with at least, etc... They maybe will supply a high-rez, but please recall that the Falcon 030 is a game machine and you don't need such a high rez for playing ; color is more important.
However, I won't be suprised if such a video mode is provided with the professionnal machine (040). But you will surely have to give away more bucks from your pockets.

- I didn't err writing 80 times oversampling. 1 bit-DAC is a special converter which is extremely linear but requires high sampling rates. I think that with 80 times oversampling, you get the same SNR than with a standard 16 bit DAC and 4 times oversampling, but the linearity is better. I may mistake but I hope I am not far from truth.
DSP and such audio hardware will lead to unsurpassed soundtrackers !
Have a look at a NeXT and the dmo program 'Ensemble' and you may figure out the quality it will reach.

Enjoy,

Vincent.

--- In memoria di mori dello stadio di Furiani.

4832. Re: Falcon (Re-post)

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 20:24:35 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May9.202435.26514@usenet.ins.cwru.edu>
Source record: 222519

In a previous article, atario@cats.ucsc.edu (Stephen Wayne Miller) says:

>
>elendir@helios.enst.fr (Vincent Habchi) writes:
>
>> Atari will release this machine as *a game machine*. This explains the 1040 box. The
>>professionnal embodiement (?) of Falcon idea will be the 040 machine.
>
>Holy schamolies!!! That's a better system than most high-end home
>computers around!! Are they planning on marketing it in arcade cases to
>arcades ala Neo-Geo?

I heard that they plan to sell the Jaguar as a machine that costs less than
the NEO*GEO but more than the Super Nintendo...

My guess is $300...

If the Falcon '030 price info was correct, it would cost $700...

drop the keyboard, $650, drop the disk drive, $550, drop an expansion slot,
$500, drop the mouse, $450...

The price really does get lower as you keep taking stuff off that would come
with the Falcon but not with the Jaguar...

So what you have is a low-price Jaguar, a low-mid-price Falcon '030,
maybe another Falcon '030 in a PC case with 33 MHz, and a higher priced
Falcon '040...

They would certainly cover all the bases...

>

--

4833. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 20:48:48 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992May9.134848.1@misvax.mis.arizona.edu>
Source record: 222520

I also use Word Writer ST, and it is pretty good except for a few small things that really get annoying to me. First and foremost, I hate the way it handles reformatting. The fact that you have to invoke it manually is bad, but then it messes up a lot also (like combining two paragraphs together etc). Then there are little things like the fact that every time I save my work, it moves me to the beginning of the document. I then have to move back to where I was before I can continue. Also, whenever I quit the program, a dialogue box pops up telling me that I am about to lose all of my work. It doesn't check to see if I have just saved it or not. With a minor upgrade to improve things like this, Word Writer would be an excellent program. It's a pity that Timeworks will not upgrade it.

--

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

4834. Mac+ ROMs for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 21:25:53 UTC
From: gt2372b@prism.gatech.EDU
Message-ID: <57173@hydra.gatech.EDU>
Source record: 222521
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations,comp.sys.amiga.marketplace,comp.sys.amiga.hardware,git.club.amiga,misc.forsale.computers

Hello,

I'm selling a set of 128K Mac ROMs for Mac emulation in Amiga and
Atari ST (Spectre).
Price: $120

e-mail: gt2372b@prism.gatech.edu
phone: (404) 391-0282

Olympio

--
Olympio Achilles De Faria Mello
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt2372b
Internet: gt2372b@prism.gatech.edu

4835. Re: Help me with UW.ARC from A.A, Please!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 22:39:58 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92130.183958JJL101@psuvm.psu.edu>
Source record: 222522

First off, you didn't mention if you are color or monochrome. I am pretty sure that it ONLY works on monchrome. At least thats all I have ever been s successful with. I do have it installed and use it often when I want multiple connections and windows open to the univ's computers here. So, if you are using color, try mono, and then let us know what happens.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
- j.lehett2 Genie address

4836. LINK STOPPED

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 22:44:46 UTC
From: wolf@f54.n245.z2.fidonet.org
Message-ID: <1a0dfc06@f54.n245.z2.fidonet.org>
Source record: 222523

Der Link ist vorlaeufig gestoppt, da der UNIX-Packer inkompatibel ist.

bis bald
Wolfgang

4837. Llamas hate CAPS

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 23:42:32 UTC
From: deej@cds8613.Cadence.COM
Message-ID: <1992May9.234232.4483@Cadence.COM>
Source record: 222524

Last week, I posted an article mentioning that I was having a problem with Llamatron consistently bombing at level 8. Well, I poked around a bit, and found out what the trouble was. I have a CAPS.ACC that gets loaded at boot time (this is a utility to tell you when the caps lock is on), and apparently llamas don't get along well with caps. As soon as I got rid of CAPS (after all, you really SHOULD be able to tell that you're typing all in caps, right?), the problem went away. Just wanted to let y'all know, in case anyone else was having similar problems.
While I have your attention, I just wanted to say thanx to all that have helped me out. I've presented a half-dozen problems that I've been having, and *consistently* get several replies with helpful advice! Thanx people, you make this group worth reading!

~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
"Appa bid-die, bee doan det id aw han dowd" -- Buckwheat, singing Eric Clapton's "After Midnight"

4838. Anyone know how to use SPECDEG?

Newsgroup: comp.sys.atari.st
Date: 1992-05-09 23:47:59 UTC
From: deej@cds8613.Cadence.COM
Message-ID: <1992May9.234759.4594@Cadence.COM>
Source record: 222525

I've downloaded misc/specdeg.lzh from atari.archive. This
utility advertises itself as a Spectrum to Degas converter. When
I lharc-extract it, I get SPECDEG.TTP. I've tried using this
every way I can think of:
SPECDEG file.spc file.pi1
SPECDEG file.spc
SPECDEG file.spc > file.pi1
...none of these seem to do anything. I'm invoking it from
the desktop (so I'm not really typing in the SPECDEG part...),
and I don't get any error messages flashing by that I can see
anyway. Does anyone have the docs for this program, or know
the right way to use it?? Thanx in advance!

~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
"Appa bid-die, bee doan det id aw han dowd" -- Buckwheat, singing Eric
Clapton's "After Midnight"

4839. Re: Portfolio

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 00:50:18 UTC
From: wr@bara.oche.de
Message-ID: <H.lmZCQaN1gCY@bara.oche.de>
Source record: 222526

In <1992May6.235044.17163@a.cs.okstate.edu>,
ONSTOTT CHARLES OR (onstott@a.cs.okstate.edu) wrote:

> My question is: If I decided to purchase the Portfolio for use in the
> library mainly (collecting Bibio info, abstracts of books, notes, etc)
> how easy is it to hook up the ST and d/l the information?

There are several kits that connect the ST to the PF's parallel interface
using the PFs built-in comm program. It's also possible to use the
PF's serial interface with a null modem, however this requires new
comm software on the PF. (I have an x-modem program for it.)
So, you don't need further hardware except the serial interface module
and a null modem cable. However, it's a real problem to bring the
xmodem program onto the PF... so if you don't have access to a desktop PC
(which can exchange programs with the PF using the comm program that comes
with the parallel interface) I'd recommend buying a parallel ST<->PF-
comm kit.
It's really strange that Atari didn't put an ST version of the ft program
(that communicates to the PF using the parallel interface and the PFs
built-in comm software) onto the diskette that comes with the parallel
interface... it's a 3.5" MSDOS diskette, so it's ST readable...

> How easy are they to type on, and how long do they last, is the
> screen readable, etc, etc, etc..

The keyboard is really hard to type on. It's very uncomfortable, and
you can type only very slowly. It's not that the keys are hard to press
(the 400's keyboard is worse), the keyboard just is too small for real
typing. The display is not too bad if you have good light in the room.

You should always use a RAM card for your files, never put anything important
on the built-in ramdisk since it will be gone if the batteries fade away
(which they do within a few days if you plug the AC adaptor to the PF but
not to the AC) or if the PF crashes (on my version of the PF OS, it's enough
to create a file with "echo >filename" and then load that file into the
built-in editor (sorry: word-processor) to make the PF hang completely
(beyond reset, you have to remove the batteries to bring it back to life)).
So, RAM cards are an absolute must if you want to do anything serious
on the PF. Also, make complete backups to the ST every day since RAM cards
really aren't too reliant...

> Just a general eval would be nice. By the way, what type of text
> processing is available for it? HOw easy is it to use the built in
> text editor?

The build-in editor is not too bad if you can live with 40 columns. You
might of course use an ST program to reformat the files after download
(Micro-Emacs's "fill-paragraph" (Esc-Q) is ok for this).
Of course, it's just a simple editor, but should do for simple things.
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(E-Mail) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

4840. Windows 3.1 on ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 02:06:52 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992May9.220652.6213@newstand.syr.edu>
Source record: 222527

Well, with all the problems that Windows 3.1 has with machines
in the msdos world, I guess I'm not surprised that I cannot
get it to work on my ATSpeed. Has anybody gotten it to work?
or have any suggestions for me? Here's what happened:

I have 2.5meg in my ST, so I end up having about 1.5 extended
RAM, in addition to the 640K standard-low-memory. When I
first tried to setup Windows 3.1 via the "setup" program, I
got up to disk 4 (on 3.5" 720K disks). At this point, the
program trieds to start windows (I think) before it proceeds
with the setup...Instead of seeing Windows, however, I get a
message saying that I don't have enough extended memory to
install Windows 3.1 and that I should increase extended ram.
Then I retried the setup after deleting all tsr's, etc.,
except for HIMEM.SYS...still the same problem. The thing is,
I know I have 1.5 meg extended ram before running setup,
because that is what the msdos memory program tells me I have.
After I get the message from windows, however, the machine
crashes when I try to run "mem" to find out what is available.
So, setup is doing something to my memory.

I'd really appreciate any ideas on this!

--Gerry
ggreenbe@rodan.acs.syr.edu
PS. I'll try the windows group, too.

4841. groff-1.05 ported

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 02:22:42 UTC
From: erlingh@idt.unit.no
Message-ID: <1992May10.022242.7406@ugle.unit.no>
Source record: 222528

GNU's nroff works !

I've just finnished porting groff-1.05 for atari st/tt running mint.
The diffs are available on atari.archive in the 'new' directory.
Filename: atari-groff.zoo

As with emacs18.57, I don't send binaries, as they would only work
for people with TT's anyway. Somebody else might upload an st-version ?

You will need about 3.3 Mb of free memory to compile with optimization,
and I also believe you must use gcc-2.1.

I guess this is the proof that you indeed can compile big c++ sources
with a 4-meg equipped atari :-)

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

4842. Re: Atari - Education

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 04:36:39 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992May10.043639.29332@mnemosyne.cs.du.edu>
Source record: 222529

Robert (and other interested parties):

The person you should get in contact with for educational Atari hardware purchases isn't at Atari at all. Try Dorothy Brumleve of D.A. Brumleve at (217) 337-1937. Address is PO Box 4195, Urbana, IL 61801-8820.

Trust me (grin). Not only can Dorothy help you out, she's a great person, too. If you're planning to market educational-related products for the Atari, she could be a valuable contact person for you.

Bill Rayl/Atari Interface

4843. Re: VIRUS ALERT

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 06:07:24 UTC
From: dford@cix.compulink.co.uk
Message-ID: <1992May10.060724.25388@demon.co.uk>
Source record: 222530

This sounds like a Virus I had a long time ago (gohst. It is fairly easy
to detect and destroy with any reasonable virus killer.

David Ford

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

4844. Re: Falcon (OS)

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 06:56:17 UTC
From: tmo@tolsun.oulu.fi
Message-ID: <1992May10.065617.7987@ousrvr.oulu.fi>
Source record: 222531

In article <1992May9.150445.23752@vlsi.louisville.edu> r0mill01@ulkyvx.louisville.edu writes:
>In article <1992May9.080036.2429@ousrvr.oulu.fi>, tmo@tolsun.oulu.fi (Tero Molander opiskelija) writes:
>>
>>
>>Take a look at Windows 3 and compare it with GEM or Windows 2!
>>Microsoft made a correct move to include "3D style" buttons etc. This change
>>would NOT invalidate compatibility because Atari would need only to change
>>code in GEM which draws window components, buttons, etc.
>
>>T.M.
>>
>Gee,
>I thought the MS windows were ugly and the GEM ones clean, and how about
>mouse movement on MS-DOS or MAC platforms. Real jerky.

I agree with you about mouse movement (jerky is an understatement) but buttons are cool. I just mentioned Windows 3 because everybody (?) have seen it. What I like more is GUI like in VAX workstations but how many of you have seen it?

>
>But the NeXt GUI is gorgeous. That's done correct and so fast--no need to
>put those tracer lines up to fool the user into thinking updates are fast.
>Just pop it in and out--the window that is.
>
>robert royar

Can't comment this one... have never seen NeXt. Anyway it is just crazy not to utilise new features of a machine but stick with GUI which was designed for the machines like ST or PC (I mean PC not i386 or i486) ages ago. If new machines could run NeXt GUI - I don't have anything to complain about but black/white windows and green backgroung... yeuch! (Yes, I know there are utilities to load background pictures). It's natural that people resist change but then again I think Atari should do something to develope GEM a bit further. (Yes MultiTOS is an improvement). My original posting was intented to start a debate in this newsgroup about the way Atari should take to improve GUI. I am afraid that even though hardware becomes more powerful Atari just does nothing to improve GUI and we are using this current GEM after ten years of time.

T.M.

4845. Re: Hello from Russia

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 10:24:48 UTC
From: jonc@status.gen.nz
Message-ID: <2NukkB2w164w@status.gen.nz>
Source record: 222532

nomex@glas.apc.org writes:

>
> Hello everyone from Russia,
>
> Moskow Atari Club now could establish any contact with
> Atari users of the World. Congratulate itself!!!
>
> Answer me please, how I can receive any files from
> any archives.
>
> Alexander Meshkow,
> e-mail: nomex@glas.apc.org
>

Alexander, I am interested in your sites path. It is American and has no
X400 nor Internet/telenet links to Ruskia, can you please explain to this
poor chap how your path to us works?

Regards,

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
========--

4846. Correction of: Re: Sierra?

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 10:55:21 UTC
From: CCC_BALL@RZMAIN.RZ.UNI-ULM.DE
Message-ID: <1992May10.105521.22775@wega.rz.uni-ulm.de>
Source record: 222533

In <1992May6.170521.22450@wega.rz.uni-ulm.de> CCC_BALL@rzmain.rz.uni-ulm.de writes:

> In <2515@isgtec.isgtec.com> ken@isgtec.com writes:
>
> >
> > Does anyone know if Sierra is still making games for the ST? In particular,
> > is Space Quest 4 going to be ported? (It's out on Amoeba). At one point,
> > I remember Sierra saying that their ST games sold better than Amiga games,
> > and many of their ST games supported MIDI while the Amiga ones did not.
> > --
>
> No, Sierra is definetely not any more converting games for the ST, as
> he is not very popular in the US (as you surely know), and his hardware
> (too few colors, itchy sound) isnt very practical for games.
> ...but there is a Falcon/030 to come...
> -Joe.

I have got to correct myself: Yesterday, I read in the German games mag
Power Play a test about _Eco Quest_ from Sierra, and they said that it
would be converted for the ST.
-Joe.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 W-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

\ [DISCLAIMER] /
_____/

4847. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 11:03:44 UTC
From: CCC_BALL@RZMAIN.RZ.UNI-ULM.DE
Message-ID: <1992May10.110344.23043@wega.rz.uni-ulm.de>
Source record: 222534

In <1992May6.111617.1@misvax.mis.arizona.edu> dtarico@misvax.mis.arizona.edu writes:

> >
> > Well, I guess I posted all I knew about it. I know it will be supporting
> > both normal TV and VGA monitors, and it should be released in a sorta 1040
> > box.
> >
> > Grapevine says that it was first presented at CeBit in a black box with
> > separate keyboard, but it seems it was just a prototype.
> >
>
> I don't see why they would build a computer with this much power and
> put it in a 1040 style case. First of all, it makes the thing difficult
> to expand. Second, it helps to make the thing not "look" like a real
> computer, further propogating Atari's current struggle to break out of
> it's video game maker image. And thirdly, I believe that many people
> like and would want a sepparate keyboard. Sure, maybe the all-in-one-case
> design might be a little cheaper, but a real case with detatched
> keyboard would be nice and should at least be an option. The 1040 box
> just seems to scream "I am a home computer for playing video games. Don't
> put me in your office!"

But exactly this is the aim of Atari. The Falcon/030 with the price of
about $1300 is designed as a Consumer-Product, for games, etc., and not for
office-computing.
-Joe.

! Bitnet: ccc_ball@dulruu51.bitnet Internet: ccc_ball@rzmain.rz.uni-ulm.de !
! Joerg Ballschmiter Gartenhalde 68 W-7900 ULM-Maehringen GERMANY !
! Chaos Computer Club ULM !

\ [DISCLAIMER] /
_____/

4848. Re: VIRUS ALERT

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 11:22:00 UTC
From: nomex@glas.apc.org
Message-ID: <50400003@glas.apc.org>
Source record: 222535

program anti-virus this is rigth way, but if you have not
then in DiskDoctor you could write at 0 sector value 0 to first byte.
Remember: only turn off remove good virus from memory!

Alexander, Moskow Atari Club, nomex@glas.apc.org

4849. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 12:20:52 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705500452.15553@minster.york.ac.uk>
Source record: 222536

In article <1992May07.145231.24760@introl.introl.com> pete@introl.introl.com (Pete Ikusz) writes:
>In article <705105690.9213@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>>Yes, but X11 is a _huge_ application. It's big, it's slow and it's
>>inefficient. Microsoft fully intends to push Windows NT (which is a full
>>operating system) on any platform that looks like being successful.
>
>What makes you think NT is fast, not big, and not ugly? Do you have
>some sort of pre-release of it?

No, I was just pointing out a few facts. I even said later on in my posting
that "I don't believe that Windows is the answer either".

>Pete Ikusz Introl Corporation pete@introl.com

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

4850. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 13:01:06 UTC
From: wr@bara.oche.de
Message-ID: <H.hXaEnWaQprs@bara.oche.de>
Source record: 222377

In <1992May08.145634.22650@cdsmn.mn.org>,
Doug Plate (plate@cdsmn.mn.org) wrote:

> In the mean time, Jim, download Stevie and use it until
> you get Elvis working. I don't think Stevie is as good a vi as Elvis, but it's
> useable.

Unless you want to edit files that contain international characters.
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(E-Mail) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

4851. Re: Help me with UW.ARC from A.A, Please!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 13:59:22 UTC
From: jarleb@medusa.uio.no
Message-ID: <1992May10.135922.6413@ulrik.uio.no>
Source record: 222537

In article <1992May8.211138.10457@eskimo.celestial.com>,
yellowbd@eskimo.celestial.com (Andy Hubbell) writes:
> Ok, got the following files from a.a:
> UW.ARC, UWBIN.ARC, uw.tar.Z
>
> I have compiled and installed uw on my *nix system (a Sun3) and have
> de-arced both UW archives for the ST and installed them on my HD...
Now
> my problem is that the program UW.PRG from UW.ARC crashes every time
I
> try and run it...(3 bombs, I think) The WIN.PRG from the UWBIN.ARC
will
..
..
..
> RTS/CTS flow control... Could my problems all stem from the fact that
I
> only have TOS 1.0?
>
> Any help from someone who already has this system up and working or
has
> seen it working would be greatly appreciated! I have been doing some
> porting/programming on my *nix system and could really benefit from
this
> kind of system! Thanks!
>
> Email: yellowbd@eskimo.celestial.com

Well, I have it running on my system without problem :

520 ST (Upgraded to 1 Meg.)
1.0 TOS (Norwegian ! (Sort of a bastard German TOS))
Mono-screen,
Double sided drive.

So I don't think that Tos 1.0 should cause you any problem.

Jarle.

4852. Re: Whats the difference?

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 14:00:27 UTC
From: kort@fwi.uva.nl
Message-ID: <1992May10.140027.7350@fwi.uva.nl>
Source record: 222538

The atari price for a 1 meg simm for the 1040ste is fl 349 (that's
about 100 pounds) and the normal price for a 1 meg simm is fl 100.
So the atari simms are 3.5 times as expensive as "ordinary simms"...
Are the atari simms the same as ordinary simms ? I mean 3.5 times
as expensive is a bit much even for atari.

Jan Kort
email: kort@fwi.uva.nl

4853. Re: Atari Magazines in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 14:18:05 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May10.141805.4753@kosmos.wcc.govt.nz>
Source record: 222539

In article <gg4ikB2w164w@status.gen.nz>, jonc@status.gen.nz (Jon Clarke) writes:
> Hi fellow netters,
> Last week I was in Sydney and to my suprise saw all these Atari
> magazines on the book shelves at most book shops.
> - Atari Explorer
> - AtariUser (USA based version)
> - ST Format
> - Aim
> - Your Atari (Australian)
> Here in NZ we have the the UK based magazines but not the USA or
> Australian based ones.
> So needless to say the shop was brought out of Atari mags (grin).
> (PS: Sydney = Australia)
> _
> Jon Clarke o( ) The Z*NET International Gateway in New Zealand
> Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
> ::Z*NET a free ascii based magazine for all computers,

Sound like you should start up a Shop here Jon..!!

I have seen The Atari Interface here, the Your Atari used to be here, may be it did not sell to well...

Note: Jon you will find that I am now fully on CityNet and they do now have Zmodem working, thanks to me I think...

That other system here is far to buggy and dear for me...

Roger... sheppard_r@kosmos.wcc.govt.nz

4854. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 14:19:52 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92May10151952@solb1.essex.ac.uk>
Source record: 222540

In article <2526@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:

>If the Falcon doesn't have high-res colour, it will be obsolete from day 1.

If it does, it will make the Falcon unaffordable for me.
Maybe if the '040 version has these highly expensive graphic modes it
would be a better idea.

--
email: okes@essex.ac.uk
#
##
##
#
80% of statistics are wrong.

4855. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 15:05:43 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992May10.160543.5956@vax.oxford.ac.uk>
Source record: 222541

In article <l0llf7INNiqv@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) writes:
> In article <1992May8.133907.8346@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>>>If the Falcon doesn't have high-res colour, it will be obsolete from day 1.
>>
>>I would tend to agree with this. 1024*768 is so easilly available "In the Box"
>>with DOS clones that not having that resolution is actually hurting Mac
>>sales currently. A lot of people want the larger workspace...
>
>
> I 3rd that opinion. After all, what is all of that ST-RAM space for
> anyway? I hope you didn't intend it for any serious CODE? Well, maybe for
> the system code...
> BTW, when you program for the TT, do you have to do any special hoop-
> jumping to get it to load into TT-RAM or does code load into TT-RAM by default?

As long as the correct bits are set in the program header then the program is
loaded into the memory type with the largest free space, TT-ram preferred.

>
>
>>-->
>>-David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu
>>
>> "I think I need a new vice. Maybe I'll take up sleeping." - me
> <song deleted>
>
>
> -Mike
>
>

Steve

4856. Re: Falcon (Again and again)

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 15:47:22 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992May10.114722.13492@umiami.ir.miami.edu>
Source record: 222542

In article <2043@quasar.enst.fr>, elendir@quasar.enst.fr (Vincent Habchi) writes:
>
> Hello once again,
>
> - I'm sorry if Atari doesn't plan to include 1280*960 rez, all the sheet
> says is 'SVGA resolution' with at least, etc... They maybe will supply a
> high-rez, but please recall that the Falcon 030 is a game machine and you
^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I don't think so. The Falcon is a HOME COMPUTER. It is said to be packaged in a 1040ST style case, but that does not make it a game machine. Really guys, do you think that Atari would waste its money on a game machine that was too expensive for theh average user?

With the recent advent of price wars betwixt Nintendo and Sega, Atari would have to be beyond stupid to release a $300 game machine. It won't sell. Look at the Neo Geo. It looks nice, but who cares? You have to morgage your home to but it!
The JAGUAR is Atari's new game machine which is supposed to be either 32 to 64 bit. Now if it is an 030 32bit machine, then I could see Atari going out of their way to make it COMPATABLE with the Falcon. It would not be a Falcon stripped down. That would be a rel stupid move.

Also for those who do not know, Atari's policy is to name game machines in development after cats(LYNX, Panther(dropped in favor of the...), Jaguar). Computers are named after birds, Falcon, Sparrow. ETC...

Also, Atari has not ANNOUNCED any of these machines. But all that has been said by Bob Brodie was that Atari's new game machine will be released UNDER $200.00. Atari has one strength, it won't release something unless they can keep it under a certain price range, ex. the CD ROM under $500 or not at all. I saw one in stores for $450.00. So it was released, just not in a big way.

Mark Santora

4857. Re: Wanted: smpte track users (hybrid arts)

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 16:03:09 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.705513789@groucho.phil.ruu.nl>
Source record: 222543

lee@infotec.UUCP (Lee Van Dyke) writes:

>Hi, I am wondering if there are any smpte track
>users out there who use to converse.

Here's a SMPTEtrack user - I use to make music :).

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

4858. Re: Internet access?

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 16:17:59 UTC
From: ziggy@grafted.UUCP
Message-ID: <ooDkkB1w161w@grafted.UUCP>
Source record: 222544

```
>
> On another note, how does someone "get onto the internet?" By this I mean
> what is required to become a node?
>
> Just wondering...
>
> Dom (alvear@cs.jhu.edu)

I would also like to know, but I will be it at least takes a
leased line to "somewhere"....

Ziggy.
>

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =
```

4859. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 16:25:07 UTC
From: ziggy@grafted.UUCP
Message-ID: <k1DkkB2w161w@grafted.UUCP>
Source record: 222545

```
>
> The one windowing system which no one has mentioned, and I have heard
> quite a few good things about is OS2.....
> It is supposed to be fasst, & runs windows and dos programs.
>
> -Pete
> --
> ----------------------------------------------------------
> Pete Ikusz Introl Corporation pete@introl.com
```

I have to agree with everything you said, but I have os2 and
cant get it to run right.... It took 10 minutes (yes ** 10 **) to get
a desktop,and averaged 2 minutes to launch an app. BUT once the app was
running, it was ok. Even windows apps. But, go back to the os2 desktop,
and get a cup of coffee......??

Ziggy.

BTW, this morning os2 died, it loaded the desktop 'gray' but nothing else
besides the mouse, which did move....Grrrrrrrrrrrr.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

4860. Re: Anyone know how to use SPECDEG?

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 17:44:36 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992May10.174436.20506@galileo.cc.rochester.edu>
Source record: 222546

In article <1992May9.234759.4594@Cadence.COM> deej@cds8613.Cadence.COM (Jim Howard) writes:
>
> I've downloaded misc/specdeg.lzh from atari.archive. This
>utility advertises itself as a Spectrum to Degas converter. When
>I lharc-extract it, I get SPECDEG.TTP. I've tried using this
>every way I can think of:
> SPECDEG file.spc file.pi1
> SPECDEG file.spc
> SPECDEG file.spc > file.pi1
> ...none of these seem to do anything. I'm invoking it from
>the desktop (so I'm not really typing in the SPECDEG part...),
>and I don't get any error messages flashing by that I can see
>anyway. Does anyone have the docs for this program, or know
>the right way to use it?? Thanx in advance!
>
> ~ deej ~ | (If I were expressing Cadence's opinions,)
>Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
> (^:= Flames cheerfully ignored. =:^)
>"Appa bid-die, bee doan det id aw han dowd" -- Buckwheat, singing Eric
> Clapton's "After Midnight"

Specdeg.ttp only convert spectre uncompress file.
So, you have to either save the spectre files in .spu or
convert the spc to spu using a program which I forgot the name
but is in atari.archive.

4861. Re: Sversion()

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 18:52:22 UTC
From: rosenkra@convex.com
Message-ID: <1992May10.185222.26884@convex.com>
Source record: 222547
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992May09.032352.22084@DIALix.oz.au> steveq@DIALix.oz.au (Steve Quartly) writes:
>I am trying to use Sversion() to get the TOS number from rom.

Sversion returns the GEMDOS version, not the TOS version. u get TOS from the OS header. so there are at least 3 pieces of the OS with versions: TOS (use OS header), GEMDOS (use Sversion), and AES (in one of the control arrays after an appl_init). 0x1500 sounds reasonable for GEMDOS under TOS 1.4 (Rainbow).

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

4862. Toadfile 44 Meg Removable Hard Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 19:13:06 UTC
From: Dave.Webster@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80165.2A0DE591@psycho.fidonet.org>
Source record: 222366

In a message of 08 May 92 08:47:03, Ender wrote:

E> From: mpl44572@uxa.cso.uiuc.edu (Ender)
E> Date: Fri, 8 May 1992 02:14:32 GMT
E> Organization: University of Illinois at Urbana
E> Message-ID: <1992May8.021432.21370@news.cso.uiuc.edu>
E> Newsgroups: comp.sys.atari.st
E>
E> I have a 1 1/2 year old Toadfile 44 meg removable for sale. It is in
E> great condition! Comes with ICD adapter (just plug in and go).
E> All original software and manuals. Plus other extra goodies to select
E> from ranging from games to utilities with original boxes and manuals,
E> and a few have warranty cards. Price is $450 + shipping.
E>
E> Mark
E> Lupe

What other goodies are we talking about?? Could you list the top 10, or how many goodies are going to be with this price. Kinda vague??

--
Internet: Dave.Webster@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Dave.Webster
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

4863. Re^2: Disk Formating?

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 19:15:36 UTC
From: Dave.Webster@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80166.2A0DE593@psycho.fidonet.org>
Source record: 222367

In a message of 08 May 92 08:47:03, Ulrich Graef wrote:

UG> From: graef@rs12.hrz.th-darmstadt.de (Ulrich Graef)
UG> Date: Fri, 08 May 1992 01:21:59 GMT
UG> Organization: TU Darmstadt
UG> Message-ID: <1992May08.012159.34269@infoserver.th-darmstadt.de>
UG> Newsgroups: comp.sys.atari.st
UG>
UG> In article <50400001@glas.apc.org>, nomex@glas.apc.org writes:
UG> >
UG> >
UG> > Sure, in my Atari ST after some repair I can read/write DD disk with 86
UG> > track 11 sector.
UG>
UG> Wonderful, but I am sure that nobody else can read such disks, when they
UG> are used with more than 82 tracks.
UG> My 1040 can write only 80 tracks, my external (original Atari) SF-314 can
UG> write 82 tracks.
UG> So I use only 80 tracks to write on disks ...
UG>
UG> ... because I want eventually _read_ them!
UG>
UG> Uli

With my new 520 STe the internal drive has formatted disks up too 85 tracks, and i can read it too, but my external will not. It however will format a disk up too 84 tracks, but my internal won't read it. I have a GTS-100 as an external. Not very compatible. Point is, the new drives on the NEW computers does read/write 84+ tracks...

--
Internet: Dave.Webster@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Dave.Webster
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

4864. Re: HELP: problem with SCSITOO

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 19:45:24 UTC
From: harold@alice.hobby.nl
Message-ID: <H.DBRemf56mdI@alice.hobby.nl>
Source record: 222314

In <92129.111224ONM07@DMSWWU1A.BITNET>, <ONM07@DMSWWU1A.BITNET> writes:
>
>SCSI-Tool doesn't have 'problems' with the LP240S. It just (until recently)
>didn't know how to configure its cache. That's all.
>

So which version should I use then. I believe we have version 2.1 is that the
latest?
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

4865. Re: Hello from Russia

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 21:10:37 UTC
From: goettsch@informatik.tu-muenchen.de
Message-ID: <GOETTSCH.92May10161037@sunpower.informatik.tu-muenchen.de>
Source record: 222548

Alexander Meshkow wrote:
>> Hello everyone from Russia,

Hello Alex from good old Munich
(Bavarian, where the famous "Oktoberfest" takes place,
will you get a sight on it ?)
Welcome to this atari-newsgroup.

>> Answer me please, how I can receive any files from
>> any archives.

I've got the following list of sw-sites, from which you can get via anon FTP
a lot of good sw (PD of course). Some days ago, I got this list from this
newsgroup and I post it here for you and all other interest , with thanks
and greetings to the author of the list (woocm@essex.ac.uk) :

ENJOY!!

>> ATARI-ST SOFTWARE SITES. DATE - 27/04/92 <<
****

Host alice.fmi.uni-passau.de (132.231.10.1)
Location: /pub/atari
Contents: Languages, telecomms.

Host archive.cs.ruu.nl (131.211.80.5)
Email: mail-server@cs.ruu.nl
Location: /ATARI-ST
Contents: You'll find nothing missing here!!

Host ariadne.csi.forth.gr (139.91.1.1)
Location: /comp/atari
Contents: TeX, microemacs.

Host atari.archive.umich.edu (141.211.164.8)
Email: atari@atari.archive.umich.edu
Location: /atari
Contents: You name it they've got it!!!!!

Host aupair.cs.athabascau.ca (131.232.10.8)
Location: /atari
Contents: Comms, emacs, info, usenet stuff.

Host biome.bio.ns.ca (142.2.20.2)
Location: /pub/atari-st
Contents: Comms, disk utils, gnu/tex utils, loads of misc.

Host bongo.cc.utexas.edu (128.83.186.13)
Location: /microlib/atari
Contents: Comms.

Host cs.bu.edu (128.197.2.1)
Location: /PC/ATARI /PC/ATARI-ST
Contents: Comms, langs, games, loads of misc.

Host cs.dal.ca (129.173.4.5)
Location: /pub/comp.archives
Contents: Minix, gnustuff, mgr, tex utils.

Host cs.uni-sb.de (134.96.252.31)
Email: ftp@cs.uni-sb.de
Location: /pub/atari
Contents: Archivers, comms, games, all gnu, tex, some misc.

Host f.ms.uky.edu (128.163.128.6)
Location: /pub/atari /pub2/atari
Contents: Archivers, games, graphics, lots of sound/music stuff.

Host faui43.informatik.uni-erlangen.de (131.188.1.43)
Location: /cyber/atari
Contents: Emacs, all mint, fair bit of misc.

Host forwiss.uni-passau.de (132.231.20.10)
Location: /pub/atari
Contents: Everything i can think of!! :-)

Host ftp.uni-kl.de (131.246.9.95)
Location: /pub/atari
Contents: Archivers, demos, all gnu, langs, mint, tex, misc.

Host gdr.bath.ac.uk (138.38.32.1)
Email: info-server@uk.ac.bath
Location: /pdsoft/atari
Contents: Archivers, disk utils, langs, tex, misc.

Host iraun1.ira.uka.de (129.13.10.90)
Location: /pub/atari
Contents: Tex.

Host ma2s2.mathematik.uni-karlsruhe.de (129.13.115.2)
Location: /pub/atari
Contents: Archivers, clisp.

Host mcshh.hanse.de (192.76.134.1)
Location: /pub/atari/st
Contents: Mgr, gnustuff, mint, tex, some misc.

Host mcsun.eu.net (192.16.202.1)
Location: /comp/atari
Contents: Archivers, mgr, some gnu, some misc.

Host nic.funet.fi (128.214.6.100)
Location: /pub/atari
Contents: You'll find all the major titles here!!

Host nikhefh.nikhef.nl (192.16.199.1)
Location: /atari
Contents: Disk utils, games, sounds, tex, fair bit of misc.

Host pascal.math.fu-berlin.de (130.133.4.50)
Location: /pub/atari
Contents: Games, langs, some misc.

Host pdsoft.lancs.ac.uk (148.88.64.2)
Email: archive-server@lancs.pdsoft
Location: /micros/atari/tos
Contents: Mostly usenet postings, mint gnustuff, misc.

Host rrzs2.rz.uni-regensburg.de (132.199.1.2)
Location: /software/atari
Contents: Graphics, music, tex, virus, fair misc.

Host rusmv1.rus.uni-stuttgart.de (129.69.1.12)
Email: mail-server@rusmv1.rus.uni-stuttgart.de
Location: /soft/atari
Contents: What hasn't it got, you may ask!!

Host star.cs.vu.nl (192.31.231.42)
Location: /atari
Contents: Archivers, games.

Host sun.rz.tu-clausthal.de (139.174.1.3)
Location: /pub/atari
Contents: Can't fault the place really!!

Host suna.mqcc.mq.oz.au (137.111.161.1)
Location: /pub/Atari-ST
Contents: Archivers, disk , dtp, sound, virus, fair misc.

Host switek.uni-muenster.de (128.176.120.210)
Location: /atari
Contents: Disk utils, editors, gnustuff, mint, some misc.

Host tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
Location: /pub/atari
Contents: Archivers, cs-tex, gemini, gnustuff, mint, misc.

Email: archive-server@twitterpater.eng.sun.com
Contents: All the Usenet postings.

Host vax.ph-cip.uni-koeln.de (134.95.64.1)
Location: /pub/atari
Contents: It's all there!!

Host walhalla.germany.eu.net (192.76.144.129)
Email: info-server@Germany.eu.net

Location: /pub/comp/atari-st
Contents: Another super-duper archive!!

Host watserv1.waterloo.edu (129.97.129.140)
Location: /micro/atari-st /langauges/apl/j/executables/atari
Contents: Sozobon, gnustuff, some misc.

Host wuarchive.wustl.edu (128.252.135.4)
Location: /usenet/comp.binaries.atari.st
Location: /usenet/comp.sources.atari.st
Location: /mirrors3/archive.umich.edu/atari
Contents: Usenet postings & mirror of atari.archive!!
Special Note: Access availiable 24 hours/day - 7 days/week.

--

___ __
/ / / / ' Helmar Goettsch (Admin HEG: Lehrstuhl III, Informatik)
/---/--/-----/--+ Guerickestr. 17, D-8000 Muenchen 40, +49 89 367279
/ / /___ /__/ email: goettsch@informatik.tu-muenchen.de

4866. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-10 23:51:26 UTC
From: ziggy@grafted.UUCP
Message-ID: <FoykkB2w161w@grafted.UUCP>
Source record: 222549

```
>
> At the rate UNIX is growing I doubt that DOS and Window's last more then
> 5 or 7 years. Guess it is a matter of what (computer)world you live in.
> --
> Harold van Aalderen | harold@alice.hobby.nl
> | {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold

Oh I doubt that DOS/MSWindows is going anywhere any time soon,
I would guess 10 or more years, there are a ** LOT ** of DOS users who
will resist the change to a real OS. IF you dont belive me, look at how
long things like CPM and AppleDOS, or the C64/128 have lived......
( or how about the ST life span too..... )

ZIggy.
/x

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =
```

4867. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 00:53:26 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7853@uqcspe.cs.uq.oz.au>
Source record: 222550

mjl-b@minster.york.ac.uk writes:

>pete@introl.introl.com (Pete Ikusz) writes:
>>mjl-b@minster.york.ac.uk writes:
>>>Yes, but X11 is a _huge_ application. It's big, it's slow and it's
>>>inefficient. Microsoft fully intends to push Windows NT (which is a full
>>>operating system) on any platform that looks like being successful.

Guffaw! X is big and slow because it is SO POWERFUL. That is a well known Software Engineering trade-off. Power (ie. flexibility, applicability) comes from providing Everything in Generic ways. Just as GEM is 10 times faster than X on similar hardware (TT vs. Sun 3/50). Similarly, Windows 3 on a 16MHz 386 is a DOG, especially when you don't have RAM to burn. But the point is, these days, you CAN have RAM to burn. I'm moving up to 4Meg this weekend, but that's nothing compared to workstations - 20Meg is not uncommon at all.

Warwick
ps. X is the GUI of choice for Silicon Graphics machines.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4868. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 00:55:52 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7854@uqcspe.cs.uq.oz.au>
Source record: 222351

plate@cdsmn.mn.org (Doug Plate) writes:

>deej@cds8613.Cadence.COM (Jim Howard) writes:
>>
>> I recently downloaded Elvis from Atari archive, 'cause I use VI all the
>>time at work, and didn't want to have to learn a new editor. I got it all
>>unpacked, but elvis.ttp won't start up from the desktop (flashes some
>>message about environment). Well, in checking the documentation, the
>>TERM variable *must* be set, and the docs also mention needing to use
>>the shell program so that TERM *can* be set. But it's not included in
>>the distribution! Where/how can I get it??

You also need to set TEMP (or TMP) to a temporary storage directory.
Preferably a RAMdisk, since an access is made for eg, every 'x' delete
operation! That's the price you pay for file safety (use a recoverable
RAMdisk) - much safer than that 'auto-save' trash. With a RAMdisk,
Elvis is VERY fast.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4869. Re: Help me with UW.ARC from A.A, Please!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 01:00:03 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7855@uqcspe.cs.uq.oz.au>
Source record: 222352

yellowbd@eskimo.celestial.com (Andy Hubbell) writes:

>my problem is that the program UW.PRG from UW.ARC crashes every time I
>try and run it...(3 bombs, I think)

That's probably the SERVER program - to be run at your site!

>The WIN.PRG from the UWBIN.ARC will run,

Yes, that's the one you run on you machine.

>but the main window that is open doesn't have anything in it.

Only a cursor?

>It still shows the color of the background/desktop... I can type and
>it sends that to the modem, but nothing to the screen at all...

You must connect first! AT- commands will work, and echo (if you
have a Hayes-compat. modem).

>When I try and open another window it tells
>me that UW protocol isn't running!

That means you aren't connected to your remote host and haven't run
"uw" there. That's how UW works - you have to run a program on you
Unix box to handle the protocol.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4870. Re: Falcon (OS)

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 01:02:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7856@uqcspe.cs.uq.oz.au>
Source record: 222353

tmo@tolsun.oulu.fi (Tero Molander opiskelija) writes:

>... move to include "3D style" buttons etc. This change
>would NOT invalidate compatibility because Atari would need only to
>change code in GEM which draws window components, buttons, etc.

This would be a `simple' extension - just as Let-em-fly, FormDoIt and
other extensions change the way forms are handled.

Warwick
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4871. Re: Falcon (Again and again)

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 01:07:05 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7857@uqcspe.cs.uq.oz.au>
Source record: 222354

elendir@quasar.enst.fr (Vincent Habchi) writes:

>- I didn't err writing 80 times oversampling. 1 bit-DAC is a special
>converter which is extremely linear but requires high sampling rates. I think
>that with 80 times oversampling, you get the same SNR than with a standard
>16 bit DAC and 4 times oversampling, but the linearity is better.

More details:

When using multi-bit parallel sampling, the sample you take to get that
16 bit sample takes a certain finite time to collect. If in that time,
the signal changes, your recording can suffer. Also, the bits of that
sample are often not actually taken SIMULTANEOUSLY (it too difficult),
so you risk incorrect results that way. With single bit sampling, you
take just one one-bit sample and send that to the DSP, then another,
then the next. Once the signal is digital rather than analog, it does
not lose accuracy, and provided the DSP power, you can reproduce the
analog signal.

At least that's how I heard it.
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

4872. Maxon Application Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 01:19:46 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992May11.011946.19907@noose.ecn.purdue.edu>
Source record: 222355

Someone mentioned in passing a program called the Application Construction Set for use with Turbo and Pure C. Could someone in Germany post some details about this? I've got Turbo C, and would love to get a good CASE tool.

Thanks,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

4873. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 01:30:56 UTC
From: alf@skid.north.de
Message-ID: <a1498909@skid.north.de>
Source record: 222380

In <1992May08.145634.22650@cdsmn.mn.org> plate@cdsmn.mn.org (Doug Plate) writes:

>In article <1992May4.202514.24977@Cadence.COM> deej@cds8613.Cadence.COM (Jim Howard) writes:
>>
>> I recently downloaded Elvis from Atari archive, 'cause I use VI all the
>>time at work, and didn't want to have to learn a new editor. I got it all
>>unpacked, but elvis.ttp won't start up from the desktop (flashes some
>>message about environment). Well, in checking the documentation, the
>>TERM variable *must* be set, and the docs also mention needing to use
>>the shell program so that TERM *can* be set. But it's not included in
>>the distribution! Where/how can I get it??
>>Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)

>I use ELVIS under NeoDesk (which does support env. variables), but I didn't
>have to set any to use Elvis. Sorry, Jim, is is not an attempt to debunk you,
>it's really more of a statement of puzzlement! Maybe NeoDesk is somehow
>handling this for me? In the mean time, Jim, download Stevie and use it until
>you get Elvis working. I don't think Stevie is as good a vi as Elvis, but it's
>useable.

ELVIS works from every shell if the following env. variables are set:

TERM
TERMCAP (set it, if the termcap-file is _not_ found under /etc/termcap)
TMP or TEMP

That is all.

>Doug

Alf

Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> j03l@alf.zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

4874. Atari Computer I'd Like To See

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 02:08:59 UTC
From: darling@cellar.org
Message-ID: <oT8kkB3w164w@cellar.org>
Source record: 222356

I don't know if any Atari design people read this newsgroup, but if they do, I'll bet they're having a bit of a chuckle over the various reports printed here concerning the upcoming Falcon computer. Well, I don't doubt that the machine will be a killer when it comes out. I'm sure it's well beyond the design stage. But for your amusement, my observations on what I think the damn thing needs.

I'm a professional MIDI musician. As such, the Atari ST is currently my best choice for computer music, so I own two of them. If Atari really cares about keeping its place as the premiere MIDI machine, here's what their machine should have.

(1) Multiple MIDI ins and outs, preferably 3 in and 4 out.

Right now, I use additional hardware made by C-Lab to give me the 64 MIDI channels I need; I'd like to have it an intrinsic part of the computer. With today's multitimbral synths often supporting 8 channels each, 16 channels don't cut it anymore.

(2) 16-bit digital audio ins and outs, 2 each (up to 48 KHz).

For digital audio recording. Currently, pro-quality direct-to-disk digital recording systems involve pricey external hardware. If the computer supported digital ins and outs with 16-bit DACs, all you'd need for recording/editing would be software and a decent-sized hard drive.

These DACs could serve the double duty of functioning as high-speed fax/modems. Two lines at once, in fact.

(3) 8-bit (or better) digital audio ins and outs, 1 each.

For SMPTE sync. Again, I currently use an external box from C-Lab to provide me with synchronization. Almost every MIDI musician needs sync, from multitrack recording to music-for-video. It should be included in the computer.

(4) Make graphics both standardized and optional.

I'm a musician. I have no need for 6 million colours. All I ask for is a nice crisp hi-res mono monitor (like the SM127, only higher res). If I end up paying for an ultra-high-res multi-colour video card I don't want, I'll be really pissed. The computer should support 1280 x 800 (or whatever) monochrome, with SVGA colour available as an option for those who want it.

(5) Use normal hard drives.

It always ticks me off that hard drives for my machine cost $150 more than similar units for PCs. This computer should use the same hard drives as everyone else -- IDE, SCSI, or whatever.

Naturally, the computer would be available with several possible configurations...from a 60 Meg drive for the average user, all the way up to 2-3 Gigabytes (or possibly 88 Meg removeable Syquest mechanism) for serious digital audio mastering.

(6) Use normal and/or specialty keyboards.

My Mega 2 ST keyboard is adequate, but there are plenty of PC keyboards out there I like better -- Compudyne, Keytronic, and SIIG make models ranging from $50-$100 that feel great and are easy to buy.

Alternately, I'd like the machine to support an optional "musician's keypad" -- a dedicated box with tape transport-style buttons (Stop, Play, FF, etc.) and a "scrub"-type editing wheel, available at extra cost. A dedicated programmable MIDI slider/switch box (for use as MIDI volume faders or entry of sysex parameters) would also be nice, but I guess I can make do with J.L.Cooper's external version.

...

Well, that's what I want. It's all quite possible -- cheaply, in fact -- with current technology; the only thing preventing it from being built is Atari's questionable commitment to (and knowledge of) musicians' needs.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

4875. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 04:18:49 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <58847@cup.portal.com>
Source record: 222357

Regarding the addition of "high res color graphics" pricing the
"Falcon" out of reach...

I just bought a SuperVGA video card (1024 x 768 with 256 colors),
including 1 Me of RAM on-board, for $79.. brand new...

So, it's not impossible for Atari to do it.. remember, this was
retail, quantity of 1... If Atari couldn't do better wholesale,
in the massive quantities everyone would like to see them produce,
they better find some new buyers...

BobR

4876. Re: Help me with UW.ARC from A.A, Please!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 06:32:41 UTC
From: ehohnbau@bonnie.ics.uci.edu
Message-ID: <2A0E1509.20268@ics.uci.edu>
Source record: 222358

In the past when I have had problems getting downloaded suff to run
I've discovered that either I didn't ftp it or download it in
binary mode. It's easy to miss and it will screw you every time.

Maybe that's your problem.

Eric.

4877. IBM & Mac Emulators (I'm an ST newbie)

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 06:42:00 UTC
From: cpw8034@venus.tamu.edu
Message-ID: <11MAY199201422565@venus.tamu.edu>
Source record: 222359

Hey, I understand that the ST can emulate an IBM and a Mac right?
What kind of performace should I expect and where can I get one?

Are they hardware/software, hardware, of software? What's ATSpeed?
I'd appreciate any info on the subject matter. BTW, where can I get
some Atari ST magazines anymore? The only non-IBM/Mac magazine I see
any more are Amiga stuff.

Please E-Mail me as I rarely get a chance to read newsgroups! THANKS!

4878. emulators

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 06:45:00 UTC
From: srs5960@venus.tamu.edu
Message-ID: <11MAY199201453840@venus.tamu.edu>
Source record: 222360

Howdy!
Could anybody out there tell what emulators there are for the atari st and where I could get a hold of them? (preferably mac and ibm) Also, what are the best ftp sites? I'm sorry for the trouble but I'm new here.

Thanks in advance!
"THE MUSIC WARRIOR"

4879. A320 Airbus by Thalion - Help with Logbook

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 08:01:00 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <1992May11.080100.18065@syma.sussex.ac.uk>
Source record: 222361

I've run into a bug with A320 when doing 'Duty' flights - it
occasionally 'says' that it can not write to my logbook but then
promptly proceeds to screw the logbook up with junk (eg. 328 missions
flown !) and then freeze the computer necessitating a reboot.

Any one else had a similar problem?

Any one know the E-Mail of Thalion in Germany?

Lez
--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

4880. Re: Falcon (OS)

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 10:07:04 UTC
From: ach-a@minster.york.ac.uk
Message-ID: <705578823.1132@minster.york.ac.uk>
Source record: 222362

In response to all this hype on GUI, I feel that audio is becoming as much a part of the user interfaces as graphics. Personally I feel audio should take a higher priority because the continuity of sounds, if you are going to try and use them constructively, is more important.

Also the synchronisation of sound and picture should be taken into consideration. Hence any improvements made to the Falcon's new GUI, because of Atari's interest in Music, should follow an emphasis on the AUI (Audio User Interface!) Once of my ideas for the future is to develop an audio-graphical user environment name after myself. (Hague's Audio Graphical User Environment!) ;-)

These two senses (seeing and hearing) are extricably interlinked so why don't Atari make the first commercial move into standardising this interface with facilities to aid the interface designer and applications developer. (I know Apple have had people looking at audio in interfaces, see William Gaver's SonicFinder!)

-Andrew Hague
c/o University of York, England.
ach-a@minster.york.ac.uk

4881. Re: VIRUS ALERT

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 10:53:15 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992May11.105315.8986@unibi.uni-bielefeld.de>
Source record: 222364

```
In article <...>, gary anderson writes:
|> Does anybody recognize this virus?
|>
|> Once in the machine it doesn't show up until 5 or 6 disk-swaps
|> later...then the mouse-pointer goes inverted--ie, push up/it goes
|> down, push down/it goes up. Maddening!
|>
|> Does this thing have a name, a cure, and/or a survivor's group?

I think I've had this one some time ago, don't know the name, but the
virus-protection-program SAGROTAN knew it. Get this stuff and fix the blues...

TeSche
--
torsten scherer, universitaet bielefeld, germany
internet : itschere@techfak.uni-bielefeld.de
```

4882. Re: JPEG compression

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 11:27:10 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992May11.112710.15791@unix.brighton.ac.uk>
Source record: 222368
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

theo@mailmak.swb.de (Theo Janssen) writes:
> Hello out there !
> I'm looking for the Sources, that implement the so called 'JPEG' algorithm.
> As far as i know, it is mainly used for compressing Images.
> Does anyone know where i could get them, or who wrote the Software ?
>
> greetings Theo

Try atari.archive.umich.edu.

Dom

4883. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 12:54:26 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705588865.3829@minster.york.ac.uk>
Source record: 222371

In article <1992May9.134848.1@misvax.mis.arizona.edu> dtarico@misvax.mis.arizona.edu writes:
>I also use Word Writer ST, and it is pretty good except for a few small
>things that really get annoying to me. First and foremost, I hate the way
>it handles reformatting. The fact that you have to invoke it manually is
>bad, but then it messes up a lot also (like combining two paragraphs
>together etc).

Word Writer (and First Word Plus, which is nearly the same program!) will combine paragraphs if the last character of the paragraph is a space, rather than a full stop.

Avoid this by ensuring that you always end a paragraph with a full stop (not a solution, more of a work around).

> Doug Tarico
> dtarico@mis.arizona.edu Stop cruelty to plants!!
> (602)795-7633

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

4884. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 13:04:00 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705589440.4018@minster.york.ac.uk>
Source record: 222372

In article <7853@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>mjl-b@minster.york.ac.uk writes:
>>pete@introl.introl.com (Pete Ikusz) writes:
>>>mjl-b@minster.york.ac.uk writes:
>>>>Yes, but X11 is a _huge_ application. It's big, it's slow and it's
>>>>inefficient. Microsoft fully intends to push Windows NT (which is a full
>>>>operating system) on any platform that looks like being successful.
>
>Guffaw! X is big and slow because it is SO POWERFUL. That is a well known
>Software Engineering trade-off. Power (ie. flexibility, applicability)
>comes from providing Everything in Generic ways.

There is another Software Engineering trade off between functionality and useability. Most UNIX vendors and the X people never seem to have considered the issue of whether continuing to add more and more functionality is a good idea, given the impact it makes.

Furthermore, if you check out the X11 sources, you'll see what I mean about efficiency.

>Warwick
>ps. X is the GUI of choice for Silicon Graphics machines.

Yes, because rather like Mount Everest, it's free and it's there...

> _-_|\ warwick@cs.uq.oz.au / eastings genistas /

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

4885. Re: Falcon (Again and again)

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 13:17:35 UTC
From: randallm@p4.cs.man.ac.uk
Message-ID: <randallm.705590255@p4.cs.man.ac.uk>
Source record: 222385

So long as they don't make it compatible with the ST's we should be alright.

I mean, ST compatibility would be like a mill-stone around the Falcon's neck

You wanna run ST software ? Get an ST.

ST emulators on the Falcon ? Fine, could improve on the ST perhaps but
come on guys, let's have a clean break.

Please could we also have seperate main-unit and keyboard like the MEGA
range and not the whole thing together like the non-MEGA's. The keyboard
on these machines is very tacky and cumbersome.

Just putting my two penneth in.

----**--***&&&&&-- +---------+
---***-****&&--&&- | MARTIN | "Happiness is just an illusion caused by
--**-***-**&&&&&-- | RANDALL | the temporary absense of reality"
-**---*--**&&--&&- +---------+
-------&&---&& University of Manchester, England

4886. Re: Whats the difference?

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 13:23:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May11.132320.4754@kosmos.wcc.govt.nz>
Source record: 222373

In article <1992May10.140027.7350@fwi.uva.nl>, kort@fwi.uva.nl (Jan Kort (I89)) writes:
> The atari price for a 1 meg simm for the 1040ste is fl 349 (that's
> about 100 pounds) and the normal price for a 1 meg simm is fl 100.
> So the atari simms are 3.5 times as expensive as "ordinary simms"...
> Are the atari simms the same as ordinary simms ? I mean 3.5 times
> as expensive is a bit much even for atari.
>
> Jan Kort
> email: kort@fwi.uva.nl

The same here in NZ, the normal 9bit SIMMS retail for $90/150 NZ, and
from $70-90NZ trade prices..

The Atari prices are some 3-4 times more...

Its very hard to get 8bit SIMMS here, not many Mac shops left and there
prices are far to high...

sheppard_r@kosmos.wcc.govt.nz

4887. Questers Packer..!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 13:34:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May11.133443.4755@kosmos.wcc.govt.nz>
Source record: 222376

I have noticed in Thomas Questers LZH201J that the PFX program
lists a Packer, does any one know any more about this..??

This is PFX 2.01 from memory...

4888. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 14:26:27 UTC
From: azog@thoth.rent.com
Message-ID: <1992May11.142627.6598@thoth.rent.com>
Source record: 222317

Bob_BobR_Retelle@cup.portal.com writes:

>Regarding the addition of "high res color graphics" pricing the
>"Falcon" out of reach...
>
>I just bought a SuperVGA video card (1024 x 768 with 256 colors),
>*including* 1 Me of RAM on-board, for $79.. brand new...
>
>So, it's not impossible for Atari to do it.. remember, this was
>*retail*, quantity of 1... If Atari couldn't do better wholesale,
>in the massive quantities everyone would like to see them produce,
>they better find some new buyers...

>BobR

I dunno if that would be especially the case. Sure, you can get a S-VGA card for peanuts these days, just like you can get a 386sx for just around $150 (board only) these days.

The problem lies in the monitor. A really good S-VGA monitor is gonna run you around $400 or more. Considering what speculations have passed about this new Falcon, thats right around half the retail price of the machine (and in my case, the same holds true, for the ST. I purchased my 520STe for $339, and want the new colour stereo monitor (forget the model), but it retails for around $300)

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

4889. Framemaker on Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 14:56:01 UTC
From: ksagouro@immd4.informatik.uni-erlangen.de
Message-ID: <1992May11.145601.26102@informatik.uni-erlangen.de>
Source record: 222378

Hi,

i know there is a Framemaker-Version for the Mac, did anyone yet try it out `
with Spectre? How much RAM would I need for that?

Konstantin

Snail: Konstantinos Agouros, Erlanger Str. 11, 8521 Spardorf, Germany
Email: ksagouro@immd4.informatik.uni-erlangen.de
Phone:+49 9131 59427 or +49 9131 501103 or +49 2175 3353
IRC: Elwood_G

"There is a viaduct.","Why a Duck, why not a chicken?" Groucho&Chico Marx

4890. HBL, and TOS 1.0->1.4 upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 15:00:32 UTC
From: mleaver@ss10.fiveg.icl.co.uk
Message-ID: <4736@m1.cs.man.ac.uk>
Source record: 222386

First of all, has anyone got any examples of using/messing with the HBL interrupt, somebody did send me an example not so long ago, but I accidentally deleted it! :)

There's been a lot of articles posted recently about upgrading from TOS 1.0 to 1.4. I've an ancient Atari-ST (used to have 360K internal drive). How easy is it to upgrade and how much is it (in England)? Basically, do I need to do *ANY* soldering? (If so, I don't think I'll bother! :)

Thanx muchly.

--
|\ /| -+- +--- | / \ / --+-- # pate@cs.man.ac.uk | void main() {
| \/ | | | |/ \/ | # mleaver@fiveg.icl.co.uk | exit(0);
| | | | |\ / | # csg021@cck.cov.ac.uk | }
| | _|_ |___ | \ / _/ o \##

4891. MORE why wont zmodem work w/.zoo & .lzh?

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 15:29:32 UTC
From: paulb@hyphen.com
Message-ID: <1992May11.152932.11103@hyphen.com>
Source record: 222392

I've had problems sending .zoo or .lzh archives with zmodem: the
completed file on the dest machine winds up being 100 bytes or so...
Other files aren't affected. Has anyone else experienced this?
I did see previous messages on 'zmodem won't send .ARC or .ZOO' but they
were expired.
-paulb

4892. For Sale, 1040ST system

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 15:54:23 UTC
From: marlut@auto-trol.com
Message-ID: <1992May11.155423.15812@auto-trol.com>
Source record: 222369
Cross-posted to: comp.sys.atari.st,misc.forsale.computers,co.general

```
For Sale: Atari 1040ST computer system
* 1040ST computer
2.5 megabyte ram (Z-Ram expansion board and software)
double-sided 3.5" floppy drive built in
atari mouse, 2 joysticks
* Supra Drive 40 megabyte hard disk
quantum drive, built-in clock, all the software
* Atari Color monitor
* Software
Mark Williams C compiler, assembler, shell, CSD debugger
Assempro 68000 assembler, debugger
ST-Writer word processor
Kermit, ST-Talk tele-com programs
ST language disk (Basic, etc.)
Public domain stuff-- llamatron, picture viewers, etc.
* All necessary cables, user manuals

Excellent condition-- never had a problem with any component.
Original packing materials. Hard disk and monitor 2-years old.
Original cost of this system: roughly $1900.

Asking $1000 or best offer.

I Also have a 2400-baud modem, and a panasonic 1090i printer which
I might sell or throw in with the package (each cost about $200 new).

Mark Lutz
Denver, Colorado
e-mail: marlut@auto-trol.com
work phone: (303) 252-2479
home phone: (303) 465-6145
```

4893. Re: Games wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 16:17:19 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992May11.161719.21036@sun.pcl.ac.uk>
Source record: 222381

In article <1992May8.181627.16701@acsu.buffalo.edu> v5914ane@ubvmsb.cc.buffalo.edu (Steven I Gyurindak) writes:
>I am looking for anyone intrested in trading games for the st.
^^^^^^^^^^^^^
>I just got the computer and I have nothing to run on it!!
>I would love to get some cool demos or sounds programs.

Oh yeah?
I wouldn't make such a public request if I was you ...

Edd Deegan
vatec@uk.ac.pcl.sun

--
/ | / \ \ _-~~~~~ / \ |
if (| ______(~~~) (two_descs)) ============= ( ) . |Edd Deegan
\ . |________/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun

4894. Re: Games wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 16:57:21 UTC
From: d9fors@dtek.chalmers.se
Message-ID: <11524@chalmers.se>
Source record: 222363

In article <1992May8.214741.3436@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>Why don't you BUY some games then? It's not very wise to
>'trade' games since it ruins the market (and it's illegal
>too, but I don't care much about that since the copyright-
>laws in Sweden allows you to copy programs from friends ;-).

That is only correct if your friend bought his program and your copy is
a plain copy and not a cracked one.

>
>---
>Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
>Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
>814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
>SWEDEN Voice : +46 (0)26 72905 or 72901

/Patrick

--
Patrick Forsberg | EMAIL: d9fors@dtek.chalmers.se |
aka Mit,aka Ringo | d9fors@cd.chalmers.se |

4895. Newbie wants help w/520ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 17:14:45 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1992May11.171445.6952@cbfsb.cb.att.com>
Source record: 222365

Hi;

I just acquired an Atari 520ST that I think is early vintage.
It is serial number A1 1021760. I can't find a version number for
TOS, but I'd bet it's 1.0.

I have a mess o' questions about this machine, and I am posting
them because, after examining almost 700 articles in comp.sys.atari.st
and another 100+ in comp.sys.atari.st.tech, I don't see a FAQ posting
or any other info for newbies. (FAQ = Frequently Asked Questions).

0. Can anybody point me to a FAQ file or other informational files
either at ftp sites or on Compuserve, so that I can find the answers
to my questions on my own?

failing that:

1. Can I add another 512K of ram by piggy-backing chips on the existing
chips (with the chip selects bent out, etc.)? I don't see any other
way to add memory to this except to throw out the mother board, which
doesn't seem cost effective.

2. Can I replace the 360K drive with a 720K drive and use it with
the TOS I have now? It has a selection in the format program to
do double sided, so it seems possible at first blush.

3. How easy is it to add a second floppy? I don't want to buy another
overpriced drive in a little grey plastic box, if I can just daisy
chain a second drive off of the first one at the 34 pin cable.

4. How can I get software from ftp sites into this thing? The VT52
emulator doesn't seem to have file transfer capability, so how can
I bootstrap up the capability to download files? Is there a PD/Shareware
program that will allow IBM clones to write ST floppies? I can easily
get stuff into my IBM clone.

Thanks in advance, please email responses to me, and if I get requests
to, I'll mail summaries of the useful responses to those inquiring.
(Or post the summary if I get enough requests).

Bill Dudley
mail to: dud@homxb.att.com -or- 71631.737@compuserve.com

4896. Re: Framemaker on Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 18:12:58 UTC
From: daryl@piano.adept.ih.att.com
Message-ID: <DARYL.92May11121258@piano.adept.ih.att.com>
Source record: 222388

Hi,

i know there is a Framemaker-Version for the Mac, did anyone yet try it out `
with Spectre? How much RAM would I need for that?

Konstantin

Frame Maker has always been 99.9% reliable on Spectre (for me.....)
This includes version 2.x and 3.x

The .1% was a Frame bug in 3.0 that also occurred on a real MAC SE and II/cx.

You better have 3-4MB to comfortably run it. You can shrink the partition size for
frame to 1.5MB (at least a 2.5 MB machine?) but don't try to edit anything very large.
It comes configured for a 2MB partition.

4897. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 18:50:55 UTC
From: simonk@castle.ed.ac.uk
Message-ID: <21281@castle.ed.ac.uk>
Source record: 222370

warwick@cs.uq.oz.au (Warwick Allison) writes:

>mjl-b@minster.york.ac.uk writes:

>>pete@introl.introl.com (Pete Ikusz) writes:
>>>mjl-b@minster.york.ac.uk writes:

>Guffaw! X is big and slow because it is SO POWERFUL. That is a well known
>Software Engineering trade-off. Power (ie. flexibility, applicability)
>comes from providing Everything in Generic ways. Just as GEM is 10 times
>faster than X on similar hardware (TT vs. Sun 3/50). Similarly, Windows 3
>on a 16MHz 386 is a DOG, especially when you don't have RAM to burn. But
>the point is, these days, you CAN have RAM to burn. I'm moving up to 4Meg
>this weekend, but that's nothing compared to workstations - 20Meg is not
>uncommon at all.

The idea of a GUI is *NOT* shere power. That is for Mathematica and
such things.
The idea of a GUI is to provide a use interface which people find
acceptable. This is something X fails to do. It may be powerful but it
would run far better if it where coded better.
If you want my idea of a good GUI try the RiscOS 3 WIMP on and A310
(outdated (by arch standards) and floppy-only machine). It still runs
like a dream and its just as adaptable as X-windows (if not more).

PS I've used X on a SPARC 2 through an X-terminal and I hate it.
Its not just slow its ugly and unusable.

>Warwick
>ps. X is the GUI of choice for Silicon Graphics machines.

You only choose something like that when there are no other options.

> _-_|\ warwick@cs.uq.oz.au / eastings genistas /
> / * <-- Computer Science Department, / giantess seatings /
> _.-._/ University of Queensland, / teasings tsiganes /
> v Brisbane, Australia. / -------- -------- /

4898. Re: Games wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 19:10:30 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May11.191030.21848@newshost.lanl.gov>
Source record: 222374

In article 11524@chalmers.se, d9fors@dtek.chalmers.se (Patrick Forsberg) writes:
>In article <1992May8.214741.3436@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>>Why don't you BUY some games then? It's not very wise to
>>'trade' games since it ruins the market (and it's illegal
>>too, but I don't care much about that since the copyright-
>>laws in Sweden allows you to copy programs from friends ;-).
>
>That is only correct if your friend bought his program and your copy is
>a plain copy and not a cracked one.
>

Are you folks SERIOUS??? Is it really LEGAL in Sweden to STEAL software?
Sorry if that offends anyone, but outright THEFT is what it is no matter how
you want to try to justify the act.

And people wonder why fewer and fewer developers write for the Atari?
(granted, this "who-cares" attitude affects _all_ makes but Atari can least
afford it. As an Atari dev, I know _I_ can't afford it!)

grumble, grumble......

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4899. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 19:22:28 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <3987@daily-planet.concordia.ca>
Source record: 222375

In article <7854@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
| You also need to set TEMP (or TMP) to a temporary storage directory.
| Preferably a RAMdisk, since an access is made for eg, every 'x' delete
| operation! That's the price you pay for file safety (use a recoverable
| RAMdisk) - much safer than that 'auto-save' trash. With a RAMdisk,
| Elvis is VERY fast.

Have you had a problem with Elvis's shell escape? Whenever I do a few shell
escapes in a row or almost, I get kicked out of Elvis and return to the shell.
|
|
|
| Warwick.
| --
| _-_|\ warwick@cs.uq.oz.au / eastings genistas /
| / * <-- Computer Science Department, / giantess seatings /
| _.-._/ University of Queensland, / teasings tsiganes /
| v Brisbane, Australia. / -------- -------- /

--
Agostino Deligia
agostino@concour.cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

4900. Re: Sversion()

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 20:06:46 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.nSoVQE4VqBk@discworld.oche.sub.org>
Source record: 222342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May09.032352.22084@DIALix.oz.au>, Steve Quartly writes:
>
>Hi,
>
>I am trying to use Sversion() to get the TOS number from rom.
>
>I have TOS 1.4 in my 1040 ST however I get a result returned from the function:
>
>highbyte = $15
>lowbyte = $00
>

Sversion() returns the GEMDOS version number, *not* the TOS version number.

cu
Michael
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

4901. Re: Mercury and Gulam Help.

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 20:28:54 UTC
From: wr@bara.oche.de
Message-ID: <H.mSXeVDPg3d6@bara.oche.de>
Source record: 222330

In <1992May08.153747.7806@DIALix.oz.au>,
Steve Quartly (steveq@DIALix.oz.au) wrote:

> Im setting up Mercury & Gulam to act as a node on Internet and automatically
> pull my mail off the system.
>
> I think I have set it up correctly, its hard to know as I dont have many
> people here in Perth to help me!
>
> However when I type login from Gulam and mercury executes Login.prg
> I type in my username, then my password and then it flicks on the screen
> VERY quickly File not found, and then goes back to the login: prompt!!
>
> WHY?
>
> WHICH FILE WASNT FOUND??

No idea. Forget about Mercury, get Hermes (current version is 1.03).
You don't have to use that login.prg, just set the env vars LOGNAME and
FULLNAME to your login and real name (login name as found in the passwd
file) and Hermes will do all the rest for you.
E.g., I have set LOGNAME to "wr" and FULLNAME to "Wolfram Roesler",
see this msg's header for the results...
--
Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
(E-Mail) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

4902. Re: Blitter etc

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 20:59:01 UTC
From: chan@pyramid.unr.edu
Message-ID: <3704@equinox.unr.edu>
Source record: 222341

In article <7800@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>I would like to turn off the blitter and cache, and set the speed to 8MHZ,
>from the auto folder, on my Mega4Ste. This would allow me to boot into
>ATSpeed directly. Is there any program that can do it? i can do it from the
>control panel, but that's a pain! (I use Superboot to determine my boot
>configuration). Source in C or mod2 would be ok. Thanks.

I am pretty sure that the MegaSTE boots up with 8MHZ...
As for the blitter... sorry... I use an accessory (NEODESK).
As for the memory cache, I use a program that can be found on atari.archive.
It's under atari/ste. I just forgot what it's called but try reading the
Index.

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

>
>--

> _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
> / B <--+ Department of Computer Science :fx:+61 7 365 1999
> _.-._/ | University of Queensland, St.Lucia
> v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

4903. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 21:01:39 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992May11.210139.13777@mnemosyne.cs.du.edu>
Source record: 222379

BobR,

That's great that you got a SuperVGA card for $79 as you said, but,
while 1024x768 may be high rez, 256 colors doesn't make it high rez COLOR.
High Rez color is 24-32bit color nowadays. WIth the march of
technology, now 8bit and possiby 16bit color are becoming "low-end."

Pattie Rayl (Atari Interface)

4904. Music Studio for Atari ST around? In B/W systems?

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 21:12:11 UTC
From: ia4@cunixa.cc.columbia.edu
Message-ID: <1992May11.211211.11312@cunixf.cc.columbia.edu>
Source record: 222382
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.synth,rec.music.makers

Newsgroups: comp.sys.atari.st,comp.music,rec.music.synth,rec.music.makers

Hello. I have a problem. Before I got my Atari Mega 4 mono system I used to work on a friend's Atari wth color and Music Studio program.

Made some songs on that and never got around to buying the program when I got my Mega 4 because the program did not work incolor. Then my friend also moved away after selling his Atari.

Now I have various .sng songs that I would like saved as MIDI files that I can use on the Mac Any suggestion?

Is Music Studio still a product in the market? DId they ever have a B/W compatible version?

Help !

Imran

4905. Atari UK's address

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 21:36:42 UTC
From: ssw9@aber.ac.uk
Message-ID: <1992May11.213642.28576@aber.ac.uk>
Source record: 222383

Silly question time - does anyone have the address for Atari UK (I know I ought to have it, but I don't!).

Also, while I'm at it, thanks to all those people who helped with my query on HBL interrupts. There are too many of you to mention, but I'm sure you know who you are. Thanks again.

Simon.

+-- EMAIL : ssw9@uk.ac.aber || ssw9%aber@ukacrl || ...!mcsun!ukc!aber!ssw9 --+
Simon Ward |RushTheCureFieldsOfTheNephilimNewModelArmySlayer |
Department of Physics |AnthraxMetallicABauhausJoyDivisionAnnihilatorGBH |
UCW Aberystwyth |MegaCity4PrimusRedHotChiliPeppers....anddon'tforget|
Aberystwyth, Dyfed, |theATARI!! (PhysicistandSTOwner,soNER!) |
WALES, SY23 3BZ |What are these disclaimer things anyway??? |
+-- This is yet another .sig virus ... copy me into your .sig or else! :-) --+

4906. Re: Whats the difference?

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 22:29:32 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3821@cod.NOSC.MIL>
Source record: 222384

In article <1992May10.140027.7350@fwi.uva.nl> kort@fwi.uva.nl (Jan Kort (I89)) writes:
>The atari price for a 1 meg simm for the 1040ste is fl 349 (that's
>about 100 pounds) and the normal price for a 1 meg simm is fl 100.
>So the atari simms are 3.5 times as expensive as "ordinary simms"...
>Are the atari simms the same as ordinary simms ? I mean 3.5 times
>as expensive is a bit much even for atari.
>
>Jan Kort
>email: kort@fwi.uva.nl

I have 1 meg simms in my ST I bought from the Chip Merchant in San Diego
for $39 each (I think they're down to $36 now). I think they are 90 usec
but for an ST anything under 120 (?) or 150 (?) is ok.

Mike Healy

healy@cod.nosc.mil

4907. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-11 23:07:41 UTC
From: ken@isgtec.com
Message-ID: <2548@isgtec.isgtec.com>
Source record: 222335

In article <60658@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:

> Well, thanks Ken. I'm really glad that a few hundred bucks and a
> Super-VGA monitor are no problem for YOU.

Phew, chill out, Jonathan. If you read my article again, you will realize
a) you wouldn't have to buy a super-vga monitor if you didn't
want the high-rez
b) if they remove some of the highly-specialized hardware and add
high-res colour, the net price would not change much at all.

> I'm not sure if you've been paying attention, but Atari's been working
> very hard to strengthen it's one remaining toe-hold on the US market
> which is computer music.

Tsk, tsk. More cheap shots. A little decaf, guy :-). Oh, and I have
been paying attention. I am well aware of the MIDI niche market.

> Audio jacks, a DSP processor and 16 bit audio in the next
> generation machine indicate that Atari is putting their money where
> their mouth is.

In general, this is a nice sentiment, but IMHO Atari's niche market
in music is the *MIDI* market. The DSP and 16-bit audio is a quite
different market, that of direct-to-disk recording and soundtrack effects
work, which I think is a tiny portion of the Atari music market (if someone
has some useful data to prove me wrong, I'd be very interested). I'm
getting tired of everybody drooling over DSP's for music when they
don't even know what they're good for (not you in particular Jonathan,
speaking in general).

> I was not aware that they were pursuing the video
> market. Besides, I'm sure that the DSP section would be very useful in
> video processing.

This is pretty funny, from someone who's been paying such close attention
to the Atari market. Ever heard of DTP? That's like Calamus SL, Pagestream.
Ever heard of CAD? That's like DynaCADD. Ever heard of X servers and Motif,
which requires a large screen? No, I guess you haven't. Oh, you're
"sure that the DSP section would be very useful in video processing"?
Really, Explain how the DSP will help in getting high-res colour video,
you said you were sure.

> Atari has some choices to make. If they want to have a state of the art
> audio computer at a reasonable price, they had to leave some things out.

An audio computer? See my comments above about MIDI vs. digitized samples. I think Atari could improve their "audio" by reworking the interrupt structure of the ST so that mouse/keyboard interrupts don't interfere with MIDI. This would make it unnecessary for sequencer authors to rewrite all the damn interrupt code in the OS to make MIDI work. This would result in more and better MIDI software.

> You can't please all of the people all of the time, but you damn well
> better not piss off your core market.

Explain how 16-bit digitized sample capability and the DSP will affect the Atari core market, really, I'd like to know. You seem to know all about it.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

4908. Re: Looking for Network filesystem via MIDI/RS232

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 00:30:25 UTC
From: sam_s@NeXT.com
Message-ID: <3821@rosie.NeXT.COM>
Source record: 222391

Robert B. Pegram writes:
> Frank Moehle writes
> > Now i am willing to connect these two computers, so the "small" one can
> > use the Harddisk resources of his "big" brother.

> Get Mx2net or midinet off of atari.archive.umich.edu. Both do exactly
> what you want. I however would like to not trash my FATs when using
> both computers.

That would be nice, wouldn't it. 8^)
These TSR's effectively work as ramdisks, reading and writing sectors
over the midi ports. When one writes its cached version of the file
allocation table, you can kiss that disk goodbye, because it won't have
any idea of what the other has written to the FAT.

What you really need to do is to intercept the GEMDOS calls before they're
converted to sector read/writes. This is a LOT more work. I marketed
such a system several years ago, but stopped because there wasn't
an adequate market.

> I hear that MultiTos will do automatic file locking,
> does MiNT do that yet? If so, I'll just run these programs in the
> background somehow (they seem to be TSRs) under MiNT. Any comments on
> this scheme?

This won't help you at all. By the time the Mx2net driver receives the
call, all notion of files has gone out the window. It only knows how
to read, write, and trash sectors.

-sam

--
Opinions are not those of my employer. They're not even mine. They're
probably wrong besides. How did they get in here, anyway?

4909. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 00:31:11 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250036@hpindda.cup.hp.com>
Source record: 222316

[RE: Elvis environment variables]

I found that I had to set the TERM variable (to vt52 I think) and the TEMP variable to some directory on my hard drive (F:/tmp). I run Elvis under neodesk, so I used neodesk's "set environment" function to do this.

I think that there is a PD or Shareware program called setenv that you can get from the various archive-servers that claims to be able to set the environment from, say, the AUTO folder.

warwick@cs.uq.oz.au (Warwick Allison) writes...

>You also need to set TEMP (or TMP) to a temporary storage directory.
>Preferably a RAMdisk, since an access is made for eg, every 'x' delete
>operation! That's the price you pay for file safety (use a recoverable
>RAMdisk) - much safer than that 'auto-save' trash. With a RAMdisk,
>Elvis is VERY fast.

How big of a RAMdisk would you need to set up for this? Would it need to be as big as the largest file you want to edit, or would the temp file continue to grow, without bound, as you continued to make changes during the same Elvis session? What recoverable RAMdisk is considered "best" these days (I think I have eternal around somewhere).

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
19420 Homestead Road MS 43LT |
Cupertino, CA 95014-9974 |
goo@hpinddh.cup.hp.com |

4910. Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 01:05:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <Bo42yA.8yw@acsu.buffalo.edu>
Source record: 222387

I am looking for the following for my Atari 520ST

A double sided disk drive.
Any memory expansion board that will upgrade the memory in my sys.
Software. (reasonably priced (I do pay my own tution))
TOS upgrade board (TEK I think it is called)

If you are selling any of the following please respond to this account

4911. Re: JPEG compression

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 01:17:27 UTC
From: tgl+@cs.cmu.edu
Message-ID: <1992May12.011727.41892@cs.cmu.edu>
Source record: 222389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:
> theo@mailmak.swb.de (Theo Janssen) writes:
> > I'm looking for the Sources, that implement the so called 'JPEG' algorithm.
> > Does anyone know where i could get them, or who wrote the Software ?
>
> Try atari.archive.umich.edu.

The files at a.a.u.e seem to be the ancient and buggy version-1 release of
the Independent JPEG Group's software. You DON'T want that version.
What you DO want is version 3, which is available from the IJG's official
archive site, ftp.uu.net, file /graphics/jpeg/jpegsrc.v3.tar.Z.

If you have no FTP access, you can retrieve the source from your nearest
comp.sources.misc archive; version 3 appeared as issues 1-18 of volume 29.
(See the "How to find sources" FAQ article, which appears regularly in
news.answers, if you don't know how to retrieve comp.sources.misc postings.)

If anyone knows the a.a.u.e archive maintainer, please ask him/her to flush
v1 and install v3 instead.

v3 is faster, less buggy and more portable than v1; it has a MUCH better
color quantizer for GIF output; and it supports Targa image file format as
well as GIF and PPM. I'd really like to see all copies of v1 stamped out...
not to mention the pre-v1 beta releases that somehow got out on the net.

tom lane
organizer, Independent JPEG Group

4912. TOS Version?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 01:50:00 UTC
From: cpw8034@venus.tamu.edu
Message-ID: <11MAY199220503907@venus.tamu.edu>
Source record: 222390

Say, how do I know what version TOS I have? All I know is that it's
a white/green screen. hey... sorry, kinda new to ST's. The last Atari
I owned was a 2600 VCS! :)

4913. Caps Lock indicator for Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 02:41:56 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992May11.224156.12870@newstand.syr.edu>
Source record: 222323

After seeing the Mac PowerBook and that it has a Caps Lock
indicator as one of its extensions, I realized that this would
be nice for me to use with Spectre...You see, I use CapsLock
to switch between character sets, and it would be nice to know
which one I'm currently working with.
So, I was wondering if anybody knows of a Caps Lock indicator
for the Mac that will work with Spectre?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

4914. Superbase question(s)

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 03:48:37 UTC
From: Marc_Crompton@mindlink.bc.ca
Message-ID: <11925@mindlink.bc.ca>
Source record: 222393

HELP!
I seem to have locked up a database file on Superbase. There are close to 1200 records in the file that I'm running in a RAM Disk and I can't save or remove any records. I've tried to run it off of a floppy and I have the same problems, so I am assuming that memory is not a problem. When I try to save or remove a record, I get a "problem positioning in data file" error. I tried to remove all the data into a sequential file and import it back into a clean file but I discovered that Superbase doesn't like commas in fields when trying to do this. I am willing to change all the commas to periods to try to continue my attempt at saving my data but would like to know if there is a better way around this! Does anyone out there have experience with this kind of a problem? I would appreciate the help!!

Cheers, Marc

--
==========
| Marc Crompton |
| British Columbia Band Association |
| Marc_Crompton@mindlink.bc.ca |
==========

4915. Anyone know how to use SPECDEG?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 04:46:08 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80551.2A101E42@psycho.fidonet.org>
Source record: 222348

In a message of 10 May 92 04:19:03, Jim Howard wrote:

JH> I've downloaded misc/specdeg.lzh from atari.archive. This
JH> utility advertises itself as a Spectrum to Degas converter. When
JH> I lharc-extract it, I get SPECDEG.TTP. I've tried using this
JH> every way I can think of:
JH> SPECDEG file.spc file.pi1
JH> SPECDEG file.spc
JH> SPECDEG file.spc > file.pi1
JH> ...none of these seem to do anything. I'm invoking it from
JH> the desktop (so I'm not really typing in the SPECDEG part...),
JH> and I don't get any error messages flashing by that I can see
JH> anyway. Does anyone have the docs for this program, or know
JH> the right way to use it?? Thanx in advance!
JH>

I heard about that program. I heard it didn't do a very good job of converting anyway, which is why I wrote my own. Do you know how I might get it to you if you're interested?

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

4916. ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 05:10:08 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <80552.2A101E45@psycho.fidonet.org>
Source record: 222349

Have any of you heard of a terminal program for the ST called ANSITERM that does full 16-color ANSI/VT-102/IBM extended character graphics, and blinking text?

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

4917. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 08:13:43 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992May12.081343.6471@rdg.dec.com>
Source record: 222394

In article <21281@castle.ed.ac.uk>, simonk@castle.ed.ac.uk (Simon Kinahan)
writes:
> The idea of a GUI is to provide a use interface which people find
>acceptable. This is something X fails to do. It may be powerful but it
>would run far better if it where coded better.
> If you want my idea of a good GUI try the RiscOS 3 WIMP on and A310
>(outdated (by arch standards) and floppy-only machine). It still runs
>like a dream and its just as adaptable as X-windows (if not more).
>
>PS I've used X on a SPARC 2 through an X-terminal and I hate it.
> Its not just slow its ugly and unusable.

I rather think that you're missing one of the main points of X. It
wasn't designed to provide a GUI but rather to provide a method of
graphical interaction between a process and a user with a display, where
the two may be anywhere from being on the same machine to being two
different machines in different continents running different operating
systems.
If you want to compare GUI capabilities, then it's the Toolkit/Window
Manager packages that you ought to be comparing with the RiscOS 3 WIMP,
not X, which is something quite different.

Gwyn
--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

4918. Re: Giant TeXt

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 08:21:25 UTC
From: piet@cs.ruu.nl
Message-ID: <1992May12.082125.22566@cs.ruu.nl>
Source record: 222396

>>>>> aa384@cleveland.Freenet.Edu (Doug Wokoun) (DW) writes:

DW> I have compiled the cmr10 font for magnification 9.999 with
DW> Metafont, but I don't know how to get LaTeX to use it. I have tried
DW> the \newfont command, but it only allows the standard magnifications
DW> (up to 'cmr10 scaled\magstep5)

Use cmr10 scaled 9999
--
Piet van Oostrum <piet@cs.ruu.nl>

4919. Re: MORE why wont zmodem work w/.zoo & .lzh?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 08:30:04 UTC
From: piet@cs.ruu.nl
Message-ID: <1992May12.083004.22628@cs.ruu.nl>
Source record: 222395

```
>>>>> paulb@hyphen.com (Paul Bournival) (PB) writes:

PB> I've had problems sending .zoo or .lzh archives with zmodem: the
PB> completed file on the dest machine winds up being 100 bytes or so...
PB> Other files aren't affected. Has anyone else experienced this?
PB> I did see previous messages on 'zmodem won't send .ARC or .ZOO' but they
PB> were expired.
PB> -paulb

You must use binary mode, otherwise zmodem stops at the first ^Z byte. ARC
files are automatically recognized as binary by zmodem but not lzh or zoo.
I think it is time to get zmodem into the real world.
--
Piet* van Oostrum, Dept of Computer Science, Utrecht University,
Padualaan 14, P.O. Box 80.089, 3508 TB Utrecht, The Netherlands.
Telephone: +31 30 531806 Uucp: uunet!mcsun!ruuinf!piet
Telefax: +31 30 513791 Internet: piet@cs.ruu.nl (*`Pete')
```

4920. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 10:18:21 UTC
From: hansen@ikki.informatik.rwth-aachen.de
Message-ID: <hansen.705665901@ikki>
Source record: 222398

ken@isgtec.com (Ken Newman) writes:

>FOR GOD'S SAKE PUT IN 1024x768x4bit (16 colour) VIDEO!!!
>(non-interlaced or interlaced). Or better yet, 1024x768x8bit (256 colour).
>This is standard Super-VGA type video (the 4-bit version anyway) and is
>widely available on PC clones at reasonable prices. It should be a separate
>additional mode to the others which I hope will include 640x480x8bit (256
>colour), unlike the TT.

Well, I think that 1024x768x4bit is not strongly recommended. I would be pleased if it just had 800x600x8bit (256 colour). Always remember that big resolution uses up a large amount of memory! I don't want to need a whole harddisk-medium for just one picture :-)

My great wish is (and that of many others I know) that there should also be a version of the Falcon with an external Keyboard and a desktop case which is big enough for future cards, disk & harddisk drives, etc. This version may cost a few bucks more, but *I* will rather pay that money than put my Atari in a PC case *again*!!!

I also agree that the way the Falcon is going to be configured, advertised and shipped, it will bring Atari to the top again or it will go down in flames. My hope is that many computer game corporations will write game conversions from the PC and Amiga for the Falcon. As we all know, Lucasfilm Games didn't release Indy4 and Monkey Island 2 just because they would have to draw the whole graphics anew.

Atari Corp., please make it possible!!!

Hopefully,

Oliver

hansen@messua.informatik.rwth-aachen.de

Atari Corp., hear our plea

4921. Fearn & Music's FAX number

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 12:28:08 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <12MAY92.08280835@cc4.crl.aecl.ca>
Source record: 222399

Would someone please post Fearn & Music's FAX number (F&M is in Stuttgart, Germany). Thanks in advance.

4922. Re: Superbase question(s)

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 12:59:33 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <rwzjb2yh@csv.warwick.ac.uk>
Source record: 222400

In article <11925@mindlink.bc.ca> Marc_Crompton@mindlink.bc.ca (Marc Crompton) writes:
>HELP!
> I seem to have locked up a database file on Superbase. There are close to
>1200 records in the file that I'm running in a RAM Disk and I can't save or
>remove any records. I've tried to run it off of a floppy and I have the same
>problems, so I am assuming that memory is not a problem. When I try to save or
>remove a record, I get a "problem positioning in data file" error. I tried to
>remove all the data into a sequential file and import it back into a clean file
>but I discovered that Superbase doesn't like commas in fields when trying to do
>this. I am willing to change all the commas to periods to try to continue my
>attempt at saving my data but would like to know if there is a better way
>around this! Does anyone out there have experience with this kind of a
>problem? I would appreciate the help!!
>
> Cheers, Marc

It sounds like a bug in Superbase - I think I have heard of this type of thing happening before. Without knowing the file format it is difficult to do anything, apart from what you suggest. For God's sake don't change all the commas to periods by hand though - use the search and replace feature of an editor or word processor. If you use a word processor make sure you save as ASCII or equivalent.

- Leo Hendry

4923. Problems with uemacs 3.11 beta version

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 13:17:21 UTC
From: mallarin@loria.fr
Message-ID: <270@muller.loria.fr>
Source record: 222302
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello

I have a Mega STE and I would try the new version of uemacs 3.11. But, there
is a problem. In fact, It's imposible to start me.prg the first time. I must
reset my atari or start me.prg several times. Could you help me about this
problem ? Perhaps I'm not alone !!! (I give a precision : I have tried to suppress auto
programs and accessories : The problem is the same ....! So ...)

Thanks in advance ...

Didier

---------- Next time you feel perfect, try walking on water ! ---------------
---

-- E-MAIL : mallarin@loria.fr --

4924. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 13:21:32 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <fxzjbkqj@csv.warwick.ac.uk>
Source record: 222301

In article <hansen.705665901@ikki> hansen@ikki.informatik.rwth-aachen.de (Oliver Hansen) writes:
>ken@isgtec.com (Ken Newman) writes:
>
>>FOR GOD'S SAKE PUT IN 1024x768x4bit (16 colour) VIDEO!!!
>>(non-interlaced or interlaced). Or better yet, 1024x768x8bit (256 colour).
>>This is standard Super-VGA type video (the 4-bit version anyway) and is
>>widely available on PC clones at reasonable prices. It should be a separate
>>additional mode to the others which I hope will include 640x480x8bit (256
>>colour), unlike the TT.
>
>Well, I think that 1024x768x4bit is not strongly recommended. I would be
>pleased if it just had 800x600x8bit (256 colour). Always remember that big
>resolution uses up a large amount of memory! I don't want to need a whole
>harddisk-medium for just one picture :-)
>
>My great wish is (and that of many others I know) that there should also be
>a version of the Falcon with an external Keyboard and a desktop case which
>is big enough for future cards, disk & harddisk drives, etc. This version
>may cost a few bucks more, but *I* will rather pay that money than put my
>Atari in a PC case *again*!!!
>
>I also agree that the way the Falcon is going to be configured, advertised
>and shipped, it will bring Atari to the top again or it will go down in
>flames. My hope is that many computer game corporations will write game
>conversions from the PC and Amiga for the Falcon. As we all know, Lucasfilm
>Games didn't release Indy4 and Monkey Island 2 just because they would have
>to draw the whole graphics anew.
>
>Atari Corp., please make it possible!!!
>
>
>Hopefully,
>
>Oliver

If I was in charge of Atari I would organise a competition for a) The best Falcon game and b) The best Falcon serious application with a prize of 1 million dollars for each. Both pieces of software would then be given away with the machine.
The publicity from such a competition would be very good for Atari, but more importantly, the competition would produce a killer game and a killer application that would sell the machine far better than Atari ever could, a bit like the way Super Mario Bros sells Nintendo only more so (OK, so SMB is

crap, but it has been hyped up so much the public think it is good). In addition all the games and applications from the runners up would provide an excellent software base for the machine before it was even released.
Two million dollars might sound alot for Atari to spend, but they could recoup it over the first Christmas the machine was on sale, and it is nothing compared to what they have wasted (on machines like the Abaq).
If Atari want to use this idea, they are welcome to without paying me.

- Leo Hendry

4925. Re: Giant TeXt

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 13:40:15 UTC
From: vince@sci.kun.nl
Message-ID: <1992May12.134015.18049@sci.kun.nl>
Source record: 222303

In article <1992May12.082125.22566@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>>>>> aa384@cleveland.Freenet.Edu (Doug Wokoun) (DW) writes:
>
>DW> I have compiled the cmr10 font for magnification 9.999 with
>DW> Metafont, but I don't know how to get LaTeX to use it. I have tried
>DW> the \newfont command, but it only allows the standard magnifications
>DW> (up to 'cmr10 scaled\magstep5)
>
>Use cmr10 scaled 9999
>--
>Piet van Oostrum <piet@cs.ruu.nl>

Okay, I must be careful now, 'cause Piet van Oostrum is quite a TeX guru, but I think it's not a good idea to use excessive magnifications of small fonts. Different pt sizes are NOT just magnifications; METAFONT uses really different font description programs for different sizes. Magnifying should be used only if the result is (what's the word for this?) "unmagnified" afterwards, to simulate higher resolution, or as a last resort.
There is a special macro package called "SliTeX", with which much bigger fonts can be used. It's described in the LaTeX manual by Leslie Lamport. Try this first before you force TeX into making ugly pages.

Sander SToks
vince@sci.kun.nl

4926. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 13:45:29 UTC
From: vince@sci.kun.nl
Message-ID: <1992May12.134529.18206@sci.kun.nl>
Source record: 222304

In article <hansen.705665901@ikki> hansen@ikki.informatik.rwth-aachen.de (Oliver Hansen) writes:
>ken@isgtec.com (Ken Newman) writes:
>
>>FOR GOD'S SAKE PUT IN 1024x768x4bit (16 colour) VIDEO!!!
>>(non-interlaced or interlaced). Or better yet, 1024x768x8bit (256 colour).
>>This is standard Super-VGA type video (the 4-bit version anyway) and is
>>widely available on PC clones at reasonable prices. It should be a separate
>>additional mode to the others which I hope will include 640x480x8bit (256
>>colour), unlike the TT.
>
>Well, I think that 1024x768x4bit is not strongly recommended. I would be
>pleased if it just had 800x600x8bit (256 colour). Always remember that big
>resolution uses up a large amount of memory! I don't want to need a whole
>harddisk-medium for just one picture :-)

Okay, here's some figures: 1024x768x4=3145728 bits (384 K);
800x600x8=3840000 bits (468,8 K) so the latter would consume even MORE
RAM than the former!

My idea: if the Falcon would have MultiTOS, you'd want to run several
progs in separate windows. So I'd like a 1024x768 MONO res for this.

> [stuff deleted]
>Oliver
>hansen@messua.informatik.rwth-aachen.de
>
>Atari Corp., hear our plea

Yeah!

Sander SToks
vince@sci.kun.nl

4927. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 14:40:39 UTC
From: vombruch@quando.quantum.de
Message-ID: <1992May12.144039.6491@quando.quantum.de>
Source record: 222309

In article <hansen.705665901@ikki> hansen@ikki.informatik.rwth-aachen.de (Oliver Hansen) [Hi! Oliver] writes:

>ken@isgtec.com (Ken Newman) writes:
>
>>FOR GOD'S SAKE PUT IN 1024x768x4bit (16 colour) VIDEO!!!
>>(non-interlaced or interlaced). Or better yet, 1024x768x8bit (256 colour).
>>This is standard Super-VGA type video (the 4-bit version anyway) and is
>>widely available on PC clones at reasonable prices. It should be a separate
>>additional mode to the others which I hope will include 640x480x8bit (256
>>colour), unlike the TT.
>
>Well, I think that 1024x768x4bit is not strongly recommended. I would be
>pleased if it just had 800x600x8bit (256 colour). Always remember that big
>resolution uses up a large amount of memory! I don't want to need a whole
>harddisk-medium for just one picture :-)
>
[stuff deleted]

A bit of simple arithmatic will show that a screen of 800x600x8 will use
480000 bytes, while a screen of 1024x768x4bits will "only" use 393216 bytes
(about 20% less). The 256-color picture will probably look 200% better though.

I don't think you should look a the resolution as such - in terms of a fixed
800x600 picture. When working with a GUI like GEM high resolution is essential
- the more pixels the better: On a 1024x768 desktop you'll have enough room
for a 800x600 graphics window plus icons, menubar, smaller windows...
1024x768 won't work very well on a 14" screen, I give you that much, but it'll
work just fine on a 20" screen. So for all those people out there who own a
large monitor, why shouldn't there be a 1024x768 mode?

Ciao, Stefan

--
_--_|\ Stefan vom Bruch vombruch@quantum.de
/ | ____
\.--._/ (_ / Quantum GmbH, Emil-Figge-Str.83, W-4600 Dortmund 50, Germany
_____v____) |/ /_)

4928. Populous II wanted.

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 14:46:01 UTC
From: mwtilden@math.waterloo.edu
Message-ID: <1992May12.144601.18272@math.waterloo.edu>
Source record: 222305

Hi. Anybody know of a mailorder house from which I might purchase
a copy of Populous II? My deity index needs a reboost.

Thanks in advance.

Is all.

--
Mark Tilden: _-_-_-__--__--_ /(glitch!) M.F.C.F Hardware Design Lab.
-_-___ | \ /\/ U of Waterloo. Ont. Can, N2L-3G1
|__-_-_-| \/ (519)885-1211 ext. 2454
"MY OPINIONS, YOU HEAR!? MINE! MINE! MINE! MINE! MINE! AH HAHAHAHAHAHAHAHAHA!!"

4929. Re: MORE why wont zmodem work w/.zoo & .lzh?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 15:37:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1421023404@thelake.mn.org>
Source record: 222306

[In article <1992May11.152932.11103@hyphen.com>,
paulb@hyphen.com (Paul Bournival) writes ...]

> I've had problems sending .zoo or .lzh archives with zmodem: the
> completed file on the dest machine winds up being 100 bytes or so...
> Other files aren't affected. Has anyone else experienced this?
> I did see previous messages on 'zmodem won't send .ARC or .ZOO' but they
> were expired.

Many versions of Zmodem default to text mode, in which Unix line enders
(lf) are converted to TOS/MS-DOS line enders (cr-lf pairs). If this
is your problem, any binary files would be corrupted. See the docs for
Zmodem on your mainframe, or try passing the -b argument.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4930. Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 16:07:00 UTC
From: cpw8034@zeus.tamu.edu
Message-ID: <12MAY199211072420@zeus.tamu.edu>
Source record: 222307

Well, I've tried to get my ole AtariST up and running by posting alternative OS's (Mac and IBM emulators). But the fact is that they're way tooooo expensive for the kind of performace they return. REALLY, these Atari.ST, Atari.8Bit, and Atari.Tech are the only places I've heard ANYONE talk about Atari's!!!!!!!!!!

I'm here at college and we ~had~ an Atari group but have now vanished. There are tons of IBM and Mac groups with one devoted group of AMIGA users. Check this out: Our Kroger's here in this small town has enough Amiga's and Toaster Video stuff to rival the ones in big cities like Houston. The AtariST dealer here even started to carry Amiga stuff!!!!!

What's going on here? Well, I think I'm going to just chuck my ST and do the Amiga or IBM 'thang'. (no macs PLEASE! :) I'm sick of hearing "hacks" to up the memory capacities of ST's and needing to get some mongo super ST in order to get some of the now STANDARD options on other computers.

It seems that Macs dominate Desk Top Publishing...
IBM's dominate CAD and technical analysis...
Amiga's dominate Desk Top Video and Animation... games too?
And if not the Amiga in games then you have the 16-bit game engines...

SO WHERE IS THE ATARI'S ~~~ANYTHING~~~ ??????????????????

I'm feed up and if you think so, or not, tell me what you think.
{ Otherwise, my ST's OUTTA HERE!!! }

Alan Wen
Texas A&M University
Atari S-orry T-rash Almost-EX User

4931. GDOS font? Any medium res. out there?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 16:12:42 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <4myvx+f@rpi.edu>
Source record: 222308

Hi there!

I was wondering if there are any medium resolution GDOS fonts that are availible someplace (atari.archive.umich.edu?). I have just got the GDOS program, but I have never been able to ever see what it does and how it looks. I'm goig to be using this with OPUS (spreadsheet). Anyone use that in medium res. and use fonts? Could you give me a few pointers to help get me going? I've read the "All you need to know about GDOS..." and ready to try using this program.

Thank you.

___ ___
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

4932. Re: Giant TeXt

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 16:31:57 UTC
From: piet@cs.ruu.nl
Message-ID: <1992May12.163157.5002@cs.ruu.nl>
Source record: 222310

>>>>> vince@sci.kun.nl (V.G.J.M. Stoks) (VS) writes:

VS> In article <1992May12.082125.22566@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum)
writes:
>>>>>> aa384@cleveland.Freenet.Edu (Doug Wokoun) (DW) writes:
>
>DW> I have compiled the cmr10 font for magnification 9.999 with
>DW> Metafont, but I don't know how to get LaTeX to use it. I have tried
>DW> the \newfont command, but it only allows the standard magnifications
>DW> (up to 'cmr10 scaled\magstep5)
>
>Use cmr10 scaled 9999
>--
>Piet van Oostrum <piet@cs.ruu.nl>

VS> Okay, I must be careful now, 'cause Piet van Oostrum is quite a TeX
VS> guru, but I think it's not a good idea to use excessive magnifications
VS> of small fonts. Different pt sizes are NOT just magnifications;
VS> METAFONT uses really different font description programs for different
VS> sizes. Magnifying should be used only if the result is (what's the
VS> word for this?) "unmagnified" afterwards, to simulate higher
VS> resolution, or as a last resort.
VS> There is a special macro package called "SliTeX", with which much
VS> bigger fonts can be used. It's described in the LaTeX manual by Leslie
VS> Lamport. Try this first before you force TeX into making ugly pages.

1. He was asking how to use cmr10 scaled 9.999

2. Basically you are right that magnified fonts are not the ideal solution.

3. SliTeX does not use cmr, only sans serif fonts.

4. SliTeX uses exactly the magnified method for its fonts, not the properly
designed ones. this is OK for SliTeX I think because these characters
are not printed but projected, which is a kind of "unmagnification"
anyway (because of the distance).

5. There are no standard definitions of cmr for this size (not by Knuth
anyway), you might be able to use John Sauter's parameter generation
metafont files, but I don't know if these work properly at 99.99 pt.

6. The standard font definitions of LaTex use magnified fonts a lot.

Regards,
--
Piet van Oostrum <piet@cs.ruu.nl>

4933. Re: Music Studio for Atari ST around? In B/W systems?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 17:06:09 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May12.170609.18556@news2.cis.umn.edu>
Source record: 222311
Cross-posted to: comp.sys.atari.st,comp.music,rec.music.synth,rec.music.makers

In article <1992May11.211211.11312@cunixf.cc.columbia.edu>, ia4@cunixa.cc.columbia.edu (Imran Anwar) writes:
>Now I have various .sng songs that I would like saved as MIDI files that
>I can use on the Mac Any suggestion?
>
>Is Music Studio still a product in the market? DId they ever have a B/W
>compatible version?
>
>Help !

You might want to check MIDI Music Maker (whatever the latest version happens to be, 2.0 is the latest I've seen at the atari.archive.umich.edu FTP site.) The program will import Music Studio files and others. Here is a brief section of the 2.0 documentation.

1.2 The following thirteen basic file types can be played by Midi Music Maker:
1. Music Studio, Music Studio 88 Atari ST
2. Music Construction Set Atari ST
3. EZ-Track (single track) Atari ST
4. Standard Midi Files (format 0, format 1) all computers
5. Sid Player Music including stereo Commodore 64/128
6. Master Composer Commodore 64/128
7. Advanced Music System (I and II) 8 bit Atari
8. Antic Music Processor 8 bit Atari
9. Midi Music System 8 bit Atari
10. Orchestra-85/90 Color Computer
11. Lyra 1 and 2 Color Computer
12. Adlib IBM PC
13. Cakewalk IBM PC

1.3 Midi Music Maker can also create Standard Midi File format 0 and format 1 files from any of file types listed in 1.2, even from the SMF files themselves. The files created will include the settings that you have control over with this program.

1.4 The basic requirements include an Atari ST or STe with 1 meg of memory, a midi synthesizer, and some music files. Midi Music Maker runs only in medium and high resolution. The music will play through the ST speaker but a synthesizer with full midi capability is needed for best results. Some songs may use up to 16 channels simultaneously or may put up to 8 notes on a single channel. A synthesizer capable of handling the larger number of notes and channels is required for these songs.

```
------------------------

The program is ShareWare. Hope this is of help to you.

-- David Paschall-Zimbel davidli@simvax.labmed.umn.edu
```

4934. Timeworks DTP print problem...HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 17:17:50 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992May12.131750.1@vaxr.sscl.uwo.ca>
Source record: 222313

HELP!!! When I try to print out my nice new document the boxes are printed very nicely....but the text is not in them!!! They look very pretty, but empty! It seems as though it may be some form of GDOS problem, I wouldn't know! Another bizaree thing, when the print status box comes up the text below it shows through, well some of it does anyway...weird! Anybody experienced a similar problem, please post or reply to address below...thanks in advance for any help!

T.T.F.N.
JR.

+--------------------------------+ +-------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+-------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-----------------------------------+ +--------------------------------+

4935. Need specs for Standard MIDI files (0 and/or 1)

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 17:19:24 UTC
From: pinelr@aix.rpi.edu
Message-ID: <tpyvbdg@rpi.edu>
Source record: 222312
Cross-posted to: comp.sys.atari.st,rec.synth

Hi. This is a request for all MIDI programmers out there. I need
file format specs for standard MIDI files, 0 or 1, whichever is easiest.
I am going to be working on an independent study artificial intelligence
composition program and I need to have the computers "compositions"
played through my keyboard. I am using an Atari Mega ST 2 along with
a Roland D-10. Atari users, if you know the C bios or xbios code to
do this, please send it to me!!!! Responses via email please!!
Thanks!

--
||| | Rob Pinelli |" " -Marcel Marceau | /|
/ | \ | pinelr@rpi.edu |"Would kids be like veal?" -Calvin & Hobbes | \'o.O'
Atari ST| 420 North Hall | DISCLAIMER: Ha! RPI couldn't even *pay* | =(___)=
Mega 2 | Troy, NY 12180 | me to advocate their pernicious agenda! | U

4936. Re: Public plea to Atari was Re: Falcon sp

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 17:35:31 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May12.173531.4038@newshost.lanl.gov>
Source record: 222315

Let's be very realistic here folks. Wouldn't most of us be _thrilled_ just to have an Atari with equivelent VGA graphics (640x480) with 8-bit, 256 simultaneous colors? That's the minimum color graphics standard in use today by both PC's and Mac's and would surely make Atari conversions of a lot of software out there both possible and feasible for developers. And Super VGA is an easy step up from that.

Let's hope that VGA graphics are the minimal standard in the Falcon out-of-the-box and that 16, 24, 32-bit color options are made available via an add in card of some sort. Of course, the expected old-style 1040 type case will restrict if not eliminate such graphics cards. Then again, if the thread that says this Falcon 030 is the el-cheapo forerunner to an 040 serious use machine, maybe it will all work out. I for one would like to see any Falcon in a new case with some expansion options even if it would add another $100 or so to the end-user price.

Guess we'll just have to wait and see, right?

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4937. Re: Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 17:52:48 UTC
From: steve@thelake.mn.org
Message-ID: <A1721243820@thelake.mn.org>
Source record: 222319

[In article <12MAY199211072420@zeus.tamu.edu>,
cpw8034@zeus.tamu.edu (CHI PIN WEN) writes ...]

{ a bunch of stuff ... go back and read the original if you care. }

I've read the posting three or four times, and I can't figure out the complaint. What do you want to do with your computer? I can't tell.

The only message that comes through has something to do with ``domination.'' The concern is misplaced. Computers are tools. They are not participants in a mud-wrestling contest. Is PageStream, Calamus or Didot going to break because they discover that the Mac ``dominates'' desktop publishing? Is DynaCADD or GFA Draft Plus going to refuse to run because the PC is more popular*? For most major applications, excellent software is available for the ST at prices that tend to be significantly lower than similar applications on other platforms.

If you are having trouble finding ST software in your town, then you should subscribe to any of the six or so ST magazines that carry advertising for mail-order supply houses. You may find, however, that the majority of your software needs can be fulfilled by the free software at atari.archive.umich.edu and on GEnie.

If you have a specialized need, you may find that another computer is a better solution. For desktop video, the Amiga/Toaster combination is the right way to go. If that is the case, then you should sell your ST and get different hardware.

--
*The popularity of the PC is a measure of gullibility, not of utility.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4938. gcc21b02.za[a-d] !????!

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 18:37:24 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <ODDJOB.92May12143721@oz.oz.plymouth.edu>
Source record: 222321

I didn't feel like d/l'ing a 1.4 meg file (gcc21b02.zoo) so I found it split into 4 parts in atari/gnustuff/tos/gcc21 (or something like that) at a.a. and got those..
Now, WHAT DO I DO WITH THESE THINGS !!!!
I now have 4 files (rather large ones in fact) with extensions of .zaa, .zab, .zac, .zad. How do I put them back into a single archive ? Is this some "special" format ? (I tried cat'ting them & didn't have any luck.....)

Help.......

(& yes, I DID set the mode to binary when I ftp'ed them & d/l'ed them to my ST & NO, there isn't a file there expalining what to do with these files..)

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4939. atari.arcihve - BART problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 18:53:38 UTC
From: brode@icpsr.umich.edu
Message-ID: <1992May12.185338.14662@terminator.cc.umich.edu>
Source record: 222318

BART has been broken for the last few days.

At 3:27am on May 7th, BART started crashing with every successful order.
I'm a bit puzzled since I haven't mad any changes to BART since March 6th.
I haven't determined what changed to make BART crash. I'm going to look it
over with the a.a sys-admin this evening. Stay tuned for further news.

Jon Brode -- jon@atari.archive.umich.edu brode@icpsr.umich.edu
His Loftiness, the Supreme Allied Commander of the Umich Atari Posse

4940. Re: MORE why wont zmodem work w/.zoo & .lzh?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 18:56:00 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992May12.185600.19719@netfs.dnd.ca>
Source record: 222320

In article <A1421023404@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>[In article <1992May11.152932.11103@hyphen.com>,
> paulb@hyphen.com (Paul Bournival) writes ...]
>
> > I've had problems sending .zoo or .lzh archives with zmodem: the
> > completed file on the dest machine winds up being 100 bytes or so...
> > Other files aren't affected. Has anyone else experienced this?
> > I did see previous messages on 'zmodem won't send .ARC or .ZOO' but they
> > were expired.
>
>Many versions of Zmodem default to text mode, in which Unix line enders
>(lf) are converted to TOS/MS-DOS line enders (cr-lf pairs). If this
>is your problem, any binary files would be corrupted. See the docs for
>Zmodem on your mainframe, or try passing the -b argument.

Another possibility is that you don't have a full 8-bit data path (ex.
the system is using parity or otherwise stripping off the 8th bit).
Turn ZModem logging on for the host (usually "rz -vvv" will do) and see
if you get CRC errors or timeouts reported in your "rzlog" file (stored
in /tmp on Unix versions of rz).

Eric

4941. Re: gcc21b02.za[a-d] !????!

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 19:33:48 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992May12.193348.10991@oz.plymouth.edu>
Source record: 222324

In article <ODDJOB.92May12143721@oz.oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

[oops]

My mistake..... apparently I had a corrupted file in there..... I
tried it again on the machine I ftp'ed the stuff to and it seems to be
ok... somehow an extra 200K of something got into the first file
Id/l'ed and messed everything up.....

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

4942. Free software (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 20:01:50 UTC
From: sourada@iastate.edu
Message-ID: <sourada.705700910@vincent1.iastate.edu>
Source record: 222322

In <A1721243820@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

>If you are having trouble finding ST software in your town, then you
>should subscribe to any of the six or so ST magazines that carry
>advertising for mail-order supply houses. You may find, however, that the
>majority of your software needs can be fulfilled by the free software at
>atari.archive.umich.edu and on GEnie.

I don't know if it's just my biased perception, but it does seem that
the ST's have wonderful free software support as compared to other platforms.
If that perception is true, I'm sure it's probably a result of the fact
that the ST is a less 'commercial' platform. Since it's not as easy to make
money in the ST world, and since the Mac and PC markets are already saturated
by the 'big guys', it seems there is a much higher quality of free software.

Any thoughts?

> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu

4943. Re: Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 20:19:46 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60675@aurs01.UUCP>
Source record: 222325

In article <12MAY199211072420@zeus.tamu.edu> cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:

[Long, dull rant omitted]

>I'm feed up and if you think so, or not, tell me what you think.
>{ Otherwise, my ST's OUTTA HERE!!! }
>
>Alan Wen
>Texas A&M University
>Atari S-orry T-rash Almost-EX User

Uh, gee Alan, I'd really hate to see you go...

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

4944. Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 21:32:54 UTC
From: deej@cds8613.Cadence.COM
Message-ID: <1992May12.213254.4789@Cadence.COM>
Source record: 222331

Hello again. *This* time, I may not have quite as easy a question to answer (all previous ones have been answered in record time - kudos, folks!). What I'd like to do is to find some way to transfer info contained on a floppy that was created by a Sun Sparc to my Atari ST (hi-density drive on an upgraded 520ST). Is there any easy way to do this? I was thinking *maybe* I could just write to the Sparc using tar, then read off the floppy and untar the result - somehow - but I don't yet have Atari-tar, so haven't tried it. Has anyone successfully transferred info from one system to another in this way?
I'd also like to be able to go the other way - Atari to Sparc, so if you have any good suggestions there...

--
~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
If I've told you once, I've told you a million times - DON'T EXAGGERATE!

4945. Any Atari spokespeople?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 21:33:50 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992May12.213350.27935@chinet.chi.il.us>
Source record: 222339

It would be nice if someone in a position to make official statements from Atari put up a statement now and again. Maybe something about the schedule for already-announced products (for that matter, even a list of available products and officially announced products. Is Multi-TOS officially announced?). Maybe some stuff on compatibility of software with various set-ups. I'd envision this as a periodic update, based on having followed the newsgroup and having followed internal Atari stuff. Maybe once a month. Flames cheerfully ignored; followups could be directed to alt.swedish.chef, and the posting account could have incoming mail disabled, if nobody is thick-skinned enough. If nothing else, it would cut down on rumors.

Steve

4946. UniTerm scripting

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 21:53:43 UTC
From: azog@thoth.rent.com
Message-ID: <1992May12.215343.16528@thoth.rent.com>
Source record: 222273

I finally got the docs for Uniterm, so I could use the scripting language that seems to be built in, but when I started trying to use a script, nothing much happens. I have alt-1 dial my machine (thoth), and have the macro set as thoth.mac, which resides in the same directory as the Uniterm executable. But the macro never really kicks off. All it does, real fast, at the bottom of the screen, say something to the effect of 'executing thoth.mac' and ends. This is my script, minus my password :-)

```
%WAIT (20000)
%SEND (13)
%GET ("login: ")
%SEND ("azog")
%SEND (13)
%GET ("password:")
%SEND ("")
%SEND (13)
```

According to this, and the docs, this would wait 10 (?) seconds, send a return, wait for te login, send my username, and a return, etc... BUt it doesnt work... Anyone any ideas? btw: its v 20e

Thanx

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

4947. Jpeg

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 21:54:31 UTC
From: cassiel@ucscb.UCSC.EDU
Message-ID: <35191@darkstar.ucsc.edu>
Source record: 222326

Okay. There are GIF viewers left and right, and there is a JPEG to GIF converter floating around (version 1 at a.a.) Why are there no JPEG Viewers?? Or, why has noone updated an existing GIF viewer to include JPEG??

-DEvans

No way No how No sig

4948. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 22:05:22 UTC
From: hullw@essex.ac.uk
Message-ID: <HULLW.92May12230522@solb1.essex.ac.uk>
Source record: 222329

In article <1992Apr29.231309.19070@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
> In article <1992Apr27.081945.17504@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:

[stuff deleted]

> I completely agree, Atari UK must be the worst Atari subsiduary on
> the Planet. I met one of the UK Atari guys at the recent 16 bit computer
> show in London (he was the one who was *trying* to show off the Atari UNIX),
> and was he arrogant or just an arrogant bas**rd. The only reason why I stick
> with Atari is because there are some decent people in the company in other
> parts of the world who appear to want the company to succeed.
>
> Herb

I remember the guy... (he didn't know the difference between Sys V and BSD !)

I asked him for some info on the TT, Unix and using the VME bus (compatability issues), gave him my email address and he said that he would find out the info and mail it to me, apparently some people at Atari UK have indivdual accounts on CIX these days. Neadless to say I'm still waiting for the infomation... you can draw your own conclusions as to wether Atari UK want to support a complex thingy like Unix given to them from head office.

-- John.

--
_ ___ _ ' _ _
Computer Science Department, ') / ( ) ') / // //
University of Essex, UK. / / / __/_ /--/ , , // // _ , ,
ICBM: 00 58 00 E / 51 52 40 N (_(_/ . / / . _/ (_(_/_(/_(/_(/_(_/_
(_/ /
-- 'Be happy or die' they cried, half meaning it. -- hullw@essex.ac.uk ---'

4949. Re: Free software (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 22:08:00 UTC
From: cpw8034@zeus.tamu.edu
Message-ID: <12MAY199217084968@zeus.tamu.edu>
Source record: 222327

>I don't know if it's just my biased perception, but it does seem that
>the ST's have wonderful free software support as compared to other platforms.
>If that perception is true, I'm sure it's probably a result of the fact
>that the ST is a less 'commercial' platform. Since it's not as easy to make
>money in the ST world, and since the Mac and PC markets are already saturated
>by the 'big guys', it seems there is a much higher quality of free software.
>
>Any thoughts?
>
>> Steve Yelvington Marine on St. Croix, Minnesota, USA
>> steve@thelake.mn.org umn-cs!thelake!steve
>
> Later,
> Steven Ourada

Well, I believe the contrary... because the bigger platforms have more users
we have a higher potential that more of them will write software freely
distributable. Just log on to your FTP sites and you'll see mountains full
of IBM and Mac stuff...

Alan

4950. Re: Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-12 22:14:00 UTC
From: cpw8034@zeus.tamu.edu
Message-ID: <12MAY199217145534@zeus.tamu.edu>
Source record: 222328

>>Alan Wen
>>Texas A&M University
>>Atari S-orry T-rash Almost-EX User
>
>Uh, gee Alan, I'd really hate to see you go...
>**********
>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>Alcatel Network Systems Delphi: JBWHIT
>Raleigh, NC GEnie: J.WHITCOMB3

Well Jonathan, considering that there are what about 50 AtariST users left in the free world, both you and I make up a fairly hefty percentage of users...

I'd use my ST as a doorstop but I'm pretty sure it's incompatible or won't run most of the standard doors today anyway...

4951. MEGA ST2 and other things for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 00:26:51 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992May13.002651.15506@ucsu.Colorado.EDU>
Source record: 222333

!!! FOR SALE !!!!

Atari Mega 2 ST with the following:

2 meg ram

TOS 1.4

1.44 meg internal 3.5" floppy

DS/DD 3.5" external floppy w/software to format 840K disks

Multisync monitor switch for any multisync monitor <-> ST

Battery backed clock/calendar

Also available separately or included with above:

USR HST Robotics 9600 modem------ $200

ICD AdSCSI Micro host adaptor (internal HD host for Mega)

120 meg Imprimis SCSI 3.5" hard drive 1/3 height

(mounts internally in Mega ST)

20 meg Seagate SCSI 3.5" 1/2 height hard drive (17 meg good)

Roughly 550 disks of games, utilities, desktop publishing, PD,

commercial, CADD, etc. software and manuals !!!

(list available if interested)

3-120 disk capacity cases and 1-260 disk rolltop case

I am getting out of the Atari ST computer world to pursue other

hobbies. This is an excellent system and is totally functional

(guaranteed !!). If interested, please call (812)866-4681 and

leave a message on the answering machine if I am not available.

If I sell part of my system, I may not be able to call any boards,

so please don't leave Email as I may not be able to respond.

I will consider any and all reasonable offers. The more

you want, the better the buy as I would like to sell this as

a package, but I can break it up if preferred.

Thanks !!

Randy Warner

'Pooky'

4952. PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 00:28:24 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May13.002824.6461@wam.umd.edu>
Source record: 222332

In article <A1721243820@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>*The popularity of the PC is a measure of gullibility, not of utility.

You almost seem to be guilty of the same name-calling the original poster engaged in. What's so bad about PC's? Two main things: 1) brain-damaged memory managment 2) Intel chips are annoying to program.

Most popular applications now support EMS and/or XMS, so #1 doesn't really affect users. Since there are BIOS calls to get EMS/XMS memory, it doesn't have to affect programmers (much) either. #2 certainly only affects programmers, and many have learned to live with it.

Point? Unless you're a hobbyist programmer, PC's are really just fine. I like my ST a lot, but it's nice to be able to unzoo and compile at 14 MIPS instead of watching the dots creep across the screen or waiting patiently for GCC to compile a 100 line module, and to know that whenever the next whiz-bang graphics standard comes out I can just pop in a new card.

The applications are often better too; borland's debugger is simply incredible! In general, it seems that PC applications are more "highly evolved" than their ST counterparts (though there are some notable exceptions; no flames on that please). And no wonder; PC applications have about 80 times the user base. (read: 80 times the free beta testing) And PC companies can actually afford things like toll-free tech support, doing real upgrades, etc.

Just look at Apogee. They're a shareware games company, for God's sake, and they have a toll free order line and take credit cards!

There's also the compatibility issue. To take just one example: on the ST, every compiler manufacturer has its own link format (virtually). This makes writing libraries that can be used with all the major development environments a hideous nightmare, which is one reason there are no such libraries for the ST. In the PC world, however, the presence of behemoths like Borland and Microsoft (granted, often a BAD thing) forces compatibility: compliance with the Borland or Microsoft standard. The end result: lots of nifty libraries for doing just about anything you'd want to do, with YOUR favorite compiler.

And don't forget the open architecture vs. closed architecture sticking point; the Atari ST probably wouldn't be obsolescent right now if you could put cards in it. But since it's a closed architecture, we're doomed to have only 320x200x16 graphics and a truly pitiful sound chip in our 520's until the end of time. (Sure, you can hack on an "upgrade," but adding anything non-trivial without an open architecture

is always dodgy. My ST's been flaky as hell ever since I added that cheesy "solderless RAM upgrade." It took a local hardware guru about 10 hours to "fix" it so that it was well-behaved.) And if I see another abuse-the-cartridge-port add-on, "I think I'm gonna hurl." :-/

Lastly, PC's are enormously more cost-effective. Atari should have changed their motto to "Yesterday's hardware at today's prices" back in about 1987 when other vendors started coming out with 68020 and 80386 machines. The TT is absurdly expensive compared to the PC competition. The Falcon (if not mythical) may help Atari regain some of their lost market share, but PC's will still be US$100 per MIPS, and that's going to be really hard to beat without using all off-the-shelf components.

>*The popularity of the PC is a measure of gullibility, not of utility.

Again, I've been hacking seriously on my ST since 1985. I've had a 486 machine for about 6 months. I'm typing this on the PC -- it usually wins out nowadays because it's so much faster. If I could buy an Atari machine that would run at 14 MIPS, do 1024x768x256, write 1.4 meg floppies, do tape backups, etc. for $2000, I probably would. But I can't see that happening unless Atari has some support from organized crime :-). In any case, the *current* popularity of PC clones (in terms of new machine purchases) is ironically due to what Atari claims THEY have: "power without the price." The only gullible people are the ones who pay more money than necessary to run their applications.

Dave Baggett
dmb@wam.umd.edu

4953. Software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 00:34:28 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992May13.003428.15932@ucsu.Colorado.EDU>
Source record: 222334

```
The following software is for sale...
$9 for 1st disk, $8 for 2nd disk, $7 for 3rd-100th disk
Or $180 for the bundle...That's less than $5 a disk
All have docs.

Baseball by Gamestar Label Master
Chess by Psion UIS III
Skyfox Turbo ST
SDI Data Manager
Artic Fox
Joust
Captain Blood
Space Quest
Star Trek
Phantasie
Kings Quest III
Advanced D&D
Terrorpods
Obliterator
F-15 Strike Eagle
Forbidden Quest
Major Motion
ORGE
The Pawn
Star Raiders
Super Cycle
Temple of A.T.
Xevious
Deep Space
Chopper X
Drakhhen
Battle tech
Space Quest III
Barbarian
Chrono Quest
Hacker II
The Crimson Crown
Rings of Zilfin
Ultima III

If interested please reply here or call me at (303)-494-8079
Thanks,
Jonathan
krakover@spot.colorado.edu
```

4954. 520st,Color Mon,Disk Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 02:55:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <Bo62p0.JEu@acsu.buffalo.edu>
Source record: 222336

For Sale :

Atari 520st
Atari Color Monitor (sc1224 I think)
Atari External SS disk drive (I dont know the #)
Atari Mouse (you need this for 520)
And A couple of disks of software (not much though)

All for the Low Price of $250.

E-mail me at this account. V5914ANE@UBVMSB.cc.buffalo.edu

4955. Well said...

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 03:11:00 UTC
From: cpw8034@zeus.tamu.edu
Message-ID: <12MAY199222110589@zeus.tamu.edu>
Source record: 222338

I think Dave Baggett said it best with:

"The only gullible people are the ones who pay more money than necessary
to run their applications."

But you also should add a bit on just the sheer (sp?) fun of operating
a good operating system and expanding a machine.

All I know is that I can't stand the 320x200x16 display any more than
I can stand have to buy a new monitor just to see the mono hires screen.
The OS is sluggish and I can't get enough ram inside the thing to save
my life...

Alan

4956. Re: Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 03:14:30 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992May13.031430.14363@a.cs.okstate.edu>
Source record: 222340

Unless you like pagestream and such.

If I liked my ST (I do) I'd buy a monitor card (I have a monitor that'll do the trick) and an Accellerator.

I'm looking to spend about $3000 on a "Home brew" machine. But I'm gonna like it a lot more than I'd like a Mac ($6000? for a good FX) or a PC.

Chromax or CrazyDots will both do 1600 x 1280 in Mono (not CERTAIN about Chromax really) and their color modes allow 1024x680 or better.

And an SST (or the expensive (not mini-turbo) FAST Technologies accellerator) at 40+ MHz will get me more speed than I'll need for a year or more.

It's possible. I DO like Pagestream. The ST is "Elegant in it's simplicity" and can do a LOT with a bit of horsepower. Too bad that the cheaper Ataris havn't had it (horsepower). I hope they will soon!

jc

4957. Re: A320 Airbus by Thalion - Help with Logbook

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 04:32:11 UTC
From: reynolds@panix.com
Message-ID: <1992May13.043211.2034@panix.com>
Source record: 222252

I haven't had that problem, but I haven't used A320 intensively yet because of a couple of other problems I'm having. One minor problem is that I'm very rusty on IFR navigation (I log more F19/Falcon hours than IFR hours and the A320 the manual is worthless) so I'm busy brushing up with Flight Simulator and the Western European scenery disk. The only good thing about the A320 manual is that I'm going to follow the Lufthansa training scheme.

The major problem is that I can't tune in the radials on the NAV radios. The manual says that <Z> and </> tune NAV 1 and <ALT left> and <Amiga left> tune NAV 2. <Z> works, but none of the other keys on the keyboard do anything. Try as hard as I can, I can't find the left Amiga on my Mega ST keyboard. :) Has anyone been able to tune the NAV radios on the Atari ST version of A320?

--
Brian Reynolds
reynolds@panix.com
NAR# 54438

4958. The Atari ST is GREAT! Don't believe everything that's posted!

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 05:42:17 UTC
From: miskinis@aidev.enet.dec.com
Message-ID: <1992May13.060125.328@ryn.mro4.dec.com>
Source record: 222345

This is not an attempt at a "flame ender", but it seems that there's been a lot of random noise posted recently. To the new or inexperienced ST user, this these type of postings could be misleading.

Some people like to always have the latest/greatest/up-to-datest equipment. This is great if you have unlimited funds, but it seems the average computer hobbyist doesn't. I've had my ST for about 5 years now, and still use it as much as when I got it. I upgraded from an Atari 8-bit computer which I still have, and use for various things such as checkbook balancing, and downloading while using my ST.

Although the latest equipment platforms are MUCH more powerful, I myself don't have any reason to upgrade. To those who MUST upgrade to other platforms, best of luck. There are many applications that are not very well suited to the ST, but there are TONS that are.

John

4959. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 07:09:10 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <58958@cup.portal.com>
Source record: 222343

>That's great that you got a SuperVGA card for $79 as you said, but,
>while 1024x768 may be high rez, 256 colors doesn't make it high rez COLOR.
>High Rez color is 24-32bit color nowadays. WIth the march of
>technology, now 8bit and possiby 16bit color are becoming "low-end."

SVGA 256 color is becoming the defacto-standard...

24 bit boards ARE available, but that technology is still
prohibitively expensive for most general applications, and
certainly for Atari to include in one of their computers.

The point being, if they include anything LESS than SVGA
compatibility in their new machines, those machines will be as
obsolete as if they had GTIA and ANTIC chips in them.

If a SVGA 256 color board can be obtained "over the counter" for
the _retail_ price of $79, Atari ought to be able to include
similar capabilities for far less than that.

BobR

4960. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 07:09:13 UTC
From: klamer@mi.el.utwente.nl
Message-ID: <klamer.705740953@mi.el.utwente.nl>
Source record: 222350

In <1992May12.213254.4789@Cadence.COM> deej@cds8613.Cadence.COM (Jim Howard) writes:

>What I'd like to do is to find some way to transfer info contained on a floppy
>that was created by a Sun Sparc to my Atari ST (hi-density drive on an

Hmmm. hi-density -- i am not to sure about that one. I talk about "normal",
i.e. 720 k floppies only -- but it should go all the way with high-density
as well.

>upgraded 520ST). Is there any easy way to do this? I was thinking *maybe*
>I could just write to the Sparc using tar, then read off the floppy and untar
>the result - somehow - but I don't yet have Atari-tar, so haven't tried it.

Should work, if you have a tar on the ST which can read from the raw device
-- this is not a standard Atari trick! (Because on sector 0 is the info
what type of floppy it is, and that is part of the raw device). However,
the new gnutar might do this.
The other way around should work just as good.

>Has anyone successfully transferred info from one system to another in this
>way?
> I'd also like to be able to go the other way - Atari to Sparc, so if you have
>any good suggestions there...

Another way to go (the way i always take) is to use DOS format in the
transportation process. Format the disks dos-alike, this will make it
work on the atari end. And use pcfs to mount your floppies on the Sparc
(from sunos 4.1.1). Otherwise you can use mtools (available on good archive
sites) on the Sparc side.

Klamer
--
--
Klamer Schutte Tel: +31-53-892778 Fax: +31-53-340045
Faculty of electrical engineering -- University of Twente, The Netherlands
preferred: klamer@mi.el.utwente.nl SMTP: klamer@utelmi01.el.utwente.nl

4961. Re: Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 07:26:03 UTC
From: vince@sci.kun.nl
Message-ID: <1992May13.072603.27874@sci.kun.nl>
Source record: 222344

In article <12MAY199211072420@zeus.tamu.edu> cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:
>
>Well, I've tried to get my ole AtariST up and running by posting
>alternative OS's (Mac and IBM emulators). But the fact is that they're
>way tooooo expensive for the kind of performace they return. REALLY,
>these Atari.ST, Atari.8Bit, and Atari.Tech are the only places I've
>heard ANYONE talk about Atari's!!!!!!!!!!
>
>I'm here at college and we ~had~ an Atari group but have now vanished.
>There are tons of IBM and Mac groups with one devoted group of AMIGA
>users. Check this out: Our Kroger's here in this small town has enough
>Amiga's and Toaster Video stuff to rival the ones in big cities like
>Houston. The AtariST dealer here even started to carry Amiga stuff!!!!!
>
>What's going on here? Well, I think I'm going to just chuck my ST and
>do the Amiga or IBM 'thang'. (no macs PLEASE! :) I'm sick of hearing
>"hacks" to up the memory capacities of ST's and needing to get some
>mongo super ST in order to get some of the now STANDARD options on other
>computers.
>
>It seems that Macs dominate Desk Top Publishing...
> IBM's dominate CAD and technical analysis...
> Amiga's dominate Desk Top Video and Animation... games too?
>And if not the Amiga in games then you have the 16-bit game engines...
>
>SO WHERE IS THE ATARI'S ~~~ANYTHING~~~ ??????????????????

MIDI music. And hey, Atari is still big in DTP (at least over here in
Europe!)

>
>I'm feed up and if you think so, or not, tell me what you think.
>{ Otherwise, my ST's OUTTA HERE!!! }
>
>Alan Wen
>Texas A&M University
>Atari S-orry T-rash Almost-EX User

You're right about some things, though. Atari ST was great when it
came out but since then it hasn't improved much. STe or even Mega STe
are not that special. The TT should be cheaper to seriously threaten
other manufacturers. I personally have faith in the Falcon. If it's
really gonna be a 68030 with nice graphics and the best sound on any
system, for the price it's said to have, it could be a winner. But
Atari shouldn't wait too long or it's name will be forgotten and

covered in dust and the Falcon wouldn't be noticed.

Sander SToks
vince@sci.kun.nl

4962. Re: Giant TeXt

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 07:46:13 UTC
From: vince@sci.kun.nl
Message-ID: <1992May13.074613.28257@sci.kun.nl>
Source record: 222346

```
In article <1992May12.163157.5002@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum) writes:
>>>>>> vince@sci.kun.nl (V.G.J.M. Stoks) (VS) writes:
>
>VS> In article <1992May12.082125.22566@cs.ruu.nl> piet@cs.ruu.nl (Piet van Oostrum)
writes:
>>>>>>> aa384@cleveland.Freenet.Edu (Doug Wokoun) (DW) writes:
>>
>>DW> [original posting asking for info on big TeX fonts deleted]
>>
>>Use cmr10 scaled 9999
>>--
>>Piet van Oostrum <piet@cs.ruu.nl>
>
>VS> Okay, I must be careful now, 'cause Piet van Oostrum is quite a TeX
>VS> guru, but I think it's not a good idea to use excessive magnifications
>VS> of small fonts. Different pt sizes are NOT just magnifications;
>VS> METAFONT uses really different font description programs for different
>VS> sizes. Magnifying should be used only if the result is (what's the
>VS> word for this?) "unmagnified" afterwards, to simulate higher
>VS> resolution, or as a last resort.
>VS> There is a special macro package called "SliTeX", with which much
>VS> bigger fonts can be used. It's described in the LaTeX manual by Leslie
>VS> Lamport. Try this first before you force TeX into making ugly pages.
>
>1. He was asking how to use cmr10 scaled 9.999
>
>2. Basically you are right that magnified fonts are not the ideal solution.
>
>3. SliTeX does not use cmr, only sans serif fonts.
>
>4. SliTeX uses exactly the magnified method for its fonts, not the properly
> designed ones. this is OK for SliTeX I think because these characters
> are not printed but projected, which is a kind of "unmagnification"
> anyway (because of the distance).
>
>5. There are no standard definitions of cmr for this size (not by Knuth
> anyway), you might be able to use John Sauter's parameter generation
> metafont files, but I don't know if these work properly at 99.99 pt.
>
>6. The standard font definitions of LaTex use magnified fonts a lot.
>
>Regards,
>--
>Piet van Oostrum <piet@cs.ruu.nl>
```

See? I told you I had to be careful.
Anyway I'd like to say just one more thing about LaTeX's font defs (this is, however, no ST matter anymore... but then again, this group was flooded with TI 99/4A (or whatever) postings which were even less ST matter...). I'm aware of LaTeX's standard font defs, but I must say I sincerely don't understand WHY it was implemented in that way. It just doesn't make sense to me to have normal and magnified fonts in ONE document. Not to say it's wrong (maybe there's a good reason for it). One special thing about TeX is the fact that it uses correct fonts for different pt sizes. Why would you force it into using magnified smaller ones? I think TeX normally goes up to 25 pt or something, which is about the biggest you'd use in a normal doc. So my idea was you magnify only your _entire_ doc for some reason and use magnified fonts only if you don't have the correct ones.
And another thing: Installing TeX in your HD consumes QUITE some space, the largest part of which is taken in by the fonts. Wouldn't it save considerable space to only need 100% size fonts? Why have a 12 pt font AND a 10 pt scaled 1200?

Please note: I'm not flaming, I'm just curious. Since everything related to TeX has been subject to serious thinking, this font stuff probably has its reason. (Though I know there was (is?) some (to say the least) discussion about the font selection mechanism currently used. Didn't Frank Mittelbach write a better fsm?)

Regards,
Sander SToks
vince@sci.kun.nl

4963. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 07:56:53 UTC
From: vince@sci.kun.nl
Message-ID: <1992May13.075653.28375@sci.kun.nl>
Source record: 222347

Can Elvis cope with anything other than TERM=vt52? I'd like to use it in MW2, which offers more than vt52 (especially more lines). I tried, but it says "Unrecognized TERM type" or something. I tried everything with TERMCAPs and the like, and I get the impression Elvis just doesn't support it.

Another curious thing: In MW2 and MiNTshell (of version 9.2, Yes I know, I'll get 9.4 one of these days) when I type
%elvis myfile
nothing happens! I must type
%exit
and then I get into Elvis. When I exit Elvis, I get back to my shell!

Info please!

Sander STOks
vince@sci.kun.nl

4964. Re: Fearn & Music's FAX number

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 08:26:25 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <8677@uklirb.informatik.uni-kl.de>
Source record: 222266

In article <12MAY92.08280835@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>Would someone please post Fearn & Music's FAX number (F&M is in
>Stuttgart, Germany). Thanks in advance.

The fax number is +49 711 6493711; the phone number +49 711 602489
(from outside Germany, + stands for the number for international
connections)

THIS INFORMATION MAY BE NO MORE VALID SINCE IT IS 4 YEARS OLD!

--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

4965. Falcon seen at IFABO in Austria...

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 09:45:27 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992May13.094527.18140@email.tuwien.ac.at>
Source record: 221783

NOT! ;-)

From March 12. to 18. there is the IFABO computer-fair held in Vienna,Austria.
On the first day, Atari showed some ST Books, TTs with Unix, Lynx's, and of
course the Multi-TOS... But they didn't have any Falcons! They had brought
a huge TV and 2 big speakers though, which seemed very suspicious! When I
asked someone from Atari Germany, he told me they wanted to show the
new Multi-TOS, and they would most probably show some Falcons at the Atari
fair in Duesseldorf (there they will be officially presented).

I still don't believe they brought 2 big speakers and a huge TV screen
just to show Multi-TOS! What'd they want the speakers for?!?

Maybe they'll show it on the last day of the fair, who knows...

BTW, the IFABO is the biggest computer fair in Austria, with some 57000 m^2
and over 700 companies... Atari had something like a 20x20m area there!

Marinos Yannikos
yannikos@vmars.tuwien.ac.at

4966. Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 09:46:46 UTC
From: davidb@muppet.bt.co.uk
Message-ID: <1992May13.094646.340@muppet.bt.co.uk>
Source record: 222254

Hi chaps/chappettes,

I have a Sun sparc at work and an Atari at home (lucky ol' me).

I have no trouble writing files from the Atari on to a DOS
formatted floppy at home. I can take this to work and read
those files on to the Sun.

I can also write to this same disk on the Sun. The problem
arises on the atari when I try to read files written from the
Sun on to the disk. The files are corrupted. Not garbage, but
seriously screwed up. Looks to me like block size, but I may
be wrong. I feel sure one of you guys can sort it immediately,
or point me at a FAQ with the answer.

Thank you v. much for any assistance you may be able to throw
my way.

David Baboulene (davidb@muppet.bt.co.uk)

British Telecom Research Labs. o o
Suffolk, >
England. .

-=-

Love is grand. Divorce is twenty grand.

4967. Re: death of MiNT?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 10:38:33 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May13.103833.10782@aber.ac.uk>
Source record: 222253

In article <HULLW.92May12230522@solb1.essex.ac.uk> hullw@essex.ac.uk (Hulley W J) writes:
>
>In article <1992Apr29.231309.19070@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>> In article <1992Apr27.081945.17504@cs.hw.ac.uk> neil@cs.hw.ac.uk (Neil Forsyth) writes:
>
>[stuff deleted]
>
>> I completely agree, Atari UK must be the worst Atari subsiduary on
>> the Planet. I met one of the UK Atari guys at the recent 16 bit computer
>> show in London (he was the one who was *trying* to show off the Atari UNIX),
>> and was he arrogant or just an arrogant bas**rd. The only reason why I stick
>> with Atari is because there are some decent people in the company in other
>> parts of the world who appear to want the company to succeed.
>>
>> Herb
>
> I remember the guy... (he didn't know the difference between Sys V
>and BSD !)
>
> I asked him for some info on the TT, Unix and using the VME bus
>(compatability issues), gave him my email address and he said that he
>would find out the info and mail it to me, apparently some people at
>Atari UK have indivdual accounts on CIX these days. Neadless to say
>I'm still waiting for the infomation... you can draw your own
>conclusions as to wether Atari UK want to support a complex thingy
>like Unix given to them from head office.
>
> -- John.
>
>
>
>
>--
> _ ___ _ , _ _
> Computer Science Department, ') / ( ) ') / // //
> University of Essex, UK. / / / __/_ /--/ , , // // _ , ,
> ICBM: 00 58 00 E / 51 52 40 N (_(_/ . / / . _/ (_(_/_(/_(/_(/_(_/_
> (_/ /
> -- 'Be happy or die' they cried, half meaning it. -- hullw@essex.ac.uk ---'

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk

Biological Sciences phone: +44 970 622353
Univesity College of Wales

4968. Re: Superbase question(s)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 10:56:33 UTC
From: jvt@its.bt.co.uk
Message-ID: <1992May13.105633.12560@its.bt.co.uk>
Source record: 222262

In article <rwzjb2yh@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>In article <11925@mindlink.bc.ca> Marc_Crompton@mindlink.bc.ca (Marc Crompton) writes:
>>HELP!
>> I seem to have locked up a database file on Superbase. There are close to
>>1200 records in the file that I'm running in a RAM Disk and I can't save or
>> [deleted]
>
>It sounds like a bug in Superbase - I think I have heard of this type of thing
>happening before. Without knowing the file format it is difficult to do

Yes I've had the problem but its eratic and rare to bite. Its unlikely to be
related to RAM size or Disk space although that may cause other problems.
The worst I've had to do is export the data and import to a new db.
but....

>anything, apart from what you suggest. For God's sake don't change all the
>commas to periods by hand though - use the search and replace feature of an
>editor or word processor. If you use a word processor make sure you save as
>ASCII or equivalent.

NO! Thats painful. Just get into the menu and set the separator to some
other character you don't use in your data like ; or : or + etc.
You could even use " if you turn the quoting off. Sorry I cant be more
specific but my copy's at home an I can't remember which menu its in.

--
John Trickey <jvt@its.bt.co.uk>
Voice: +44 21 524 8200 Fax: +44 21 553 6120
(Home) <john@its.bt.co.uk> || <john@g4rev.ampr.org> || G4REV @ GB7SUT
+44 21 308 8892

4969. Re: HELP WITH ARC Shell V2.0

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 11:08:54 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992May13.110854.11172@rhrk.uni-kl.de>
Source record: 222255

mcmarv@gn.apc.org writes:
> I have an ARCing/DE ARCing program called ARC Shell V2.0
> If I'm not mistaken, this is either PD or Shareware.

It is shareware, that's right !

> I don't have a manual and don't have a clue as to where to start
> or what to do. I have never tried to DE ARC or ARC anything before,
> but have a whole lotta downloaded ARCED files on my hard drive
> which I cannot get up and running.

Well as the name of this program says, it is only a shell. You also need
a program 'ARC.TTp' to decrunch the .ARC files. The shell makes it just
a bit easier to use arc.ttp.
If you can't get it, tell me and I can send it via e-mail (uuencoded).
arc.ttp is also shareware.

cu Gunter

e-mail: peter@rhrk.uni-kl.de

4970. Re: A320 Airbus by Thalion - Help with Logbook

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 11:21:13 UTC
From: peter@rhrk.uni-kl.de
Message-ID: <1992May13.112113.16922@rhrk.uni-kl.de>
Source record: 222256

lezo@syma.sussex.ac.uk (Lez Oxley) writes:

>I've run into a bug with A320 when doing 'Duty' flights - it
>occasionally 'says' that it can not write to my logbook but then
>promptly proceeds to screw the logbook up with junk (eg. 328 missions
>flown !) and then freeze the computer necessitating a reboot.

>Any one know the E-Mail of Thalion in Germany?

Good question !! But Thalion has no internet access (and of course no
E-mail adress) The (old-fashioned) adress is :
Thalion Software
Koenigstr. 16
W-4830 Guetersloh
Germany

If you should have any problems with your letters (perhaps you get no response
or what ever), you can send me a mail and I will forward it to Thalion.
I worked for that company two years ago (Seven gates..., some parts of
Dragonflight) and I should be able to get response to any question.
cu Gunter Bitz
E-mail: peter@rhrk.uni-kl.de

4971. Re: Maxon Application Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 11:32:24 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992May13.113224.19941@urz.unibas.ch>
Source record: 222251

```
In article <1992May11.011946.19907@noose.ecn.purdue.edu>,
yegerleh@magellan.ecn.purdue.edu (James D Yegerlehner) writes:
> Someone mentioned in passing a program called the Application
> Construction Set for use with Turbo and Pure C. Could someone
> in Germany post some details about this? I've got Turbo C,
> and would love to get a good CASE tool.

Hi there,

I don't know that much about it, but I can sure say it's good.
I read a few things in an article of the 'ST-Computer' (a german mag)
and with the use of especially C it is supposed to be great (also
with Pascal, if I remember correctly).
Creating diaolog-boxes, Mac-Buttons, windows, etc., yeah I guess
I'll have to get I myself (as soon as I got deeper into C ...)

--
Alexander <minidis@urz.unibas.ch>
---------------------------------------------------------------
-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --
---------------------------------------------------------------
```

4972. Atari and organized crime

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 11:47:39 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1992May13.114739.13167@syma.sussex.ac.uk>
Source record: 222258

From article <1992May13.002824.6461@wam.umd.edu>, by dmb@wam.umd.edu (David M. Baggett):
> If I could buy an Atari
> machine that would run at 14 MIPS, do 1024x768x256, write 1.4 meg
> floppies, do tape backups, etc. for $2000, I probably would. But I
> can't see that happening unless Atari has some support from organized
> crime :-).

I always though Atari *was* organized crime. It is after all run by the
Tramiel 'family'.

:-) <<-- (Libel lawyers please note!)

Graham

4973. FRANKFURT anyone ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 11:52:22 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <1992May13.115222.26605@klaava.Helsinki.FI>
Source record: 222260

Hello,

I'm looking for a contact with students in the FRANKFURT am MAIN
area, since coming over to study next fall... also names/addresses
of local newsgroups would be appreciated !!!

sorry to bother and thanks !!!

.

--
email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
(will find me where ever...) # ...and a missile in your ass !"
fax: 358-0-424015 #
voice: 358-0-5091656 (a.maschine) # - a surviving "pro Flite" freak

4974. Re: Any Atari spokespeople?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 11:54:13 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1992May13.115413.13585@syma.sussex.ac.uk>
Source record: 222257

From article <1992May12.213350.27935@chinet.chi.il.us>, by saj@chinet.chi.il.us (Stephen Jacobs):
> It would be nice if someone in a position to make official statements from
> Atari put up a statement now and again. Maybe something about the schedule
> for already-announced products (for that matter, even a list of available
> products and officially announced products. Is Multi-TOS officially
> announced?).

I haven't seen any contributions from Atari folk here for some time, whether official or not. What's happening? Is everyone busy? Has everyone left/been sacked? Are they all under contract to write only on GEnie? Or what?

I suspect a dark conspiracy. Either that, or they're all too busy playing Nintendo games.

Graham

4975. Re: Mercury and Gulam Help.

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 12:02:52 UTC
From: geoffc@zebedee.UUCP
Message-ID: <7423584@zebedee.UUCP>
Source record: 222218

In article <1992May08.153747.7806@DIALix.oz.au> steveq@DIALix.oz.au
(Steve Quartly) writes:
> Im setting up Mercury & Gulam to act as a node on Internet and automatically
> pull my mail off the system.
>
> I think I have set it up correctly, its hard to know as I dont have many
> people here in Perth to help me!
>
> However when I type login from Gulam and mercury executes Login.prg
> I type in my username, then my password and then it flicks on the screen
> VERY quickly File not found, and then goes back to the login: prompt!!
>
> WHY?
>
At a guess, was the SHELL variable setup properly so that login.prg was
able to pexec the new shell ?

> WHICH FILE WASNT FOUND??
>
> It found config.sys, and it wrote current.usr, but wont go any farther!
Actually, if the current.usr has been written correctly then this is all
you need to read/send mail & news - mercury reads this file to determine
who you are so if it contains the correct entries then you're OK.
>
> Any help would be very much appreciated.
>
> Thanks
>
>
> <><><>

4976. Re: HELP WITH ARC Shell V2.0

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 12:24:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May13.122430.4760@kosmos.wcc.govt.nz>
Source record: 222337

In article <1706400001@gn.apc.org>, mcmarv@gn.apc.org writes:
> I have an ARCing/DE ARCing program called ARC Shell V2.0
> If I'm not mistaken, this is either PD or Shareware.
> I don't have a manual and don't have a clue as to where to start
> or what to do. I have never tried to DE ARC or ARC anything before,
> but have a whole lotta downloaded ARCED files on my hard drive
> which I cannot get up and running.
>
MARVIN..

You need the Arcshell version 3.1 and the 2 TTP's, one called
ARC 6.02 and ARC 512d/e from memory, there are some old archives that can't
be unpacked with ARC 6.02...

These should all be on A.A...

4977. ST Format, Third Coast, GFA, Falcon etc.

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 13:15:52 UTC
From: strgh@warwick.ac.uk
Message-ID: <001jbwy1@csv.warwick.ac.uk>
Source record: 222259

The June 1992 `ST Format' has just appeared on the shelves. As promised,
it gives away GFA Basic 3.5, GFA Assembler, GFA Raytrace and various
other software. It also includes the option for subscribers to receive
the `free gift' of 2 extra copies rather than a choice of software I don't
want, so I might even subscribe to it.

As a belated follow-up to the Third Coast thread from a while back,
a reader's complaint about Third Coast (page 123) evokes the response:
`Third Coast have finally gone out of business. If you
have a claim against them, call the liquidators, Grant
Thornton on 061 834 5414. Call soon because many people
are understood to have claims against Third Coast.'
Also we read (page 124):
`Turbosoft have disappeared without trace.'
and (page 22):
`Distributors of the Xtra RAM upgrade board, Frontier
Software, have gone out of business.'

Now, the Good News.
I am delighted to see GFA Basic on the cover disk. I'm unlikely to use
it myself (preferring APL68000 & Lattice C), but it should increase the
number of (almost-)serious programmers on the ST. This would encourage Atari
to divulge information freely (or at least cheaply) rather than charge a
large amount for a grotty `Developer's kit' with a non-disclosure agreement
so that unless you buy it you can only guess at how grotty it really is.
If Atari don't encourage enthusiastic but impoverished potential `Falcon'
users, they're finished.

All IMHO, of course.

-- Ewart Shaw
--
J.E.H.Shaw, Department of Statistics, | JANET: strgh@uk.ac.warwick.csv
University of Warwick, | BITNET: strgh%uk.ac.warwick.csv@UKACRL
Coventry CV4 7AL, U.K. | PHONE: +44 203 523069
$$\times\times\qquad\top\gamma\alpha\omega\exists\qquad{\odot\odot\atop\smile}$$

4978. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 13:24:25 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992May13.132425.6261@bas-a.bcc.ac.uk>
Source record: 222271

In article <hansen.705665901@ikki> hansen@ikki.informatik.rwth-aachen.de (Oliver Hansen) writes:
>ken@isgtec.com (Ken Newman) writes:
>
>>FOR GOD'S SAKE PUT IN 1024x768x4bit (16 colour) VIDEO!!!
>>(non-interlaced or interlaced). Or better yet, 1024x768x8bit (256 colour).
>>This is standard Super-VGA type video (the 4-bit version anyway) and is
>>widely available on PC clones at reasonable prices. It should be a separate
>>additional mode to the others which I hope will include 640x480x8bit (256
>>colour), unlike the TT.
>
>Well, I think that 1024x768x4bit is not strongly recommended. I would be
>pleased if it just had 800x600x8bit (256 colour). Always remember that big
>resolution uses up a large amount of memory! I don't want to need a whole
>harddisk-medium for just one picture :-)

It would be nice if the palette was expanded to a full 24-bit palette too! I think a 1024x1024x8bit display mode should accounted for, even if it is only when the machin has more memory than standard, as this is the standard display on all the low-end colour workstations these days.. Don't ask for a display which is normal today as it will definitly be outdated by the time the machihine arrives.

>
>My great wish is (and that of many others I know) that there should also be
>a version of the Falcon with an external Keyboard and a desktop case which
>is big enough for future cards, disk & harddisk drives, etc. This version
>may cost a few bucks more, but *I* will rather pay that money than put my
>Atari in a PC case *again*!!!

I agree.. if Atari put it in an all-in-one case they might as well forget the serious market.. and the home market won't be too hot either!

>
>I also agree that the way the Falcon is going to be configured, advertised
>and shipped, it will bring Atari to the top again or it will go down in
>flames. My hope is that many computer game corporations will write game
>conversions from the PC and Amiga for the Falcon. As we all know, Lucasfilm
>Games didn't release Indy4 and Monkey Island 2 just because they would have
>to draw the whole graphics anew.

This was probably because of the low standard of the ST's colour display.. after all 16 colours on a 300x200 display is positively crude by today's standards.. and that with a palette of only 512 colours, positively archane!

>
>Atari Corp., please make it possible!!!
>
>
>Hopefully,
>
>Oliver
>
>
>hansen@messua.informatik.rwth-aachen.de
>
>Atari Corp., hear our plea

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

4979. M.A.S.T. Show

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 13:42:10 UTC
From: baaa02@mixcom.com
Message-ID: <1992May13.134210.25223@mixcom.com>
Source record: 222272

Announcing the Milwaukee Area ST Users' Group 2nd Annual Show

This is the list of vendors who will be at the Milwaukee
Show, Sunday, June 14th:

ABC Solutions AIM Magazine
Apple Annie Cal-Co Software
Clear Thinking Codehead Software
Compu-Seller West CSA Ltd.
D.A. Brumleve Electronic Spinster
Gadgets By Small ICD
ISD Mars Merchandising
Maxwell CPU Megatype Software
Micro Creations Micro Magic
MissionWare Software MS Designs
Paper Express Paul's Software
Soft-Logik SK Ware
Schultz Software Toad Computers
WizWorks!

The show is being held at Bowlero Red Carpet Lanes, 11737 W
Burleigh Street, Milwaukee, WI
Doors open at 10:00 AM....Ticket cost is 3.00 Dollars
For more information please leave e-mail to Rlaudenbach on
Delphi. Or call the hot line at (414)463-9662 or MAST bbs at
(414)463-9662
You can also mail any questions to; MAST, P.O. Box 25679,
Milwaukee, Wi 53225
We have reserved a block of rooms at Budgetel Motel, 5442 N Lovers
Lane Road, Milwaukee, Wi. Cost per room is 46.95 and you do have
to mention MAST to get one of the rooms.
Please call (414)-463-9662 to make reservations (national number
will not get you into our block of rooms).

4980. gulaam

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 14:03:26 UTC
From: grellier@petri
Message-ID: <1992May13.140326.19038@babbage.imag.fr>
Source record: 222263

I've got the very first version of this wonderful shell,
and I wanna know what is the latest one (number and date)
and where I can find it

Thanks

4981. Re: Free software (was Re: Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 14:05:25 UTC
From: malay@sae.com
Message-ID: <1992May13.140525.29822@sae.com>
Source record: 222264

In article 12MAY199217084968@zeus.tamu.edu, cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:
>
>>I don't know if it's just my biased perception, but it does seem that
>>the ST's have wonderful free software support as compared to other platforms.
>>If that perception is true, I'm sure it's probably a result of the fact
>>that the ST is a less 'commercial' platform. Since it's not as easy to make
>>money in the ST world, and since the Mac and PC markets are already saturated
>>by the 'big guys', it seems there is a much higher quality of free software.
>>
>>Any thoughts?
>>
>>> Steve Yelvington Marine on St. Croix, Minnesota, USA
>>> steve@thelake.mn.org umn-cs!thelake!steve
>>
>> Later,
>> Steven Ourada
>
>Well, I believe the contrary... because the bigger platforms have more users
>we have a higher potential that more of them will write software freely
>distributable. Just log on to your FTP sites and you'll see mountains full
>of IBM and Mac stuff...
>
>Alan

Yea Right. I do log on and download Mac stuff all the time - most of it is either very old or just plain trash. I have yet to see the caliber of freeware/shareware that the ST libraries contain anywhere else! You've made your point and said you were going to leave so why not live up to your statements.

Bob Malay

4982. TurboAss??

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 14:24:59 UTC
From: vspicer@ccu.umanitoba.ca
Message-ID: <1992May13.142459.7639@ccu.umanitoba.ca>
Source record: 222268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hello world. in my quest for a 68030 assembler, i've been informed that TurboAss is a nice shareware package. where can i find it? could some kind soul mail it in pieces to me, or direct me to an FTP site?

thanks in advance
vic spicer

4983. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 14:25:11 UTC
From: woocm@essex.ac.uk
Message-ID: <3478@sersun1.essex.ac.uk>
Source record: 222270

>What I'd like to do is to find some way to transfer info contained on a floppy
>that was created by a Sun Sparc to my Atari ST (hi-density drive...etc..

Some time ago i posted the same query and was told about the package
called MTOOLS, it was posted to comp.sources.misc, or alt.sources and allows
a sparc floppy drive to be configured for a number of different machines,
notably PC drives. I have used it as 720K low-density drive for some time and
have never had any problems, as long as the disk was formatted correctly and
no directories were used.

As far as 1.44MB HD disks go, i've never tried it but i'm sure that it
is included within the distribution. I'll see if i can find it on one of the
comp.sources archives and post a site and full path so that anyone who wants it
can find it.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

4984. Re: Problems with uemacs 3.11 beta version

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 14:31:29 UTC
From: Bjarne Pohlers <ZX0013@DMSWWU1A.BITNET>
Message-ID: <92134.143129ZX0013@DMSWWU1A.BITNET>
Source record: 222165

In article <270@muller.loria.fr>, mallarin@loria.fr (Mallarino Didier) says:
>I have a Mega STE and I would try the new version of uemacs 3.11. But, there
>is a problem. In fact, It's imposible to start me.prg the first time. I must
>reset my atari or start me.prg several times. Could you help me about this
>problem ? Perhaps I'm not alone !!! (I give a precision : I have tried to
>suppress auto programs and accessories : The problem is the same ....! So ...)

I do not know whether you write about my port of MicroEMACS 3.11, but as
you talk about a beta-version I suppose it is.
As it is a beta-version, please report bbugs and problems directly to me, not
to the group; I do not always have the time to read all articles and so I
might miss something.
There will be a new version (beta4) of MicroEMACS 3.11a available at the end
of this week. If in this version the problem described by Mallarino Didier is
still present, please tell me.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!
By the way: My eMail address has changed from <srb110@math.uni-muenster.de>
to <pohlerb@math.uni-muenster.de>, but the old address will still work for
a while.

4985. Re: Free software (was Re: Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 14:37:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May13.143741.27755@newshost.lanl.gov>
Source record: 222267

In article 12MAY199217084968@zeus.tamu.edu, cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:

>>I don't know if it's just my biased perception, but it does seem that
>>the ST's have wonderful free software support as compared to other platforms.

>Well, I believe the contrary... because the bigger platforms have more users
>we have a higher potential that more of them will write software freely
>distributable. Just log on to your FTP sites and you'll see mountains full
>of IBM and Mac stuff...

I guess it all depends on where you look. If I'm not mistaken (and I'm sure someone will correct me if I'm wrong), the Atari ST library area on GEnie is the largest compared to the others (IBM, MAC, AMIGA). Even if it is _not_ as large, the proportion of pd/freeware/shareware available compared to the relatively miniscule installed user base has got to be greatly in the Atari user's favor.

Bottom line is that there appears to be no shortage of pd s/w for the ST! And since I have made forays into the "other" communities (Mac and PC) I can confirm that there _is_ a perceived difference in the users, too. I don't know why, but Atari users just seem to be more helpful, more dedicated, and just more FUN than my perception of the average PC/Mac user. Maybe it's just me, but that's how it seems.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

4986. floppies:SPARC to atari

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 14:57:00 UTC
From: v125rcyx@ubvmsd.cc.buffalo.edu
Message-ID: <Bo704n.9p6@acsu.buffalo.edu>
Source record: 222261

I have just transferred several files this way(from SPARC to Atari).
You have to use mtools on the SPARC.The command mcopy (unix-file) (A:/atari-file) worked fine for me.It even worked with disks formatted on the ST.
Disks formatted in dos should work without a problem too.Use the command fdformat -dl on the SPARC to format the disk in dos.Hope this helps.

-Dave

4987. Re: The Atari ST is GREAT! Don't believe everything that's pos

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 15:11:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <58969@cup.portal.com>
Source record: 222269

Well said. IMHO: The world according to Rick. Way back during the 8-bit days we had a lot of weenies in our midst. Unfortunately we didn't recconize them because when they talked about the superiority of the 800 vs [Apple, C64,etc] we agreed with them. We should have known something was wrong when the ST cam out & they immediately trashed 8-bit users. I hope Atari DOESN'T come out with a new computer for another year so these guys will get a clone & leave us alone. I constantly ask people just what they do with their '486 & the answer is usually look & nudie GIF's & play games. Smart buy! Clones are an excellent choice for this use, but you could get by with a slower clock speed.

4988. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 15:26:40 UTC
From: steve@thelake.mn.org
Message-ID: <A1398020269@thelake.mn.org>
Source record: 222276

[In article <1992May13.002824.6461@wam.umd.edu>,
dmb@wam.umd.edu (David M. Baggett) writes ...]

> In article <A1721243820@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>>*The popularity of the PC is a measure of gullibility, not of utility.
>
> You almost seem to be guilty of the same name-calling the original
> poster engaged in. What's so bad about PC's? Two main things: 1)
> brain-damaged memory managment 2) Intel chips are annoying to program.

Actually, Dave, I wasn't thinking about any issues related to programming.

I was thinking about the people I work with who have bought PCs in the last couple of years. I'm a newspaper editor, not a professional programmer, and my co-workers don't start out with an interest in what goes on inside the machine. They may have been using computers for decades, but they're still technological neophytes.

Most of them just want to be able to write, occasionally communicate with the text-editing system at work, and play a few games. I can't think of a contemporary personal computer that wouldn't be satisfactory for those purposes, so utility doesn't explain their purchasing patterns. A Mac, and Amiga, or an ST would do the job.

They're all convinced that a usable computer is going to cost them $1500 to $2500, and they're all afraid of making a mistake and wasting a big chunk of money that ought to go in the kids' college fund. So they get a PC-clone for ``compatibility'' reasons. IBM used to feed of the FUD factor (Fear, Uncertainty, Doubt). Now it's driving the whole PC-clone industry.

Pretty soon these folks are going back to the computer store -- 640K wasn't enough memory. So they get entangled in this bizarre mondo-quazmoid PC memory scheme. Believe me, it DOES affect end-users, because these folks are constantly telling me about their latest adventure with Windows 3 and QEMM, yet another trip to the computer store, and a weekend of playing detective to figure out why utility A says they have X amount of memory and utility B says they have Y amount of memory.

Then they start trying to actually get applications installed under Windows, and blow two or three nights off reading manuals and tinkering with software only to find that it locks up the computer on six out of eight attempts.

So the next thing I hear, they're upgrading to another version of Windows, replacing the hard drive with a bigger one because they got suckered into buying a word processor that chews up a couple of megabytes of space, giving away last week's videogames because they won't run on the new

setup, and so forth.

They didn't just get a computer. They got another mouth to feed.

I doesn't have to be that complicated! It doesn't have to be that expensive!

> Lastly, PC's are enormously more cost-effective. Atari should have
> changed their motto to "Yesterday's hardware at today's prices" back in
> about 1987 when other vendors started coming out with 68020 and 80386
> machines. The TT is absurdly expensive compared to the PC
> competition. The Falcon (if not mythical) may help Atari regain some
> of their lost market share, but PC's will still be US$100 per MIPS, and
> that's going to be really hard to beat without using all off-the-shelf
> components.

I agree 100% with your points about the TT prices vs. '386 PC prices. But that hardware isn't necessary for the people I work with, and the entry price is only one part of the trip.

> ... The only gullible people are the
> ones who pay more money than necessary to run their applications.

Which brings up the issue of software prices. I'm not overly familiar with commercial software prices (most of my stuff is freeware), but what I see for the ST tends to be a lot cheaper than similar PC software. And if you look for bargains, you can get some real eye-openers (such as Harlekin for the price of an $8 magazine).

Most people ARE gullible. They don't know very much about computers, they don't know where to get free software, and they think the store at the local shopping mall is more reliable than a mail-order house they've never heard of. They believe what salespeople tell them. So they wind up with hardware that isn't suited to them, software that's overpriced, and a lot of needless frustration.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

4989. Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 15:34:42 UTC
From: 86669629s@csghsg5a.bitnet
Message-ID: <1992May13.153443.66@csghsg5a.bitnet>
Source record: 222265

Hi all

Does anybody know what happened to the long promised FSM-GDOS? I read an interview with Alwin Stumpf in a german ATARI-magazine; it states that ATARI has dropped FSM-GDOS and is currently looking for/developing something else.

Does anybody know if this is true???

Greetings,
martin

/--\
| Martin Rosenkranz | BITNET: 86669629S@CSGHSG5A.BITNET |
| University of St. Gallen | INTERNET: 86669629S@ALPHA.UNISG.CH |
Switzerland	
*** I like ATARI-Computers, and I don't care if you don't! ***
\--/

4990. Re: Whats the difference?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 15:55:47 UTC
From: guenther@vati.fmi.uni-passau.de
Message-ID: <1992May13.155547.1711@tom.rz.uni-passau.de>
Source record: 222274

```
In article <3821@cod.NOSC.MIL> healy@cod.NOSC.MIL (Mike Healy) writes:
>In article <1992May10.140027.7350@fwi.uva.nl> kort@fwi.uva.nl (Jan Kort (I89)) writes:
>>The atari price for a 1 meg simm for the 1040ste is fl 349 (that's
>>about 100 pounds) and the normal price for a 1 meg simm is fl 100.
>>So the atari simms are 3.5 times as expensive as "ordinary simms"...
>>Are the atari simms the same as ordinary simms ? I mean 3.5 times
>>as expensive is a bit much even for atari.
>>
>>Jan Kort
>>email: kort@fwi.uva.nl
>
>I have 1 meg simms in my ST I bought from the Chip Merchant in San Diego
>for $39 each (I think they're down to $36 now). I think they are 90 usec
>but for an ST anything under 120 (?) or 150 (?) is ok.
>
The SIMMs in the STe are standard ones, the same as used in Macs but not!
the same ones as in the STacy (I wonder what these look like).
I bought 1 meg SIMMs for 80DM (~90 hfl) on the last Atari Messe (Aug.1991).
So the 'normal' price seems a bit expensive to me and the Atari price is
completely ridicolous.

Weregoose

------------------------------------------------------------------------------
- guenther@eva.fmi.uni-passau.de (Thorsten Guenther) Weregoose@irc -
- Dr.Stein grows funny creatures, lets them run into the night, -
- they become great politicians and their time is right. (Helloween) -
------------------------------------------------------------------------------
```

4991. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 15:56:18 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3825@cod.NOSC.MIL>
Source record: 222275

Hi

There is a set of utilities called Mtools allowing a SPARC to read
and write DOS format to 3.5" drives. Our 3.5" drives from Andataco
came with their own drivers to do the same thing. Since the ST uses
DOS format, that's what you need. Check atari.archive for Mtools.
If you can't find them, email me.

Mike Healy

healy@cod.nosc.mil

4992. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 16:08:37 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60682@aurs01.UUCP>
Source record: 222277

In article <2548@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <60658@aurs01.UUCP> whitcomb@aurxc3.aur.alcatel.com.UUCP (Jonathan Whitcomb) writes:
>
>> Well, thanks Ken. I'm really glad that a few hundred bucks and a
>> Super-VGA monitor are no problem for YOU.
>
>Phew, chill out, Jonathan. If you read my article again, you will realize
> a) you wouldn't have to buy a super-vga monitor if you didn't
> want the high-rez
> b) if they remove some of the highly-specialized hardware and add
> high-res colour, the net price would not change much at all.

Eeek! I guess my language was a tad strong. Let's rein in our egos
and we can have an intelligent discussion. My position is that the new
low end Falcon should be designed to cover general purpose computing and
the music market, while the '040 Falcon should add the bells and whistles
(and video hardware) to support business applications. I'll try to
support this as I respond to you below.

>> I'm not sure if you've been paying attention, but Atari's been working
>> very hard to strengthen it's one remaining toe-hold on the US market
>> which is computer music.
>
>Tsk, tsk. More cheap shots. A little decaf, guy :-).

I'll brew, you pour ;^).

>Oh, and I have
>been paying attention. I am well aware of the MIDI niche market.
>
>> Audio jacks, a DSP processor and 16 bit audio in the next
>> generation machine indicate that Atari is putting their money where
>> their mouth is.
>
>In general, this is a nice sentiment, but IMHO Atari's niche market
>in music is the *MIDI* market. The DSP and 16-bit audio is a quite
>different market, that of direct-to-disk recording and soundtrack effects
>work, which I think is a tiny portion of the Atari music market (if someone
>has some useful data to prove me wrong, I'd be very interested).

Atari didn't spawn a MIDI division, they spawned a _music_ division.
Agreed that so far the ST's strength in the music market has been MIDI,
and that's the reason they are starting to fall behind. Many MIDI
musicians are choosing Macs over ST's because they want the option to
move into sampling and digital hard disk recording in the future. Music

stores generally prefer not to have to support more than one line of computer, so if they want to support both the MIDI and disk recording market, they'll go with the Mac. Frankly, I don't think it's reasonable to try to separate the MIDI and audio markets. I'm a MIDI musician. I follow the GEnie MIDI roundtable and read the trade magazines, and the real action in computer music is moving toward having an integrated music workstation. If Atari can build on it's solid MIDI base and create a machine that could fill this niche, they just might have a winner on their hands. If they load it up with expensive video hardware then much of the market will just defect to the Mac, which has already caught up to the Atari in MIDI software and is ahead on digital recording packages. The Mac's sampling packages blow away anything on the ST. The reason that the NeXT (with its DSP) hasn't taken off with the music market is because of its cost: MIDI software houses won't port their applications because they don't think the average musician will shell out two or three grand for a computer. Atari knows this, and they want to capture the market that NeXT squandered. *I* would have defected to the NeXT if I could have afforded it and there was some MIDI software support!

>I'm
>getting tired of everybody drooling over DSP's for music when they
>don't even know what they're good for (not you in particular Jonathan,
>speaking in general).

Thanks for giving me the benefit of the doubt...my "day gig" is as a communications systems engineer, and I know very well what a DSP is for. A digital signal processing chip's main claim to fame is it can perform fast multiply-accumulate operations. Many also support bit reversed operations, which make it ideal for performing Fast Fourier Transforms (FFTs) which are generally the limiting factor in audio processing. I have the DSP56001 user's manual at my desk and I've been drooling at the thought of writing software to perform audio effects processing on the Falcon...filtering, limiting, delay effects, sampling and the like. Such software packages could only help Atari's position in the audio market...remember, most MIDI musicians eventually want to record their compositions, and they all can make use of digital effects and samplers.

>> I was not aware that they were pursuing the video
>> market. Besides, I'm sure that the DSP section would be very useful in
>> video processing.
>
>This is pretty funny, from someone who's been paying such close attention
>to the Atari market. Ever heard of DTP? That's like Calamus SL, Pagestream.
>Ever heard of CAD? That's like DynaCADD. Ever heard of X servers and Motif,
>which requires a large screen? No, I guess you haven't.

Of course I have. When you said "video" I thought you were referring to applications like Amiga's video Toaster. Do the DTP packages you mention require high resolution color (I'm not being sarcastic, I really don't know)? I use Motif on my X-server at work. I don't disagree that

Atari would do well to offer a system to keep the DTP folks happy, but I don't think that they are going to attempt to do this with their low-end machine, as I understand the Falcon is designed to be. I would think that the Falcon's 68040 based sibling would be the appropriate place for support for business applications. MIDI doesn't require the extra speed and power of a 68040, and the DSP chip takes care of the fast audio processing requirements, so I think it's appropriate that Atari focus it's low end machine towards the music market. I'd think that the DTP users would want a fast 68040 over a 16 MHz 68030 anyway.

>Oh, you're
>"sure that the DSP section would be very useful in video processing"?
>Really, Explain how the DSP will help in getting high-res colour video,
>you said you were sure.

A DSP chip is also at the heart of image processing systems, and while I don't claim to be an expert in this area, I'm sure someone who is could find applications that would make you video enthusiasts excited as well. Read the want ads for companies hiring image processing engineers; they usually call for someone with a DSP background.

>> Atari has some choices to make. If they want to have a state of the art
>> audio computer at a reasonable price, they had to leave some things out.
>
>An audio computer? See my comments above about MIDI vs. digitized samples.

If Atari wants to maintain its position in the MIDI/audio market (they are related!) they will have to start to offer more audio capability.

>I think Atari could improve their "audio" by reworking the interrupt
>structure of the ST so that mouse/keyboard interrupts don't interfere
>with MIDI. This would make it unnecessary for sequencer authors to rewrite
>all the damn interrupt code in the OS to make MIDI work. This would result
>in more and better MIDI software.

There's plenty of MIDI software for the ST, and it's generally acknowledged to be as good as or superior to software for the other platforms. If Atari wants to improve the MIDI interrupts in the new machine it's fine with me, as long as these fixes don't break the existing MIDI software!

>> You can't please all of the people all of the time, but you damn well
>> better not piss off your core market.
>
>Explain how 16-bit digitized sample capability and the DSP will affect
>the Atari core market, really, I'd like to know. You seem to know all
>about it.

To sum up, I believe that Atari can't afford to price themselves out of the music and general-purpose computing markets. Adding the DSP circuitry to the low end machine will not significantly increase the cost of the machine (probably on the order of $100: the DSP56001FC20 sells for around $50 in low quantities), whereas a computer configured

for the business market (separate keyboard, fast 68040 processor, high resolution graphics circuitry) would push the cost into an entirely different bracket. Do your concerns need to be addressed? Of course. Is it reasonable to expect these capabilities in a low cost computer? I don't think so. Make an inexpensive computer for the general purpose and music applications and make a mid priced computer for business applications.

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

4993. Re: ST Format, Third Coast, GFA, Falcon etc.

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 16:09:58 UTC
From: pe@cam-orl.co.uk
Message-ID: <1992May13.160958.4676@cam-orl.co.uk>
Source record: 222153

In article <001jbwy1@csv.warwick.ac.uk>, strgh@warwick.ac.uk (J E H Shaw) writes:
|> The June 1992 `ST Format' has just appeared on the shelves. As promised,
|> it gives away GFA Basic 3.5, GFA Assembler, GFA Raytrace and various
|> other software. It also includes the option for subscribers to receive
|> the `free gift' of 2 extra copies rather than a choice of software I don't
|> want, so I might even subscribe to it.
|>
|> As a belated follow-up to the Third Coast thread from a while back,
|> a reader's complaint about Third Coast (page 123) evokes the response:
|> `Third Coast have finally gone out of business. If you
|> have a claim against them, call the liquidators, Grant
|> Thornton on 061 834 5414. Call soon because many people
|> are understood to have claims against Third Coast.'
|> Also we read (page 124):
|> `Turbosoft have disappeared without trace.'
|> and (page 22):
|> `Distributors of the Xtra RAM upgrade board, Frontier
|> Software, have gone out of business.'
|>

I don't know the precise legal status of Frontier Software, but as far as products and support goes they have been taken over by (I think) Marpet [Developments, Systems, Supplies, ...]. Sorry to be so vague but I have no information to hand. I have dealt with them since the changeover and the service was excellent - a faulty upgrade was repaired and returned within days. Try ringing the old Frontier number - a recorded message will tell you the new one.

[I have no connection with any of the above companies - this post is purely for information]

Phil

4994. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 17:09:56 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May13.170956.20660@wam.umd.edu>
Source record: 222278

In article <A1398020269@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>Actually, Dave, I wasn't thinking about any issues related to programming.
>
>Most of them just want to be able to write, occasionally communicate with
>the text-editing system at work, and play a few games. I can't think of a
>contemporary personal computer that wouldn't be satisfactory for those
>purposes, so utility doesn't explain their purchasing patterns. A Mac, and
>Amiga, or an ST would do the job.

Very good point. Here's the only problem I see with buying an ST
instead of a clone (for that kind of user): the closed architecture.
Yes, it's true that WordStar 1.0 which you bought for your Apple II
ten years ago might still be *sufficient*, but most people will
eventually want to upgrade. There may be a point of diminishing
returns, where added "features" only serve to make the program more
complex without adding significant functionality (can you say
"Word Perfect"?), but I don't think most ST applications are anywhere
near that point.

So Joe User might only want to edit recipes with his word processor
now, but what if he decides to become a Computer Science Theorist, and
must edit stuff with lots of squiggly Greek letters, or wants to start
a DTP business and laser print on a nice 600x600 dpi laser printer?
What's good and reasonable today won't be in five years; as hardware
improves, so do user's requirements. And people just *change* over
time, and come to want to different things.

With a closed architecture like the ST, you're locked into what you've
got. Yes, you can put an SST board in there, but hacky upgrades like
that (not to denigrate Dave Small, mind you) are always going to be
more expensive and (often) less reliable than a card slot bus.

I just wish Atari would give the Falcon cards slots and put the video
and super sound chip(s) on cards so we could upgrade them later.
There's the old adage that applications expand to fill available
memory and CPU capability. When people see nice things like Borland's
debugger (just my example of the day), or even neat games like Ultima
Underworld (which does real-time texture mapping to allow fully 3D
movement in a Dungeon Master setting), they want their ST's to be able
to do the same. It's not just a matter of "Oooh, I gotta have the
LATEST K00L (HARD)WAREZ," but "Gee, I didn't know you could DO that
with a computer. Neat. I would get lots of fun/productivity/money
by using that."

So I don't think it's fair to say that everyone who wants a fast
machine, or an upgradeable machine, is a pitiful child who drools

over the latest nifty-neato stuff in the computer store on weekends. They're just normal people, for the most part, who start out thinking that all they'll want to do is edit a few documents, and that they can live with waiting a few minutes to save their files, but then decide that it would be Real Nice to be able to do the things that Other People are doing on more powerful machines.

>They're all convinced that a usable computer is going to cost them $1500
>to $2500, and they're all afraid of making a mistake and wasting a big
>chunk of money that ought to go in the kids' college fund.

Oh, but come on. You can get a fully functional 286 machine for about US$800 mail order. The motherboards are only about US$100! If they're suckered into a 486 machine to do their taxes, they're gullible, but in a different way!

>Then they start trying to actually get applications installed under
>Windows, and blow two or three nights off reading manuals and tinkering
>with software only to find that it locks up the computer on six out of
>eight attempts.

Well, I ain't gonna defend Windows. ;-)

>Which brings up the issue of software prices. I'm not overly familiar with
>commercial software prices (most of my stuff is freeware), but what I see
>for the ST tends to be a lot cheaper than similar PC software. And if you
>look for bargains, you can get some real eye-openers (such as Harlekin for
>the price of an $8 magazine).

You'd be surprised. Mail order PC prices aren't that bad. You can get Microsoft C/C++ now for US$139 if you "upgrade" from Borland. Similar deals make things occassionally reasonable. But YES, in general applications are more expensive. But you get real support with them, and products that work reliably and have gone throught many more debugging iterations than their ST counterparts (in most cases, anyway).

And if you think the ST shareware world is good, FTP to a PC site like garbo.uwasa.fi some time. Unbelievable, the amount of free software for PC clones. And I'd venture that the same percentage of ST software that's good applies to PC software.

Dave Baggett
dmb@wam.umd.edu

PS> Thanks to everyone for keeping this discussion friendly. I fully expected to get royally flamed, but it didn't happen. (Yet.) Maybe this group has finally had enough of flame wars! (Yeah, right.) :-)

4995. BART is back

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 17:22:05 UTC
From: brode@icpsr.umich.edu
Message-ID: <1992May13.172205.22032@terminator.cc.umich.edu>
Source record: 222279

BART is working properly again. Whatever mysterious condition that was causing it to crash went away with a reboot. I HATE problems like that. Anyway, back to business as usual.

Jon Brode -- jon@atari.archive.umich.edu brode@icpsr.umich.edu
His Loftiness, the Supreme Allied Commander of the Umich Atari Posse

4996. Re: Maxon Application Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 17:30:03 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992May13.173003.17889@noose.ecn.purdue.edu>
Source record: 222281

In article <1992May13.113224.19941@urz.unibas.ch>, minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
> In article <1992May11.011946.19907@noose.ecn.purdue.edu>,
> yegerleh@magellan.ecn.purdue.edu (James D Yegerlehner) writes:
> > Someone mentioned in passing a program called the Application
> > Construction Set for use with Turbo and Pure C. Could someone
> > in Germany post some details about this? I've got Turbo C,
> > and would love to get a good CASE tool.
>
> Hi there,
>
> I don't know that much about it, but I can sure say it's good.
> I read a few things in an article of the 'ST-Computer' (a german mag)
> and with the use of especially C it is supposed to be great (also
> with Pascal, if I remember correctly).
> Creating diaolog-boxes, Mac-Buttons, windows, etc., yeah I guess
> I'll have to get I myself (as soon as I got deeper into C ...)
>
> --
> Alexander <minidis@urz.unibas.ch>
> ---
> -- Scotty, beam me up, there`s no intelligent life down here! --
> -- (Capt. J.T. Kirk, USS Enterprise) --
> ---

Alex,
Could you tell us who a distributor is? It almost certainly
won't be available over here in North America, unless Gribniff
brings it over like they did Turbo C. How much does it cost?
Does it have English or German documentation? German docs
aren't a problem for me, but others on the net may have
a problem with that. Also, any other details you learn about it
and can tell us would be appreciated.

Thanks a lot,
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

4997. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 17:42:54 UTC
From: tbrown@tortoise.cis.ohio-state.edu
Message-ID: <1992May13.174254.2997@cis.ohio-state.edu>
Source record: 222280

In article <A1398020269@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>Most of them just want to be able to write, occasionally communicate with
>the text-editing system at work, and play a few games. I can't think of a
>contemporary personal computer that wouldn't be satisfactory for those
>purposes, so utility doesn't explain their purchasing patterns. A Mac, and
>Amiga, or an ST would do the job.
>
>They're all convinced that a usable computer is going to cost them $1500
>to $2500, and they're all afraid of making a mistake and wasting a big
>chunk of money that ought to go in the kids' college fund. So they get a
>PC-clone for ``compatibility'' reasons. IBM used to feed of the FUD factor
>(Fear, Uncertainty, Doubt). Now it's driving the whole PC-clone industry.
>

Another thing that happens is that people buy an IBM because they want to
use the same software they use at work. Well that's fine but most people
that I talk to want to use the *same* software, just copy it from work and
take it home. This is illegal! This drives the cost of that computer up
a few notches. The only hindrace for buying a different computer iss that
you have to learn a new piece of software.

Considereing all the headaches I have herad from DOS/Windows poeple. A
Mac,ST, or an Amiga is quite the cost saver. I've had no major hassles with
either my ST or my fathers Mac SE. Heck getting memory for the SE is
absolutely painless. And when you bump the 4MG limit it's simple, buy
a new computer.

The DOS world has been hitting the comptuer world with the idea that a
computer has to be expanable to stay alive. I have to have lots of slots.
Need more slots. Must have more slots. Well, this isn't neccessary on
a computer which is designed correctly. The age of the base computer is
not over yet, Macs and NeXT's with no or one slot are the heaviest
sellers. Simple doesn't even have to mean non-powerful.

I think the problem is that people who have been bitten by the DOS bug
expect it to be complicated and the more you tell them it isn't the
more they think you're trying to fool them. You tell them it has all
they need and they automatically add another $xxx for this, $yyy for that,
even if it isn't necessary.

Ted Brown

4998. Re: Free software (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 17:43:13 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992May13.174313.131120@rrz.uni-koeln.de>
Source record: 222287

In <12MAY199217084968@zeus.tamu.edu> cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:

>>I don't know if it's just my biased perception, but it does seem that
>>the ST's have wonderful free software support as compared to other platforms.
>>If that perception is true, I'm sure it's probably a result of the fact
>>that the ST is a less 'commercial' platform. Since it's not as easy to make
>>money in the ST world, and since the Mac and PC markets are already saturated
>>by the 'big guys', it seems there is a much higher quality of free software.
>>
>>> Steve Yelvington Marine on St. Croix, Minnesota, USA
>>> steve@thelake.mn.org umn-cs!thelake!steve

>Well, I believe the contrary... because the bigger platforms have more users
>we have a higher potential that more of them will write software freely
>distributable. Just log on to your FTP sites and you'll see mountains full
>of IBM and Mac stuff...

A large number of users alone does not automatically lead to a
huge amount of nice programs in the public domain. It rather
depends on how many people write programs for that machine. And
from what I see, the programmer/non-programmer ratio is much
higher in the Atari community than it is among the PC users.
The reason for this is that the PC has been a 'professional'
machine, used in business and for other "serious" purposes. Only
lately PCs are used by hobbyists and for game playing etc.
On the other hand, serious and devoted hobbyists have always been
a large fraction of the ST community. Thanx to these people,
there is a very large pool of PD and shareware programs for the
ST. They cover a lot of applications that are unparalleled in the
PC world. There, you have to buy a commercial program for these
purposes if you are serious about it.
One of the main reasons why the percentage of reasonably skilled
programmers is uniquely high in the ST community is that ST
programming is easy and fun.
The high quality of free software has lead to a considerable
pressure for the commercial developers to market their products
at reasonable prices, hence ST programs are often substantially
less expensive than their PC (or Mac) counterparts. Of course,
the unusual strong competition of PD programmers caused the
commercial developers to concentrate on other platforms. And
then, spreading the rumor that the ST is a toy is an easy way for
those developers to cause users to move to other platforms.
A problem with many PD solutions is that the programmers didn't
care about standardization for a long time. Of course, they don't
have the possibilities of commercial software developers to

establish, agree on, and enforce standards. However, it seems to me that PD programmers become increasingly aware about this.

Ok, I'll stop talking now. My message to you is: If you want your computer for prestige, the ST is not the right choice for you. But if you want a powerful computer that is easy and fun to use and to program, nothing is better than the ST!

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

4999. Re: Fearn & Music's FAX number

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 17:45:34 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992May13.174534.29066@news.uni-stuttgart.de>
Source record: 222288

In article <8677@uklirb.informatik.uni-kl.de> weiss@uklira.informatik.uni-kl.de (Gerhard Weiss AG v. Puttkamer) writes:
>In article <12MAY92.08280835@cc4.crl.aecl.ca> csullogg@cc4.crl.aecl.ca writes:
>>Would someone please post Fearn & Music's FAX number (F&M is in
>>Stuttgart, Germany). Thanks in advance.
>
>The fax number is +49 711 6493711; the phone number +49 711 602489
>(from outside Germany, + stands for the number for international
>connections)
>
>THIS INFORMATION MAY BE NO MORE VALID SINCE IT IS 4 YEARS OLD!

I am afraid these numbers are invalid, indeed, for Todd Fearn moved
six months ago. You should better try email to
fearn@nadia.stgt.sub.org

This account should be still alive, if I am up to date.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* /etc/motd >> Luck is believing you're lucky! << *

5000. Terminal em. / cli as acc.?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 17:51:43 UTC
From: leonp@cs.kun.nl
Message-ID: <1992May13.175143.7383@sci.kun.nl>
Source record: 222284

Hello everybody, as I'm planning to upgrade my 1040 to 4 meg, I'm
looking for some neat stuff to fill the memory.
What I would really like are some nice desk accesories;

1. A terminal emulator as a desk accesory
WTERM.ACC is not what I'm looking for and I've tried
rufus as acc, but it crashes on my computer?
I would like to do terminal emulation in a window of course.

2. A command line interpreter in a window, which I can use anytime, when
I'm not using gemini. Gemini has Mupfel and I would like to have
something like that.

As all atarians I prefer pd/freeware/shareware.
Please email me if you know anything for me.

Leon
leonp@cs.kun.nl or leonp@sci.kun.nl

5001. Re: Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:11:22 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May13.181122.27724@news2.cis.umn.edu>
Source record: 222283

In article <12MAY199217145534@zeus.tamu.edu>, cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:
>Well Jonathan, considering that there are what about 50 AtariST users
>left in the free world, both you and I make up a fairly hefty percentage
>of users...

Heck, our local user group has more than 50 dues-paying members! You're
welcome to join, although it is probably a bit far for you to drive to each of
our meetings. :-)

-- David Paschall-Zimbel

5002. Re: PC's are OK by me (was Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:11:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May13.181153.27163@newshost.lanl.gov>
Source record: 222286

Dave Bagget, your comments (both PRO and CON for Atari) were not only reasonable, but well presented as well. Intelligent dissention such as this is _not_ a flame, but greatly adds to the worth of this news group. I may not agree with _all_ that you say, but I enjoy and appreciate the expressed maturity of your comments... something which a few other readers here would do well to heed.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5003. Re: MORE why wont zmodem work w/.zoo & .lzh?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:12:26 UTC
From: dford@cix.compulink.co.uk
Message-ID: <1992May13.181226.10165@demon.co.uk>
Source record: 222296

I can not say I have had any problems with sending LZH files via zmodem.
I am using version 2.01. I think I have also sent .ARC files before but
I mostly use lharc.
David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

5004. Re: The Atari ST is GREAT! Don't believe everything that's pos

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:23:45 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May13.182345.23310@ucsu.Colorado.EDU>
Source record: 222294

In article <58969@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>Well said. IMHO: The world according to Rick. Way back during the 8-bit days
>we had a lot of weenies in our midst. Unfortunately we didn't recconize them
>because when they talked about the superiority of the 800 vs [Apple, C64,etc]
>we agreed with them. We should have known something was wrong when the ST cam
>out & they immediately trashed 8-bit users. I hope Atari DOESN'T come out
>with a new computer for another year so these guys will get a clone & leave
>us alone. I constantly ask people just what they do with their '486

You're hanging with the wrong people then, better ask people such as the
newsgroups that deal with pcs. For one, I use AutoDesk 3D, Mathematica,
Lotus, C++, CAD, etc... Just curious, have anyone seen the new AUTODESK 3D???
It's amazing!!!

5005. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:39:25 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992May13.183925.132349@rrz.uni-koeln.de>
Source record: 222291

In <1992May13.002824.6461@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

>>*The popularity of the PC is a measure of gullibility, not of utility.

>You almost seem to be guilty of the same name-calling the original
>poster engaged in. What's so bad about PC's? Two main things: 1)
>brain-damaged memory managment 2) Intel chips are annoying to program.

>Most popular applications now support EMS and/or XMS, so #1 doesn't
>really affect users. Since there are BIOS calls to get EMS/XMS memory,
>it doesn't have to affect programmers (much) either. #2 certainly only
>affects programmers, and many have learned to live with it.

EMS and XMS are weird makeshift solutions to overcome the 640K
border that some kretinos have created by thoughtlessly designing
DOS. (This may be a flame, but it's the truth.)
The hardware of modern PCs is ok, but the MSDOS and the like are
really trash. The PC would certainly be far better off if DOS had
been replaced by a decent OS by 1986 or so.
From my experience, your claim that the broken memory management
doesn't affect users is not true. It leads to all kinds of most
weird problems/conflicts/symptoms when it comes to configure the
PC, and this definitely is one reason why the PCs here cause much
more user problems than the STs.

>Point? Unless you're a hobbyist programmer, PC's are really just
>fine. I like my ST a lot, but it's nice to be able to unzoo and
>compile at 14 MIPS instead of watching the dots creep across the screen
>or waiting patiently for GCC to compile a 100 line module, and to know
>that whenever the next whiz-bang graphics standard comes out I can just
>pop in a new card.

You compare a 1992 state of the art PC with an ST whose hardware
has not changed much since 1985. Try a TT.
Regarding graphics, I think there's a lot available for the mega
bus. For example, we have a Mega ST4 with a graphics card for a
1280*960 mono monitor here, and it's great.

>The applications are often better too; borland's debugger is simply
>incredible! In general, it seems that PC applications are more "highly
>evolved" than their ST counterparts (though there are some notable
>exceptions; no flames on that please)

I think that for most standard applications there are better
programs for the ST than for the PC, as I have just written in
another posting. It's in the eye of the beholder whether PC or ST
programs are "generally" better.

>And don't forget the open architecture vs. closed architecture sticking
>point; the Atari ST probably wouldn't be obsolescent right now if you
>could put cards in it. But since it's a closed architecture, we're
>doomed to have only 320x200x16 graphics and a truly pitiful sound chip
>in our 520's until the end of time. (Sure, you can hack on an
>"upgrade," but adding anything non-trivial without an open architecture
>is always dodgy. My ST's been flaky as hell ever since I added that
>cheesy "solderless RAM upgrade." It took a local hardware guru about
>10 hours to "fix" it so that it was well-behaved.) And if I see another
>abuse-the-cartridge-port add-on, "I think I'm gonna hurl." :-/

Sure, memory upgrades for a plain ST are a pain, I've gone
through this too (I ended up soldering around until 5 am). But
again, that was yesterday. With a TT you just use SIMMs, just as
with a modern PC.
And I don't agree that the ST has a "closed architecture". It
just has many things built in that you need a card for with a PC.
And for many extensions, the ACSI or the mega bus are just fine
(see above).

> [rest deleted]

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5006. QuickST broken???

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:43:08 UTC
From: rjwalsh@maths.tcd.ie
Message-ID: <1992May13.184308.10745@maths.tcd.ie>
Source record: 222290

Does anyone have the same problem I am having with QuickST from the atari.archive? When I run it, all the items in the menu bar overlap in the same position, and all sort of weird things start happening to text and graphics on the screen.. Is it incompatible with my vanilla 520STfm (OS version 1.09 I think...)?

Any help appreciated..
--
rjwalsh@maths.tcd.ie \ The above comments are not Trinity's.
Robert Walsh \ Hell, they're not even mine!
Advanced Development Group \
Trinity College, Dublin. \

5007. gifs and jpegs on the st

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:44:00 UTC
From: v125rcyx@ubvmsd.cc.buffalo.edu
Message-ID: <Bo7AnJ.G43@acsu.buffalo.edu>
Source record: 222282

I've managed to get a couple of gif viewers(still no jpeg),but
the quality of the pictures is pretty poor.Is this just because of the
low resolution of the ST?Is there anything that can be done to the pictures
on unix before transfering them that will improve the quality?Also,since
there seem to be no jpeg viewers,is there a program for the atari that will
convert a jpeg to gif?Or would it be better just do convert it on unix
first?Any help would be appreciated.

-Dave

5008. Uniterm display problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:44:24 UTC
From: bgrave@ub.d.umn.edu
Message-ID: <2984@ub.d.umn.edu>
Source record: 222289

I've got a little problem.

I've been using Uniterm to log on to our Unix 4.3 to download files using
Kermit protocol. The problem is that when I run the program and
start typing in the at commands for my modem I get garbage characters...
Just one character actually. Every keystroke produces the same character.
The modem recognizes the commands and I log on normally and can download
normally but I'm doing it all blind.

When it first started happening I'd hit the right mouse button, "reset"
the terminal and it would be ok. That doesn't work anymore.

Anyone run into this and know what's wrong with my Uniterm? It's ver. 20e.

Any help is welcome.

--
Brian Grave bgrave@ub.d.umn.edu

"When I was a baby I kept a diary. Recently I was re-reading it and it said:
Day 1. Still tired from the move.
Day 2. Everybody talks to me like I'm an idiot."
- Steven Wright

5009. need help with uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 18:53:00 UTC
From: v125rcyx@ubvmsd.cc.buffalo.edu
Message-ID: <Bo7B22.GDF@acsu.buffalo.edu>
Source record: 222285

I have just started using uniterm and have a couple of questions.
First,how do I save the setup so that it automatically starts up with the
program?Also,it doesnt seem to support z-modem.Is there a newer version
that does?Or is there any other good terminal program on any ftp sites
that does?Is there any way to improve the speed that the screen scrolls
(other than buying a faster modem,which i need badly)?Also,is there
a manual for this program?Thanks.

-Dave

5010. Open systems (was: Re: MultiGem Blues)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 19:06:46 UTC
From: pete@introl.introl.com
Message-ID: <1992May13.190646.33402@introl.introl.com>
Source record: 222292

In article <705589440.4018@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>In article <7853@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>>mjl-b@minster.york.ac.uk writes:
>>
>>Guffaw! X is big and slow because it is SO POWERFUL. That is a well known
>>Software Engineering trade-off. Power (ie. flexibility, applicability)
>>comes from providing Everything in Generic ways.
>
>There is another Software Engineering trade off between functionality and
>useability. Most UNIX vendors and the X people never seem to have considered
>the issue of whether continuing to add more and more functionality is a good
>idea, given the impact it makes.

Plan 9 from AT&T is a concept which seems to have a grasp on that, if AT&T
ever lets it out. (Maybe they will when it is obsolete.)

>
>Furthermore, if you check out the X11 sources, you'll see what I mean about
>efficiency.
>
>>Warwick
>>ps. X is the GUI of choice for Silicon Graphics machines.

NOTE: X is not a GUI it is communication protol. MOTIF or Open Look
would be a GUI. Remember the User Interface is completely separate from
the X server.

Most computer companies like Sun, and SGI(I think) initially had
a propriatary windowing environment. Sun->SunWindows
These companies have all moved to to a windowing environment which supports
all their older window environments and X.
The main reason why, (I think, and makes sense), is to allow their machines
to function w/ other vendors machines, and keep current functionality.
Goal: Broaden their environment infiltrating environments where the installed base
does not contain any of their hardware, and allowing the purchaser 3rd party options
for future hardware purchases. (Xterms, etc.)

I don't know what other windowing environment could be used that meets the
necessary requirements, other than a propriatary environment...
(Networking, multi-platform (architecture) support, multi-user, etc.)

And windows NT get away from the open system angle of things. How does a machine
with a propriatary OS fit into a network of multi-vendor multi-platform (architecture)
machines? It would easily, if it had UNIX network compatibility, and an X compatible
windowing interface.

Agreed, the MIT X server is not as efficient as possible. (In many cases)
If you have a problem with that, then run the X server sent with the OS.
EX: DECwindows is X11R4 compatible, and is quite a bit faster then the R5
MIT server. The majority of the vendors servers/libs are re-written or cleaned
up, which is the reasoning for not shipping the source.

I have seen/worked with the source code of a vendor, whom we will leave
unnamed !-), and I know this to be true. In fact the code which I worked with
looked nothing like any source from MIT.

I run the MIT R5 server on my DECstation, and it is more than fast enough, even
with only 8 meg RAM. That is a real feat, considering the enormous size
of ULTRIX. It leaves my 520 in the dust. (Not to compare apples to turtles!)

-Pete
Std. Disclaimer applies here.....
--

Pete Ikusz Introl Corporation pete@introl.com

5011. Re: MultiGem Blues

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 19:17:16 UTC
From: pete@introl.introl.com
Message-ID: <1992May13.191716.36691@introl.introl.com>
Source record: 222293

In article <21281@castle.ed.ac.uk> simonk@castle.ed.ac.uk (Simon Kinahan) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>
>PS I've used X on a SPARC 2 through an X-terminal and I hate it.
> Its not just slow its ugly and unusable.
>
Well then, either:
- re-evaluate your network installation
- use the machine when there is less load
- get a faster machine (Sparc-2 isn't the all out
greatest machine as an X client server for
multiple xterms.)
- get a better X term.
- Or see if the X term vendor has updated software.
(We have a few NCD 68k Xterms. When we installed
the new server, there was a 15% speed increase.
IE: it's all in the implementation.)

I use a Visual 19" grey scale 68020 xterm...Can you say Snapeee!!!
-Pete
Std. Disclaimer applies..
--

Pete Ikusz Introl Corporation pete@introl.com

5012. Re: MultiGem Blues. Now: Success of alternate Operating Systems.

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 19:21:18 UTC
From: pete@introl.introl.com
Message-ID: <1992May13.192118.33505@introl.introl.com>
Source record: 222295

In article <k1DkkB2w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
>
> I have to agree with everything you said, but I have os2 and
>cant get it to run right.... It took 10 minutes (yes ** 10 **) to get

Ouch...

>a desktop,and averaged 2 minutes to launch an app. BUT once the app was
>running, it was ok. Even windows apps. But, go back to the os2 desktop,
>and get a cup of coffee......??
>
What speed / processor PC do you have/ has the machine cache been configured
for your hardware?

Win3.0 is a real bowser without smartdrive installed too.
> Ziggy.
>
>
>BTW, this morning os2 died, it loaded the desktop 'gray' but nothing else
>besides the mouse, which did move....Grrrrrrrrrrrr.

Hrmph.... Is it version 2.0 or greater?
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

5013. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 20:11:29 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <1992May13.201129.9451@ux1.cso.uiuc.edu>
Source record: 222297

In article <1992May12.213254.4789@Cadence.COM>, deej@cds8613.Cadence.COM (Jim Howard) writes:
|> Hello again. *This* time, I may not have quite as easy a question to
|> answer (all previous ones have been answered in record time - kudos, folks!).
|> What I'd like to do is to find some way to transfer info contained on a floppy
|> that was created by a Sun Sparc to my Atari ST (hi-density drive on an
|> upgraded 520ST). Is there any easy way to do this? I was thinking *maybe*

I think there is an Atari 'tar', though I had some trouble using it. I have had excellent luck with a program called 'suntar' which runs under spectre. If you have spectre, check it out.

--Bill

5014. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 20:31:51 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992May13.203151.26137@exu.ericsson.se>
Source record: 222298

Steve Yelvington writes:
>
>So the next thing I hear, they're upgrading to another version of Windows,
>replacing the hard drive with a bigger one because they got suckered into
>buying a word processor that chews up a couple of megabytes of space,
>giving away last week's videogames because they won't run on the new
>setup, and so forth.
>
>They didn't just get a computer. They got another mouth to feed.
>
>I doesn't have to be that complicated! It doesn't have to be that
>expensive!

This is the landslide the PC world is caught in. I'll admit,
the 8088s were a litle low-end (but still *very* useful). Then
the 286 became the next big thing. Then the 386. Then the 486.
Now the 586 is just around the corner. DOS is a Bad Thing,
so if you have a fast machine and lotsa RAM and 15 free
megabytes of disk space, you can run Windows, whose usefulness
is still debatable. And now there's OS/2 which needs 8 megs
of RAM and 32 megs of disk space and a speedy 486 to run.
Compilers have progressed from the orignal 37K Turbo Pascal
to Borland C++ 3.0 which eats up half your hard disk, and
Microsoft C++ 7.0 which comes with 5500 pages of documentation
(both compilers are rather error infested, BTW).

My point is that the jump from having NO computer to having
an 8086 based PC is TREMENDOUSLY larger than the jump from
such a PC to the latest behemoth 486 running the current
multi-megabyte operating system of the month. And more than
ever, no one seems to be satisfied with what they have: just
one more CPU generation and an 8.01 version of the software
and everything will be a-ok.

I'm not flaming the PC, as it is a useful machine (and I
agree with most of Dave Baggett's points). I'm more
annoyed with the "PC Magazine" sort of "It's hot! It's new!
You gotta buy it!" attitude which drives its market. The
ST world is a lot more mellow and relaxed in this respect,
which you can take however you want to...
--
James Hague
exuhag@exu.ericsson.se

5015. Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 20:47:51 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992May13.204751.3227@a.cs.okstate.edu>
Source record: 222151

In preparation for a HD backup, I am compressing files. I have
a directory of Spectrum pictures (mostly *.spc) that is about
1.5Mb on the disk. When I compress it to an LZH file... the
LHARC program reports better than 80% compressed. A verbose listing
shows that the files compressed are 1.1MB or so... BUT!?! the file size
on the disk is 1.8MB!!! What's going on?

Another lharc program (XLARC1.2 I think...) reports lesser compression
and a bigger filesize when finished... (1.2 or 1.3MB) But the filesize on the
disk is the same as reported. (1.2 oe 1.3Mb)

How come T.Q. lharc 2.1h and 2.01i report decent compression and a small
filesize, but add 600k of SOMETHING to the file? Number of files
is correct and all that rot. Like I said, other Lharc programs seem to
behave normally. I'm using Arcshell 3.1, with the T.Q. mode enabled.

jc (Hellllllp!)

5016. Multi-Sync monitors with the ST?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 20:50:33 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May13.205033.15134@newshost.lanl.gov>
Source record: 222299

I'm buying a 486/50 PC system in a few weeks (not selling out the Atari, just "expanding my capabilities") and I'd like to connect the VGA monitor to my MegaSTe via one of the multi-sync connection boxes available for the ST.

I've heard that some of the multi-syncs are actually "multi-scans" which are _not_ compatible. How do I know if the Crystal Scan 1024NI whizzywiget monitor I'm thinking of for the PC will work with the ST with the adaptor box gizmo?

I know I could buy an Acer multi-sync complete with the adaptor box and be assured that it will work with the STe, but the package deal I can get with the PC is quite a money saver.

Appreciate your replies by email. Thanks!

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5017. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 21:20:41 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992May13.212041.4795@a.cs.okstate.edu>
Source record: 222152

I tested my setup again using lharc11321.ttp (yeah... not 8.3 filespec...
sorry!) and got 1.1Mb filesize. Now if 1.5Mb of files compresses to
1.1Mb of LZH file... What's that extra 700k that lharc2.1h and lharc2.1i
add on? Any ideas? Was 1.1321 Thomas Questors last "stable" version?

Thanks again!
jc

5018. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 21:21:58 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May13.212158.3729@wam.umd.edu>
Source record: 222300

In article <1992May13.203151.26137@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
>This is the landslide the PC world is caught in.
> And now there's OS/2 which needs 8 megs
>of RAM and 32 megs of disk space and a speedy 486 to run.

Yes, and compare that to MiNT, which runs quite beautifullly in 4 megs and with very little disk space. It's true that PC software is larger than it should be. But perhaps it's because the technology has advanced so quickly, and because the new technology is so easily integratable into the existing systems. It really WASN'T hard to add VGA to your 286 machine, so it became a well-supported standard very quickly. The same applies to hard drives and RAM: IDE drives are dirt cheap now.

ST applications are generally less memory- and disk-hungry because they have to be. It takes more work to get your code small than it does to crank out anthing that works using C++. But I'm not sure it's a bad thing that applications are getting bigger. Look at the GNU stuff; do you think GCC is an inferior utility because it's nearly a megabyte binary? These days space efficiency doesn't matter much for most machines (especially ones that are easily expandable), so programmers don't have to spend as much time making their code tiny, but can instead spend that time improving the applications in more substantive ways.

Granted, this does create and endless spiral of ever-growing hardware requirements, and "another mouth to feed," as Steve put it. But it also means that (maybe) more thought can be put into application design and debugging than in "just getting it to work at all within the confines of your machine." I think most people would agree that while the 8-bit machines of yore were really nice, that doesn't mean that any ST binary that won't run in 64K is poor.

Case in point: getting a C compiler to run AT ALL on the Atari 8-bit was quite a feat, because you only had 64K to play with. On the ST we can concentrate on making a really nice compiler, and on a faster machine like a 486 or TT (or Falcon?) we can do more optimization without worrying that it'll take years to compile hello.c.

>Compilers have progressed from the orignal 37K Turbo Pascal to
>Borland C++ 3.0 which eats up half your hard disk

29 megs, fully instaled. :-)

>Microsoft C++ 7.0 which comes with 5500 pages of documentation

I nearly laughed my head off when I saw Microsoft's ad comparing Borland C++ to Microsoft C/C++, in which one of the features on the chart was "pages of documentation." Microsoft "wins" with 5500 verus the pitiful 4000 Borland supplies. :-)

Dave Baggett
dmb@wam.umd.edu

5019. Re: FullWrite Pro 1.5S for Mac

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 21:22:53 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992May13.172253.16410@newstand.syr.edu>
Source record: 222201
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

In article <1992May6.155204.3955@newstand.syr.edu> ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>Asking $100. Here's what the box says:
>System Requirements:
> Mac Plus, SE or II family with at least 1Mb of memory, 2Mb
> recommended; 2Mb required to run under Multifinder.
> 1 800Kb disk and 1 hard disk
> Fully compatible with all Apple Macintosh printers and all
> PostScript-compatible output devices.
>Import/Export capabilities
> Mac formats: MSWord 3.0 and 4.0; MacWrite 4.5 and 5.0;
> WordPerfect Mac 1.0.
> PC-DOS formats: Multimate version 3.3; MultiMate Advantage
> version 3.6; Multimate Advantage II; and Multimate version
> 4.0; WordPerfect 4.1, 4.2, 5.0, and 5.1;
> DisplayWrite/DCA/RFT.
>
>This is a new package, but it has been opened. It has not
>been registered, and all materials (docs, boxes, registration
>materials) are included. The "S" stands for sound, i.e. you
>can include sound notes in your documents (if you have the
>appropriate hardware).
>
>Send email to: ggreenbe@rodan.acs.syr.edu
>--Gerry

OK, I didn't get any nibbles on this, so I'll just ask for
offers and then decide if it is worth selling or not.
--Gerry

5020. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 22:52:17 UTC
From: robin@sherwood.Aus.Sun.COM
Message-ID: <1992May13.225217.5155@Aus.Sun.COM>
Source record: 222155

Since SUNOS 4.1.1 you can read and write DOS format floppies on a SPARC machine.
You can also format floppies as DOS.

Check out the manual pages on pcfs

NB - I use this all the time to transfer stuff from my ST to a SPARC system.

You will have to specify the -l switch to fdformat so as to format the floppies
as low density.

For text files you may want to check out the commands unix2dos and dos2unix.

=:>)

Robin.

5021. Re: TOS Version?

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 22:54:42 UTC
From: harold@alice.hobby.nl
Message-ID: <H.mQUkEEneZ3Y@alice.hobby.nl>
Source record: 222183

In <11MAY199220503907@venus.tamu.edu>, CHI PIN WEN writes:
>
>Say, how do I know what version TOS I have? All I know is that it's
>a white/green screen. hey... sorry, kinda new to ST's. The last Atari
>I owned was a 2600 VCS! :)
>
Unfortunatly you need a program of some sort to determine that. Even in
the latest TOS atari still didn't include the TOS version number in de
'About' desktop menu.
There are several programs in A.A that will tell you the TOS version. The
only one I can call by name is sysinfo (since I wrote it). But if you want
to know it roughly:

TT's : TOS 3.05 or 3.06
Mega STE: TOS 2.05 or 2.06
1040 STE: TOS 1.6 or 2.06
ST Book: TOS 2.06 I think, maybe 2.05
Stacy: TOS 1.4
other ST: 1.0 if copyright notice is 1985,1986
1.2 if 1985,86(,87) (only in Mega ST's)
1.4 if 1985,86,87,88
2.06 if 1985,86,87,89,90,91
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5022. Re: Free software (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-13 23:49:14 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7910@uqcspe.cs.uq.oz.au>
Source record: 222159

sourada@iastate.edu (Steven D Ourada) writes:

>I don't know if it's just my biased perception, but it does seem that
>the ST's have wonderful free software support as compared to other platforms.

Two simple reasons for this:

1. Apple spend too much time looking at and feeling up their lawyers.
(so GNU boycotts them)

2. Intel architecture looks NOTHING LIKE a workstation architectur
(ie. slab of general purpose grunt), GNU won't touch 'em.

Atari's look like baby workstations. The Sun's (before Sparc) where
mainly 680x0, with x=2, 3, or 4.

Porting to the Atari is simple. (I can think of 3 experts who would
agree, but this is my statement, not theirs).

Free software is portable software (has to be, why make it free otherwise).
In the PC-clone community, they think "portable" means that it will run
on all types of 80x8x processors. So the code is full of "far" pointers,
etc. It's a different outlook.

--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

5023. Flames

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 00:01:49 UTC
From: entropy@gnu.ai.mit.edu
Message-ID: <ENTROPY.92May13190149@wookumz.gnu.ai.mit.edu>
Source record: 222154

Great. Another moron shows up, and starts a 3 month flame war
comprising 90% of the traffic in the newsgroup.

Please don't ever respond to these people. It's not worth the effort,
as your messages will probably only be read by people who agree with
you for the most part, or who will not be convinced no matter how much
you rant and rave about how great the ST is.

If you have something to say about this, reply to me by email. Do NOT
follow up.

entropy
--
entropy@gnu.ai.mit.edu
entropy. . .it's not just a good idea, it's the second law.
Boycott AT&T, Lotus, Apple, Ashton-Tate and Xerox. Join the League for
Programming Freedom! Write to league@prep.ai.mit.edu for more information.

5024. GNU Chess...

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 00:19:41 UTC
From: MDORMAN1@UA1VM.UA.EDU
Message-ID: <9205140020.AA02106@ucbvax.Berkeley.EDU>
Source record: 222158

Warwick--

I tried to email you about getting a copy of your GNU Chess port, but the mail bounced...

Where can it be found?

Mike.

5025. Re: Any Atari spokespeople?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 00:43:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A40546@MS.maus.de>
Source record: 222162

grahamt@syma.sussex.ac.uk wrote:

g>I haven't seen any contributions from Atari folk here for some time,
g>whether official or not. What's happening? Is everyone busy? Has
g>everyone left/been sacked? Are they all under contract to write only on
g>GEnie? Or what?
g>
g>I suspect a dark conspiracy. Either that, or they're all too busy
g>playing Nintendo games.

Did you hear about MultiTOS before?

Regards,
Patrick

5026. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 01:42:35 UTC
From: mreiss@ncrcam.CambridgeOH.NCR.COM
Message-ID: <846@ncrcam.CambridgeOH.NCR.COM>
Source record: 222223

In article <1992May13.002824.6461@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>
>Again, I've been hacking seriously on my ST since 1985. I've had a 486
>machine for about 6 months. I'm typing this on the PC -- it usually
----
>wins out nowadays because it's so much faster. ...

Gee Dave, I really like some of the software that you have provided us with,
but I didn't realize you were such a fast typist. I didn't realize people
could out type an ST :-) (Sorry, I just couldn't resist !) Unfortunately
I do have to agree with most of the rest of what you had to say.

>
>Dave Baggett
>dmb@wam.umd.edu

--

Michael A. Reiss |
| mike
USENET = Mike.Reiss@CambridgeOH.NCR.COM |

5027. Re: The Atari ST is GREAT! Don't believe everything that's pos

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 02:45:00 UTC
From: cpw8034@zeus.tamu.edu
Message-ID: <13MAY199221452309@zeus.tamu.edu>
Source record: 222157

In article <58969@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes...
>Well said. IMHO: The world according to Rick. Way back during the 8-bit days
>we had a lot of weenies in our midst. Unfortunately we didn't recconize them
>because when they talked about the superiority of the 800 vs [Apple, C64,etc]
>we agreed with them. We should have known something was wrong when the ST cam
>out & they immediately trashed 8-bit users. I hope Atari DOESN'T come out
>with a new computer for another year so these guys will get a clone & leave
>us alone.

Man! All I did was post a message about whether I should scrap the ole ST
and get a new platform or upgrade, and I'm getting jumped all over for it.
Some users here believe that there's an US and THEM. Hey, all I want is
a good computer I can use as well as have some fun expanding and playing
around. But Rick brings back some fond memories of when I was in high
school (yes, I believe there's a couple of users that feel I'm STILL IN
high schoool...). We all used to sit around and say how so and so's computer
at home couldn't play the latest games and so it "sucked". These 8-bits
were rated on the quantity and quality of the games they churned out.

Well, I think that's the way it should be. Platforms should be rated to
what the user can get out of it for his reasonable amount of time, effort,
and of course money. Take NeXT stations for example... they're great for
a number of applications but who'd want to have one in their den or dorm
room?

Alan

5028. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 02:46:24 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May14.024624.19848@wam.umd.edu>
Source record: 222156

In article <1992May13.183925.132349@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:
>EMS and XMS are weird makeshift solutions to overcome the 640K
>border that some kretinos have created by thoughtlessly designing
>DOS. (This may be a flame, but it's the truth.)

Quite true. Keep in mind, though, that DOS was designed well before TOS was even a glimmer in Jack's eye. Back in 1982 no one worried about supporting 32 megs of RAM. So it wasn't really as idiotic as it seems now. It's just OLD.

>The hardware of modern PCs is ok, but the MSDOS and the like are
>really trash. The PC would certainly be far better off if DOS had
>been replaced by a decent OS by 1986 or so.

Hmmm. DOS (5 at least) has been perfectly reliable and bug-free as far as I've seen. I'm sure there are bugs in there, but you have to admit that TOS's track record is certainly no better. With a command line add-on like 4dos, DOS becomes quite useable. (4dos offers filename completion, aliases, and tons of other csh-like stuff. It's shareware.)

>From my experience, your claim that the broken memory management
>doesn't affect users is not true. It leads to all kinds of most
>weird problems/conflicts/symptoms when it comes to configure the
>PC, and this definitely is one reason why the PCs here cause much
>more user problems than the STs.

OK, I'll concede this point to a certain extent. Since many applications still don't fully support EMS/XMS the memory management shenanigans ARE sometimes annoying. In fact, that's my main complaint about PC's in general, which is why I listed it as one of the two main gripes in my original posting.

>You compare a 1992 state of the art PC with an ST whose hardware
>has not changed much since 1985. Try a TT.

Ah, and here is the ubiquitous counterargument which I've been expecting all along. YES, in some sense it's unfair to compare a 68000-based machine to a 80486-based machine. Quite obviously the 68000-based machine is doomed to lose out in any contest that involves sheer speed.

HOWEVER, I think it's totaly fair to compare them in the following sense: Given $1500, you go buy an Atari system, and I'll buy a PC. My PC system will have at least a 386-40, SVGA graphics (320x200x256 for animation, 1024x768x256 for stills), and a nice multisync monitor.

What will your Atari system be? A TT? I don't think $1500 will get you much past the CPU, if that.

That's the point: I'm comparing the capabilities of machines that are equivalently priced. The basic problem here is that Atari has NO VIABLE MACHINES right now. As Steve pointed out earlier, most people don't need to spend more than about US$1000 on a machine that will meet their needs. The only thing you can get for that price in the Atari line is a 68000-based machine. So in that sense it IS fair to compare a 68000-based machine with a 386 or 486 machine. (You really can buy a complete 486 system for US$1700 mail order these days. I'd never believe the prices were so low if I hadn't shopped around for several months, but trust me, they are.)

The whole point of this was not to put down Atari machines. The "my machine is better than yours" arguments really have no merit and are basically religious, in the strictest sense of the word. Would I really be so silly as to claim that the machine I've written thousands of lines of code on is a piece of junk? Obviously if it were then I wouldn't have gotten so much enjoyment out of programming it.

My only claim was that PC's aren't only for gullible people. They make a whole lot of sense for Joe and Judy Average who just want a computer to fool around with, play games, or do their taxes on.

It's a sad fact, and one that many ST users (and especially developers) are being forced to face: that money drives the market, not technological superiority. Even if the TT were $1000 total, I don't think Atari would be able to make a significant dent in PC sales because there is SO MUCH money invested in PC development now. A big big project like the IBM/Apple/Borland thing could do it, but they'll still never be able to escape the inevitable fact that there are something like 80 million PC clones out there.

Developers write for machines that allow them to feed their families. If possible, they write for machines that will help them build their companies so they can just sit around and write fun software all the time and not have to worry about doing what other people tell them to do. (Isn't that the essence of the entrepreneurial spirit -- that you don't want a boss?)

This may seem like a tangent (sorry), but my impression is that when you develop for the PC, you have a lot more income, a lot more to spend on development and debugging, a toll-free order line, a tech support staff, good documentation for your machine, well-defined standards, a more receptive user base, etc. All things which you don't get easily in the smaller Atari market.

Now I'm not saying every ST developer should drop Atari machines and head over to the PC world. The grass is always greener, I suppose. But I think I do understand why the ST has lost many many of its developers. And why there aren't many ST magazines left in the U.S.

>I think that for most standard applications there are better
>programs for the ST than for the PC, as I have just written in
>another posting. It's in the eye of the beholder whether PC or ST
>programs are "generally" better.

Like what? OK, I conceded that some really excellent ST applications
do exist, like Calamus, that have no good counterpart in the PC world.
But where is the ST equivalent of Borland C++? Or even CodeView? I'm
focusing on programmers tools because that's what I know best, but the
same thing applies to other areas as well.

>And I don't agree that the ST has a "closed architecture". It
>just has many things built in that you need a card for with a PC.
>And for many extensions, the ACSI or the mega bus are just fine
>(see above).

Well, you can't disagree with my statement that the ST is a
closed architecture. :-) It's a term that has a fairly
standard definition, which is (roughly) "can have hardware
capability added through a standardized bus mechanism." This
often involves card slots, since that's the obvious way to do it.
PC's are open, ST's are closed. Apples are open if the have
NuBus slots (or some similar mechanism), but other than that
they're closed. If Mega ST's take cards, they're open too.
I wasn't aware that they did. Most ST's, at least, don't.

Dave Baggett
dmb@wam.umd.edu

5029. Re: need help with uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 03:05:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992May14.030510.12603@csi.uottawa.ca>
Source record: 222160

In article <Bo7B22.GDF@acsu.buffalo.edu> v125rcyx@ubvmsd.cc.buffalo.edu (Die By My Hand...) writes:
> I have just started using uniterm and have a couple of questions.

Pretty good set of questions. At least, they ought to be pretty easy to answer :-).

>First,how do I save the setup so that it automatically starts up with the >program?

Hit the "Help" key. That puts you into the "desktop" system. Select the "File" menu bar. One of the items in the pull-down menu is "Save Setup". Click it. You'll get a file selector, and the file name to save is "uniterm.set". It should put you in the appropriate directory, so life should be pretty simple.

To get back to terminal emulation, you can (so long as nothing on the menus is selected) either press the left mouse button, or type "q".

>Also,it doesnt seem to support z-modem.Is there a newer version >that does?

No. You can, if you have enough memory (this could be grounds for a further query...), choose the option (again on the File menu) called "Run Program." You could then use the file selector to choose some program such as "xyzshell.prg", which runs Zmodem. This is the best you're gonna get out of Uniterm. The author is now programming Crays in Switzerland, and isn't doing any more development.

>Or is there any other good terminal program on any ftp sites >that does?
Yes, there are some. The only one that I can think of offhand is Freeze Dried Terminal, probably at umich, under some name like "fzt211.zoo" or similar.

>Is there any way to improve the speed that the screen scrolls >(other than buying a faster modem,which i need badly)?
You might check the terminal settings; if it is set to "Smooth Scrolling", the scrolling is labourously slow. (Real VT terminals are also very slow when they are set to smooth scrolling, so it's not as if Uniterm is performing badly with this.)

If it's set to "Jump Scroll", then the lack of speed is most probably due to the fact that your modem is slow. And no change of terminal software will fix that!

>Also,is there a manual for this program?
It should have been included. It's available at
atari.archive.umich.edu.

Note that there are TWO versions of the manual:
1) TeX files. Produces GORGEOUS results. Very pretty, but requires
interesting software and hardware combinations in order to print it
out. (See: CS-TeX. VERY VERY good package. I'm not just saying that
- I'm actually salivating!)

2) Ascii approximation of TeX files. Pretty ugly, but mostly
readable.

The normal distribution includes both of these. If you can't find
'em, just send mail.
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

5030. Thanks for MIDI spec help

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 04:02:38 UTC
From: pinelr@aix.rpi.edu
Message-ID: <l8zvyyp@rpi.edu>
Source record: 222161

Thanks to the St community for all they help they provided me in my
search for a MIDI standard file spec. Now I have one more question...
what is the difference between 0 and 1 file formats and which does Notator
use?? As before, _any_ help is appreciated.

--
||| | Rob Pinelli |" " -Marcel Marceau | /|
/ | \ | pinelr@rpi.edu |"Would kids be like veal?" -Calvin & Hobbes | \'o.O'
Atari ST| 420 North Hall | DISCLAIMER: Ha! RPI couldn't even *pay* | =(___)=
Mega 2 | Troy, NY 12180 | me to advocate their pernicious agenda! | U

5031. 2 pieces of softwares for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 04:58:29 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992May14.045829.19875@galileo.cc.rochester.edu>
Source record: 222163

```
I have 2 pieces of softwares for sale:
ICD Cleanup ST $17 + ss
^Hard disk recovering tools^

Softstyle Epstart $25 + ss
^Epson printer drivers for Mac^
^This one is in Aladin Magic sac format so can
only be used on Magic Sac or Spectre 128/GCR ^

Thanks
...
Ling Cherd
```

5032. Mac External hard drive w/ ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 05:01:38 UTC
From: ra1cs220@troi.cc.rochester.edu
Message-ID: <1992May14.050138.19973@galileo.cc.rochester.edu>
Source record: 222164

Could someone please tell me if
a Macintosh External Hard Drive can be used
a ST Harddrive w/ the ICD SCSI host adapter?

Thanks
...
Ling Cherd

5033. Re: Superbase question(s)

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 07:26:47 UTC
From: Marc_Crompton@mindlink.bc.ca
Message-ID: <11979@mindlink.bc.ca>
Source record: 222166

Thanks to all that came to my aid! My problem is solved and it was merely a question of not reorganizing my database! This was complicated by trying to run accesories that interfered with superbase's operations. Thanks again for all the help!

Cheers, Marc

PS I promise I wasn't going to change all those damn commas manually! An e-mail response suggested trying "set option - use quotations." If I'd needed to, I suspect that would have been the easiest way around the commas.

--
==========
| Marc Crompton |
| British Columbia Band Association |
| Marc_Crompton@mindlink.bc.ca |
==========

5034. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 07:28:23 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992May14.002823.1@misvax.mis.arizona.edu>
Source record: 222167

In article <1992May13.225217.5155@Aus.Sun.COM>, robin@sherwood.Aus.Sun.COM (Robin Peatfield) writes:
> Since SUNOS 4.1.1 you can read and write DOS format floppies on a SPARC machine.
> You can also format floppies as DOS.
>
> Check out the manual pages on pcfs
>
> NB - I use this all the time to transfer stuff from my ST to a SPARC system.
>
> You will have to specify the -l switch to fdformat so as to format the floppies
> as low density.
>
> =:>)
>
> Robin.
--

I had figured out how to format the DOS floppies, but how do you write
files to the DOS floppy?

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

5035. Re: gifs and jpegs on the st

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 07:45:49 UTC
From: leonp@cs.kun.nl
Message-ID: <1992May14.074549.16156@sci.kun.nl>
Source record: 222169

In <Bo7AnJ.G43@acsu.buffalo.edu> v125rcyx@ubvmsd.cc.buffalo.edu (Die By My Hand...) writes:

> I've managed to get a couple of gif viewers(still no jpeg),but
>the quality of the pictures is pretty poor.Is this just because of the
>low resolution of the ST?Is there anything that can be done to the pictures
>on unix before transfering them that will improve the quality?Also,since
>there seem to be no jpeg viewers,is there a program for the atari that will
>convert a jpeg to gif?Or would it be better just do convert it on unix
>first?Any help would be appreciated.

> -Dave

Try gemview 1.1. It is able to display all kinds of graphics formats,
all described in the documentation. It supports GIF allright.
But better yet: allthough nothing in the manual was said about JPEG,
I tried it on some JPEG files and they all decompressed and displayed
nicely (and not that slow either on my 1040STF).
For black and white monitors it uses Floyd/Steinberg dithering and with
enough memory Halftoning. The first one especially gives good results.
The program has lots of other features too and it can be run as an DA.
Run as DA it even dithers in the background!
Try this one, it sure is a winner. It is shareware and should
be available from several ftp sites in Germany.
The documentation is english though ....

Try it,
Leon.
leonp@cs.kun.nl

disclaimer: I don't know the writer, but I just tried it myself!

5036. General Help

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 07:52:45 UTC
From: Marc_Crompton@mindlink.bc.ca
Message-ID: <11980@mindlink.bc.ca>
Source record: 222168

I have seen much talk of GEnie as a good source of free software. What is GEnie? Can I get there from here? Are we in Kansas anymore?

Also, I am interested in beggining programming for the ST. Can anyone recommend a good book on the subject or are there text files out there anywhere that could get me going?

Cheers

--

```
==========================================================================
| Marc Crompton |
| British Columbia Band Association |
| Marc_Crompton@mindlink.bc.ca |
| I presently have no employer who's opinions I may have the |
| luxury of misrepresenting |
==========================================================================
```

5037. Re: A320 Airbus by Thalion - Help with Logbook

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 08:10:48 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992May14.081048.3696@donau.et.tudelft.nl>
Source record: 222172

In <1992May13.043211.2034@panix.com> reynolds@panix.com (Brian Reynolds) writes:

>The major problem is that I can't tune in the radials on the NAV
>radios. The manual says that <Z> and </> tune NAV 1 and <ALT left>
>and <Amiga left> tune NAV 2. <Z> works, but none of the other keys on
>the keyboard do anything. Try as hard as I can, I can't find the left
>Amiga on my Mega ST keyboard. :) Has anyone been able to tune the NAV
>radios on the Atari ST version of A320?
I can tune the NAV 1 with the <Z> and <\> keys. Either you made a mistake
in the message above or I have solved the problem for you...

I can't tune the NAV2 either for the same reason.

All in all A320 is a good program apart from a few (minor) points:
- The manual could do a better job of explaining the en-route and airport
charts (and, for that matter, why did they bind the book with airport
charts on top, instead of on the left, so that it would be a real book?
silly them).
- The scenery is not very detailed, and that is putting it mildly. Yes,
this is mainly an instrument flight simulator, and yes, it would require
some processor time to do it, but at least a hint of the cities and
mountains would help a lot.
- Half the navigational aids on the en-route charts are not in the
program. This means that when you are planning your flight you have
to look up all of them in the book to ensure that they are there.
- The learning curve is strange. To get from 'student pilot' to 'pilot'
you must be able to land without the autopilot. Once you have
mastered that (I haven't tried yet), the additional complications
(not using the altitude and TAS autopilots) are only minor.
- There is no wind. Thus, you can take off from, and land on any runway,
you don't have to take the wind into account during navigations and
fuel calculations, and you don't have to land with cross-wind.

But I *do* like the program.

=-=-=-

5038. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 08:15:50 UTC
From: oli@math.rwth-aachen.de
Message-ID: <oli.705831350@ernie>
Source record: 222184

goo@hpindda.cup.hp.com (Michael Goo) writes:

>I found that I had to set the TERM variable (to vt52 I think) and the TEMP
>variable to some directory on my hard drive (F:/tmp). I run Elvis under

My impression is that Elvis is pretty slow on screen updating. After every
delete, for instance, the whole screen is displayed anew. Same with u (undo).
Scrolling is a pain in the ***. I wonder if I just have a bad termcap entry
or the vt52 is so terrible.

Oliver
--
Heute hack ich, morgen crack ich, uebermorgen hol ich mir dem SysOp sein Login.
Ach wie gut dass niemand weiss, dass ich oli@math.rwth-aachen.de heiss.

5039. Re: ST Format, Third Coast, GFA, Falcon etc.

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 09:14:30 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992May14.091430.24162@rdg.dec.com>
Source record: 222170

In article <1992May13.160958.4676@cam-orl.co.uk>, pe@cam-orl.co.uk (Philip Elwell) writes:
>In article <001jbwy1@csv.warwick.ac.uk>, strgh@warwick.ac.uk (J E H Shaw)
>writes:
>|> The June 1992 `ST Format' has just appeared on the shelves.

Some text left out

>|> and (page 22):
>|> `Distributors of the Xtra RAM upgrade board, Frontier
>|> Software, have gone out of business.'
>|>
>
>I don't know the precise legal status of Frontier Software, but as far as
>products and support goes they have been taken over by (I think) Marpet
>[Developments, Systems, Supplies, ...]. Sorry to be so vague but I have no
>information to hand. I have dealt with them since the changeover and the
>service was excellent - a faulty upgrade was repaired and returned within
>days.
>Try ringing the old Frontier number - a recorded message will tell you the
>new
>one.

Just to add a little more info, Marpet is run by Martin Walsh and Peter
?, who used to be part of Frontier Software, so it's the same people who
know the products. When I got my Xtra-RAM Deluxe upgrade it had a note re
them taking over support.

>[I have no connection with any of the above companies - this post is purely
>for information]
>
>Phil

Ditto

Gwyn
--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

5040. Re: Falcon seen at IFABO in Austria...

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 10:10:47 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992May14.101047.24550@email.tuwien.ac.at>
Source record: 221784

Oh dear! What's happening? Can't I post a single article without errors????

yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:

>NOT! ;-)

>From March 12. to 18. there is the IFABO computer-fair held in Vienna,Austria.
sorry! MAY 12th to 18th...

>On the first day, Atari showed some ST Books, TTs with Unix, Lynx's, and of
>course the Multi-TOS... But they didn't have any Falcons! They had brought
>a huge TV and 2 big speakers though, which seemed very suspicious! When I
>asked someone from Atari Germany, he told me they wanted to show the
>new Multi-TOS, and they would most probably show some Falcons at the Atari
>fair in Duesseldorf (there they will be officially presented).

>I still don't believe they brought 2 big speakers and a huge TV screen
>just to show Multi-TOS! What'd they want the speakers for?!?

>Maybe they'll show it on the last day of the fair, who knows...

>BTW, the IFABO is the biggest computer fair in Austria, with some 57000 m^2
>and over 700 companies... Atari had something like a 20x20m area there!

>Marinos Yannikos
>yannikos@vmars.tuwien.ac.at

Maybe I should also add that when I asked this Atari representative
about the rumors about the Falcon's price I heard some time ago
(which were in the range of $700) he said, smiling, that he'd "heard that too"...
He said that for the minimum configuration the price should be in this
range (without Harddisk), but he said he didn't know any details (memory
etc.)... Also, you should have seen Multi-TOS on the TT with NVDI installed!
The window updates are really fast!

M.Y.

5041. Re: Terminal em. / cli as acc.?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 10:19:48 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992May14.101948.843@newcastle.ac.uk>
Source record: 222174

Get MiNT v0.94, as this comes with the new version of BGACC.ACC, a utility which launches any TOS program in a window. You need to be running MiNT to do it, because the windows multi task with anything else that happens to be running!!!

You can then run any CLI you like as a desk accessory, and you get multitasking as well....

>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

5042. RE: Ideas for a 3D dungeon

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 10:26:58 UTC
From: cstdxer@warwick.ac.uk
Message-ID: <1j3jbw16@csv.warwick.ac.uk>
Source record: 222173

Many Thanks to everyone out there who replied to my article. Just for those doubting toms who think STOS is Too slow we currently have a screen refresh rate of 25 frames per second, when compiled. This figure does not look like getting 'much' slower. Uncompiled it takes 3 to 4 VBL's to update a screen. We have looked at all the ideas, and will hopefully be implementing as many as possible.

Thank you again

Chris.

5043. Re: Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 10:58:52 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992May14.105852.19944@urz.unibas.ch>
Source record: 222171

In article <1992May13.072603.27874@sci.kun.nl>, vince@sci.kun.nl (V.G.J.M. Stoks) writes:
> In article <12MAY199211072420@zeus.tamu.edu> cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:
>>
>>Well, I've tried to get my ole AtariST up and running by posting
>>alternative OS's (Mac and IBM emulators). But the fact is that they're
>>way tooooo expensive for the kind of performace they return. REALLY,
>>these Atari.ST, Atari.8Bit, and Atari.Tech are the only places I've
>>heard ANYONE talk about Atari's!!!!!!!!!!
>>
>>I'm here at college and we ~had~ an Atari group but have now vanished.
>>There are tons of IBM and Mac groups with one devoted group of AMIGA
>>users. Check this out: Our Kroger's here in this small town has enough
>>Amiga's and Toaster Video stuff to rival the ones in big cities like
>>Houston. The AtariST dealer here even started to carry Amiga stuff!!!!!
>>
>>What's going on here? Well, I think I'm going to just chuck my ST and
>>do the Amiga or IBM 'thang'. (no macs PLEASE! :) I'm sick of hearing
>>"hacks" to up the memory capacities of ST's and needing to get some
>>mongo super ST in order to get some of the now STANDARD options on other
>>computers.
>>
>>It seems that Macs dominate Desk Top Publishing...
>> IBM's dominate CAD and technical analysis...
>> Amiga's dominate Desk Top Video and Animation... games too?
>>And if not the Amiga in games then you have the 16-bit game engines...
>>
>>SO WHERE IS THE ATARI'S ~~~ANYTHING~~~ ??????????????????
>
> MIDI music. And hey, Atari is still big in DTP (at least over here in
> Europe!)
>
>>
>>I'm feed up and if you think so, or not, tell me what you think.
>>{ Otherwise, my ST's OUTTA HERE!!! }
>>
>>Alan Wen
>>Texas A&M University
>>Atari S-orry T-rash Almost-EX User
>
> You're right about some things, though. Atari ST was great when it
> came out but since then it hasn't improved much. STe or even Mega STe
> are not that special. The TT should be cheaper to seriously threaten
> other manufacturers. I personally have faith in the Falcon. If it's
> really gonna be a 68030 with nice graphics and the best sound on any

> system, for the price it's said to have, it could be a winner. But
> Atari shouldn't wait too long or it's name will be forgotten and
> covered in dust and the Falcon wouldn't be noticed.
>
> Sander SToks
> vince@sci.kun.nl

Hey, don`t forget companies like Siemens(!), BMW and others using
the Atari for their developements. The only place Amigas are used
are a hand full of minor TV-stations in the US and why ?
Because Amiga has more colour. Great! So the Atari hasn`t, but it still
used a lot for DTP (19-inch screen...) with Linotype printers, etc.
So the Atari isn`t as dead as you would wish it is.

Other than that - STOPPPPP THIS FLAME WAR SHIT -
if you Amiga geeks are jealous - go fly a kite over the ocean with a pair
of cement boots.

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

5044. summary: setscreen / ste

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 11:37:24 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992May14.113724.25910@news.uni-stuttgart.de>
Source record: 222175

```
Hello there,

Here's the summary of the SetScreen / STE problem.

Description:
If you call XBIOS.SetScreen with parameters you have read from XBIOS
before, then parts of the right screen skip to the left overscan area.
This can occur on all computers with STE - videohardware.
That includes both - 1040 STE and Mega STE.

It's a hardwareproblem that has nothing to do with th OS.

The reason is a bug in a series of SHIFTER-Chips.
Exceptions are the very first delivered Mega STEs.
Atari seemed to ignore this problem for a long time, but I got a Mail
that a Mega STE, bought on april 1st 1992 did't have this problem.

I bought mine at the same time and tested a Mega STE that isn't sold yet.
Both have the same buggy chip.

The result of a SetScreen - call depends on the state of the chip.
I know of no method to perform the call at a defined state.

Conclusions:
1) Programs should avoid calling SetScreen if they are allready in ST high mode
(rez=2).
2) If you buy a STE test it with the following program. There *are*
computers without this bug.

Appendix:
You can reproduce the effect with the following program:
It's easy to port it to other languages.

MODULE SetEd; (* MEGAMAX MODULA 2 *)

FROM SYSTEM IMPORT
ADDRESS;
FROM GrafBase IMPORT
GetScreen,SetScreen;
FROM Terminal IMPORT
Read,WriteString,WriteLn,WritePg;

VAR
log,phys: ADDRESS;
rez,I: INTEGER;
CH: CHAR;
```

```
BEGIN
WritePg(); (* Clear Screen *)
REPEAT
(* Hole aktuelle Bildschirmparameter: *)
(* C: logbase, physbase, getrez; causes no trouble *)
GetScreen (log,phys,rez);

(* Zur Orientierung auf dem Bildschirm: fuelle oberste Zeile mit Ziffern *)
FOR I := 0 TO 7 DO
WriteString ('0123456789');
END;
WriteLn;
Read (CH); (* Abbruch mit Spacebar *)

(* Evtl. gelesene Werte wieder setzen: *)
IF CH#' ' THEN SetScreen (log,phys,rez) END;
UNTIL CH=' '
END SetEd.
```

How to use it:
Press any key except spacebar to cause a SetScreen to be processed;
press spacebar to quit.

Gerd

5045. Re: Can Atari read SPARC floppies? How 'bout the

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 11:49:15 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992May14.124915.6020@vax.oxford.ac.uk>
Source record: 222229

In article <3825@cod.NOSC.MIL>, healy@cod.NOSC.MIL (Mike Healy) writes:
> Hi
>
> There is a set of utilities called Mtools allowing a SPARC to read
> and write DOS format to 3.5" drives. Our 3.5" drives from Andataco
> came with their own drivers to do the same thing. Since the ST uses
> DOS format, that's what you need. Check atari.archive for Mtools.
> If you can't find them, email me.
>
> Mike Healy
>
> healy@cod.nosc.mil
SunOS 4.1 and later can cope with MS-DOS file systems (this includes ST disks)

Steve

5046. New u/l to Terminator:Plot172.zoo

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 11:49:44 UTC
From: cordes@ac.dal.ca
Message-ID: <1992May14.084944.5734@ac.dal.ca>
Source record: 222176

New upload to Atari Archive: PLOT172.ZOO

[Since Jeff is having a little trouble keeping on top of all the new uploads since graduation (Congratulations Jeff!), thought I'd mention that this file is available in the new directory.]

This is an upgrade to PLOT168.ZOO, which has been in the applications/math directory on the terminator archive. The program is a 2D Function/Data plotter for high/medium resolution ST's. Works well on a Mega STE, but probably not on a TT (but maybe if the 24BIT program is run?). Some of its features are:

* Plots functions typed at the keyboard. Large range of function primitives to choose from, including the BesselJ function, the BesselI function, the Airy function and the Gamma function. Has a function history buffer. Very long function lines may be entered (more than 80 characters).

* Data (x-y coordinate pairs) can be entered in a simple editor or read from a file. Some data transformation and fitting capability is included.

* Multiple curves can be overlaid on the same plot. Text can also be added.

* Good quality hardcopy is possible via GDOS (GDOS drivers/fonts are not included).

* Various numerical utilities are built in, including an expression evaluator, numerical integration, finding zeros of functions (of any function entered at the keyboard) and complex roots of polynomials.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, Nova Scotia, Canada B3H 3J5
E-mail: cordes@ac.dal.ca

5047. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 12:10:11 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992May14.121011.157196@rrz.uni-koeln.de>
Source record: 222178

In <1992May14.024624.19848@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

>In article <1992May13.183925.132349@rrz.uni-koeln.de> aeg03@rrz.uni-koeln.de (Jan T. Kim) writes:

>>The hardware of modern PCs is ok, but the MSDOS and the like are
>>really trash. The PC would certainly be far better off if DOS had
>>been replaced by a decent OS by 1986 or so.

>Hmmm. DOS (5 at least) has been perfectly reliable and bug-free
>as far as I've seen. I'm sure there are bugs in there, but you
>have to admit that TOS's track record is certainly no better. With
>a command line add-on like 4dos, DOS becomes quite useable. (4dos
>offers filename completion, aliases, and tons of other csh-like
>stuff. It's shareware.)

I didn't mean the DOS shell is bad, I say the whole OS is trash.
There is not only that 640KB problem, even worse, there is that
8088 problem -- all those 386 and 486 processors end up playing
8bit under DOS. This prevents PCs from being as powerful as they
are. BTW, EMS and XMS reduce system performance too.
ST hardware upgrades can be hacky, but the "upgrades" to DOS to
enable handling of modern hardware are even more hacky. And most
importantly, there's no room left for further hacking. Therefore
I think DOS will be replaced by other operating systems (UNIX,
Mac system/finder, MultiTOS...) during the next few years and
disappear from professional use.
(Disclaimer: I don't intend to flame DOS, this is what I think is
going to happen. Although I never liked it, DOS has been ok for
people for a couple of years, but now it is so badly outdated
that it's time to replace it.)
One word about *MS*-DOS: I've heard that some "undocumented"
system calls were not documented by Microsoft for the public, but
they were documented for Microsoft's programmers and used by
them, so they had an advantage competing against other software
houses. I really detest people who use such methods and for me
this is a reason to boycott Microsoft.
At least, in this respect TOS is better

>>You compare a 1992 state of the art PC with an ST whose hardware
>>has not changed much since 1985. Try a TT.

>Ah, and here is the ubiquitous counterargument which I've been
>expecting all along. YES, in some sense it's unfair to compare a
>68000-based machine to a 80486-based machine. Quite obviously the
>68000-based machine is doomed to lose out in any contest that involves

>sheer speed.

>HOWEVER, I think it's totaly fair to compare them in the following
>sense: Given $1500, you go buy an Atari system, and I'll buy a PC. My
>PC system will have at least a 386-40, SVGA graphics (320x200x256 for
>animation, 1024x768x256 for stills), and a nice multisync monitor.
>What will your Atari system be? A TT? I don't think $1500 will get
>you much past the CPU, if that.

>That's the point: I'm comparing the capabilities of machines that are
>equivalently priced. The basic problem here is that Atari has NO
>VIABLE MACHINES right now.

Well, it seems that Atari tries to do in the USA what Apple did
here in Germany: Overpricing their computers hoping that people
will finally believe that there must be some mysterious reason
they don't understand that justifies those high prices. Atari has
a reason to try, it worked over here...
However, I don't look at computer prices every day, but it seems
to me that one can buy a Mega STe for the same money as a 386 PC.
I'd prefer the Mega STe, no doubt, and I see little reason for
anyone not to do so unless people are forced to use some
"standard software" that is not available for the ST.
Regarding the lack of viable machines in the ST series, that
point is absolutely correct. It's the reason why people are
rumoring that excitedly about the Falcon. It's important for
Atari to get the Falcon out soon, and the Falcon 040 as soon as
possible.

>My only claim was that PC's aren't only for gullible people. They make
>a whole lot of sense for Joe and Judy Average who just want a computer
>to fool around with, play games, or do their taxes on.

It's surely ok for those folks to get a PC, but an ST is more
adequate for them, because it's far more user friendly. Judy &
Joe will certainly need more help with setting up their computer,
installing programs and troubleshooting if they have a PC. At
least, this is what my experience says.

>It's a sad fact, and one that many ST users (and especially
>developers) are being forced to face: that money drives the market,
>not technological superiority. Even if the TT were $1000 total, I
>don't think Atari would be able to make a significant dent in PC sales
>because there is SO MUCH money invested in PC development now. A big
>big project like the IBM/Apple/Borland thing could do it, but they'll
>still never be able to escape the inevitable fact that there are
>something like 80 million PC clones out there.

> [stuff deleted]

>This may seem like a tangent (sorry), but my impression is that when
>you develop for the PC, you have a lot more income, a lot more to spend
>on development and debugging, a toll-free order line, a tech support

>staff, good documentation for your machine, well-defined standards, a
>more receptive user base, etc. All things which you don't get easily
>in the smaller Atari market.

Commercial developers experience an unusual strong competition
from noncommercieal ones, as I have already stated in a previous
posting. Therefore, developers and companies tend to drop ST
support and concentrate on other platforms. And, returning to the
statement that gave rise to this sub-thread, of course not
everyone who buys a clone is gullible, but those who sell hard-
and software really use the gullibility of their customers if
they can to persuade them into buying a PC, because they figure
correctly they will make more money of such customers that way.
At least a significant fraction of dealers acts that way over
here. The "arguments" they use would undoubtedly be qualified as
flames if posted.
The really sad thing is that there are these economic mechanisms
that favor systems with lots of needless comlications over user-
friendly ones.

>>I think that for most standard applications there are better
>>programs for the ST than for the PC, as I have just written in
>>another posting. It's in the eye of the beholder whether PC or ST
>>programs are "generally" better.

>Like what? OK, I conceded that some really excellent ST applications
>do exist, like Calamus, that have no good counterpart in the PC world.
>But where is the ST equivalent of Borland C++? Or even CodeView? I'm
>focusing on programmers tools because that's what I know best, but the
>same thing applies to other areas as well.

Well, since I never did any serious PC programming I can't
compare PC and ST in this field. I was thinking of Judy & Joe,
who might want to do word processing (Signum, That's write etc.),
DTP (Calamus), drawing (Arabesque, CrackArt), music
(NoiseTracker, MIDI software), everyday management things for
which there are lots of non-commercial programs around and so on.

>>And I don't agree that the ST has a "closed architecture". It
>>just has many things built in that you need a card for with a PC.
>>And for many extensions, the ACSI or the mega bus are just fine
>>(see above).

>Well, you can't disagree with my statement that the ST is a
>closed architecture. :-) It's a term that has a fairly
>standard definition, which is (roughly) "can have hardware
>capability added through a standardized bus mechanism." This
>often involves card slots, since that's the obvious way to do it.
>PC's are open, ST's are closed. Apples are open if the have
>NuBus slots (or some similar mechanism), but other than that
>they're closed. If Mega ST's take cards, they're open too.
>I wasn't aware that they did. Most ST's, at least, don't.

Im no expert in hardware, so I'm not sure whether the ACSI bus meets the definition for an open system. At any rate, it offers a way for adding hardware, so the ST is may be closed, but not totally.
I know Dave didn't mean it this way, but (over)simplified statements such as "PCs are open, STs are closed" can be very misleading to people who don't have some background knowledge of system architectures.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5048. Re: WARNING: TOS 2.06 and Warp

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 13:19:55 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A1268FB.18536@noiro.acs.uci.edu>
Source record: 222177

In article <A10321@B.maus.de> Laurenz_Pruessner@b.maus.de (Laurenz Pruessner) writes:
>>I too have had problems with Warp 9. Most have been more minor things, but
>>I would try to run certain programs and it would just bomb in a big way.
>>When I took out Warp 9, they ran fine.
>
>Just one question:
>
>Who needs Warp 9 as long as NVDI is available?

First, NVDI is not readily avaliable in North America, or outside
Europe for that matter, as far as I know.
And, my understanding is that NVDI is neither as compatible or as
fast as Warp 9. Anybody with both of them know for sure?

--
Joachim Vance
^~^~^~

5049. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 13:31:07 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992May14.133107.2331@aisb.ed.ac.uk>
Source record: 222186

In article <1992May13.153443.66@csghsg5a.bitnet> 86669629s@csghsg5a.bitnet (Martin Rosenkranz) writes:
>Hi all
>
>Does anybody know what happened to the long promised FSM-GDOS? I read an
>interview with Alwin Stumpf in a german ATARI-magazine; it states that ATARI
>has dropped FSM-GDOS and is currently looking for/developing something else.
>
>Does anybody know if this is true???
>
>Greetings,
> martin
>

A little related info: Atari UK has released 'FontGDOS', which seems to be an improved bitmap GDOS (no vector fonts). It includes drivers for HP500 inkjets and BJ10's. Three pounds per disk from the ST Club.

Sam.

5050. Re: The Atari ST is GREAT! Don't believe everything that's pos

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 13:54:05 UTC
From: azog@thoth.rent.com
Message-ID: <1992May14.135405.29388@thoth.rent.com>
Source record: 222220

cpw8034@zeus.tamu.edu (CHI PIN WEN) writes:

>Take NeXT stations for example... they're great for
>a number of applications but who'd want to have one in their den or dorm
>room?

>Alan

I would! Me me me! But, then again, I am a guy who owns two VAX 730s :-)

--
Billy D'Augustine | "Wish I had some goddamned milk!
...rutgers!bobsbox!thoth!azog | "Cheerieos just aint the same!"
azog@thoth.rent.com | - Stormtroopers of Death (SOD)

5051. Re: Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 14:10:20 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A1274CC.19653@noiro.acs.uci.edu>
Source record: 222179

azog@thoth.rent.com (Billy D'Augustine) writes:
>ljdickey@math.waterloo.edu (L. J. Dickey) writes:
>
>(bitching about LZH deleted)
>
>> This is the kind of thing that happens when too many people get their
>>finger in the pie and new versions come out every other day.
>> [stuff about slowing down releases deleted]
>> One of the advantages of ARC, ZOO, and ZIP is that they are more or
>>less the same and compatible across a wide range of hardware, including
>>Ataris, Unix systems, and even lowly PCs.
>
>I have to agree with this wholeheartedly! I finally today got what I
>think (and hope) is the latest LZH, Questors 201m. (m? the last I heard
>was i!).

Doesn't this miss the point completely?
The first Atari LZH software (LZ1 archives) lacked compatibility and had so many compatibility problems (because of too many incompetent programmers and too many different versions) that it sometimes was hardly worth the effort to get the greater compression.
Then the next greatest commpression method comes out (LZ5) and Questor is the first (and only that I have seen) with a new LZH.
Everbody groans because now they can't de-arc some *.LZH files unless they have Questor's 2.01x. People slowly get Questor's program and can now un-arc LZ1 and LZ5 level archives. And Questor's program is compatible with PC LZH.
There is no reason that you have to get 2.01m just because it is the latest version. Each version is just small bug fixes, enhancements to make them more compatible with PC LZH and minor features added, etc.
Personally I use 2.01h. Treats me just fine. And the LZH files produced by all the 2.01x versions are compatible at the file level.
Questor has set the standard. Just as Darin Wayrynen's Arc 6.02 is standard for ARC so is Questor's 2.01x for LZH. Finally we have a solid LZH.

I for one appreciate Questor's pace of development. Don't get the latest and greatest if you don't have to. Stick with 2.01h or i.
You'll be fine.
--
Joachim Vance
^~^~^~

5052. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 14:21:13 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A127759.19850@noiro.acs.uci.edu>
Source record: 222180

In article <1992May5.193501.1783@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>
>Sorry, I agree with the original comment, no matter how good the program:
>
>NO DICTIONARY = USELESS!!!
>
> This is the main reason I used the Spectre for so long, better
>dictionaries in the word processors.

Why limit yourself to a word processor that has a dictionary if
there is one without a dictionary that you like better. Just use an
outside dictionary like Thunder! Maybe someone should do a new one.

Personally, I think emacs is a great word processor (note: word, not
document). It doesn't have a dictionary, but many people use ispell
or webster with emacs to spell check their files.
I think that uemacs for the ST has a version of ispell too. Hmm,
gonna have to track that one down... :)

--
Joachim Vance
^~^~^~

5053. Re: downloading from UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 14:41:55 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A127C32.20325@noiro.acs.uci.edu>
Source record: 222181

In article <1992May4.211812.17222@acsu.buffalo.edu> v125rcyx@ubvmsb.cc.buffalo.edu (Die By My Hand...) writes:
>
> I'm trying to download several files from unix to my ST. Im using
>the unix command sx (send Xmodem) and running FLASH on the ST. I get errors
>like 'sector error' and 'checksum error'.

Steve Yelvington covered it well. But I want to second the notion
that sometimes you have to uuencode a file.
If you have a telnet connection to the UNIX machine you won't be
able to do a binary download (ie. xmodem). If this is the case,
uuencode the file and then cat the file (list it to the screen) while
capturing it with a capture buffer or a download ASCII. Then
uudecode the file with UUD.TTP on the ST side or something similar.
Remember there is no error checking with this method during the
download so the possibility for errors is greater if you have a poor
connection.
--
Joachim Vance
^~^~^~

5054. Re: Problems with uemacs 3.11 beta version

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 14:45:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992May14.144507.11623@csi.uottawa.ca>
Source record: 222185

In article <92134.143129ZX0013@DMSWWU1A.BITNET> Bjarne Pohlers
<pohlerb@math.uni-muenster.de> writes:
> There will be a new version (beta4) of MicroEMACS 3.11a available at the end
>of this week. If in this version the problem described by Mallarino Didier is
>still present, please tell me.

This version will, momentarily, be going up on
atari.archive.umich.edu. Those of you who MUST have it RIGHT AWAY
will find it in /atari/new/microemacs.zoo.

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

5055. Dave Small's Article (Current Notes)

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 14:47:25 UTC
From: malay@sae.com
Message-ID: <1992May14.144725.1584@sae.com>
Source record: 222196

He hit the nail right on the head!

Bob Malay

5056. Re: General Help

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 14:48:50 UTC
From: steve@thelake.mn.org
Message-ID: <A1310267566@thelake.mn.org>
Source record: 222188

[In article <11980@mindlink.bc.ca>,
Marc_Crompton@mindlink.bc.ca (Marc Crompton) writes ...]

> I have seen much talk of GEnie as a good source of free software. What is
> GEnie? Can I get there from here? Are we in Kansas anymore?

GEnie is an information network operated by General Electric (the U.S. company, not the U.K. company.) GE has a packet data network used by big businesses. GEnie takes advantage of that network to offer cheap access rates at nights and weekends. There are GE Information Services nodes in most major cities in North America.

Basic service is covered by a $4.95 monthly fee; for that you get no-extra-charge access to a huge selection of consumer-interest roundtables (writing, cooking, automotive, etc.). Computer-related areas and downloadable files bring an extra charge of $6/hour. Online multiplayer games, such as the Air Warrior flight/dogfight simulator, cost $6/hour.

The Atari roundtables on GEnie are officially sponsored by Atari Corp. and Atari personnel regularly answer questions there, as do many commercial software developers.

Since GEnie gives you a very nice free automated access program called Aladdin, you don't need to spend much time in the pay areas; Aladdin moves through them quickly and grabs all the new messages so that you can read off-line.

Here is GEnie's signup procedure. The phone number should be good anywhere in North America. I don't know how the Brits get access.

1. Set your communications software for for half duplex (local echo) at 300, 1200 or 2400 baud

2. Dial (toll free) 1-800-638-8369. Upon connection, enter HHH

3. At the U#= prompt enter XJM11718,ALADDIN and press return.

Then follow the online instructions. You'll need a credit card for billing.

> Also, I am interested in beggining programming for the ST. Can anyone
> recommend a good book on the subject or are there text files out there anywhere
> that could get me going?

Text files: The ``Pro GEM'' series of columns from Analog magazine are available for downloading from various BBSes. I think they're on atari.archive.

Books: ``C-Manship Complete'' is available for $19.95 U.S./$24.95 CDN direct from Taylor Ridge Books, Box 48, Manchester, Conn. 06040 USA. It's a reprint of Clay Walnum's tutorial columns from ST-Log magazine.

There are several other good books, mostly out of print. I like ``Atari ST Application Programming'' from Bantam, which you may occasionally see for sale here on the network. Watch for it.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5057. Re: Free software (was Re: Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 15:03:29 UTC
From: malay@sae.com
Message-ID: <1992May14.150329.1648@sae.com>
Source record: 222197

In article 7910@uqcspe.cs.uq.oz.au, warwick@cs.uq.oz.au (Warwick Allison) writes:
>sourada@iastate.edu (Steven D Ourada) writes:
>
>>I don't know if it's just my biased perception, but it does seem that
>>the ST's have wonderful free software support as compared to other platforms.
>
>
>Two simple reasons for this:
>
> 1. Apple spend too much time looking at and feeling up their lawyers.
> (so GNU boycotts them)
>
> 2. Intel architecture looks NOTHING LIKE a workstation architectur
> (ie. slab of general purpose grunt), GNU won't touch 'em.
>
>
>Atari's look like baby workstations. The Sun's (before Sparc) where
>mainly 680x0, with x=2, 3, or 4.

Actually x=1,2, or 3

We have a Sun2 here with its guts hanging out and the CPU is a 68010 - I'm not
aware of any Sun with a 68040 in it??

Bob Malay

5058. Re: The Atari ST is GREAT! Don't believe everything that's pos

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 15:20:49 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59032@cup.portal.com>
Source record: 222182

My point was probably stated a little muddled. I own two clones in addition to my [ST, 800's, 1802 Super Elf <which is to old to use>]. Just because I own a clone or two, does not mean I like people trashing everything "NOT" MS DOS. The mere ability to run a piece of software or hardware does not entitle people to trash everyone else. For example: ST users that can't play a note & don't have a midi keyboard bragging about the built in midi port! It's kind'a like people bragging about, "Prince touched me as he walked by!" It's great that you have Autocad & Turbo-C, but what counts is what you do with the tools, not the tools you own. If you said it was you that used Auto cad to design the Shuttle robotic arm for example, I'd be REALLY impressed.

5059. Re: Maxon Application Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 15:33:06 UTC
From: subiaagb@w350zrz.tu-berlin.de
Message-ID: <YQ827WD@mailgzrz.tu-berlin.de>
Source record: 222192

In article <1992May13.113224.19941@urz.unibas.ch>, minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:

|> I don't know that much about it, but I can sure say it's good.
|> I read a few things in an article of the 'ST-Computer' (a german mag)
|> and with the use of especially C it is supposed to be great (also

[...]

Don't forget that MAXON sells both, the magazine 'ST Computer' _and_
the ACS tool. I sometimes read this mag too and IMO its descriptions
of MAXON products are always good.

|> Alexander <minidis@urz.unibas.ch>

--

| Andr'e Pareis, |
| Internet: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |

5060. CHKDSK3 ????

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 15:50:10 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992May14.155010.15549@unix.brighton.ac.uk>
Source record: 222194

I have heard of this really good disk checker, called chkdsk3 that is meant to have been on a.a but I cannie find it anywhere - I even looked it up on the 'archie' ftp database, but nothing.

so the question is WHERE CAN I GET CHKDSK3 ??????????????????

Please mail me the answer asap, or post a followup if you can't mail direct to my host, I'll collect up any info and when I've a copy I'll post a followup myself the same day.

Thanks for your time,

Dom

5061. Re: HELP WITH ARC Shell V2.0

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 15:55:36 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992May14.155536.15753@unix.brighton.ac.uk>
Source record: 222195

Arc shells really don't work on 520STs - not enough ram etc

if you have the file arc.ttp (or something) in the same directory as
the archive (thingy.arc) you want to 'de-archive' click on arc.ttp and enter:

x thingy.arc

this will extract all the files from the archive 'thingy.arc'. gettit ?

Dom

5062. How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 16:07:45 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <mNuRkB1w164w@ersys.edmonton.ab.ca>
Source record: 222198
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

Does anyone know how to tell the computer to drop the DTR so that the modem drops the connection? This is a small feature of the new version of my terminal program, but it is an important one. Just about everything else has been re-worked in it. Anyway, any help on this would be appreciated.

Thanks.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< "A penny saved is a penny to squander!" >>
<< -- >>

5063. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 16:19:21 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <705860360.1814@minster.york.ac.uk>
Source record: 222199

In article <1992May13.153443.66@csghsg5a.bitnet> 86669629s@csghsg5a.bitnet (Martin Rosenkranz) writes:
>Hi all
>
>Does anybody know what happened to the long promised FSM-GDOS? I read an
>interview with Alwin Stumpf in a german ATARI-magazine; it states that ATARI
>has dropped FSM-GDOS and is currently looking for/developing something else.
>
>Does anybody know if this is true???

I heard from a UK Atari developer that Atari and Compugraphic had entered litigation over FSM GDOS. If that was true, it may be reasonable to speculate that either
a) Atari lost; or
b) Gave it up as a waste of time & money

Either way, it's goodbye GDOS.

It's interesting that FontGDOS, Atari's latest GDOS release, which features font cacheing, faster drivers, better driver set (including one for the Deskjet 500) but bitmapped fonts only, has been released in the UK. The ST Club will sell you a copy for 2.95 pounds.

>Greetings,
> martin

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death looses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

5064. Point of Sale systems

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 16:39:02 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May14.163902.28239@newshost.lanl.gov>
Source record: 222187

Doesn't someone out there market a POS (Point of Sale) system based on the Atari ST? I seem to recall seeing ads for it in past ST Informers but I can't seem to find them now. A user from another newsgroup in enquiring and I told him I would investigate. Anybody remember such a system and who was selling it?

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5065. MicroEMACS 3.11a-beta4 available

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 17:05:05 UTC
From: ZX0013@DMSWWU1A.BITNET
Message-ID: <92135.135221ZX0013@DMSWWU1A.BITNET>
Source record: 222189

MicroEMACS 3.11a-beta-Test (Patchlevel 4) is now available from
ftp.uni-muenster.de (128.176.120.210) in the folder /pub/atari/editors
The filename is microemacs.zoo. I am sorry, there is no mailserver.

Please note: this is still a beta-test and there might still be some problems
left. MicroEMACS works fine under my configuration but if anything strange
happens, please let me know, do not post any bug reports to the group, I
might miss them.

There is not very much documentation with this release, but please read the
little bit carefully before reporting a bug. If you are afterwards not sure
whether you discovered a bug, then report it.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

5066. Re: HELP: problem with SCSITOO

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 17:05:10 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92135.114755ONM07@DMSWWU1A.BITNET>
Source record: 222193

In article <H.DBRemf56mdI@alice.hobby.nl>, harold@alice.hobby.nl (Harold van Aalderen) says:
>
>So which version should I use then. I believe we have version 2.1 is that the
>latest?
>--
>Harold van Aalderen | harold@alice.hobby.nl
> | {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
>alice: She's not the neighbour girl nor is she living in wonderland
> Who it is? For me to know for you to guess.

You need version 2.22.

5067. TOS 1.4 ROM's needed

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 17:25:42 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1992May14.172542.16763@cbfsb.cb.att.com>
Source record: 222191

Hi;

I just acquired an Atari 520ST that is very early vintage.
It loads TOS from disk. I wanna get TOS 1.4 ROMs for it.

Does anybody have their old 1.4 ROMs left over from an upgrade to 2.x
that they want to give away (or sell cheep) ?

I'm trying to turn a sow's ear (early el-strippo model 520ST) into a
silk purse (1meg RAM, 720K floppy).

Bill Dudley
mail to: dud@homxb.att.com -or- 71631.737@compuserve.com
AT&T Bell Labs, New Jersey - 908 949 4360

5068. Video Key for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 17:41:31 UTC
From: snoret@egon.unx.sas.com
Message-ID: <1992May14.174131.9388@unx.sas.com>
Source record: 222203

I have a Practical Solutions Video Key for sale. This allows the
use of a television or VCR with an ST that doesn't have an RF output.
I think the older one's are the only ST's with this problem.

I bought it used last year for $45 without a power supply. I recently
got an SC1224 and don't need the Video Key any more. I will sell it,
along with the power supply I use with it, for $35 _plus_shipping_.

If interested, contact me via email:

Rick Tatem Asst. Systems Programmer
snoret@unx.sas.com UNIX Support
SAS Institute Inc.

5069. msa? What does it mean?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 18:02:16 UTC
From: dinsmm@vccsouth29.its.rpi.edu
Message-ID: <qq1vynb@rpi.edu>
Source record: 222190

What does the filename.msa mean? Is it some packing thing?
What do I need to do to use it? Thank you for your help.
Please email me, since I don't think everyone else cares.

Mike Dinsmore
dinsmm@rpi.edu

5070. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 18:45:45 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May14.184545.25500@ucsu.Colorado.EDU>
Source record: 222200

In article <1992May13.203151.26137@exu.ericsson.se> exuhag@exu.ericsson.se (James Hague) writes:
>Steve Yelvington writes:
>>
>>So the next thing I hear, they're upgrading to another version of Windows,
>>replacing the hard drive with a bigger one because they got suckered into
>>buying a word processor that chews up a couple of megabytes of space,
>>giving away last week's videogames because they won't run on the new
>>setup, and so forth.
>>
>>They didn't just get a computer. They got another mouth to feed.
>>
>>I doesn't have to be that complicated! It doesn't have to be that
>>expensive!
>
>This is the landslide the PC world is caught in. I'll admit,
>the 8088s were a litle low-end (but still *very* useful). Then
>the 286 became the next big thing. Then the 386. Then the 486.
>Now the 586 is just around the corner. DOS is a Bad Thing,
>so if you have a fast machine and lotsa RAM and 15 free
>megabytes of disk space, you can run Windows, whose usefulness
>is still debatable. And now there's OS/2 which needs 8 megs
>of RAM and 32 megs of disk space and a speedy 486 to run.

Actually try from 15 to 30 Megs of HD space depending on your configuration.
And it does not need a 486 to be fast, a general 386-25 does quite fast,
even the SX20 well do it fine (though given that there at least 5 megs of
RAM not 8 is required (OS/2 is weird, it needs above 4 megs to be fast)).

5071. Flickering colours ? was Re: gifs and jpegs on the st

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 18:50:09 UTC
From: jarleb@medusa.uio.no
Message-ID: <1992May14.185009.10907@ulrik.uio.no>
Source record: 222202

In article <Bo7AnJ.G43@acsu.buffalo.edu>, v125rcyx@ubvmsd.cc.buffalo.edu
(Die By My Hand...) writes:
>
>
> I've managed to get a couple of gif viewers(still no jpeg),but
> the quality of the pictures is pretty poor.Is this just because of
the
> low resolution of the ST?Is there anything that can be done to the
pictures

As far as I know, there are no good colour GIF-viewers for the ST
(like cshow for the PC), but there are Mgif37 for mono-monitors, and
I must say I'm impressed by the quality that this program shows GIF's.

The program uses a flicker routine, as far as I know, and some time ago,
there was
a discussion on the same theme, then somebody said it would be easy to
use the same
technique to get good pictures on a colour monitor. Ie. flicker the
screen to
simulate more colours and 'between' colours. There have been no posting
of such
a program though.......

(Maybe it isn't that easy ?).
But I would like a ST implementation of cshow, I mainly uses Xv though,
but
it would be a nice showoff at home .....

Any further comments on the thang.

Jarle.

5072. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 19:23:34 UTC
From: steve@thelake.mn.org
Message-ID: <A1928403118@thelake.mn.org>
Source record: 222207
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

[In article <mNuRkB1w164w@ersys.edmonton.ab.ca>,
mforget@ersys.edmonton.ab.ca (Michel Forget) writes ...]

> Does anyone know how to tell the computer to drop the DTR so that the
> modem drops the connection? This is a small feature of the new version
> of my terminal program, but it is an important one. Just about
> everything else has been re-worked in it. Anyway, any help on this would
> be appreciated.

```
#include <osbind.h>

void dtr(on)
int on;
{
if(on)
Offgibit(0xEF); /* DTR on */
else
Ongibit(0x10); /* DTR off */
}
```

To hang up, drop DTR for one second, then restore it and check for
carrier. (Try again if the modem is recalcitrant.) Please don't leave DTR
low; that can interfere with other programs that may want to use the aux
port later.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5073. Re: UniTerm scripting

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 19:41:49 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992May14.194149.27849@bert.eecs.uic.edu>
Source record: 222211

azog@thoth.rent.com (Billy D'Augustine) writes:

>I finally got the docs for Uniterm, so I could use the scripting language
>that seems to be built in, but when I started trying to use a script,
>nothing much happens. I have alt-1 dial my machine (thoth), and have
>the macro set as thoth.mac, which resides in the same directory as
>the Uniterm executable. But the macro never really kicks off. All it
>does, real fast, at the bottom of the screen, say something to the
>effect of 'executing thoth.mac' and ends. This is my script, minus
>my password :-)

```
>%WAIT (20000)
>%SEND (13)
>%GET ("login: ")
>%SEND ("azog")
>%SEND (13)
>%GET ("password:")
>%SEND ("")
>%SEND (13)
```

>According to this, and the docs, this would wait 10 (?) seconds, send a
>return, wait for te login, send my username, and a return, etc... BUt
>it doesnt work... Anyone any ideas? btw: its v 20e

>Thanx

You don't need the % character in script files, only in macros.

John

--
+---+--------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

5074. STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 20:23:13 UTC
From: danw@zds.com
Message-ID: <1992May14.202313.12339@zds.com>
Source record: 222209

Does anyone know what a used Atari Stacy should go for?

D.Wax@zds.com

5075. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 20:33:12 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <57801@hydra.gatech.EDU>
Source record: 222208

In article <A1398020269@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>So the next thing I hear, they're upgrading to another version of Windows,
>replacing the hard drive with a bigger one because they got suckered into
>buying a word processor that chews up a couple of megabytes of space,
>giving away last week's videogames because they won't run on the new
>setup, and so forth.
>
>They didn't just get a computer. They got another mouth to feed.

How true! My brother-in-law thought he was getting an inexpensive
work station when he bought his 386 clone. After compiling and
running his code, all he got was an insufficient memory error
message. So he goes back to the store and buys more RAM (it wasn't
as cheap back then as it is now), installs it, runs his code, and
alas once again insufficient memory! Did my brother-in-law (like
most 1st time computer buyers) know about DOSs 640k memory limit?
NO. Did the salesman bother to tell him about it? NO. After explaining
his problem to the salesman was the salesman willing to sell him
more RAM despite this wouldn't solve his problem. YES.

Every PC owner I've known seems to NEED to replace his/her system
about every 2-3 years. PCs are definitely money pits.

> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

5076. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 20:42:11 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992May14.204211.10022@sfu.ca>
Source record: 222210

In article <1992May13.153443.66@csghsg5a.bitnet> 86669629s@csghsg5a.bitnet (Martin Rosenkranz) writes:
>Hi all
>
>Does anybody know what happened to the long promised FSM-GDOS? I read an
>interview with Alwin Stumpf in a german ATARI-magazine; it states that ATARI
>has dropped FSM-GDOS and is currently looking for/developing something else.
>
>Does anybody know if this is true???
>
>Greetings,
> martin
>

If you have Wordflair II, you can get FSM-GDOS by sending $US35 to Goldleaf. I did that back in January, and am very happy with it (one HELL of an improvement over the old GDOS!). The only problem is that it sometimes screws up under TOS 3.01 (there is an alert in the install programme telling me to upgradde to 3.05 or higher, which I'll do just as soon as my local dealer can get it from the distributor).

Why in the world would Atari drop such a system? The resulting printer output on my Laserjet IIIP is just amazing, and the death of bitmap fonts couldn't have come soon enough (I can use any point size I want, and add new ones without rebooting!). I don't know if this `dropping' rumour is true, but it doesn't make any sense to me.

>
>/--\
>| Martin Rosenkranz | BITNET: 86669629S@CSGHSG5A.BITNET |
>| University of St. Gallen | INTERNET: 86669629S@ALPHA.UNISG.CH |
>| Switzerland | |
>|--|
>| *** I like ATARI-Computers, and I don't care if you don't! *** |
>\--/

Gordon Farrell e-mail: gfarrell@cs.sfu.ca
Computing Science Major gfarrell@sfu.ca
Simon Fraser University
Burnaby, BC, Canada

5077. Re: Mac External hard drive w/ ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 20:47:24 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992May14.204724.5275@magnus.acs.ohio-state.edu>
Source record: 222212

In article <1992May14.050138.19973@galileo.cc.rochester.edu> ra1cs220@troi.cc.r
ochester.edu (Ho Ling Cherd) writes:
>Could someone please tell me if
>a Macintosh External Hard Drive can be used
>a ST Harddrive w/ the ICD SCSI host adapter?

It should work just fine. I plugged mac drives into my ICD FAST drive at one
point, at it worked perfect...
--->
- David Butler - dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Crawl to you
Crawl to me
Writhing in ecstasy
Into the rhythm
Into the sea
Reptile man - Willie Phoenix

5078. Getting Good 16 color GIFs

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 20:55:12 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992May14.205512.5460@magnus.acs.ohio-state.edu>
Source record: 222213

>> I've managed to get a couple of gif viewers(still no jpeg),but
>> the quality of the pictures is pretty poor.Is this just because of
>the
>> low resolution of the ST?Is there anything that can be done to the
>pictures

Use a program that can intelligently "Dither" to 16 colors. Some programs do this better than others, the best I've found is Adobe Photoshop on the Mac (Spectre!). These programs can produce some extremely nice results. I've had some really nice GIFs look about 90% as good as the original, others don't look good without a lot of experimenting with the contrast and brightness (with the photo-touchup software, not your monitor knobs! sheesh! :-)

Really, some of these look fantastic...
-->
-David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Crawl to you
Crawl to me
Writhing in ecstasy
Into the rhythm
Into the sea
Reptile man - Willie Phoenix

5079. 520ST,SC1224,SS Disk Drive $250

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 21:08:00 UTC
From: v5914ane@ubvmsb.cc.buffalo.edu
Message-ID: <Bo9By9.57y@acsu.buffalo.edu>
Source record: 222204

for sale:520st,sc1224 color monitor,mouse,ss disk drive and a few disks of software

$250

5080. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 21:46:02 UTC
From: dford@cix.compulink.co.uk
Message-ID: <1992May14.214602.21707@demon.co.uk>
Source record: 222245

I have recently been doing backups of my partitions. The %ages that LH201h gives are how much of the origanal size that they now are. To tell the truth I find that these figures can be a little bit out but the files (only a single file for each drive by the way) are definatly smaller than the drive contents itself. When I compress I us 'm /r drive.lzh *.*' if that is any help as this compresses everything into a single file and also keeps the directory paths (ie when you de-compress the file the directories get created as well.) Now all I need is a way of getting >720K files onto a floppy :-(

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

5081. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 22:01:33 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992May14.220133.18327@beaver.cs.washington.edu>
Source record: 222214

In article <705860360.1814@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>In article <1992May13.153443.66@csghsg5a.bitnet> 86669629s@csghsg5a.bitnet (Martin Rosenkranz) writes:
>>Hi all
>>
>>Does anybody know what happened to the long promised FSM-GDOS? I read an
>>interview with Alwin Stumpf in a german ATARI-magazine; it states that ATARI
>>has dropped FSM-GDOS and is currently looking for/developing something else.
>>
>>Does anybody know if this is true???
>
>I heard from a UK Atari developer that Atari and Compugraphic had entered
>litigation over FSM GDOS. If that was true, it may be reasonable to
>speculate that either
> a) Atari lost; or
> b) Gave it up as a waste of time & money
>
>Either way, it's goodbye GDOS.
>
>It's interesting that FontGDOS, Atari's latest GDOS release, which features
>font cacheing, faster drivers, better driver set (including one for the
>Deskjet 500) but bitmapped fonts only, has been released in the UK. The ST
>Club will sell you a copy for 2.95 pounds.
>

Here's the current state of FSM/GDOS in the US right now:

- You can get it with WordFlair II
- A lot of the newer cool programs are being constructed with FSM/GDOS support built-in, such as DTP, drawing, etc.
- It is not yet available for the public to buy as a standalone package

So, to sum up, it DOES exist, it DOES work, and it most definitely is 1000 times better than GDOS (just ask anyone with Wordflair II), so if you really have to have it now call Goldleaf. Atari really has two options IMHO:
1) They can release it to the public as an add-on to current TOS, and make it part of MultiTOS when it is released
2) They can do like GDOS and you get it when you buy a program that uses it (like Wordflair II)

I think option #1 would be cooler because then we might end up with more FSM/GDOS supporting programs, but perhaps it is a distribution/ licensing problem? Anyway you can get a fully operational and amazing copy

of FSM/GDOS with current programs on the market.

>>Greetings,
>> martin
>
>Mat
>
>| Mathew Lodge | "A conversation with you, Baldrick, |
>| mjl-b@minster.york.ac.uk | and somehow death looses its sting..." |
>| Summer: lodge%alsys@uknet | -- Blackadder II |

Later,

Ben Gilbert
bgilbert@cs.washington.edu

5082. Looking for ATARI ST game: Gridiron

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 22:47:31 UTC
From: mikec@wam.umd.edu
Message-ID: <1992May14.224731.4257@wam.umd.edu>
Source record: 222216
Cross-posted to: misc.wanted,comp.sys.atari.st

I purchased Gridiron from Bethesda Software (?) when it first
came out, and I loved it.

However, in the last two years my disk has died. Gridiron no
longer runs. I miss it. I'd like to buy it from someone if
it's still out there somewhere.

If you have it, and would like to sell it, send me EMail.

Thanks,
MikeC

5083. Outline font questions

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 22:48:40 UTC
From: mpark@milton.u.washington.edu
Message-ID: <1992May14.224840.25645@u.washington.edu>
Source record: 222215

1. Is there any information on the Calamus font format?
(I only got one reply last time I asked this; does
anybody else have any info?)

2. Are there any free Adobe Type 1 fonts available? Where?
Does ghostscript come with "free" versions of Times, Helvetica,
Symbol, and Courier, or what's the story?

As you may have surmised, I am thinking of playing around with
outline fonts, mostly for my own edification, so any help will
be greatly appreciated!
--
Ciao-abunga! +-------------------------------------+
Michael Park | This space intentionally left blank |
mpark@u.washington.edu +-------------------------------------+

5084. Re: Any Atari spokespeople?

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 23:21:36 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May14.232136.7988@tdb.uu.se>
Source record: 222217

saj@chinet.chi.il.us (Stephen Jacobs) writes:
[stuff deleted]
: Flames cheerfully ignored; followups could be directed to alt.swedish.chef,
[stuff deleted]

What do you have against swedish chefs??? Or is it swedes in
general? Are you jellous just because we won the World-Champ.
in ice-hockey?

Shame on you! ;-)

Sweden rules!!! <almost> :-)

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

5085. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-14 23:48:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May14.234846.4766@kosmos.wcc.govt.nz>
Source record: 222206

In article <1992May13.153443.66@csghsg5a.bitnet>, 86669629s@csghsg5a.bitnet (Martin Rosenkranz) writes:
> Hi all
>
> Does anybody know what happened to the long promised FSM-GDOS? I read an
> interview with Alwin Stumpf in a german ATARI-magazine; it states that ATARI
> has dropped FSM-GDOS and is currently looking for/developing something else.
>
> Does anybody know if this is true???
>
> Greetings,
> martin
> /---\
> | Martin Rosenkranz | BITNET: 86669629S@CSGHSG5A.BITNET |
> | University of St. Gallen | INTERNET: 86669629S@ALPHA.UNISG.CH |
> | Switzerland |

May be they are closing Shop like they are doing here and in OZZ, I don't think they will be here much longer..

Customers have just about had enough of Ataries FOG WARE or should I say SMOG WARE...

Atari OZZ has a for Sale sign out side, and from what I found out today, there is no more support for New Zealand at all...

This is some dealings I have just had in the last 4/5 weeks with Atari OZZ..

It has taken me sum 12 Toll calls to get some faulty DMA chips replaced, each time I was told they would ring me back, they never did, they even tried to ring me collect, I was also told I would get the chips in 3 days, that 3 days ended up to be 15 days, this was by a manager......

And each time I had to explain the same thing over again, even to the same manager...

The first time I rang was on the 8 th April, I finaly got the free DMA chips on the 14th May..

Is this customer support, you can say what you like about Atari, but for ME its DEAD...

Roger.... sheppard_r@kosmos.wcc.govt.nz

5086. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 00:11:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May15.001147.4767@kosmos.wcc.govt.nz>
Source record: 222205

In article <1992May13.204751.3227@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
> In preparation for a HD backup, I am compressing files. I have
> a directory of Spectrum pictures (mostly *.spc) that is about
> 1.5Mb on the disk. When I compress it to an LZH file... the
> LHARC program reports better than 80% compressed. A verbose listing
> shows that the files compressed are 1.1MB or so... BUT!?! the file size
> on the disk is 1.8MB!!! What's going on?
>
> Another lharc program (XLARC1.2 I think...) reports lesser compression
> and a bigger filesize when finished... (1.2 or 1.3MB) But the filesize on the
> disk is the same as reported. (1.2 oe 1.3Mb)
>
> How come T.Q. lharc 2.1h and 2.01i report decent compression and a small
> filesize, but add 600k of SOMETHING to the file? Number of files
> is correct and all that rot. Like I said, other Lharc programs seem to
> behave normally. I'm using Arcshell 3.1, with the T.Q. mode enabled.
>
> jc (Hellllllp!)

Well for one thing spc files are all ready compresses, try the later LZH201K,
or the newer Zoo 2.1 and see how you get on, but it is posible to get bigger
files if they are all ready compressed..

5087. Re: The Atari ST is GREAT! Don't believe everything that's posted!

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 00:12:59 UTC
From: ziggy@grafted.UUCP
Message-ID: <cceskB1w161w@grafted.UUCP>
Source record: 222219

> hobbyist doesn't. I've had my ST for about 5 years now, and still use it
> as much as when I got it. I upgraded from an Atari 8-bit computer which
> I still have, and use for various things such as checkbook balancing, and
> downloading while using my ST.
>
>
> _John_

Had your ST for 5 years, huh? I'd say it is time to retire it
for a MEGASTE..... My original ST is under my waterbed.....

Ziggy.

BTW, this was not intended to induce flaming.......

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

5088. Re: PC's are OK by me (was Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 00:53:34 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May15.005334.8830@tdb.uu.se>
Source record: 222226

hutch@bellman.lanl.gov (John Hutchinson) writes:
[stuff deleted]
: I may not agree with
: _all_ that you say, but I enjoy and appreciate the expressed maturity of your
: comments... something which a few other readers here would do well to heed.
[signature deleted]

I'd love to express myself in the same 'mature' way as Dave and the few that writes as good as he does. However, English isn't my native language, and the same goes for LOTS of other guys that use Usenet. It isn't always easy to express your feelings and/or opinions in a language which you don't normally speak. Note: I'm NOT complaining! I just want everyone with English as 'their' language to understand that there are people out there that tries REALLY hard to write in a so called 'mature' way. Unfortunately words gets mixed up and every-day expressions are misused. Many wars have started just because people have misunderstood each other, one way or another. Even persons with the same native language can misunderstand each other totally. It's also possible to 'stretch' the language. Especially the written word is subject to many 'stretches'. Just look at the all-mighty LAW. How many criminals hasn't escaped punishment just because some wiz-word-stretcher has managed to 're-evaluate' the law.

The latest example of misunderstanding or word-stretching that I can come up with is the trial against Rodney King. The reason to why the police-men were found "not guilty" (as said in the Swedish news-papers and TV at least) was the fact that the defence had managed to convince the jury that the police-men had acted according to regulations (to keep the arrested man still). I just wonder how far the law can be stretched or 're-evaluated'! Note: This is my very PERSONAL opinion after seeing both the original video and the commented video (where someone explains why the police-men are bashing the shit out of a defensless man). I'm living in a country where police-brutality is an almost forgotten word (lucky me). When I first saw the Rodney King-video I was quite chocked. I didn't think anything like that existed. On the other hand, most americans would be quite shocked if they turned on the TV one late night and found an xxx-rated porno film on one of the cable channels. I don't find THAT very shocking. I also think many americans would be a bit chocked if women would start sun-bathing topless on the beaches. Note: I'm NOT flaming the americans, I'm just pointing out some of the MANY differances between different parts of the world!

If you don't know the language very well you are probably also
affraid of using 'mature' words (long and hard to spell). At least
that's how I feel. If I don't know how THAT word is spelled I usually
tries to rewrite the sentence with simpler words instead of looking
up the word in the dictionary (I'm a lazy bastard you know). A thing
that is even more common is _AWFUL_ grammar. I'm sure this short
article would upset an english-teacher quite much. The worst thing
is that it's hard to look it up in a book. You need basic knowledge
of the language to be able to use correct grammar. Most people do
know some of the basic things about English, but when it comes to
'mature' articles you need more than that.

Flames are cheerfully ignored!!!

Constructive criticism and flames are not related at all! :-)

Thanks for your time!

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

5089. Re: Free software (was Re: Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 01:00:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7938@uqcspe.cs.uq.oz.au>
Source record: 222221

malay@sae.com (Bob Malay) writes:
>warwick@cs.uq.oz.au (Warwick Allison) writes:
>>
>> 2. Intel architecture looks NOTHING LIKE a workstation architectur
>> (ie. slab of general purpose grunt), GNU won't touch 'em.

BTW, by this, I am meaning that GNU programs will rarely compile directly
on a PC, unlike the dozens of GNU programs that compile UNCHANGED under MiNT
on the ST. Of course, many GNU programs have already been ported to the PC
thanks to the large user base.

>>Atari's look like baby workstations. The Sun's (before Sparc) where
>>mainly 680x0, with x=2, 3, or 4.

>Actually x=1,2, or 3

>We have a Sun2 here with its guts hanging out and the CPU is a 68010 - I'm not
>aware of any Sun with a 68040 in it??

Sounds right. I think they jumped from 68030 to RISC.

-- corrected --
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / eastings genistas /
/ * <-- Computer Science Department, / giantess seatings /
_.-._/ University of Queensland, / teasings tsiganes /
v Brisbane, Australia. / -------- -------- /

5090. Re: need help with uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 01:08:13 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7941@uqcspe.cs.uq.oz.au>
Source record: 222222

In <1992May14.030510.12603@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>>Also,it doesnt seem to support z-modem.Is there a newer version
>>that does?

>No. You can, if you have enough memory (this could be grounds for a
>further query...), choose the option (again on the File menu) called
>"Run Program." You could then use the file selector to choose some
>program such as "xyzshell.prg", which runs Zmodem. This is the best
>you're gonna get out of Uniterm.
You can program a function key to run xyz... or whatever rz/sz program you want to run - again, only if you have enough memory. You need to set the value of the system buffer to leave enough room to run the sz/rz or whatever program. This is done via one of the menus.
You can also program the pop-up menu (right mouse click) to run them.
IMPORTANT: get the manual, and all the associated files, from a.a.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

5091. Weak chips in the Mega ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 01:23:38 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992May14.182338.1@misvax.mis.arizona.edu>
Source record: 222228
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Just a note to any of you Mega ST owners out there. I tried to install a PC-Ditto II and later an AT-Speed into my Mega 2 ST. Neither worked properly and both crashed very frequently. After much time trying to find out what the problem was (both of the add-ons worked fine on my 1040 ST), I finally heard rumor about some of the Mega ST's having some weak chips. A friend of mine asked about it up on Compuserve, and I finally got the details about the problem. Some of the Mega ST's had weak 74LS373 chips on the motherboard. This was know to cause problems with the ST, such as crashing and bombs, or glitches on the screen. They also could cause trouble when trying to use add-on hardware. If your chips have SGS or SG stamped on them, then they are suspect. I just went down to my local electronics store, spent $1.20 each for two new 74LS373 chips, removed the old chips and installed the new ones (this does involve soldering). My AT-Speed is now up and hapilly running (actually, it is running, and -I- am happy).

I just wanted to spread the word about this problem, as I had never heard about it before. Adios.

--

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

5092. Re: ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 03:27:03 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992May15.032703.27802@usenet.ins.cwru.edu>
Source record: 222224

In a previous article, Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) says:

>Have any of you heard of a terminal program for the ST called ANSITERM that does full 16-color ANSI/VT-102/IBM extended character graphics, and blinking text?
>
Well, if anyone does, post it!
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

5093. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 05:15:48 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992May15.051548.11938@a.cs.okstate.edu>
Source record: 222234

>In article <1992May13.204751.3227@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>> 1.5Mb on the disk. When I compress it to an LZH file... the
>> LHARC program reports better than 80% compressed. A verbose listing
>> shows that the files compressed are 1.1MB or so... BUT!?! the file size
>> on the disk is 1.8MB!!! What's going on?
>>
>> How come T.Q. lharc 2.1h and 2.01i report decent compression and a small
>> filesize, but add 600k of SOMETHING to the file? Number of files
>
>Well for one thing spc files are all ready compresses, try the later LZH201K,
>or the newer Zoo 2.1 and see how you get on, but it is posible to get bigger
>files if they are all ready compressed..

Yeah, but it does compress to the tune of a 30% savings... It reports such
as it works and shows such in it's verbose listing. The older versions
of lharc report similar compression... but the filesize doesn't bloat.

jc

5094. Wordflair II for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 05:28:06 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992May15.052806.12416@CS.ORST.EDU>
Source record: 222230

Recently, my money supply got -very- tight and I had to sell my Syquest hard drive to cover the bills. Well, without a hard drive, my copy of Wordflair II is essentially useless.

So I offer it to anybody who will make me a good enough deal. I will not take a bath on this, so I reserve the right to refuse any offer. I plan on getting another hard disk in a couple of months, so if I have to, I'll just hang on to it until then.

This is a great opportunity for you to get the new FSM-GDOS, which is real nice. It produces -outstanding- output, even from my cheesy 9-pin printer.

--
+---+
John Thaanum thaanuj@prism.cs.orst.edu
"A better tomorrow takes your best today..." -Triumph
+---+

5095. compiling for 68881/2

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 05:40:43 UTC
From: may-j@cis.ohio-state.edu
Message-ID: <1992May15.054043.5401@cis.ohio-state.edu>
Source record: 222225

Does anyone know which C compilers there are for the ST/TT that produce
code that takes advantage of a 68881/2 coprocessor (if present)?

--Jeff (may-j@cis.ohio-state.edu)

5096. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 06:24:24 UTC
From: psurge@cs.utexas.edu
Message-ID: <l16m8olNNrnr@grit.cs.utexas.edu>
Source record: 222227

In article <1992May13.094646.340@muppet.bt.co.uk> davidb@muppet.bt.co.uk writes:
>
>---
>Hi chaps/chappettes,
>
>I have a Sun sparc at work and an Atari at home (lucky ol' me).
>
>I can also write to this same disk on the Sun. The problem
>arises on the atari when I try to read files written from the
>Sun on to the disk. The files are corrupted. Not garbage, but
>seriously screwed up. Looks to me like block size, but I may
>be wrong. I feel sure one of you guys can sort it immediately,
>or point me at a FAQ with the answer.
>

I have had the same problems, and followed the previous thread closely to see
if that issue would be brought up, but it wasn't. Here is my experience.

What you assume is correct. The sparc is either messing up, or not changing
the second FAT table. What I did is run it through some programs I have called
SENTRY and the other is DLII024. It took a few runs through both programs to
clear up the problem, but out of 10 disks, I had only 1 or 2 that did not
recover and remained garbled. I was transferring .ARC files and all but the
two disks had the files de-arc successfully.

If someone has a better solution to this, please let us know 'cuz my method is
a pain in the butt.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

5097. Re: Public plea to Atari was Re: Falcon specs

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 07:24:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59071@cup.portal.com>
Source record: 222235

Having a computer which will display SuperVGA resolution does *NOT* mean that you will automatically HAVE to buy a monitor which will display those modes... any more than the ST being able to display hi-resolution graphics meant that you HAD to use anything other than a cheapo TV set...

It DOES mean that when you're ready to move up to those kinds of standards, your computer will be CAPABLE of moving up with you...

BobR

5098. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 07:46:20 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59073@cup.portal.com>
Source record: 222237

>Sure, memory upgrades for a plain ST are a pain, I've gone
>through this too (I ended up soldering around until 5 am). But
>again, that was yesterday. With a TT you just use SIMMs, just as
>with a modern PC.

Bzzzzzzzzzt....!

Sorry...no way...

With a TT you buy an expensive memory expansion "daughter board"
from Atari...

With a PC you buy as many $39 SIMMs as you need.

BobR

5099. Re: A320 Airbus by Thalion - Help with Logbook

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 07:53:09 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <1992May15.075309.6270@syma.sussex.ac.uk>
Source record: 222126

reeuwijk@dutentb.et.tudelft.nl (C. van Reeuwijk) writes:
: In <1992May13.043211.2034@panix.com> reynolds@panix.com (Brian Reynolds) writes:
:
:
: >The major problem is that I can't tune in the radials on the NAV
: >radios. The manual says that <Z> and </> tune NAV 1 and <ALT left>
: >and <Amiga left> tune NAV 2. <Z> works, but none of the other keys on
: >the keyboard do anything. Try as hard as I can, I can't find the left
: >Amiga on my Mega ST keyboard. :) Has anyone been able to tune the NAV
: >radios on the Atari ST version of A320?
: I can tune the NAV 1 with the <Z> and <\> keys. Either you made a mistake
: in the message above or I have solved the problem for you...
:
: I can't tune the NAV2 either for the same reason.
:

Try your <Insert> and <clr Home> keys for NAV2.

(have you also had problems with your logbook getting screwed up?)

Lez
--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

5100. Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 08:07:33 UTC
From: mfg@gmdzi.gmd.de
Message-ID: <1992May15.080733.2678@gmdzi.gmd.de>
Source record: 222233

To get the benefits of the windowing of bg.acc I installed Mint 0.92 (upgrade from 0.91). Now I got trouble with two accessories that worked with 0.91 without any problems: Chameleon.acc (v19) and Clipboard.acc (I think both are distributed with Gemini 2.0)

The first one, Chameleon.acc, that allows for loading and unloadind ACCs dynamically, makes Mint exiting during gem-bootup. I think this is due to the changed Superexec() handling of Mint 0.94 compared to the old 0.91. (as far as I understand the traces).

The second one, Clipboard.acc, simply does not find its RSC file if there is any environment variable defined (???) (as its now possible in mint.cnf). If I enable Mints tracing, the bootstrap works (??????) So it might be a timing problem as well. This is sad, because this ACC is able to display nearly every files contents in a GEM-Window on the desctop on the one hand and on the other hand the predefined environment is very useful if you start TTPs with bg.acc.

Unfortunately I have no sources of both ACCs. If anybody out there knows how to fix, circumvent, or hide these problems, please tell me.

By the way, I know, that it is not up to the developers of such wonderful (and free!!) software like mint (thanks Eric!) to deal with minor compatibility problems of this kind. But the problems are worth mentioning, because both ACCs claim to be "clean TOS+GEM" programs, not using any undocumented features.

Thanks,

Martin F. Gergeleit <mfg@gmdzi.gmd.de>

GMD (German National Research Center for Computer Science)
P.O. Box 1316, Schloss Birlinghoven, W-5205 Sankt Augustin 1
phone: (+49) 2241 14-2576, fax: (+49) 2241 14-2889

5101. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 08:13:38 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59074@cup.portal.com>
Source record: 222236

Jan Kim writes:
>I know Dave didn't mean it this way, but (over)simplified
>statements such as "PCs are open, STs are closed" can be very
>misleading to people who don't have some background knowledge of
>system architectures.

STs are "closed" by definition... there is NO way provided to
expand them.

PCs are "open" by definition... there are "slots" into which ANY
of a myriad of expansion boards can be inserted.

STs can ONLY be "expanded" by hacking, slashing and unsoldering
circuits within their cases, and PRAYing that the resulting
mess will stay working for a while.

PCs can be expanded by simply plugging in a new board.

STs are as closed as closed can be... as Atari intended them to be.

BobR

5102. Re: need help with uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 08:19:19 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.705917959@groucho.phil.ruu.nl>
Source record: 222238

v125rcyx@ubvmsd.cc.buffalo.edu (Die By My Hand...) writes:

> I have just started using uniterm and have a couple of questions.
>First,how do I save the setup so that it automatically starts up with the
>program?

You can enter the name in one of the configuration dialogs.

>Also,it doesnt seem to support z-modem.Is there a newer version
>that does?

Get the gszrz package from atari.archive. Create two scripts, one for sending
with zmodem and one for receiving:
* Sending: - select a file using file selector (or whatever)
- issue the command to put the host in receive mode
(i.e. send "rz")
- execute sz.prg with the selected file(s) as arguments.
* Receiving: - change to a convenient directory
- ask about the files to receive
- shout 'sz <files_to_get>' to the other side
- execute rz.prg
I have scripts that do this (and more). They even might be at atari.archive.

>Or is there any other good terminal program on any ftp sites
>that does?Is there any way to improve the speed that the screen scrolls
>(other than buying a faster modem,which i need badly)

Try setting it to jump-scrolling. Smooth scrolling takes time.

>?Also,is there
>a manual for this program?Thanks.

Yes, it's in TeX and in format. Should be present in any complete UniTerm
package.

5103. GCC 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 08:21:18 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92May15092118@ghiggins.hpl.hp.com>
Source record: 222232

Apologies to those who d/led the latest GCC libs only to find the *crt0.o files missing. An updated version of "libolb80.zoo" on A.A. is now in ~ftp/atari/new, along with the zoo file "crt0fils.zoo" which contains just the *crt0.o files.

BTW: These uploaded zoo files are in zoo's high compression format --- thanks for the tip chaps, I didn't have time to RTFM.

Cheers,
--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>

5104. Re: TurboAss??

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 08:30:00 UTC
From: Laurenz_Pruessner@b.maus.de
Message-ID: <A10559@B.maus.de>
Source record: 222114

>hello world. in my quest for a 68030 assembler, i've been informed that
>TurboAss is a nice shareware package. where can i find it? could some

The TurboAss does not support 68030 ops and -adressing modes. Furthermore, it runs very, very badly on the TT whith the Debugger crashing continuously.

Its programmers dropped the Atari-support, so there's no hope that it'll be available for the 030 any time. TurboAss was indeed nice for the ST, but on the TT it's quite useless, for neither the assembler nor the debugger run stabile.

I'd use the EasyRider-assembler or MASM that comes with the Turbo C / Pure C packages.

Regards,
Spoil

5105. Re: ACS, does it work with Lattice C?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 10:35:20 UTC
From: muenster@hpbbi4.BBN.HP.COM
Message-ID: <510017@hpbbi4.BBN.HP.COM>
Source record: 222141

So far as I know the author of ACS is currently working on this, but I don't know the state.

The best is to contact him direcly:

Stefan Bachert
Boeblinger Str. 42
7038 Holzgerlingen
West Germany

Thomas

```
((----))
((oooo))
///-----\\\///
///||| |||
*** ||||||---|||
^^^^^^ ^^^
```

where milkshakes come from

5106. Re: Maxon Application Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 10:40:51 UTC
From: muenster@hpbbi4.BBN.HP.COM
Message-ID: <510018@hpbbi4.BBN.HP.COM>
Source record: 222140

Sorry but ACS is not a CASE-Tool !!

It is a tool for creating GEM-Userinterfaces easily.

Thomas

5107. Re: HELP: SC1224 => VGA/CGA ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 12:32:35 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.705933155@groucho.phil.ruu.nl>
Source record: 222243

ljdickey@math.waterloo.edu (L. J. Dickey) writes:

>In article <1992May4.132322.21753@syscon.rn.com> miked@syscon.rn.com (Mike DeMetz) writes:

> >The SC1224 is a color analog monitor. CGA is digital so it would
> >not work very well. VGA is analog but has a 70Hz vertical sync
> >while the Atari is 60Hz. If you could change a componet in the
> ^^^^
> >Atari to chage the vert. sync it might work.

>I am surprised this has not been challenged. I thought that the reason
>the Atari monitors were flicker free was that they were 70Hz. Can someone
>clarify, please?

The ST line has 3 resolutions for 2 types of monitors: High Rez is refreshed at
72 Hz, medium and low rez at 50 or 60 Hz (software selectable).
The flicker-freeness applies therefore to the monochrome screens only.

5108. Re: Getting Good 16 color GIFs

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 12:39:13 UTC
From: dave@admiral.uucp
Message-ID: <1992May15.123913.17949@admiral.uucp>
Source record: 222112

In article <1992May14.205512.5460@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>>> I've managed to get a couple of gif viewers(still no jpeg),but
>>> the quality of the pictures is pretty poor.Is this just because of
>>the
>>> low resolution of the ST?Is there anything that can be done to the

I've always used DigiSpec to view GIFs. It's from the same guys who did Spectrum 512 and Unispec. It displays the GIFs in Spectrum format, which pretty accurately diplays the colors, since it can display 512 colors, and most GIFs are 256. It will display just about every GIF I've ever tried (the only ones that didn't display were in some weird non-standard IBM GIF format). You can do GIFs larger than 320x200, it scales the picture down to ST low. This works well, the only problem is if there's some text in the GIF, is becomes a little hard to read. Back to the subject of color, DigiSpec uses dithering routines to give the ST a 'virtual palette' of around 32,000 colors. All in all it's a very good program for GIF viewing, but unfortunately doesn't support the new JPEG format. Oh well, can't ask for everything!

--
"Dammit Jim, I'm a free man, not a number!"

"This is what the K.L.F. is about. Also known as the Justified Ancients of Mu-Mu. Furthermore known as The Jams!" -- The K.L.F.

5109. Re: ST Format, Third Coast, GFA, Falcon etc.

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 13:21:31 UTC
From: Trevor.Kirby@newcastle.ac.uk
Message-ID: <1992May15.132131.10490@newcastle.ac.uk>
Source record: 222241

In article <1992May13.160958.4676@cam-orl.co.uk>, pe@cam-orl.co.uk (Philip Elwell) writes:
>I don't know the precise legal status of Frontier Software, but as far as
>products and support goes they have been taken over by (I think) Marpet
>[Developments, Systems, Supplies, ...]. Sorry to be so vague but I have no
>information to hand. I have dealt with them since the changeover and the
>service was excellent - a faulty upgrade was repaired and returned within days.
>Try ringing the old Frontier number - a recorded message will tell you the new
>one.
>

Acording to the st user this is correct, Marpet have bailed them out after their parent comnpany went to the wall. As the old staff have been retained the service should continue at its old excellent level.

Trev

5110. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 13:52:46 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992May15.135246.28309@cis.uab.edu>
Source record: 222242

I have also had problems reading files which I transferred from a SUN (via MCOPY) to a PC disk. My problem wasn`t garbled data, but rather truncated files. Anything over about 200K seemed to get chopped off when I transferred (copied) it to the hard drive on my atari. I somewhat accidentally found that if I used a fast file copier called CHEETAH everything
would be copied correctly to my atari.
I don`t know _why_ this is so, but it works for me!! Maybe other copiers will also work, but I`ve never tried to find out.
-todd

5111. Re: Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 14:30:49 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May15.143049.4764@kosmos.wcc.govt.nz>
Source record: 222231

> I for one appreciate Questor's pace of development. Don't get the
> latest and greatest if you don't have to. Stick with 2.01h or i.
> You'll be fine.
> --
> Joachim Vance
> ^~^~^~

5112. MINT & Gcc 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 14:49:28 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.yt7Xk6Xhp0g@keep.fantasy.sub.org>
Source record: 222037

Hi
===
Did someone made a succesful MiNT Libray for Gcc 2.1 ?

Gruss
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

5113. Re: PC's are OK by me (was Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 14:57:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May15.145754.12322@newshost.lanl.gov>
Source record: 222244

In article 8830@tdb.uu.se, m91der@tdb.uu.se (Daniel Eriksson) writes:
>hutch@bellman.lanl.gov (John Hutchinson) writes:
>[stuff deleted]
>: I may not agree with
>: _all_ that you say, but I enjoy and appreciate the expressed maturity of your
>: comments... something which a few other readers here would do well to heed.
>[signature deleted]
>
>I'd love to express myself in the same 'mature' way as Dave and the
>few that writes as good as he does. However, English isn't my native
>language, and the same goes for LOTS of other guys that use Usenet.
>It isn't always easy to express your feelings and/or opinions in a
>language which you don't normally speak. Note: I'm NOT complaining!

Daniel,

Due to your stated lack of understanding of the English language (which
you manage very well, by the way), perhaps you misunderstood _my_ intent.
Whether proficient in English or not, when someone enters a message like:

"ATARI SUCKS" <-- (or enter any flame-brand-of-the-week)

I automatically classify them as either stupid, immature, or just plain jerks
who I wouldn't trust to water my cactus garden! You don't have to be an
English language professor to be polite... common courtesy doesn't cost a
thing on the net and it constantly amazes me to see people make themselves
appear to be total "flaming" idiots by their lack of respect for others. So
when I ask people to be "mature", I'm not at all concerned with their grammar
style or spelling or what have you. Hope you understand _my_ intent now.

Yes, it is difficult to express intent when conversing by the typewritten
word. That's why smilely faces :) ;-) were created... to try to humanize
the medium a little. It doesn't always work. :(

So... "immature" == stupid comments, _not_ grammatical correctness. OK?

Thanks,

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5114. Re: HELP: SC1224 => VGA/CGA ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 15:04:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May15.150438.13389@newshost.lanl.gov>
Source record: 222246

In article 20905@math.waterloo.edu, ljdickey@math.waterloo.edu (L. J. Dickey) writes:

>I am surprised this has not been challenged. I thought that the reason
>the Atari monitors were flicker free was that they were 70Hz. Can someone
>clarify, please?

I believe the story is:

Color SC1224 monitors = 60Hz (or thereabouts)
Mono SM124 monitors = 70Hz

Don't know about the newer units.

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5115. Re: No Elvis shell?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 15:21:06 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May15.152106.3400@cdsmn.mn.org>
Source record: 222110

In article <H.hXaEnWaQprs@bara.oche.de> wr@bara.oche.de (Wolfram Roesler) writes:
>In <1992May08.145634.22650@cdsmn.mn.org>,
>Doug Plate (plate@cdsmn.mn.org) wrote:
>
>> In the mean time, Jim, download Stevie and use it until
>> you get Elvis working. I don't think Stevie is as good a vi as Elvis, but it's
>> useable.
>
>Unless you want to edit files that contain international characters.
>--
>Wolfram Roesler Augustastr. 44-46 W-5100 Aachen
>(E-Mail) wr@bara.oche.de (Mausnetz) AC2 (Voicenet) +49(0)241 534596

I guess what your saying is that Elvis does and STevie doesn't?
When I first got hold of STevie, I thought it was fine, but then I got hold of Elvis and haven't used STevie since! I have been using vi daily for many years and it's really nice to have it on the ST. It's just easier than learning new habits.

One thing that bothers me is this: If I have Elvis installed on my NeoDesk Desktop, or create a macro calling Elvis, the path always switches to the application path when I start up Elvis. Now when I create a new file, I have to state the pathname explicitly, or my file goes into the Elvis directory. Can anyone suggest a way to cause the system to stay in the path of the argument? This of course also happens when I start up a CLI. What I would prefer is that when I hit the Elvis or CLI hotkey or desktop icon, the path would remain at the top window path.

5116. ZModem, 7 bit connections

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 15:35:12 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992May15.153512.19503@csi.uottawa.ca>
Source record: 222240

Burning question:

Which Atari Zmodem packages support the 7 bit option? I do a lot of communicating with a Sun workstation thru a Sytek network that only handles 7 bits worth of communications. sz/rz is available on the Sun, and it knows about the translation required to get binaries transferred over 7 bit lines, but I haven't been able to get anything running on the Atari side.

I've been using Kermit all along, which certainly works, but is pretty slow, and doesn't know about crash recovery. Has anybody been using Z

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

5117. Re: Can Atari read SPARC floppies? How 'bo

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 15:53:00 UTC
From: davidb@panther.muppet
Message-ID: <1992May15.155300.26267@muppet.bt.co.uk>
Source record: 222247

In article 1@misvax.mis.arizona.edu, dtarico@misvax.mis.arizona.edu () writes:
(*)In article <1992May13.225217.5155@Aus.Sun.COM>, robin@sherwood.Aus.Sun.COM (Robin Peatfield) writes:
(*)> Since SUNOS 4.1.1 you can read and write DOS format floppies on a SPARC machine.
(*)> You can also format floppies as DOS.
(*)>
(*)> Check out the manual pages on pcfs
(*)>
(*)> NB - I use this all the time to transfer stuff from my ST to a SPARC system.
(*)>
(*)> You will have to specify the -l switch to fdformat so as to format the floppies
(*)> as low density.
(*)>
(*)> =:>)
(*)>
(*)> Robin.
(*)--
(*)
(*)I had figured out how to format the DOS floppies, but how do you write
(*)files to the DOS floppy?

Format the disks using 'fdformat -L -d /dev/device_name(probably /dev/rfd0)'
Then as a super-user, do 'mount /pcfs'.
The sparc can then see the disk as if it is the file /pcfs.
Copy files to disk as if it was a normal file using 'cp'.

David Baboulene (davidb@muppet.bt.co.uk)

British Telecom Research Labs. o o
Suffolk, >
England. .

-=-

A male zebra has black stripes, a female zebra has white stripes.

5118. Re: PC's are OK by me (was Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 18:15:08 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May15.181508.16788@tdb.uu.se>
Source record: 222248

hutch@bellman.lanl.gov (John Hutchinson) writes:
[stuff deleted]
: Due to your stated lack of understanding of the English language (which
: you manage very well, by the way), perhaps you misunderstood _my_ intent.

No, I understood you! I just tried to explain that it's possible
to be classified as immature even though your intention wasn't
to flame someone in the first place.

: Whether proficient in English or not, when someone enters a message like:
:
: "ATARI SUCKS" <-- (or enter any flame-brand-of-the-week)
:
: I automatically classify them as either stupid, immature, or just plain jerks
: who I wouldn't trust to water my cactus garden!

Of course! But it's not always the flame is as clear as in your
example. The wrong choice of words can be enough to start a
(flame)war. It's also possible to stretch the meaning of the
words to suit YOUR sake (as I tried to point out in my article
(sorry for using such a controversial(sp?) subject as I did)).

: You don't have to be an
: English language professor to be polite... common courtesy doesn't cost a
: thing on the net and it constantly amazes me to see people make themselves
: appear to be total "flaming" idiots by their lack of respect for others.

One must understand that the medium we are talking about is
very new to mankind. To write normal letters is a completely
different thing since it takes much longer to reach the
destination. That makes you think twice on what you write.
Todays fast communication often also makes you write letters
faster, and you spend less time thinking of what you want to
say and how you say it.

: So
: when I ask people to be "mature", I'm not at all concerned with their grammar
: style or spelling or what have you.

: Hope you understand _my_ intent now.

And I hope you understand _my_ intent. ;-)

: Yes, it is difficult to express intent when conversing by the typewritten
: word. That's why smilely faces :) ;-) were created... to try to humanize
: the medium a little. It doesn't always work. :(

The world is full of misunderstandings! :^(

: So... "immature" == stupid comments, _not_ grammatical correctness. OK?

Yes! Just remember that an obvious flame doesn't always need
to be what it looks like (even though a flame often is just
what it looks like ;-).

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

5119. Re: How do I drop the DTR so that the modem drops the connection?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 18:18:30 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <JDVTkB5w164w@ersys.edmonton.ab.ca>
Source record: 222116
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steve@thelake.mn.org (Steve Yelvington) writes:

> #include <osbind.h>
>
> void dtr(on)
> int on;
> {
> if(on)
> Offgibit(0xEF); /* DTR on */
> else
> Ongibit(0x10); /* DTR off */
> }
>
>
> To hang up, drop DTR for one second, then restore it and check for
> carrier. (Try again if the modem is recalcitrant.) Please don't leave DTR
> low; that can interfere with other programs that may want to use the aux
> port later.
>
> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

Thanks for the information. I appreciate it. The program is shaping up
nicely and should be done in a few weeks. The worst thing to deal with
so far is GEM! :)

Thanks again...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< "A penny saved is a penny to squander!" >>
<< -- >>

5120. Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 18:54:53 UTC
From: d1danne@dtek.chalmers.se
Message-ID: <11651@chalmers.se>
Source record: 222249

Today I saw pictures of Atari Falcon on the cover of a german magazine.
It looked like a 1040 but in darker grey. The text on the keys was written
in yellow. The article mostly said the usual things. I remember that
the graphics would be 800x600 in 256 colours or 640x480 in 65536 colours.
Let's hope it's not just more rumours...

--
| Daniel Nilsson | d1danne@dtek.chalmers.se |

5121. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 20:01:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May15.200155.4765@kosmos.wcc.govt.nz>
Source record: 222239

> - You can get it with WordFlair II
> - A lot of the newer cool programs are being constructed with
> FSM/GDOS support built-in, such as DTP, drawing, etc.
> - It is not yet available for the public to buy as a standalone
> package
>
> So, to sum up, it DOES exist, it DOES work, and it most definitely
> is 1000 times better than GDOS (just ask anyone with Wordflair II), so
> if you really have to have it now call Goldleaf. Atari really has two
> options IMHO:
> 1) They can release it to the public as an add-on to current TOS, and
> make it part of MultiTOS when it is released
> 2) They can do like GDOS and you get it when you buy a program that
> uses it (like Wordflair II)
>
>
> I think option #1 would be cooler because then we might end up with
> more FSM/GDOS supporting programs, but perhaps it is a distribution/
> licensing problem? Anyway you can get a fully operational and amazing copy
> of FSM/GDOS with current programs on the market.>
>
>>>Greetings
,>>> martin
>>
>>Mat
>>
>>| Mathew Lodge | "A conversation with you, Baldrick, |
>>| mjl-b@minster.york.ac.uk | and somehow death looses its sting..." |
>>| Summer: lodge%alsys@uknet | -- Blackadder II |
>
> Later,
>
> Ben Gilbert
> bgilbert@cs.washington.edu
>

From what I have read herein NZ that WordFlair II is no longer shiping
FSMGDOS, so it looks like Atari is up to there old tricks...

FOGWARE or SMOG WARE or it it just lyes....????

5122. Re: PC's are OK by me (was Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 20:28:02 UTC
From: marshall@cs.uq.oz.au
Message-ID: <7946@uqcspe.cs.uq.oz.au>
Source record: 222250

In <1992May15.005334.8830@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>[stuff deleted]

>I'd love to express myself in the same 'mature' way as Dave and the
>few that writes as good as he does. However, English isn't my native
>language, and the same goes for LOTS of other guys that use Usenet.
>It isn't always easy to express your feelings and/or opinions in a
>language which you don't normally speak. Note: I'm NOT complaining!
[stuff deleted]
I reckon Daniel expresses himself in English better than many native English
speakers. It is we who are "lazy bastards" when it comes to learning other
languages, or trying to understand other cultures.
Same goes for computer people - we don't bother to find out the good things
about other machines and their "cultures", so we flame instead.
--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

5123. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 20:33:08 UTC
From: bartjan@cs.kun.nl
Message-ID: <1992May15.203308.9153@sci.kun.nl>
Source record: 222105

In <1992May15.135246.28309@cis.uab.edu> sundsted@cis.uab.edu (Todd Sundsted) writes:

>I have also had problems reading files which I transferred from a SUN (via MCOPY) to a PC
>disk. My problem wasn`t garbled data, but rather truncated files. Anything over about
>200K seemed to get chopped off when I transferred (copied) it to the hard drive on my
>atari. I somewhat accidentally found that if I used a fast file copier called CHEETAH
everything
>would be copied correctly to my atari.
> I don`t know _why_ this is so, but it works for me!! Maybe other copiers will also work,
>but I`ve never tried to find out.
> -todd

I always use the mtools package that's installed on our Sparc systems.
These are a set of msdos-tools that let you perform several functions.
You should take care that you format your disks on your ST.

Bart-Jan.

5124. Re: Maxon ACS

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 20:42:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A8086@F.maus.de>
Source record: 222133

In articel (13.05.92) in CS.ATARI minidis@urz.unibas.ch writes:

>Hi there,
>I don't know that much about it, but I can sure say it's good.
>I read a few things in an article of the 'ST-Computer' (a german mag)
>and with the use of especially C it is supposed to be great (also
>with Pascal, if I remember correctly).
^^^^^^

No, in the moment the Application Construction Set supports only Turbo C and
Pure C.

Thomas L

5125. Re: Whatever happened to FSM-GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 20:48:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A8087@F.maus.de>
Source record: 222134

Martin Rosenkranz writes in CS.ATARI:

>Hi all
>
>Does anybody know what happened to the long promised FSM-GDOS? I read an
>interview with Alwin Stumpf in a german ATARI-magazine; it states that ATARI
>has dropped FSM-GDOS and is currently looking for/developing something else.
>
>Does anybody know if this is true???
No this is not true. Tn that interview told A.Stumpf that ATARI has stop the
project ST-Pad (notebook) until there are more chances to sell that machine.

A. Stumpf said about FSM-GDOS that where are a few chages in the last moment.
In fact of these Atari can't show FSM-GDOS on the CBIT.
(The interview was printed in: ST-COMPUTER 5/92)

Thomas

PS: sorry for that bad english

5126. Re: Can Atari read SPARC floppies? How '

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 21:32:06 UTC
From: ue@nathan.do.open.de
Message-ID: <rdxMgOfKr0Q@nathan.do.open.de>
Source record: 222122

In <1992May13.225217.5155@Aus.Sun.COM>, Robin Peatfield writes:

Hi,
>Since SUNOS 4.1.1 you can read and write DOS format floppies on a SPARC machine.
>You can also format floppies as DOS.
>Check out the manual pages on pcfs
sure, but pcfs requires mounting the disk drive after inserting the disk.
And only "root" is allowed to do so (no problem for me, I do have root
privileges ;-) thus excluding the normal user from this solution. The mtools
are the better way. The only problem with them is that there is no comfortable
way to dump a whole directory tree onto disc, you've got to do it all alone.

>For text files you may want to check out the commands unix2dos and dos2unix.
No need for unix2dos and dos2unix, since both mread and write have a -t switch
for text files.
/s/
--
Udo Erdelhoff ue@nathan.do.open.de Fido: Udo Erdelhoff on 2:245/52.1

5127. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 22:02:02 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May15.220202.22551@mnemosyne.cs.du.edu>
Source record: 222101

> lharch lotsa files, they compress, but the archive is big

How many files are we talking about here? Dozens? Hundreds?

Are you storing full pathnames? If so, add the space it takes for the full pathname on each file (prolly 128 bytes). How about comments? I've noticed Questor lzh puts a commentof 'Atari' on every file sometimes, I always figured it's because ARCSHELL is so braindead it passes a bogus option to lharc or something. (I really hate arcshell, I wish I could either learn to live without it or just write one that really works. The current one is a Prime Example of How Not to Write Programs.)

Anyway, if you figure an overhead of a few hundred bytes per file on hundreds of files, that would explain things.

5128. Re: HELP: SC1224 => VGA/CGA ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 22:14:12 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May15.221412.22900@mnemosyne.cs.du.edu>
Source record: 222102

> >The SC1224 is a color analog monitor. CGA is digital so it would
> >not work very well. VGA is analog but has a 70Hz vertical sync
> >while the Atari is 60Hz. If you could change a componet in the
> ^^^^
> >Atari to chage the vert. sync it might work.

>I am surprised this has not been challenged. I thought that the reason
>the Atari monitors were flicker free was that they were 70Hz. Can someone
>clarify, please?

The ST color resolution refresh at 60hz generally, and can be switched
to 50hz in software. Only monochrome mode refreshes at 70hz.

On the PC side, you find refresh rates from 56hz up to 72hz, with the
lower refresh rates being used on the higher dimensional resolutions
(eg, 800x600, 1024x768) on the cheaper video cards.
- Ian
(void *) where prohibited by law

5129. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 22:24:36 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May15.222436.23262@mnemosyne.cs.du.edu>
Source record: 222103

> clipboard.acc can't find its resource file if any environment variables
> are defined

It isn't documented anywhere (that I know of), but GEM uses the PATH=
variable to search for RSC files. It looks first in the current dir,
and if it doesn't find the RSC file there it looks in any paths listed
in PATH=.

When I wrote GEMENV, I had some TOS 1.0 users complain that GEM couldn't
find RSC files, and it turned out to be brain damage in TOS 1.0. It
wanted to see old-style env vars that look like PATH=\0c:\whatever\0,
ie, with a nullterm char between the '=' and the start of the value.
So, I had to add an option to GEMENV to let it store the env data in
that format to keep GEM happy.

Generally, you can put a missing RSC file in the root dir of the boot
disk, and GEM will always find it there. Of course, no telling what
other resident software may be doing to defeat that.

5130. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 22:28:17 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May15.222817.23378@mnemosyne.cs.du.edu>
Source record: 222104

> FSMGDOS
> FOGWARE or SMOG WARE or is it just lyes...?????

Gee, what a caustic thing to say.

- Ian
(void *) where prohibited by law

5131. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 22:41:52 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May15.224152.15660@ccu.umanitoba.ca>
Source record: 222107

In article <59074@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>STs are "closed" by definition...
Agreed, by the accepted definition (So are SparcStations)

>there is NO way provided to expand them.
I disagree: ACSI bus on 1040ST's, the 68000 expansion bus on MegaST's

>
>PCs are "open" by definition... there are "slots" into which ANY
>of a myriad of expansion boards can be inserted.
>
>STs can ONLY be "expanded" by hacking, slashing and unsoldering
>circuits within their cases, and PRAYing that the resulting
>mess will stay working for a while.
>
>PCs can be expanded by simply plugging in a new board.
>
>STs are as closed as closed can be... as Atari intended them to be.
>

When our dept got ethernet, all the PC owners rushed out to get
ethernet boards and "simply plugged them in". After about a year of
gnashing of teeth, discussing little else in the coffee room,
comparing various incompatible software drivers, they finally started
getting some of them to work. Meanwhile one of the Mac (Classic) users
bought a SCSI-ethernet board, and was FTPing, receiving mail etc
almost immediately. Of course, I still can't link my ST to ethernet
for less than 1k$ but that is not because it is closed (cheap
ACSI-SCSI-ethernet hardware exists), it is because of the lack of
software drivers, which is another story.

I am aware of the advantages of a completely open architecture
especially in a laboratory setting, but I thought BR's statements were
a bit extreme.

The early Mac demonstrates the advantages of a closed architecture;
installation and use of software is extremely standard. Installation
rarely involves more than dragging an icon from floppy to the hard
disk. Meanwhile installation of a new version of WordPerfect on a DOS
system (from what I hear in the hallways) is not unlike a visit to the
dentist.

Somehow the ST has managed to get neither the advantages of an open
system or the simplicity of standard software implentations. The 2
main DTP programs have their own font file systems and neither is the
Atari standard (I gather there are several others as well).

Installation of FSM GDOS is reasonably straight forward, but it's a long way from from the simplicity of installing Adobe Type Manager, which has a similar function for Macs.

We keep buying more Ataris though, 'cause they're easy to program (and I'm too lazy to port my code), and they run commercial Mac software with an expansion board that requires no hacking, slashing, unsoldering or prayer.

Werner

5132. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-15 23:32:41 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May15.193241.1349@uwovax.uwo.ca>
Source record: 222106

In article <1992May15.080733.2678@gmdzi.gmd.de>, mfg@gmdzi.gmd.de (Martin Gergeleit) writes:
> The first one, Chameleon.acc, that allows for loading and unloadind ACCs
> dynamically, makes Mint exiting during gem-bootup. I think this is due to
> the changed Superexec() handling of Mint 0.94 compared to the old 0.91.
> (as far as I understand the traces).

That's odd -- the new Supexec should be *more* compatible :-(. I'll try to figure out what might be happening.

> The second one, Clipboard.acc, simply does not find its RSC file if there is any
> environment variable defined (???) (as its now possible in mint.cnf).

Make sure you include your boot disk in a PATH variable, e.g.:

setenv PATH C:;C:\BIN;C:\GNU\BIN

(',' may be used as a path separator instead of ';' if you have TOS 2.X or TOS 3.X). I think the problem is that the AES is looking along PATH for the .RSC file. (I don't understand why timing would affect this, though, unless the AES also sets up a default path sometime after loading .ACC files).

> By the way, I know, that it is not up to the developers of such wonderful
> (and free!!) software like mint (thanks Eric!) to deal with minor compatibility
> problems of this kind.

Thanks for the kind words. In fact if MiNT is being incompatible I do want to know about it. (I can't guarantee that I can fix it, of course, but that's another matter!)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

5133. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 00:36:18 UTC
From: erlingh@idt.unit.no
Message-ID: <1992May16.003618.4071@ugle.unit.no>
Source record: 222108

Strange indeed.

Erling

--

_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

5134. Re: ZModem, 7 bit connections

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 02:31:56 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.iZtIpxN8Xik@jonh.wimsey.bc.ca>
Source record: 222113

In <1992May15.153512.19503@csi.uottawa.ca>, Christopher Browne writes:
>Burning question:
>
>Which Atari Zmodem packages support the 7 bit option?

I think STalker might. It has a lot of zmodem options. Eric
Rosenquist monitors this newsgroup so he can probably tell you
for sure, however, There's nothing to stop you from uencode the
files and send them that way.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5135. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 02:34:13 UTC
From: azog@thoth.rent.com
Message-ID: <1992May16.023413.11087@thoth.rent.com>
Source record: 222123

Bob_BobR_Retelle@cup.portal.com writes:

>STs can ONLY be "expanded" by hacking, slashing and unsoldering
>circuits within their cases, and PRAYing that the resulting
>mess will stay working for a while.

Isnt this the reason that one buys such a computer? I know it is for me! Whats the fun on a PC, where _everything_ has been done? Wheres the challenge? The sense of adventure!

Of course, I also use my ST for MIDI, which is yet another good reason for the ST. Why buy a $1000 PC, _and_ have to buy a MIDI card to boot, when one can set up a ST MIDI system for ~$500? Yes, this is a narrow viewpoint. But, MIDI is the Atari niche (for now at least)

--
Billy D'Augustine | "Lie back and dream of me, red death to
...rutgers!bobsbox!thoth!azog | set you free. We turn the screw to make
azog@thoth.rent.com | you die" - Motorhead

5136. Re: Point of Sale systems

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 02:38:45 UTC
From: azog@thoth.rent.com
Message-ID: <1992May16.023845.11187@thoth.rent.com>
Source record: 222124

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Doesn't someone out there market a POS (Point of Sale) system based on the
>Atari ST? I seem to recall seeing ads for it in past ST Informers but I
>can't seem to find them now. A user from another newsgroup in enquiring and
>I told him I would investigate. Anybody remember such a system and who was
>selling it?

In my latest catalogue from D&P computers (addr later), theres a
listing for something that looks like POS:

Cricit barcode readers, cash drawer, LED display, extra terminal.

Call D&P at 1-800535-4290. Ive had good luck with them, and they are
my favorite mail order company

--
Billy D'Augustine | "Lie back and dream of me, red death to
...rutgers!bobsbox!thoth!azog | set you free. We turn the screw to make
azog@thoth.rent.com | you die" - Motorhead

5137. XL power supply specs?

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 03:04:33 UTC
From: deaven@physics
Message-ID: <v1u41INNh0s@agate.berkeley.edu>
Source record: 222109
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello fellow 8-bitters. I just came into posession of some Atari 800XL and 600XL machines after only having an Atari 800. I want to run them from a battery and I have no idea what the current specifications are for the XL supply. I can figure out the voltages OK with a voltmeter, but I also need to know how much juice the thing wants to draw. I have no manuals for these puppies or I'd look this up myself. Would someone out there in net-land who is knowedgable about these matters please respond via e-mail and tell me how much current each of the supply rails is expected to source?

Thank you!
--
David Deaven (deaven@physics.berkeley.edu)
Physics Department
University of California at Berkeley
Berkeley, CA 94720

5138. Re: A320 Airbus by Thalion - Help with Logbook

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 03:41:30 UTC
From: dford@cix.compulink.co.uk
Message-ID: <1992May16.034130.1063@demon.co.uk>
Source record: 222117

Tuning of the NAV aids is done from the mouse and that little box on the left of the screen. To alter the radial you need \ and z for one of them and INSERT and CLR HOME for the other. BTW do not try to put and ILS figure into NAV 2, it will not work.

Who else has tried asymetrical landings BTW ? (Not that I'm bragging or anything) :-)

PS Has anyone worked out how to add fuel from the pre takeoff stage ?

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

5139. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 07:03:03 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992May16.070303.6798@terminator.cc.umich.edu>
Source record: 222115

```
drwxrwxr-x atari 1024 May 10 03:02 .
drwxrwxr-x weiner 512 May 13 00:41 ./applications/other
-rw-r--r-- hyc 0 May 13 00:41 ./applications/other/ger2en19.dic
```

5140. Re: compiling for 68881/2

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 07:30:31 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992May16.073031.28055@rhrk.uni-kl.de>
Source record: 222121

may-j@cis.ohio-state.edu (jeff a may) writes:

>Does anyone know which C compilers there are for the ST/TT that produce
>code that takes advantage of a 68881/2 coprocessor (if present)?

Take Pure C (from Application Systems Heidelberg, only with german docs) or
Lattice C 5.5 (from HiSoft).

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5141. Re: TurboAss??

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 10:02:54 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May16.100254.21760@tdb.uu.se>
Source record: 222119

Laurenz_Pruessner@b.maus.de (Laurenz Pruessner) writes:
[stuff deleted]
: The TurboAss does not support 68030 ops and -adressing modes. Furthermore, it
: runs very, very badly on the TT whith the Debugger crashing continuously.

Hmm, what version are you talking about? The new versions 1.7.x
works great on the TT and they DO support the 030-instructions!

: Its programmers dropped the Atari-support, so there's no hope that it'll be
: available for the 030 any time. TurboAss was indeed nice for the ST, but on
: the TT it's quite useless, for neither the assembler nor the debugger run
: stabile.

Has Markus Fritsche dropped the support for Atari? I doubt that!
Actually, I'm quite sure he _hasn't_ dropped support AT ALL!
I haven't tried any of the newer versions on a TT, but as far
as I've heard it works very well.

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

5142. Re: TurboAss??

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 10:58:29 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May16.105829.22083@tdb.uu.se>
Source record: 222120

I'm very sorry about my last article. Just after I posted it I talked to a guy from Germany. He told me that Laurenz Pruessner probably was right about most of what he wrote. Unfortunately I didn't manage to kill my own article. :-(

However, I do believe the latest version of TurboAss supports the 030-instructions...

I'm truely sorry for spreading false information about TurboAss!

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

5143. Re: Hermes - Help!

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 11:44:46 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.UoTuF_qfDD6@yonder.equinox.gen.nz>
Source record: 222013

In <H.mSXeVDPg3d6@bara.oche.de>, Wolfram Roesler writes:

>No idea. Forget about Mercury, get Hermes (current version is 1.03).
>You don't have to use that login.prg, just set the env vars LOGNAME and
>FULLNAME to your login and real name (login name as found in the passwd
>file) and Hermes will do all the rest for you.
>E.g., I have set LOGNAME to "wr" and FULLNAME to "Wolfram Roesler",
>see this msg's header for the results...

Where / what is the env vars LOGNAME etc???

I'm using... no, make that trying to use, Hermes (with a very patient
sysop :-).
I use the GUS interface to use hermes (which is very nice and helpful
as i'm pulling in 2 megs of news a day and somehow don't quite get time
to read it all so a quick look at the subjects is good)

Anyway, my problems are a. No english manual (some of the files are, but
only a few), anyone know where I can get some, especially for the UUWORK
program, I can't get that to poll apart from forcing a poll
(i.e. launching it with a sitename "uuwork equinox")

and the big problem is that I keep on sending data in the X packets in my
outgoing mail ?!
This means it screws up the UUCP site that i'm running off & the sysop there
has to manually reconstruct my mail to go out, which I don't think he's
very happy about at all.

What could be causing this?

Thanks,
Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5144. Re: Superbase question(s)

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 11:59:02 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.NJlroXiK3el@yonder.equinox.gen.nz>
Source record: 222015

In <rwzjb2yh@csv.warwick.ac.uk>, Leo Hendry writes:
>In article <11925@mindlink.bc.ca> Marc_Crompton@mindlink.bc.ca (Marc Crompton) writes:
>>HELP!
>> I seem to have locked up a database file on Superbase. There are close to
>>1200 records in the file that I'm running in a RAM Disk and I can't save or
>>remove any records. I've tried to run it off of a floppy and I have the same
>>problems, so I am assuming that memory is not a problem. When I try to save or
>>remove a record, I get a "problem positioning in data file" error. I tried to
>>remove all the data into a sequential file and import it back into a clean file
>>but I discovered that Superbase doesn't like commas in fields when trying to do
>>this. I am willing to change all the commas to periods to try to continue my
>>attempt at saving my data but would like to know if there is a better way
>>around this! Does anyone out there have experience with this kind of a
>>problem? I would appreciate the help!!
>>
>> Cheers, Marc
>
>It sounds like a bug in Superbase - I think I have heard of this type of thing
>happening before. Without knowing the file format it is difficult to do
>anything, apart from what you suggest. For God's sake don't change all the
>commas to periods by hand though - use the search and replace feature of an
>editor or word processor. If you use a word processor make sure you save as
>ASCII or equivalent.

Or, instead of that, change the field seperator (under OPTIONS I think -
whatever is on the right hand side of the menu bar.)
I have changed mine to | so I can export data that has commas in it so
it can be imported into a custom written program on an IBM BBS.
A comma is really the stupidist thing that they could have it defaulting to!!
It must be one of the most common used non-alphabet characters used in data.

Craig.
--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5145. Re: Timeworks DTP print problem...HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 12:01:38 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.w&GxNxuKyaE@yonder.equinox.gen.nz>
Source record: 222014

In <1992May12.131750.1@vaxr.sscl.uwo.ca>, richardson@vaxr.sscl.uwo.ca writes:

>HELP!!! When I try to print out my nice new document the boxes are printed
>very nicely....but the text is not in them!!! They look very pretty, but
>empty! It seems as though it may be some form of GDOS problem, I wouldn't
>know! Another bizaree thing, when the print status box comes up the
>text below it shows through, well some of it does anyway...weird! Anybody
>experienced a similar problem, please post or reply to address below...thanks
>in advance for any help!

Well it occasionally prints blank frames on me too.... but I usually
just try printing again & it works.

Craig.

--
~~*~

5146. Re: compiling for 68881/2

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 13:06:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A8122@F.maus.de>
Source record: 222011

Hello Jeff,

>Does anyone know which C compilers there are for the ST/TT that produce
>code that takes advantage of a 68881/2 coprocessor (if present)?
Pure C by Application Systems Heidelberg (germany)

Pure C is a update from Turbo C because Borleand support the Atari Software
not longer here in germany. I don't know if there are any distributors in
other countrys.

Pure C includes a Editor, Compiler, Assembler, Linker and a realy good
Debugger three Disks and three documentation (one for the Compiler, one for
the Assembler and one for the Debugger).

There are Compileroptions for the coprozessor MC68881 and the MC68882 too.
The Assembler can create opcode for:
MC 68000, MC68010, MC68020, MC68030, MC68040,
MC 68851, MC68881 and the MC68882

Bye
Thomas

/// Thomas_Leonhaeuser @ F.maus.de. ///
/// Mailbox Frankfurt a. M. MausNet ///

5147. Re: Need specs for Standard MIDI files (0 and/or 1)

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 15:08:21 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May16.150821.6867@cdsmn.mn.org>
Source record: 222150
Cross-posted to: comp.sys.atari.st,rec.synth

In article <tpyvbdg@rpi.edu> pinelr@aix.rpi.edu (Rob Pinelli) writes:
>
> Hi. This is a request for all MIDI programmers out there. I need
>file format specs for standard MIDI files, 0 or 1, whichever is easiest.
>I am going to be working on an independent study artificial intelligence
>composition program and I need to have the computers "compositions"
>played through my keyboard. I am using an Atari Mega ST 2 along with
>a Roland D-10. Atari users, if you know the C bios or xbios code to
>do this, please send it to me!!!! Responses via email please!!
>Thanks!

This was posted some time ago. It should help.
Regards,
Doug

Originator: jwheeler@kanga
Nntp-Posting-Host: kanga

[edited]

However, since several people want the MIDI info specifically,
here it is:

Q: Where can I find out all about MIDI?

A:

Email LISTSERV@AUVM.AMERICAN.EDU, with the phrase GET MIDISPEC
PACKAGE in the message body. You will get the following message, as
well as the files to which it refers.

Date: Tue, 26 Nov 1991 18:32:49 -0500
From: Revised List Processor (1.7a) <LISTSERV@AUVM.AMERICAN.EDU>
Subject: File: "MIDISPEC $PACKAGE" being sent to you

```
*************************************************************************
* *
* MIDISPEC Package *
* *
* The following series of plain text files are the contents of the *
* MIDISPEC PACKAGE. They are a reference resource compiled from several *
* sources, mostly by Greg at LEE@UHCCUX. The Primer, originally written *
* by Bob McQueer, is in constant revision. The other files are subject *
* to periodic review and update. The package as a whole may be added to *
* as MIDI expands. *
* *
```

```
* They have been placed here to make it possible for users to retrieve *
* or subscribe to the whole set of documents as a "package" so as to *
* automatically get the updated documentation when it is made *
* available. Access to the complete package is possible via GET *
* MIDISPEC PACKAGE. *
* *
* You can subscribe to it with: AFD ADD MIDISPEC PACKAGE (note that you *
* will need to use the PW command to define yourself a password before *
* you can use the AFD command -- see LISTAFD MEMO for more details). *
* If you wish to only be informed when the files are updated, use the *
* FUI ADD MIDISPEC PACKAGE command. *
* *
**************************************************************************
* filename filetype Filelist File description
* -------- -------- -------- -----------------------
MIDISPEC $PACKAGE EMUSIC The Package Definition
MIDI1_0 MIDISPEC EMUSIC The MIDI Version 1.0 Specification
PRIMER MIDISPEC EMUSIC A MIDI Tutorial
MIDIBNF MIDISPEC EMUSIC MIDI Considered in Backus-Naur Form
CTRLTAB MIDISPEC EMUSIC Listing of Controller/Mode Command Codes
STATTAB MIDISPEC EMUSIC Listing of MIDI Status Codes
NOTESTAB MIDISPEC EMUSIC Listing of MIDI Notes by Octave
FILEFMT MIDISPEC EMUSIC Descr ption of MIDI Standard File Format
SDSFMT MIDISPEC EMUSIC Description of MIDI Sample Dump Standard
TIMECODE MIDISPEC EMUSIC Description of MIDI Time Code Format
```

5148. gcc2.1 & time.h

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 15:46:24 UTC
From: paulb@world.std.com
Message-ID: <BoCp5D.Es6@world.std.com>
Source record: 222125

Hi all!

I'm trying to use the functions in time.h of gcc2.1.
They all (seem to) return NULLS whenever I call them. I'm using patch
level 79. Does anyone know if these were not coded, and if not when they
might be? The ST SHOULD be able to return valid times...
Or is it something I'm doing wrong?

-paulb
(paulb@world.std.com) Thank you! :-)

5149. Re: g++ test 'tstring.cc' fails on input. Any hints?

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 16:10:55 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92May28235455@acae127.cadence.com>
Source record: 221625

In article <1992May27.141513.21956@uni-paderborn.de> haegar@uni-paderborn.de (Thorsten Boehm) writes:

> The subject says it. I have installed the gnu c++ compiler
> and successfully manged to compile all the tests in gplibt02.zoo.
> All run successfull and gave the expected output, with the exception
> of tstring.cc. It runs fine until it trys to read a string from
> cin. I got a buserror there.
>

sorry my fault, i forgot to increase its _stksize. you can do this with
fixstk 16k tstring.ttp
or you can add the following line at the top of tstring.cc
extern "C" long _stksize = 16*1024;

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

5150. Re: Atari's STILL here?!?

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 16:16:33 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May16.161633.7243@cdsmn.mn.org>
Source record: 222149

I never thought I'd join in a discussion such as this, but here I am.
The reason I say that is because I think the computer wars are silly.
Please view apparently stupid comments as attempted humor.

The main problem is that people don't factor in price/performance. If
you have unlimited money to spend, by all means spend it on the fastest,
best computer available. Then let your kids play PAC-MAN very, very, very
very, extremely very fast!

If you've got 500 bucks buy an ST! Then your kids can just play PAC-MAN at
normal speed though (Sorry, shoulda bought that CRAY).

All I know is that I sold my Apple IIe to pay for my ST. The Apple IIe is
priced the same as Atari (used) if not a little higher in some cases. I used
the IIe for many years. IMHO (I must have onions) I got the better end of the
deal because I got the ST, a better computer than the IIe. I would hazard to
say, that the ST is functionally equivilent to an Apple IIGS that carries a
used price of $800-1200. I would say that the ST is better than a MAC 512
that is priced (again, used) about the same as an ST. I can easily say that
a $500 dollar ST will beat the pants off of a $500 dollar used PC, for
usability and speed. I keep saying used, but even comparing a brand new
1040ST to a PC OF THE SAME PRICE, the ST gets my vote.

But ST CANNOT touch the performance of a 486dx, 16Mbytes RAM, 1.6Gbyte
fast SCSI hard disk with EISA/SCSI Controller (4Mbytes onboard cache), 32 bit
Truevision Vista Graphics card, 19 inch RGB Monitor, High Resolution digitizing
tablet, Quad DSP multiprocessing accelerator, and GPIB interface adapter.
Well, yeah, the 32 Graphics cards alone does cost as much as my entire ST,
but hey....this still means the ST must be a piece of crap right?

So many people (especially the computer smart people on usenet and it's
various branches) look at their computers like sports cars, saying "mine
is faster! Mine is better!". Your Jaguar will definitely out run my
`74 Dodge van (so will your VW beetle for that matter!) But I don't care!
My Dodge van is payed for, it gets me to work every day (even on sub-zero
Minnesota days), and I can even haul band equipment in it, & grudgingly help
relatives move furniture! My $500 STe does exactly what I need it to do,
plus it plays stereo music, displays color graphics and plays cool games
like "Escape From the Planet of the Robot Monsters" so I can impress my
friends (so my friends are easily impressed) and entertain my children.

If your ST is payed for, and you have software for it, then use it. Buy
a PC, a Mac, an Amiga, an Acorn, a CoCoII, an AppleII, a Commodore128,
a MicroVax, a Sun SparcStation, an Iris Indigo, a Next and a Timex ZX81,
place them all in your den and play PAC-MAN on all of them simultaneously!
I know, I'm being silly, but hey, they're just MACHINES!!

Doug
p.s. That 486dx system I described is real, and I work with them daily.
If I could, I would certainly have one. Unfortunately, I would have to
sell my house. "Hey buddy, got a quarter so I can buy some floppy disks?"

5151. Re: Dave Small's Article (Current Notes)

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 18:07:54 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992May16.180754.15970@demon.co.uk>
Source record: 222128

What nail? Current notes is not seen in the UK. What did he say?

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

5152. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 18:08:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <1992May16.180800.16044@demon.co.uk>
Source record: 222129

Not sure about 2nd hand Stacys, but at a recent computer show in the UK
they were selling new HD models for 600 ukp

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

5153. STereo Replay

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 20:26:17 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992May16.202617.21067@usenet.ins.cwru.edu>
Source record: 222127

How many people out there have STereo Replay? I'm currently writing some software for it and was wondering if I should send the results to a.a...

Mail me for more info if you'd like.

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

5154. Re: Atari Magazines in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 20:29:38 UTC
From: valdez_a@kosmos.wcc.govt.nz
Message-ID: <1992May16.202939.4766@kosmos.wcc.govt.nz>
Source record: 222118

We _do_ get Atari Explorer and AIM here in Wellington, Jon. Two issues of Your Atari did come out as well - though they were very old and came out about six months apart.

5155. reading in characters > del?

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 22:29:20 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992May16.222920.1332@cs.unca.edu>
Source record: 222130

How do you read in characters greater than 127 (delete) with (Sozobon) C on the atari? Crawcin() -- or Ccrawin()? -- hasn't worked...is there a special trap or macro?

Printing chars out doesn't seem to be a problem at all, just reading them!

clueless

Scott

5156. Re: Maxon Application Construction Set

Newsgroup: comp.sys.atari.st
Date: 1992-05-16 22:34:42 UTC
From: sigrorn@icemark.oche.de
Message-ID: <H.lUysYB5_wTg@icemark.oche.de>
Source record: 222143

In <1992May13.113224.19941@urz.unibas.ch>, Capt.J.T. Kirk writes:
>I don't know that much about it, but I can sure say it's good.
>I read a few things in an article of the 'ST-Computer' (a german mag)
>and with the use of especially C it is supposed to be great (also
>with Pascal, if I remember correctly).
personally I wouldn't count a good article on ACS in the "ST-Computer"
as a good reference for this, for Maxon (ACS) and Heim (ST-Computer)
are closely related to each other, Maxon products always get good
reviews in the "ST-Computer" mag.... ;-(
A friend of mine told me it should have some strange bugs and generate
HUGE executables (A hello-World in a GEM Window + a few *small*
goodies added gave an executable of ~100KB).
Also it only contains works with Turbo-C/Pure-C yet.

yours,

Benedikt

--

==
Benedikt Eric Heinen, Matthiashofstr. 3, W5100 Aachen, Germany
Voice: +49-241-408592 sigrorn@icemark.oche.de
Fax : +49-241-408593 heinenb@messua.informatik.rwth-aachen.de

When you're away, I'm restless, lonely,
Wretched, bored, dejected; only
Here's the rub, my darling dear
I feel the same when you are near.
-- Samuel Hoffenstein, "When You're Away"

5157. About multitos and falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 08:18:55 UTC
From: alien@clinet.fi
Message-ID: <1992May17.081855.4885@clinet.fi>
Source record: 222147

So here's some multitos and falcon information for those who didn't
read german magazines... please, do not reply to me. I haven't wrote
this, I'm just doing the posting...

MultiTOS & Falcon030 Information
---
written by:
Johannis Likos
Rusthollarintie 13 F 46
SF-00910 Helsinki
Finland Europe
voice: int+358-0-334531
fax: int+358-0-716597
email:
USENET likos@clinet.fi
CLINET likos
COMPULINK likos

MultiTOS

MultiTOS is developed partly by ATARI Corp. and they included
the multitasking kernel MiNT, which they have licensed from:
Eric R. Smith
Dept. of Mathematics
University of Western Ontario
London, Ontario, Canada N6A 5B7
Email: eric.smith@uwo.ca
MultiTOS doesn't fit in the standard ST TOS-ROMs, therefore
a new solution must be found to satisfy all users.
The multitasking AES will be in that way modified, so that
more than 8 windows (maybe max. 127 or 255) can be opened
on the desktop.
Message pipelines are like communication bridges between
parallel running applications.
Some new partition (Q,U,V,X, etc.) are used for:
Pseudo drive partitions
Device Drivers
Activated Processes
etc.
Accessories (in the old fashion way) are not needed any longer
for two reasons:
a) we have now CPX-Moduls for the X-Control Panel
b) we can run many applications simultanously
MultiTOS contains a lot of Unix features and comes closer

to MultiFinder.
The limit of the DOS-typical filename with max. 8 characters
plus 3 characters for extension ("1ST_WORD.DOC") will be eliminated
and in future also longer Unix- or Mac-typical filenames
accepted ("1stWordPlus.Document.Backup.1").
If under MultiTOS one of many parallel running applications
should crash, then the others remain protected and safe,
but under Microsoft Windows the user in that case has to
re-boot his PC while losing datas.
The desktop of MultiTOS looks like in MultiGEM.
The quantity of used accessories, opened windows
and started applications depends on the memory size (RAM)
of the computer.
Any way, for professional users is 4 MB and upwards recommended.
The screen will show the private (if any) desktop of the
last activated application.
It is better when the applications don't use own desktop,
so it saves a lot redraw or refresh time and the system's desktop
is available in the background with drive icons and trash icon.
MultiTOS Availability:
Beta Test Version for Developers now
Final Version after Summer 1992 (maybe after ATARI Messe 92)

Falcon030

Technical Specification:
HD Floppy Drive 1.44 MB 3.5"
CPU MC 68030 16 MHz
Signalprocessor DSP 56001 (like in NeXT)
Blitter
RAM max. 14 MB
Internal Harddisk optional 2.5"
Interfaces: Centronics, RS 232, LAN, DSP, Mouse,
Joystick, Stereo, etc.
Resolutions (only colour):
320x200/16
640x200/4
320x480/256
640x480/16
800x600/256
640x480/65536 (16bit)

--

ALIEN by Planned Parenthood
Internet alien@clinet.fi
Fidonet Risto Juvonen @SMACK! (2:220/110.0)

5158. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 08:26:26 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92May17102624@fysap.fys.ruu.nl>
Source record: 222135

>>On Tue, 12 May 1992 21:32:54 GMT, deej@cds8613.Cadence.COM (Jim Howard) said:

Jim> What I'd like to do is to find some way to transfer info
Jim> contained on a floppy that was created by a Sun Sparc to my
Jim> Atari ST (hi-density drive on an upgraded 520ST). Is there any
Jim> easy way to do this? I was thinking *maybe* I could just write
Jim> to the Sparc using tar, then read off the floppy and untar the
Jim> result - somehow - but I don't yet have Atari-tar, so haven't
Jim> tried it. Has anyone successfully transferred info from one
Jim> system to another in this way? I'd also like to be able to go
Jim> the other way - Atari to Sparc, so if you have any good
Jim> suggestions there...

Use gnutar which works together with Mint. Also, for tar to work on
the floppy directly you must have a raw floppy device. Someone wrote
and released one; I forgot who, but the package is called ps0.zoo (the
device name under mint is /dev/ps0). It works great, and you can even
use multivolume tar's (provided you use gnutar on the Sun as well).
--

____
Peter Mutsaers. |==
muts@fysap.fys.ruu.nl | Memento Mori

5159. (None)

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 08:29:28 UTC
From: mark.thomas@rose.com
Message-ID: <1992May17.072930.3488@rose.com>
Source record: 222139

Date Entered: 05-17-92 03:22
Could someone tell me how I access the various archives? I can decode the programs in the source conference here, but I do not know how to request them. Instructions were posted months ago, but I was not in a position to use them.

Thanks, Mark

~ MaxiMiser*ST 1.06 UnRegistered Pianists Do It With Their Fingers
RM 1.60: Usenet: Rose Media - Hamilton (416) 575-5363

5160. Re: General Help

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 09:17:24 UTC
From: jonc@status.gen.nz
Message-ID: <P8PXkB2w164w@status.gen.nz>
Source record: 222131

steve@thelake.mn.org (Steve Yelvington) writes:
>
> GEnie is an information network operated by General Electric (the
> U.S. company, not the U.K. company.) GE has a packet data network
> used by big businesses. GEnie takes advantage of that network to
> offer cheap access rates at nights and weekends. There are GE
> Information Services nodes in most major cities in North America.
>

Steve,

My congradulations on an exellent summary mate. As an other little thought
GEIS who operate the various GE services also offer nodes to GEnie in
most countries worldwide. Coupled with the the availablity of PDN access
from most cities world wide GEnie is IMHO the most acessable system in
the world.

I personal have used it from USA,London UK, Frankfurt DE, Hong Kong,
Australia and of course use it on a daily basis from here in NZL.

regards,

_
Jon Clarke o( ) The Z*NET International Gateway in New Zealand
Voice:(+64)25-962638 / /\ jonc@status.gen.nz 3/772:105 GEnie: J.CLARKE6
::Z*NET a free ascii based magazine for all computers, distributed globaly::
=======--

5161. Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 10:01:51 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <706100348.F00001@tdkt.kksys.com>
Source record: 222136

In a message of <May 14 22:46>, David Ford (1:282/31) writes:
>From: dford@cix.compulink.co.uk (David Ford)
>Newsgroups: comp.sys.atari.st
>Reply-To: David Ford <dford@cix.compulink.co.uk>

>I have recently been doing backups of my partitions. The %ages that
>LH201h
>gives are how much of the origanal size that they now are. To tell the
>truth I find that these figures can be a little bit out but the files
>(only a single file for each drive by the way) are definatly smaller than
>the drive contents itself. When I compress I us 'm /r drive.lzh *.*' if
>that is any help as this compresses everything into a single file and
>also keeps the directory paths (ie when you de-compress the file the
>directories
>get created as well.) Now all I need is a way of getting >720K files onto
>a floppy :-(

>|David Ford |To err is human but to really cock it up takes|
>|dford@cix.compulink.uk |a computer operator. |
>|Another Englishman :-) |Practice safe sex, as often as possible :-) |
^^^^^^^^^^^^^^^^^^
Well, if you're gonna do sex in a safe, you'd better practice! <grin>

To answer your question though, the VAULT201 program will backup a file larger then 720K onto a disk. 'Course you'll have to use it's restore program to restore it if you ever need to.

BTW, if you're useing the default '.LZH' extender when you create your backups, you don't have to tell LHA that. Just use 'm /r <drive> *.*' and it'll work fine.

Out of curiosity, why are you useing m (move) instead of u (update)? Doesn't m delete the file from your drive after it adds it to your backup file? If you're doing it to 'clean up' the drive, you might as well save yourself that step and just re-format the drive after backing it up. That way you'll keep the drive running at top efficiency as well! (I do that about once a month myself. Can't stand a 'slow' drive!)

* Origin: FlightLine PointNet (1:282/47.1)

5162. Re: A320 Airbus by Thalion - Help with Logbook

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 10:12:41 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992May17.101241.15205@donau.et.tudelft.nl>
Source record: 222138

In <1992May15.075309.6270@syma.sussex.ac.uk> lezo@syma.sussex.ac.uk (Lez Oxley) writes:

> Try your <Insert> and <clr Home> keys for NAV2.
Thank you.

> (have you also had problems with your logbook getting screwed up?)
No, I have not.

I have not made many duty flights though, and am still a student pilot.
Also, I am running it from harddisk.

=-=-=-

5163. Re: General Help

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 10:50:26 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May17.105026.29410@tdb.uu.se>
Source record: 222137

jonc@status.gen.nz (Jon Clarke) writes:
[stuff deleted]
: from most cities world wide GEnie is IMHO the most acessable system in
: the world.
:
: I personal have used it from USA,London UK, Frankfurt DE, Hong Kong,
: Australia and of course use it on a daily basis from here in NZL.
[stuff deleted]

Is there anyone that knows if it's possible to access GEnie from
Sweden without calling another country (which is _expensive_ ;-)?

I would appreciate any information about it! I've heard so much
about GEnie and I would really like to try it. However, I don't
want to spend 4-figure amounts to do it. :-)

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

5164. Re: Virus question.....

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 12:01:37 UTC
From: jhurwitz@access.digex.com
Message-ID: <1992May17.120137.15221@access.digex.com>
Source record: 222017

Hmmm...My experience with Atari and viruses has been starnge as well. When you run these programs VKILL or AVK they seem to find the little critters and get rid of them, but I have yet to see anyone who has had any damage to their system as a result of a virus. I think your probably safe. The Atari community seems to have better things to do then write viruses to hurt an already lagging computer platform. If you find anything out of interest please post it. Good luck.

5165. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 12:04:56 UTC
From: jhurwitz@access.digex.com
Message-ID: <1992May17.120456.15321@access.digex.com>
Source record: 222018

Llamatron!, the end!. No way, I've gone 60 screens in and I haven't seen the end. I thought it just started over at screen 1 with a tougher game play. Is there some magic screen or something?.

5166. Maxon ACS test (1/2)

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 13:00:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A8398@F.maus.de>
Source record: 221873

Hello out ther in the net,

I've realized that were are a few people who are interrest by the ACS from Maxon Computer. Im just in the german army and have used the evenigs last week to sit in the sun and translate a test in one of our german ATARI-magazins about the ACS from german int english. You can read it in the next message.

At first (second) I want's to say: sorry for my bad english but I hope, you can understand the text and it will help you.

The original german text is from the TOS-magazin 3/92 and it was three sides long (smal printed text). I've tryed to abridge the text without cut some important things.

/// Thomas_Leonhaeuser @ F.maus.de. ///
/// Mailbox: Frankfurt a.M. MausNet ///

5167. Maxon ACS test (2/2)

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 13:00:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A8399@F.maus.de>
Source record: 221874

here is the translation of the Text:

############### translation start's here ##

In the ACS (Application Construction System) is included a RCS but it has much more functions. The ACS try to organised the bigest part of the event-handling when you create the grafic outfit from a Application. A GEM-object includes not only his phenotype. There are some others atributes. A part of these attributes are given and other you define if you class a object with an C-function.

What are you get for 198.- german marks
- a dubble sided floppy Disk
- and a german documentation that size is about 150 sides

ACS has three parts: The programm, a header file for the language C and a functionlibarary (without Sourcecode). Also there are a few examples which wants to show how to write a owen application.

The ready output from ACS is a objectfile (Digital Research-Format) or a C-Sourcefile that you can translate with Turbo- or Pure C (In the moment only this two C-Compilers)

If you want's to get a startable programm you must link all C-librarys, the new ACS-library, the ACS output and minimum one other C-modul whith the main-function.

After you start the program it present itself with three Icons and a very smal menu. the programm ist 200 kBytes big. Now where is the question, where are the functions who need these size. After y dubbleclick on the "new-Symbol" the programm opens a window with the name "partcategory" in witch you can define the programmstyle and how the ready programm react to userinputs. Now you can see where all that KBytes used. The window has a menu to.

worth mentioning is that the is written with itself. The parts spitt off in two parts: With the thirst you can create new components for your programm. In the second you can use to list and view the components.

You can create: Windows, menus, popup-menus, general GEM-objects and alert-boxes. You can class a C-function with a menuoption whitch in the ready programm will be called if the user select thes option or he pushes a defined key.

With help of a big dialoguebox, whitch size can be bigger than the size of the can shown on screen, you define all windows witch the ready programm must have. You can say there also the name of a C-fuction. You can open windows until there is no more memory left. If GEM can't give any windowhandels because there are too many windows opend, ACS close the lowest windows but it exist still

with its organizatonal data's and you can open it with a single keyclick.

If you think that ACS dont create any recource-files and so it dont need to use defined convention where is the possibility to automate much more.

Don't clear is for witch group of users is the programm written because for the new GEM-programm writer's the documentation is to small. For "GEM-gurus" who possibel have a own libarary there is the question if he will use these relativ rigid conception and have confidence to the ACS-functions.

The price who is about the dubble of a very good RCS don't make the decision easyer.

VALUATION

name: ACS; Application Constriction System
price: 198.- german mark

+ : - much functions
- safety in operation
- just without competition
- easy transvere from standard GEM-programms

- : - you must accustom to the concept
- very small Icon editor

= : Who must write very fast a GEM-programm have no other opinions.

############## translation stop's here ##

I hope you have understand these bad english. If there are any questions about the text write to me (Next two weeks offline sorry). Ohh the programm is complete (!) in german.

bye
Thomas

/// Thomas_Leonhaeuser @ F.maus.de. ///
/// Mailbox: Frankfurt a.M. MausNet ///

5168. Re: Atari Magazines in Australia

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 13:49:54 UTC
From: jonc@status.gen.nz
Message-ID: <VT3XkB1w164w@status.gen.nz>
Source record: 222132

valdez_a@kosmos.wcc.govt.nz writes:

> We _do_ get Atari Explorer and AIM here in Wellington, Jon. Two issues of You
> Atari did come out as well - though they were very old and came out about six
> months apart.
>

That is great to hear Alex..

Jon Clarke HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz

Voice Mail (011+64)25-962-638 Phone (011+64)9-358-5589 Fax (011+64)9-309-6681
Member: NZEDIA Z*NET Global News Gateway in Parnell, Auckland, New Zealand

5169. Re: Getting Good 16 color GIFs

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 14:16:37 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992May17.141637.21693@msuinfo.cl.msu.edu>
Source record: 222142

If you want to see "good 16 color GIFs" on your ST, try using DigiSpec to convert them into the Spectrum format.

-MOlin "Friends don't let friends use MS-DOS"

5170. Re: Point of Sale systems

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 14:50:09 UTC
From: ken@isgtec.com
Message-ID: <2559@isgtec.isgtec.com>
Source record: 222025

In article <1992May14.163902.28239@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
> Doesn't someone out there market a POS (Point of Sale) system based on the
> Atari ST? I seem to recall seeing ads for it in past ST Informers but I

Yes, there is a very good one called CRICIT, with cash register, inventory
control, bar code, networking, mailing lists, and on and on, from

Nice and Software
Kitchener, Ont., Canada
(519)744-7380

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5171. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 16:04:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2083204@overmind.citadel>
Source record: 222019

I believe it is correct that the Atari Monochrome display is refreshed at 70HZ, (or 72), while the color monitor is a mere 60HZ. If this is so, why is it that an Amiga (which has the same resolution and the same 60HZ sync) looks so flickery compared to an SC1224? Is the SC1224's display non-interlaced, perhaps?

5172. Atari eqpt. donations wanted for private school

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 16:42:33 UTC
From: lch3e@holmes.acc.Virginia.EDU
Message-ID: <1992May17.164233.2826@murdoch.acc.Virginia.EDU>
Source record: 222144

Would greatly appreciate donations of Atari computers and peripherals, 8-bit and especially ST. We use them a lot at The Einstein School in Charlottesville, Va., a small private school for dyslexic children K-12. Good tax-write-off, and a good home.

520ST's and any STacy would be greatly appreciated at this time. Broken eqpt. is also welcome.

Thanks for considering us.

Lauren Howard, Computer Teacher lch3e@virginia.edu
(804) 295-9995 or 974-1991

5173. Re: Whatever happened to FSM-GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 17:27:00 UTC
From: Daniel_Link@b.maus.de
Message-ID: <A10626@B.maus.de>
Source record: 221954

Atari-Journal #6/92 (a german ST magazine) states on page 108 they heard a rumor that "a new FSMGDOS will very probably be based on a powerful System from the pc world [yecch !] which will be available to every ST user at a low cost".

So it seems they dumped the former Concept and are developping a totally different thing under the same name of FSMGDOS.

over and out

Daniel

5174. Re: reading in characters > del?

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 19:46:56 UTC
From: steve@thelake.mn.org
Message-ID: <A1977358513@thelake.mn.org>
Source record: 222145
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

(This is more appropriate for comp.sys.atari.st.tech. Followups
should be directed there.)

In article <1992May16.222920.1332@cs.unca.edu>,
mcmahan@cs.unca.edu (Scott McMahan) writes ...]

> How do you read in characters greater than 127 (delete) with
> (Sozobon) C on the atari? Crawcin() -- or Ccrawin()? -- hasn't
> worked...is there a special trap or macro?
>
> Printing chars out doesn't seem to be a problem at all, just
> reading them!

The GEMDOS calls work, but you may be looking for the wrong kind of
information from them.

On U.S. domestic machines, the keyboard is not set up to produce
codes outside the ASCII character set, which runs from 0 through 127.
Keyboards for machines sold in Europe have different layouts that can
produce accented characters, etc., with a single keystroke. With TOS
2 and 3, you can generate out-of-range keystrokes by using the alt
key and the numeric keypad. (There are alternate keyboard drivers
that can change these behaviors.)

Try this program:

```
#include <osbind.h>
#include <stdio.h>
main()
{
unsigned long l;
l = Cnecin();
printf("%08.8lx = %c\n", l, (int) (l & 0xFFL));
}
```

Note that the GEMDOS calls return LONG (32-bit) values, not 16- or
8-bit codes. The format is like this:

```
Bits Meaning
---- -------
0-7 ASCII character code, if there is one
8-15 All 0
16-23 Unique keyscan code (0 if the console is redirected)
```

One set of documentation that I have claims that the following values
are encoded in the upper word:

24 State of right shift key
25 State of left shift key
26 State of control key
27 State of alt key
28 State of caps lock key
29 State of clr/home key (or right mouse button)
30 State of insert key (or left mouse button)
31 Reserved

However, experimentation shows this not to be the case. You can get these values by using the Kbshift(-1) function, which returns the values of those keys encoded in bits 0-7 instead of 24-30.

The unique keyscan code that is assigned to each key on the console makes it possible to differentiate among similar keys -- say, for instance, the 7 on the typewriter keypad and the 7 on the numeric keypad. It also makes it possible to differentiate among the keys that do not correspond to ASCII codes, such as the function keys, arrow keys, etc. For example, function key 1 is 0x003b0000, since there is no ASCII code for a function key.

If you hold down the alt key and press an alphanumeric key, the keyboard generates the correct keyscan code, but the ASCII portion of the key value is 00. Using this information, you should be able to write a keyboard input routine that converts alt-e to an e with an accent acute, or alt-E to an e with an accent grave, if you so desire.

Because 32-bit values are not easy to handle with a C compiler whose ints are 16 bits, the dLibs getch/getche functions return an int that is constructed by shifting the keyscan code into bits 8-15. The resulting int is easy to process in a switch-case construct. See the dLibs documentation and source code for details.

Incidentally, if you're writing a GEM application, don't use stdio or GEMDOS or BIOS to read the console. Use the event manager, which returns keystrokes in a 16-bit format similar to that used by the dLibs getch function. The evnt_multi call and the much easier-to-use GEMFAST evnx_multi call can be used to make the state of the alt/shift/etc. keys available.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5175. ZX Spectrum emulator for the atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 21:15:41 UTC
From: PCT601%sirius.ukc.ac.uk@VTVM2.CC.VT.EDU
Message-ID: <9205172115.AA15071@cs.utexas.edu>
Source record: 222146

I recently saw a Sinclair ZX spectrum emulator for the ST.
I want it! Anybody know where (and how) I can get it
I assume it is PD.

Cheers

```
***** _ | __ __/ ____/ / / *
**** / _' / / / / **
*** __ | / / __ / ***
** / / / / / / ****
* __/ __/ ______/ ______/ __/ __/ *****
```

5176. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 21:26:09 UTC
From: dford@cix.compulink.co.uk
Message-ID: <1992May17.212609.21995@demon.co.uk>
Source record: 222003

I was using m because I copied all the contents of a drive onto a separate
partition before backing up. I have been backing up over the weekend as it
happens and have been using a /r drivename.lzh *.* on the drive and moving
the subsequent file onto the backup partition. This is due to the fact that
I have so many files on my drive now that this is the only way to do it.
As it happens I usually backup and run a defragger on each partition (that
also has the advantages of telling me of any problems with the drivwe itself
.)
Thank you for the information, looks like I'll have to get a copy :-)
David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

5177. Re: A320 Airbus by Thalion - Help with Logbook

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 21:26:13 UTC
From: dford@cix.compulink.co.uk
Message-ID: <1992May17.212613.22052@demon.co.uk>
Source record: 222002

I too run Airbus on a hard drive (with a backup logbook JIC).
Asymetric landings are too easy as far as I am concerned, there is almost no pull to the dead engine at all. How many bugs have you found in the manual ?

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

5178. ProCopy

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 22:04:55 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <58061@hydra.gatech.EDU>
Source record: 222148

Is ProCopy still in prduction? If so, what's the latest version?

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

5179. Re: compiling for 68881/2

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 22:57:30 UTC
From: cordes@ac.dal.ca
Message-ID: <1992May17.195730.5790@ac.dal.ca>
Source record: 222004

In article <1992May16.073031.28055@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de (Uwe Seimet [Chemie]) writes:
> may-j@cis.ohio-state.edu (jeff a may) writes:
>
>>Does anyone know which C compilers there are for the ST/TT that produce
>>code that takes advantage of a 68881/2 coprocessor (if present)?
>
> Take Pure C (from Application Systems Heidelberg, only with german docs) or
> Lattice C 5.5 (from HiSoft).
>
Laser C will also do it.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

5180. Re: PC's are OK by me (was Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-17 23:57:19 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7956@uqcspe.cs.uq.oz.au>
Source record: 222005

In <1992May15.005334.8830@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

>I'd love to express myself in the same 'mature' way as Dave and the
>few that writes as good as he does. However, English isn't my native
>language, and the same goes for LOTS of other guys that use Usenet.
> [...]

Ah - a totally un-atari-related post that I actually enjoyed reading!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5181. Re: need help with uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 00:01:32 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7957@uqcspe.cs.uq.oz.au>
Source record: 222006

marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:
>cbbrowne@csi.uottawa.ca (Christopher Browne) writes:

>You can program a function key to run xyz... or whatever rz/sz program you
>want to run - again, only if you have enough memory. You need to set the
>value of the system buffer to leave enough room to run the sz/rz or whatever
>program. This is done via one of the menus.

Add something like:

%RUN("D:\\bin\\rz.tos")

to one of your function key definitions (NOTE THE DOUBLE '\')

>IMPORTANT: get the manual, and all the associated files, from a.a.

Agreed. Uniterm is VERY powerful (eg. I log in automatically, all except
for password, and our login is complex).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5182. Re: GCC 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 01:23:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7958@uqcspe.cs.uq.oz.au>
Source record: 222007

gjh@hplb.hpl.hp.com (Graham Higgins) writes:

>Apologies to those who d/led the latest GCC libs only to find the *crt0.o files
>missing. An updated version of "libolb80.zoo" on A.A. is now in ~ftp/atari/new,
>along with the zoo file "crt0fils.zoo" which contains just the *crt0.o files.

"crt0fils.zoo" contains:

1841 39% 1130 30 Apr 92 03:05:38+73 crt0.o
1972 39% 1198 30 Apr 92 03:06:10+73 gcrt0.o

Does anyone know if "mcrt0.o" is necessary too? (For profiling)

I haven't tried profiling, so I'm not sure.

--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5183. Re: Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 01:26:08 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7959@uqcspe.cs.uq.oz.au>
Source record: 222008

usenet@atari.archive.umich.edu (Atari Archive Robot) writes:

> drwxrwxr-x atari 1024 May 10 03:02 .
> drwxrwxr-x weiner 512 May 13 00:41 ./applications/other
> -rw-r--r-- hyc 0 May 13 00:41 ./applications/other/ger2en19.dic

Well, that's better than nothing. Wait a second. That IS nothing.

:-)
Warwick
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5184. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 01:29:32 UTC
From: techno@lime.in-berlin.de
Message-ID: <IJB3V7B@lime.in-berlin.de>
Source record: 222001

Bob_BobR_Retelle@cup.portal.com writes:

[incorrect information purged]

>PCs can be expanded by simply plugging in a new board.
>
>STs are as closed as closed can be... as Atari intended them to be.

Buuzzzzzzzzzzz... wrong answer, Bob.
Ever heard of the Mega Bus Slot or the VME bus ?

On the other hand, we have just tried to install three different internal
modems into our new 40MHz 386 - none works. Our chief engineer finally
figured out the reason: timing incompatibilities. Simply plug in ?
Only if you have a $200/hour engineer working for you.

As I told you two years ago, get out of this group,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
<signature virus erased> - whew, finally !

5185. Flash 2 SUCKS!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 04:28:23 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992May18.042823.9308@usenet.ins.cwru.edu>
Source record: 222009

I saw a running copy of Flash 2 at my semi-local atari dealer and boy does it suck! It's as buggy as hell and slow to boot!

It does seem to have a lot of good ideas in it, but overall it's performance is terrible!

BTW, where the hell is that ANSI terminal program "ANSITERM" I've been hearing so much about?!!!

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

5186. Re: About multitos and falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 04:41:42 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992May18.044142.23002@noose.ecn.purdue.edu>
Source record: 222010

In article <1992May17.081855.4885@clinet.fi>, alien@clinet.fi (Risto Juvonen) writes:
>
> So here's some multitos and falcon information for those who didn't
> read german magazines... please, do not reply to me. I haven't wrote
> this, I'm just doing the posting...
>
>
>
>
> MultiTOS & Falcon030 Information
> --------------------------------
> written by:
> Johannis Likos

[STuff deleted]

> and in future also longer Unix- or Mac-typical filenames
> accepted ("1stWordPlus.Document.Backup.1").

Oh Good.
[cool STuff deleted]

> MultiTOS Availability:
> Beta Test Version for Developers now
> Final Version after Summer 1992 (maybe after ATARI Messe 92)
I hope so!

>
> Falcon030
> _________
>
>
> Technical Specification:
> HD Floppy Drive 1.44 MB 3.5"
> CPU MC 68030 16 MHz
> Signalprocessor DSP 56001 (like in NeXT)
> Blitter
> RAM max. 14 MB

I hope it will have SIMM sockets for this! Does anyone know if
it will?

> Internal Harddisk optional 2.5"
> Interfaces: Centronics, RS 232, LAN, DSP, Mouse,
> Joystick, Stereo, etc.
> Resolutions (only colour):

> 320x200/16
> 640x200/4
> 320x480/256
> 640x480/16
> 800x600/256
> 640x480/65536 (16bit)

This is very good news. That 800x600 resolution gives 480,000 pixels
as against the 256,000 pixels of the present 640x400 pixel mono display.
That's almost twice the screen area! This will help with having multiple
applications running in different windows. Plus it allows you to use
relatively inexpensive monitors, like an NEC Multisync GS2A (I bought one
new for $180; it's real nice with a swivel base and 14" flat screen).

>
>
> --
> ----
> ALIEN by Planned Parenthood
> Internet alien@clinet.fi
> Fidonet Risto Juvonen @SMACK! (2:220/110.0)

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

5187. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 06:16:37 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59200@cup.portal.com>
Source record: 222012

"Techno" writes:

>[incorrect information purged]

>>PCs can be expanded by simply plugging in a new board.
>
>>STs are as closed as closed can be... as Atari intended them to be.

>Buuzzzzzzzzzzz... wrong answer, Bob.
4>Ever heard of the Mega Bus Slot or the VME bus ?

Wrongo.. the Mega has an "expansion connector"... NOT a "slot"

There are maybe three, or four, products that EVER were released to plug into the Mega expansion connector.. not exactly an "open" architecture..

The VME "slot" on recent Atari products is, admittedtly, an attempt to gain some kind of "expandability" for the computers. Unfortunately, the Atari implementation of VME is extremely limited, and FAR short of a true VME bus "slot"...

Atari Corp themselves have said that the FIRST "expandable" Atari computer is the TT...

Everything else is just a hack...

BobR

(Sorry, but somehow your right to "tell someone to get out of this group" doesn't seem to fit into the "real world"... try again when you have some "real" grasp of reality...)

5188. Re: Weak chips in the Mega ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 07:11:50 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.adZrWNRnKLQ@discworld.oche.sub.org>
Source record: 221957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May14.182338.1@misvax.mis.arizona.edu>, dtarico@misvax.mis.arizona.edu writes:
>Just a note to any of you Mega ST owners out there. I tried to install a
>PC-Ditto II and later an AT-Speed into my Mega 2 ST. Neither worked
>properly and both crashed very frequently. After much time trying to find
>out what the problem was (both of the add-ons worked fine on my 1040 ST),
>I finally heard rumor about some of the Mega ST's having some weak chips.
>A friend of mine asked about it up on Compuserve, and I finally got the
>details about the problem. Some of the Mega ST's had weak 74LS373 chips on
>the motherboard. This was know to cause problems with the ST, such as
>crashing and bombs, or glitches on the screen. They also could cause
>trouble when trying to use add-on hardware. If your chips have SGS or SG
>stamped on them, then they are suspect. I just went down to my local
>electronics store, spent $1.20 each for two new 74LS373 chips, removed the
>old chips and installed the new ones (this does involve soldering). My
>AT-Speed is now up and hapilly running (actually, it is running, and -I- am
>happy).

The 74LS types can cause trouble regardless of manufacturer. It sometimes helps
to replace them by 74HCT types. You should replace both 74LS373 *and* both
74LS245 (which are positioned in one block together on the PCB).

cu
Michael
--
Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

5189. TOS incompatibility problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 07:48:54 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7458@laas.laas.fr>
Source record: 222020

Hello happy netters,

I've a problem: last Saturday, I've bought a game pack
(2 games for the price of one) including First Samurai
and MegaloMania.

FS don't run at all on a 520STE TOS 1.6, but perfectly
well on a (2.5Megs) 520STE TOS 1.62.
I don't think it's because of the memory size.

Looking back at the box, I've found (written in very
small characters): "F.S. doesn't work on old STE ROMS".

I'll take back the game to the store;
BUT, I'd like to know why is this possible:
what are the differences between 1.6 and 1.62, other than
the med-rez problem. Would STEFIX (or is it FIXSTE ?) fix
this one ?

Has anyone any idea ?

_ ___ __ Jean-Etienne DOUCET
_ _ _ _ LAAS-CNRS
_ __ _ _ Toulouse, FRANCE
_ _ _ _
__ ___ __ doucet@laas.laas.fr

5190. BUYING ATARI PRODUCTS

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 08:40:29 UTC
From: mark.thomas@rose.com
Message-ID: <1992May18.074031.18912@rose.com>
Source record: 222016

Date Entered: 05-18-92 03:32
Thank you to the persons who responded to my post about not being
able to purchase an Atari Megafile 44. I will instead by a Syquest 88
and an ICD controller.
Back in the recesses of my mind ;-) I wonder what this purchase is
going to do to Atari. If everyone buys third-party equipment, does not
Atarti hurt financially and does it not hurt future development at
Atari. Several post mentioned that I should not be concerned with the
Atari label. But if no one buys Atari brand, where does that leave us?
A number of posts back, someone was wondering where the large ads
for ST C compliers went. Perhaps they were unprofitable in a world that
seems to want a PD version. Just a thought....

Mark

~ MaxiMiser*ST 1.06 UnRegistered Music Majors Do It With Rhythm

5191. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 09:11:23 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992May18.091123.20961@newcastle.ac.uk>
Source record: 222027

An article in this months ST FORMAT says that a 'clipped wings' version of FSM GDOS which loads as a CPX in the new control panel is now (or will be in the next week or two) available from ATARI UK. They've even got a screen shot of it installed (just an entruy in the CPX list though).

```
>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<--------------------------------------------------------------------------->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /\_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........
```

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

5192. Re: msa? What does it mean?

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 09:15:56 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <1992May18.091556.21505@newcastle.ac.uk>
Source record: 222028

The .MSA extension is used for the Magic Shadow archive format beloved of the demo fraternity.
Each file contains a whole disk image.

```
>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>>
<-------------------------------------------------------------------------->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /\_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........
```

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

5193. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 09:33:25 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A1779E4.17143@noiro.acs.uci.edu>
Source record: 222021

CCC_BALL@RZMAIN.RZ.UNI-ULM.DE (Joerg Ballschmiter) writes:

>dtarico@misvax.mis.arizona.edu writes:
>> ...The 1040 box just seems to scream "I am a home computer for
>> playing video games. Don't put me in your office!"

>But exactly this is the aim of Atari. The Falcon/030 with the price of
>about $1300 is designed as a Consumer-Product, for games, etc., and not for
>office-computing.

Huh? No one is going to buy a $1300 machine just to play games.
Thus, I can't see that it is designed with a game image in mind. The
1040 case does seem to "scream" home computer though. Maybe that's
what Atari is getting at. Kind of unfortunate, though, that there are
people who might not buy it just because of it's look and its
home-computer image. Many people want a more powerful/professional
looking computer or just the convenience of a separate keyboard.
On the other hand, there are people who would buy it because it
looks more like a home-computer in a 1040 case and, probably a bigger
reason, because it's cheaper (I've heard 1040 case is ~$100 less than
Mega style case).
A nice solution would be if they could release it in both formats.
But this is probably not feasible or too costly.
An interesting solution would be if they could make a ~$100-$200
upgrade that would replace the top of the 1040 case with a rectangular
top to give it that box look (and more room for internal upgrades :)
and add a separate keyboard, maybe via a built in modular jack. This
look could be sold from the dealer with the upgrade installed.

Then again, Atari hasn't released anything yet, so they could still
surprise (or disappoint) us. Let's wait and see what they actually
release it in.

(hoping for a separate keyboard...)
--
Joachim Vance
^~^~^~

5194. Re: Newbie wants help w/520ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 09:52:09 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A177E49.17499@noiro.acs.uci.edu>
Source record: 222022

dud@cbnewsf.cb.att.com (William F. Dudley Jr.) writes:
>
>I just acquired an Atari 520ST that I think is early vintage.
>It is serial number A1 1021760. I can't find a version number for
>TOS, but I'd bet it's 1.0.
>
>I have a mess o' questions about this machine, and I am posting
>them because, after examining almost 700 articles in comp.sys.atari.st
>and another 100+ in comp.sys.atari.st.tech, I don't see a FAQ posting
>or any other info for newbies. (FAQ = Frequently Asked Questions).

What happened to the monthly c.s.a.s FAQ posting anyway? I don't
think that I've seen it in a few months.
--
Joachim Vance
^~^~^~

5195. metafont graphics?

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 10:05:50 UTC
From: UPP201@ibm.rhrz.uni-bonn.de
Message-ID: <92139.39950.UPP201@ibm.rhrz.uni-bonn.de>
Source record: 222023

Does CS's metafont port offer graphic displays? If not, does any other
metafont port for Ataris?
Cheers,
Mike.

5196. Spectrum emulator

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 10:09:22 UTC
From: PCT601%sirius.ukc.ac.uk@VTVM2.CC.VT.EDU
Message-ID: <9205181009.AA01053@cs.utexas.edu>
Source record: 222024

Of course, you guys may know it as the Timex T(whatever)
Same thing tho.

```
***** _ | __ __/ ____/ / / *
**** / _' / / / / **
*** __ | / / __ / ***
** / / / / / / ****
* __/ __/ ______/ ______/ __/ __/ *****
```

5197. questions about MX2NET

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 10:37:16 UTC
From: jjevissc@cs.ruu.nl
Message-ID: <1992May18.103716.61@cs.ruu.nl>
Source record: 222029

I have some questions about the MX2NET program
written by Fred Brooks. This is a program to use
eachothers drives via MIDI or the RS232 port. Can
anyone who uses this or knows anything about it
mail me.

1. Is it possible to use MX2NET via RS232 with only
pins 2, 3 and 7 connected like some flightsimulators
and terminalemulators do ?

2. How do you let the program know which computer is
the host ? Or is this not nessesary ?

3. Is it possible to open a remote drive from desktop
and read from it (if correctly installed) or do
you have to write your own program.

Thanks,
--
Jeroen Visscher

Email: jjevissc@cs.ruu.nl Mail: Van Lieflandlaan 12 (04)
3571 AB Utrecht (Holland)

5198. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 10:58:40 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92139.105840ONM07@DMSWWU1A.BITNET>
Source record: 222040

In article <1992May15.080733.2678@gmdzi.gmd.de>, mfg@gmdzi.gmd.de (Martin Gergeleit) says:
>
>To get the benefits of the windowing of bg.acc I installed Mint 0.92 (upgrade
>from 0.91). Now I got trouble with two accessories that worked with 0.91
>without any problems: Chameleon.acc (v19) and Clipboard.acc (I think both are
>distributed with Gemini 2.0)
>

Hm. First of all,, yhou should get MiNT 0.94. Second, it's a sad but known fact that Chameleon won't work with MiNT or MultiTOS. Finally, there's no Gemini 2.0 (yet), the current version is 1.21.

5199. SCSI-Festplatte

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 11:00:25 UTC
From: klugaxel@opal.cs.tu-berlin.de
Message-ID: <1992May18.110025.16775@cs.tu-berlin.de>
Source record: 222026

Hallo!

Ich habe eine 6 Monate alte SCSI-Festplatte von Seagate zu verkaufen.
Es handelt sich um eine Seagtate ST-157N-1 mit 550 KVyte Datendurchsatz und 35 Msec.
ZUgriffszeit. Wer Interesse daran hat, moege sich bitte bei mir melden.

Axel Klug

5200. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 11:28:39 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A1794E7.18873@noiro.acs.uci.edu>
Source record: 222030

In article <1992May15.220202.22551@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
>I've noticed Questor lzh puts a commentof 'Atari' on every file sometimes,
>I always figured it's because ARCSHELL is so braindead it passes a bogus
>option to lharc or something.

My understanding is that Questor's 2.01 Lharc adds 'Atari' to the files so that you know where they come from. ie. since it is compatible with the PC Lharc (and others?) a file from a PC would say 'PC' or 'IBM'. Kind of a nice touch.

--
Joachim Vance
^~^~^~

5201. Re: Free software (was Re: Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 11:30:16 UTC
From: vince@sci.kun.nl
Message-ID: <1992May18.113016.9695@sci.kun.nl>
Source record: 222031

In article <1992May14.150329.1648@sae.com> malay@sae.com writes:
>
>We have a Sun2 here with its guts hanging out and the CPU is a 68010 - I'm not
>aware of any Sun with a 68040 in it??
>
>
>Bob Malay
>

That 68010... Could that by any means by a 16MHz one?...

Hopefully yours,
Sander STOks
vince@sci.kun.nl

5202. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 11:33:29 UTC
From: vince@sci.kun.nl
Message-ID: <1992May18.113329.9787@sci.kun.nl>
Source record: 222032

In article <2083204@overmind.citadel> only_bbs!arthur_dent@overmind.mind.org writes:
>
>
> I believe it is correct that the Atari Monochrome display is refreshed at
>70HZ, (or 72), while the color monitor is a mere 60HZ. If this is so, why is
> it that an Amiga (which has the same resolution and the same 60HZ sync) looks
> so flickery compared to an SC1224? Is the SC1224's display non-interlaced,
>perhaps?

Yes. No need to interlace those lousy 200 lines.

Sander STOks
vince@sci.kun.nl

5203. Re: Getting Good 16 color GIFs

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 13:36:12 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992May18.133612.15639@informatik.uni-erlangen.de>
Source record: 222034

molin@crs.cl.msu.edu (Michael Olin) writes:
>If you want to see "good 16 color GIFs" on your ST, try using DigiSpec to
>convert them into the Spectrum format.

Where do I get DigiSpec?

----------------------------- cut here -----------------------------
----------------------------- cut here -----------------------------
Larry

+---+-----------------------+
| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+-----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |
| at University of Erlangen/Germany | when you look at it. |
+---------------------------------------+-------------------------+

5204. Re: Point of Sale systems

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 14:03:13 UTC
From: miked@syscon.rn.com
Message-ID: <1992May18.140313.4172@syscon.rn.com>
Source record: 222038

hutch@bellman.lanl.gov (John Hutchinson) writes:

>Doesn't someone out there market a POS (Point of Sale) system based on the
>Atari ST? I seem to recall seeing ads for it in past ST Informers but I
>can't seem to find them now. A user from another newsgroup in enquiring and
>I told him I would investigate. Anybody remember such a system and who was
>selling it?

>Thanks,

I remember the ads in START. I think it was an outfit in Canada. They had
the whole setup with the cash drawer interface.

5205. Re: FSM-GDOS / Atari's service down-under

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 14:29:04 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.vihpPme35wc@yonder.equinox.gen.nz>
Source record: 221987

In <1992May14.234846.4766@kosmos.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

Re: death of FSM-GDOS
I heard about the legal problems off a retailer here a long time ago
(2 months?). I didn't know if it was true then, and a lot of mail from
users here seemed to point towards this retailer being wrong... looks
like he was right all along :-(

Re: Rogers DMA problems
>This is some dealings I have just had in the last 4/5 weeks with Atari OZZ..
>
>It has taken me sum 12 Toll calls to get some faulty DMA chips replaced,
>each time I was told they would ring me back, they never did, they even
>tried to ring me collect, I was also told I would get the chips in 3 days, that
>3 days ended up to be 15 days, this was by a manager......
>
>And each time I had to explain the same thing over again,
>even to the same manager...
>
>The first time I rang was on the 8 th April, I finaly got the free DMA chips
>on the 14th May..
>
>Is this customer support, you can say what you like about Atari,
>but for ME its DEAD...

Seems strange... why were you dealing through OZ in the first place??

I enquired at a local retailer when I needed my DMA chip done (about
a month ago), and I was told that they had none in stock, but they should
by the end of the week, so I held onto my computer and he gave me a ring
when they arrived :-). It was suppost to take 1 day to be fixed, but
they slacked around and it took a week. It cost nothing to me.

I can't really moan about a week to fit them for free can I.... down here
Atari is not dead. We have just started a user group & have about 50 people
willing to pay a years subs :-)
Things are looking good!

Nobody's going to hand things to you on a plate thesedays, you gotta go looking
for it... here we're putting a lot of effort into supporting the ST, and it
looks like we're pulling it off ok!

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *

```
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
*~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*
```

5206. Re: Newbie wants help w/520ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 14:32:02 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May18.143202.2363@news2.cis.umn.edu>
Source record: 222033

In article <2A177E49.17499@noiro.acs.uci.edu>, jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
> What happened to the monthly c.s.a.s FAQ posting anyway? I don't
>think that I've seen it in a few months.

I'm working on it ... it's amazing how much time you have for small things while working two jobs and sharing care of a 15 month old boy. :)

5207. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 14:38:45 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60698@aurs01.UUCP>
Source record: 222035

In article <1992May15.222817.23378@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
> > FSMGDOS
> > FOGWARE or SMOG WARE or is it just lyes...?????
>
> Gee, what a caustic thing to say.

Maybe it's just lice.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

5208. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 14:46:26 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992May18.144626.25982@a.cs.okstate.edu>
Source record: 222046

In article <1992May15.220202.22551@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
> How many files are we talking about here? Dozens? Hundreds?
> Are you storing full pathnames? If so, add the space it takes for the
>full pathname on each file (prolly 128 bytes). How about comments? I've
> Anyway, if you figure an overhead of a few hundred bytes per file on
>hundreds of files, that would explain things.
>

I added 40 files to the previously non-existing archive. The overhead is well in excess of 14K per file (600000 bytes / 40 files). Ordinarily the compression report (given during compression or as a result of a verbose listing) is quite accurate, and the overhead is taken into account in the quoted compressed file sizes. But in this one odd case (one other user, and only one, has mentioned similar problems) there's 14K per file added... since I can't say for certain it's "header info" I just say... "600k was added that isn't accounted for"

humm... roumor has it this problem dissappears when lharh2.01k is used. Anyone out there that can tell me where to fetch it from?

jc

5209. Re: Can Atari read SPARC floppies? How 'bo

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 14:53:39 UTC
From: malay@sae.com
Message-ID: <1992May18.145339.7326@sae.com>
Source record: 222036

In article 26267@muppet.bt.co.uk, davidb@panther.muppet (David Baboulene) writes:
>In article 1@misvax.mis.arizona.edu, dtarico@misvax.mis.arizona.edu () writes:
>(*)In article <1992May13.225217.5155@Aus.Sun.COM>, robin@sherwood.Aus.Sun.COM (Robin Peatfield) writes:
>(*)> Since SUNOS 4.1.1 you can read and write DOS format floppies on a SPARC machine.
>(*)> You can also format floppies as DOS.
>(*)>
>(*)> Check out the manual pages on pcfs
>(*)>
>(*)> NB - I use this all the time to transfer stuff from my ST to a SPARC system.
>(*)>
>(*)> You will have to specify the -l switch to fdformat so as to format the floppies
>(*)> as low density.
>(*)>
>(*)> =:>)
>(*)>
>(*)> Robin.
>(*)--
>(*)
>(*)I had figured out how to format the DOS floppies, but how do you write
>(*)files to the DOS floppy?
>
>
>Format the disks using 'fdformat -L -d /dev/device_name(probably /dev/rfd0)'

The "-L" option is only available on the Sun386i Systems NOT the Sparcs - On a Sparcstation you should:

fdformat -dlv

-d : MS-DOS file system
-l : low density (720K)
-v : verify after formatting

the device defaults to "/dev/fd0" so you don't need to
specify one unless your Sparc has two floppies (I have never
heard of a Sparc with more than the internal floppy)

>Then as a super-user, do 'mount /pcfs'.
>The sparc can then see the disk as if it is the file /pcfs.
>Copy files to disk as if it was a normal file using 'cp'.
>
>
>---
>
>David Baboulene (davidb@muppet.bt.co.uk)

>
>British Telecom Research Labs. o o
>Suffolk, >
>England. .
>
>
> -=-
>
>A male zebra has black stripes, a female zebra has white stripes.

5210. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 16:09:37 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992May18.160937.24810@bas-a.bcc.ac.uk>
Source record: 222039

In article <1992May14.002823.1@misvax.mis.arizona.edu> dtarico@misvax.mis.arizona.edu writes:
>In article <1992May13.225217.5155@Aus.Sun.COM>, robin@sherwood.Aus.Sun.COM (Robin Peatfield) writes:
>> Since SUNOS 4.1.1 you can read and write DOS format floppies on a SPARC machine.
>> You can also format floppies as DOS.
>>
>> Check out the manual pages on pcfs
>>
>> NB - I use this all the time to transfer stuff from my ST to a SPARC system.
>>
>> You will have to specify the -l switch to fdformat so as to format the floppies
>> as low density.
>>
>> =:>)
>>
>> Robin.
>--
>
>I had figured out how to format the DOS floppies, but how do you write
>files to the DOS floppy?

Easy! Mount the floppy using the command "mount -t pcfs <directory>" then just use it as a normal Unix filesystem.

When you've finished cd out of the disk and type "umount <directory>" then "eject" to get it out of the machine.

The only problem is that by default you'll need to log in as root to mount it, unless there is a program to do it which you can get from a comp.sources.[unix|misc] archive.

>
>---
> Doug Tarico
> dtarico@mis.arizona.edu Stop cruelty to plants!!
> (602)795-7633
>---

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

5211. Re: ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 16:31:44 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <82916.2A17ECA0@psycho.fidonet.org>
Source record: 221660

In a message of 15 May 92 17:12:12, Gerard Pinzone wrote:

GP> From: al885@cleveland.Freenet.Edu (Gerard Pinzone)
GP> Date: Fri, 15 May 92 03:27:03 GMT
GP> Organization: Case Western Reserve University, Cleveland, OH (USA)
GP> Message-ID: <1992May15.032703.27802@usenet.ins.cwru.edu>
GP> Newsgroups: comp.sys.atari.st
GP>
GP>
GP> In a previous article, Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
GP> (Timothy Miller) says:
GP>
GP> >Have any of you heard of a terminal program for the ST called ANSITERM
GP> that does full 16-color ANSI/VT-102/IBM extended character graphics, and
GP> blinking text?
GP> >
GP> Well, if anyone does, post it!

Post it? I have it. I wrote it! If anyone would like to get ANSITERM
my mail, please send a stamped, self-addressed envelope to:

Timothy Miller
7519 Winging Way Drive
Tampa, FL 33615-1519
U.S.A.

The new version should be out in a couple of days.

GP> --
GP> _______ ________ ________ "Small nose, loose girls, no nipples,
GP> (.|.)
GP> / ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone
GP>).(
GP> / ___/ / /____ / __ / gpinzone@tasha.poly.edu (
GP> v)
GP> /______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM!
GP> \|/

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

5212. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 17:04:58 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May18.170458.26170@wam.umd.edu>
Source record: 222041

In article <846@ncrcam.CambridgeOH.NCR.COM> mreiss@ncrcam.CambridgeOH.NCR.COM () writes:
>In article <1992May13.002824.6461@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>
>>Again, I've been hacking seriously on my ST since 1985. I've had a 486
>>machine for about 6 months. I'm typing this on the PC -- it usually
> -------------------------
>>wins out nowadays because it's so much faster. ...
> --------------------------
>
>Gee Dave, I really like some of the software that you have provided us with,
>but I didn't realize you were such a fast typist. I didn't realize people
>could out type an ST :-)

Funny that you mention that. I'm actually a government-funded AI
research project at MIT. I'm an artificially intelligent neural-net
based system that has been trying to pass the "Turing Test" on the net
for about 5 years now. It looks like I am a success am a success am
aoehf we 234hf@ fih#@#@#FHI @#(F@#(F segmentation fault (core dumped)

Dave Baggett
dmb@wam.umd.edu

(For the humor-challenged: :-)

5213. Re: PC's are OK by me (was Atari's STILL h

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 17:18:45 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May18.171845.26828@wam.umd.edu>
Source record: 222042

In article <1992May15.005334.8830@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:
>I'd love to express myself in the same 'mature' way as Dave and the
>few that writes as good as he does. However, English isn't my native
>language, and the same goes for LOTS of other guys that use Usenet.

Your English seems pretty darn good to me, but your points are well
taken, IMHO. Any fluent English speaker who criticizes netters who
don't speak English as their native language should try to learn
Chinese.

Dave Baggett
dmb@wam.umd.edu

5214. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 18:10:08 UTC
From: rincewind@discworld.oche.sub.org
Message-ID: <H.tbhqsVCLRCk@discworld.oche.sub.org>
Source record: 221956

In <1992May14.133107.2331@aisb.ed.ac.uk>, Sam Marshall writes:
[...]
>A little related info: Atari UK has released 'FontGDOS', which seems to
>be an improved bitmap GDOS (no vector fonts). It includes drivers for
>HP500 inkjets and BJ10's. Three pounds per disk from the ST Club.
>
> Sam.

Is it *sold* for that price, or is it just a copy fee, which means that it can
be freely copied ? Does Atari UK *themselves* sell FontGDOS ?

I would be very interested in getting a copy of this.

cu
Michael
--

Michael Schwingen, Ahornstrasse 36, W-5100 Aachen, Germany voice: 0241-876165
Univ.: michaels@pool.informatik.rwth-aachen.de <--- use this for long mails!
Home: rincewind@discworld.oche.sub.org Maus: Michael Schwingen@AC3
IRC: Rincewind
"The only way housework could be done in this place was with a shovel or, for
preference, a match." Terry Pratchett, Witches Abroad

5215. Re: BUYING ATARI PRODUCTS

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 18:13:14 UTC
From: pdel@ADS.COM
Message-ID: <1992May18.181314.28922@ads.com>
Source record: 222044

> I wonder what this purchase is
>going to do to Atari. If everyone buys third-party equipment, does not
>Atarti hurt financially and does it not hurt future development at
>Atari.

I know I won't be the last response to this, but even my non-business like mind would never use this as a reason to buy a product from a company. Just think what kind of garbage would be out there if Atari knew "We're buying from you ONLY so we can help you develop better products".

Correct me if I'm wrong but I've heard that Atari's MAIN reason for being in business is to make money. That means putting out something for the least cost and the biggest profit margin. It seems like their Development efforts are only focused on trying to keep up with their competition.

--

login name: L1-A
In real life: Peter Delevoryas
In any other life: a cheap imitation

5216. Re: Atari eqpt. donations wanted for private s

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 18:55:49 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May18.185549.29596@newshost.lanl.gov>
Source record: 222045

Lauren,

I don't have any spare computer equipment at this time (just sold most of the old stuff unfortunately) but I'd be happy to donate copies of some of my software which many professional educators have enjoyed using to enahnce vocabulary and spelling skills. I'll send you CROSSWORD CREATOR II and WORD SEARCH CREATOR, our most popular software for educators and word puzzle enthusiasts. Both will work on any ST, 512K up, any TOS, in mono or color.

Send me your address via email and it's "in the mail".

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5217. Free Atari Equipment

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 20:04:29 UTC
From: heidelj@alleg.edu
Message-ID: <1992May18.200429.4091@pellns.alleg.edu>
Source record: 222048

Can someone help me out? I read in a copy of Atari User that there is a Music store somewhere that is taking names for a lottery until October and they are evidently giving away $30,000 worth of Atari equipment (TT, STe, Midi Software, etc.). If someone has the address of this company, please E-mail me.

Thanks,
Jason Heideloff
heidelj@alleg.edu

5218. FOR SALE:

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 20:16:00 UTC
From: badbrad@utkvx1.utk.edu
Message-ID: <18MAY199215165285@utkvx1.utk.edu>
Source record: 222047

I have an ATARI-ST (1987) I would like to sell.

Features:
DS-Drive
1-Megabyte RAM
Lattice C-Compiler
Assempro 68000 Assembler
Assorted ST & GEM manuals
Various games, utilities, & graphic demos
Color monitor (supports med. & low resolution)

Make an offer.

5219. Re: downloading from UNIX

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 20:56:20 UTC
From: rossin@hpfcso.FC.HP.COM
Message-ID: <7340102@hpfcso.FC.HP.COM>
Source record: 221977

Use binary mode when you ftp. The only time to use ASCII mode is when moving text files between DOS machines and UNIX (it will get those damn ^Ms out or into the file). ASCII mode will insert or delete charaters on you and mess up those compressed files big time. ALWAYS use binary mode and you will never be sorry.

Ted Rossin

5220. Re^2: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 21:26:55 UTC
From: lp@shlink.hanse.de
Message-ID: <4236990@shlink.hanse.de>
Source record: 222049

Im Artikel <11651@chalmers.se> schreibt d1danne@dtek.chalmers.se (Daniel Nilsson):
> Today I saw pictures of Atari Falcon on the cover of a german magazine.

Don't take it serious..

lp

--

\\ lutz petersen, 22oo elmshorn, germany, +49 4121-65023 \\
\\ e-mail: lp@shlink.hanse.de oder lp@shlink.zer.sub.org \\

5221. How can I revive a color 1040ST bought in early 1987

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 21:50:58 UTC
From: mm@didsgn.uucp
Message-ID: <1992May18.215058.4958@didsgn.uucp>
Source record: 221955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I apologize if this question has already been answered 1000 times but I am
was not familiar with this newsgroup before...

Here is the deal:

I have an almost never used color ATARI 1040st wich was bought in early 1987.
It has 1Mb of memory, color screen and 3 1/2 floppy.
Everything works but the floppy which chokes from time to time while booting.

2 questions:

1) Where can I get the floppy drive check/repaired/replaced ?

2) What must I do/buy to upgrade this machine to a 1992 level and
really do something with it ? (ROMs ? more mem ? add a hard drive ?)

Thanks for everything

Jean-Luc Chatelain

jlc@didsgn.UUCP

5222. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 22:14:08 UTC
From: darling@cellar.org
Message-ID: <00PZkB1w164w@cellar.org>
Source record: 221959

jvance@maxwell.oac.uci.edu (Joachim Vance) writes:

> On the other hand, there are people who would buy it because it
> looks more like a home-computer in a 1040 case and, probably a bigger
> reason, because it's cheaper (I've heard 1040 case is ~$100 less than
> Mega style case).

$100??? They might feel like CHARGING that much more for the case, but if the same sorts of materials are used in the 1040 as are in my Mega (i.e. plastic and a minimum of metal), the actual difference in manufacturing costs is probably around $5.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

5223. NEW LYNX RELEASES!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-18 22:48:04 UTC
From: dlk0ms9s@umiami.ir.miami.edu
Message-ID: <1992May18.184804.13522@umiami.ir.miami.edu>
Source record: 222050
Cross-posted to: rec.games.video,comp.sys.atari.st

JUST released for the Atari LYNX:

RAMPART
LYNX Casino
Basketbrawl
Hydra
NHL Hockey (by the people who brought us SEGA's Mario Lemiux Hockey)

These games just got to Pacific software today. So the games will be in stores by the end of this week. No this is not supposed to be released. They are out.

Pacific also said that they SHOULD have Baseball Heros by the end of the month.

Mark Santora

5224. Re: Games wanted

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 00:17:57 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992May19.001757.26918@jhunix.hcf.jhu.edu>
Source record: 221951

In article <1992May11.161719.21036@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan) writes:
>In article <1992May8.181627.16701@acsu.buffalo.edu> v5914ane@ubvmsb.cc.buffalo.edu (Steven I Gyurindak) writes:
>>I am looking for anyone intrested in trading games for the st.
> ^^^^^^^^^^^^^
>>I just got the computer and I have nothing to run on it!!
>>I would love to get some cool demos or sounds programs.
>
>Oh yeah?
>I wouldn't make such a public request if I was you ...

Why not? If he is willing to trade games by swapping the actual disks, then this request is not illegal! Now if he was suggesting that someone send him COPIES then I too would say that this is NOT a good public request.

>
>Edd Deegan
>vatec@uk.ac.pcl.sun
>
>--
> / | / \ \ _-~~~~~ / \ |
>if (| ______(~~~) (two_descs)) ============= ( ) . |Edd Deegan
> \ . |________/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun

Dom (alvear@cs.jhu.edu)

5225. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 01:15:36 UTC
From: warwick@cs.uq.oz.au
Message-ID: <7978@uqcspe.cs.uq.oz.au>
Source record: 221952

dmb@wam.umd.edu (David M. Baggett) writes:

> .... I'm actually a government-funded AI
>research project at MIT. I'm an artificially intelligent neural-net
>based system that has been trying to pass the "Turing Test" on the net
>for about 5 years now. It looks like I am a success am a success am
>aoehf we 234hf@ fih#@#@#FHI @#(F@#(F segmentation fault (core dumped)

>Dave Baggett
>dmb@wam.umd.edu

>(For the humor-challenged: :-)

Hah, you're not going to get away with it THAT easy - I only just
managed to clean an escaped Dave Baggettoid out of my ST. Now I know
what you look like - a big round yellow disembodied head with no eyes
and a huge triangular mouth!

--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5226. Jpeg version 3 software.

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 01:37:47 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1992May19.013747.2071@mnemosyne.cs.du.edu>
Source record: 221953

Greeting Atarians,

I know alot of people out there have been looking for jpeg software for the Atari. Well, I have just finished porting Version 3 of the Independant Jpeg Groups software to the Atari ST. I am not to sure how well it will run on a machine with less then 1meg yet. If anybody has any problems you can mail me here. I am not including the source code because it is available on various ftp sites. In the archive is 4 files. The image for compression, the one for decompression, a readme file, and a useage file. I am sending the file to atari.archive.umich.edu. It will be available right away as /pub/atari/new/jpegv3.zip. Zip is available from A.A also if you need it. I have also tested the file with unzip 4.1 for unix. I may be willing to change the file to another compression format if there is a lot of demand.

John
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

5227. My first ST program!

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 04:56:57 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992May19.045657.15887@cdsmn.mn.org>
Source record: 221982

Well, today, I finally compiled up my first Atari ST program. Well, I ported it from a UNIX program I wrote actually, but anyway, it's the first program I've actually compiled, linked (and of course debugged!) on my ST! Yeah, I know, big deal, but I just wanna take the occasion to say thanks to you all for helping me to regain some enthusiasm for computing. This is, in my experience, the most helpful and friendly bunch I've encountered on the net. And of course knowledgable! When I mentioned that I was going to be getting an ST and asked for info, I was virtually "ushered in" to the Atari world. Now, hey, I'm an ST programmer (even if it is self-proclaimed)!

Regards,
Doug

FYI, the program converts Yamaha DX7 patch binaries to human readable form.

5228. A Few ST things for the first lucky caller

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 05:38:48 UTC
From: rubin@Apple.COM
Message-ID: <67314@apple.Apple.COM>
Source record: 221983

I sold my Atari 1040 ST long ago. However, while I was cleaning
out the closet, I found a few ST things I did nto get rid of.

I have a legit, paid for copy of the Mark Williams C Compiler.
I suspect that it is a bit out of date as it is version 3.0, and
that was way back in 1988 I believe! It also includes a
Mark Williams C Source Debugger. I have 3 books with it:
1) Mark Williams C for the Atari ST
2) Mark Williams C Source Debugger
3) Mark Williams Resource Editor for the ST

I cannot find the disk for the resource editor. Was it part of the
main release? I have the original 4 disk set of Mark Williams and
the two disk upgrade set (disk 1 of the upgrade does not have the seal
broken yet, and 1 disk of the C Source debugger.

I also have some old issue of START (Summer 88, Spring 88, Special Issue #3,
Winter 87, Special Issue #2 and Oct 88 (the last two have the disk inside, the
others do not have disks). Also, I have three issues of Compute Atari ST
(Feb, April, Jun 88) with one disk.

If this has some worth to you, give me a call and make me an offer. I know
its an old compiler, but it worked back then. Perhaps $25 for all? That
was less than the cost of the upgrade!!!!!

If no takers, I'll end up giving it to the best offer, be it free!!!! :-)

Owen Rubin @ (408)974-4928 during the days.

--
-Owen- (rubin@apple.com)
The views expressed are those of the writer -- but then who really cares?!

5229. Re: Hermes - Help!

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 06:56:36 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.BnRdxYCQ66c@jonh.wimsey.bc.ca>
Source record: 221985

In <H.UoTuF_qfDD6@yonder.equinox.gen.nz>, Craig Shore writes:
>
>Anyway, my problems are a. No english manual (some of the files are, but
> only a few), anyone know where I can get some, especially for the UUWORK
> program, I can't get that to poll apart from forcing a poll
> (i.e. launching it with a sitename "uuwork equinox")

This is the normal way of using uuwork to replace the old mercury poll
program for direct calls. If you want to call out at a specific time daily,
you have to fill in the time in a field in XHOSTS, It's pointed to in
the documentation for SXHOSTS. Don't touch HOSTS, as XHOSYS now maintains it.
Re: Environment Variables. All the items in config.sys are replacable by
environment variables, even if you just assign them in the shell script file
you use to run the Hermes programs.
If you're having problems with a mismatch of your .D and .X files, and
you're using batchmai.ttp of version <1.03. Verions up to this release had
a problem if the processor or harddrive was very fast. Very short messages
also caused problems. As I understand it, the random article name generator
was using too coarse a seed, and would generate the same name for 2 successive
messages, the second of which was ovewriting the first. This of coures got
the .D and .X files to get out of sync, and caused a great hassle, with mail
going to the wrong people.
To understand Hermes, a German dictionary, or setting up and running
Mercury for a while are good ideas. There's still some shortcomings to
Hermes, like the lack of a newsreader as powerful as trn, or even rn, but
I've found it's transport mechanisms to be quite reliable, since 1.02 at
least. Expire also is quirky, if you accidentally get files in your news-
directories with dates too far in the past, for instance if playing a game
resets your system clock and you don't notice. (Anyone else have this
problem?)
If you need any other help, feel free to e-mail me.

>
>and the big problem is that I keep on sending data in the X packets in my
> outgoing mail ?!
> This means it screws up the UUCP site that i'm running off & the sysop there
> has to manually reconstruct my mail to go out, which I don't think he's
> very happy about at all.
>
>What could be causing this?
>
> Thanks,
> Craig.
>
>--

>*~*~*~

5230. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 07:17:44 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.WR5XBHuGNXg@jonh.wimsey.bc.ca>
Source record: 221986

In <59200@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:

>Wrongo.. the Mega has an "expansion connector"... NOT a "slot"
>
>There are maybe three, or four, products that EVER were released to plug
>into the Mega expansion connector.. not exactly an "open" architecture..

You're using a rather non-standard definition of "open" here, aren't you? The mega bus specs and timing are available to all licensed developer's and have been since the machine was released. The number of items doesn't define the "openness" of the architecture, just the willingness of hardware developers to expliot that. And you count is of by a fair margin as well, as almost all of the new crop of graphic boards are all available in a mega bus configuration, and that doesn't count the moniterm, the new 2.06 card or Dave Small's megatalk board either. Just because something is underutilised doesn't mean it doesn't exist.
And what do most pc users put in their slots? Serial cards? Graphic cards? (You have to have SOME kind of graphics card to hook a monitor to the pc) Parallel interfaces? Joystick /mouse cards? Hard drive ports? (ask any pc consultant about the joys of hooking more than one drive to a pc.) And of course you need a sound card.
Now you may have noticed that most of the cards used on the pc bus are unneeded on an st. Plus it's one heck of a lot easier to chain a bunch of drives to the acsi port, at least with an ICD card.
I'll be the first to admit that the ST has slipped in the running against pc's in the bang per buck range, but bogus arguments like you usually come up with, Bob, are unbecoming of someone who holds the position you do on an online service.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5231. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 07:59:52 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0710.05.92@troja.stgt.sub.org>
Source record: 222065

ilepore@isis.cs.du.edu (Ian Lepore) writes:

> > clipboard.acc can't find its resource file if any environment variables
> > are defined
>
> It isn't documented anywhere (that I know of), but GEM uses the PATH=
>variable to search for RSC files. It looks first in the current dir,
>and if it doesn't find the RSC file there it looks in any paths listed
>in PATH=.

[...]

> Generally, you can put a missing RSC file in the root dir of the boot
>disk, and GEM will always find it there. Of course, no telling what
>other resident software may be doing to defeat that.

because I prefer to work from a text based shell, rather than from
any kind of desktop, I often got the problem, that many programs
couldn't find their RSCs. I solved this problem with a little
program, that, started from the AUTO-folder, installs a reasonable
Environment for the AES. In this ENV, the PATH= variable is set to a
central RSC-folder, where ALL of my RSCs reside. Furthermore I never
had similar problems any more. With MiNT, this could be done by
setting the appropriate PATH= in MINT.CNF

greets
stefan
--
!! stenny@troja.stgt.sub.org !!
alias Stefan Schober, Stuttgart FRG, +49-711-681151

5232. Re: Timeworks DTP print problem...HELP!

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 08:39:13 UTC
From: dave@admiral.uucp
Message-ID: <1992May19.083913.3458@admiral.uucp>
Source record: 221989

In article <H.w&GxNxuKyaE@yonder.equinox.gen.nz> shore@yonder.equinox.gen.nz writes:
>In <1992May12.131750.1@vaxr.sscl.uwo.ca>, richardson@vaxr.sscl.uwo.ca writes:
>
>>HELP!!! When I try to print out my nice new document the boxes are printed
>>very nicely....but the text is not in them!!! They look very pretty, but
>>empty! It seems as though it may be some form of GDOS problem, I wouldn't
>>know! Another bizaree thing, when the print status box comes up the
>>text below it shows through, well some of it does anyway...weird! Anybody
>>experienced a similar problem, please post or reply to address below...thanks
>>in advance for any help!
>
>Well it occasionally prints blank frames on me too.... but I usually
> just try printing again & it works.
>
> Craig.

I recall having a similar problem with Timeworks DTP once. There wasn't enough
free space on my hard drive for the temp files that Timeworks produces when
it prints, and the result was a page full of frames and blocks, but no text.
Check your drive free space, it may have something to do with your problem.

--
"Dammit Jim, I'm a free man, not a number!"

"This is what the K.L.F. is about. Also known as the Justified Ancients
of Mu-Mu. Furthermore known as The Jams!" -- The K.L.F.

5233. virtual RAM (TT)

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 09:03:49 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992May19.090349.20301@rz.uni-karlsruhe.de>
Source record: 221960

Hatari!

Does anyone know a program for the ATARI TT, which supports virtual
memory? I would prefer Public Domain-Programs, but I also would like
to know about commercial products.

How do these programs work? Are there any serious bugs?

Why does the ATARI OS _not_ support the virtual ram?

Thanx, Roland.

* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland Schorr @ KA (Mausnet) ATARI/NeXT/INGENIUM *

5234. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 10:34:07 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010016@hpbbrd.bbn.hp.com>
Source record: 221978

/ hpbbrd:comp.sys.atari.st / deej@cds8613.Cadence.COM (Jim Howard) / 3:32 pm May 12, 1992 /

> What I'd like to do is to find some way to transfer info contained on a floppy
> that was created by a Sun Sparc to my Atari ST (hi-density drive on an
> upgraded 520ST). Is there any easy way to do this? I was thinking *maybe*

You need the `mtools' package for the Sparc (be sure not to get an old version).
With this, you can format, write & read IBM (read: ST) compatible floppies
on the SparcStation. I did this last year, so I don't know what the latest
version of mtools is, or where to get it.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

5235. Re: Whatever happened to FSM-GDOS???

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 11:04:23 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992May19.110423.12064@aisb.ed.ac.uk>
Source record: 221969

In article <H.tbhqsVCLRCk@discworld.oche.sub.org> rincewind@discworld.oche.sub.org writes:
>In <1992May14.133107.2331@aisb.ed.ac.uk>, Sam Marshall writes:
>[...]
>>A little related info: Atari UK has released 'FontGDOS', which seems to
>>be an improved bitmap GDOS (no vector fonts). It includes drivers for
>>HP500 inkjets and BJ10's. Three pounds per disk from the ST Club.
>>
>> Sam.
>
>Is it *sold* for that price, or is it just a copy fee, which means that it can
>be freely copied ? Does Atari UK *themselves* sell FontGDOS ?
>
>I would be very interested in getting a copy of this.
>
>cu
>Michael

The ST Club has a license to _sell_ GDOS from Atari, so it's not PD,
Shareware etc. They also sell 'regular flavour' GDOS under the same
agreement. I don't know if Atari UK themselves sell FontGDOS.
Incidentally, I get the impression from this month's ST Format that
FontGDOS is the 'cut down' FSM-GDOS for 0.5 Meg Machines - FSM needs at
least a meg apparently (and Format are claiming the full version will be
on sale in a month in the U.S. (!) for $50).

ST CLUB: 2 Broadway, Nottingham, England, NG7

Disks: GDOS - E (cat. number) FontGDOS + drivers for FX80, BJ10, HP
DeskJet and others.
GDOS - F : Atari Laser version.

They take international orders, but not credit cards.

5236. Re: Re^2: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 11:32:35 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92140.113235ONM07@DMSWWU1A.BITNET>
Source record: 221970

In article <4236990@shlink.hanse.de>, lp@shlink.hanse.de (Lutz Petersen) says:
>
>Im Artikel <11651@chalmers.se> schreibt d1danne@dtek.chalmers.se (Daniel
>Nilsson):
>> Today I saw pictures of Atari Falcon on the cover of a german magazine.
>
> Don't take it serious..
>
> lp
>
>
>--
>
>\\ lutz petersen, 22oo elmshorn, germany, +49 4121-65023 \\
> \\ e-mail: lp@shlink.hanse.de oder lp@shlink.zer.sub.org \\

The photos on the front cover of 'ST-Magazin' show the real thing -- I
actually helped making them (durin the press conference).

5237. MIDI project

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 11:37:06 UTC
From: csa18@seq1.keele.ac.uk
Message-ID: <2778@keele.keele.ac.uk>
Source record: 222043
Cross-posted to: comp.sys.atari.st,comp.music

(This is a posting for a student without posting permissions - any replies should be addressed to csw69@seq1.keele.ac.uk or this newsgroup.)

(--------------- Start of included message -----------------)

I'm thinking of writing a midi sequencer for the atari, probably in C. What I would like is information on how to get started, good books to look at or maybe somethings you've discovered for yourselves. I know there's plenty of good stuff already written (sequencer one springs to mind, this came free on ST FORMAT) , but I'm thinking of doing it for my project next year and it gives me a chance to mess with some keyboards and drum machines. :-)

P.S It's a 520 FM this should be ok shouldn't it.
P.P.S. I've already been sent the MIDISPEC PACKAGE.
P.P.P.S At the moment my knowledge of C is minimal(ie bad) is this too difficult do you think?

There not too bad eh?

--
This signature file belongs to csw69@uk.ac.kl.seq1. Love it or Love it
or should that be csw69@seq1.kl.ac.uk or maybe csw69@kl.ac.uk I dunno

" If I said you can have $20,000 for every dot that stops, would you really, old man, tell me to keep my money - or would you calculate how many dots you could afford to spare." --Harry Lime, The Third Man.
(--------------- End of included message -----------------)

5238. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 11:58:14 UTC
From: alexlehm@iti.informatik.th-darmstadt.de
Message-ID: <1992May19.115814.29209@infoserver.th-darmstadt.de>
Source record: 221961

d1danne@dtek.chalmers.se (Daniel Nilsson) writes:
> Today I saw pictures of Atari Falcon on the cover of a german magazine.
> It looked like a 1040 but in darker grey. The text on the keys was written
> in yellow. The article mostly said the usual things. I remember that
> the graphics would be 800x600 in 256 colours or 640x480 in 65536 colours.
> Let's hope it's not just more rumours...

If the article you got your pictures from was the magazine ST Computer, you
saw a fake picture. The note under the picture said that the pic was
supplied by (an) Apple which probably means that it was done on some
DTP system on the Mac. It verymuch looks like a scanned 1040 painted black
with the letters Falcon 030 just added. The whole article was based on rumours
they gathered from the C-Bit, but bits of truth are probable in there.

bye ... Alexander Lehmann
--
Alexander Lehmann | "Wopp" - lots of white, deadly robots
alexlehm@iti.informatik.th-darmstadt.de| from Krikkit (THHGTTG Pt.3)
(might change to alexlehm@isa.informatik... in the near future)

5239. Sozo 1.33

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 12:22:52 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <53288@ncratl.AtlantaGA.NCR.COM>
Source record: 221967

I've tried several times to get the 1.33 version of Sozobon C (Heat and serve version) to work with no success. I find that, during the installation program, it aborts because it cannot find JAS.TTP. I've checked the packed files and, sure enough, it's not in there. Is there a version of the archived package which contains this file? Should I just manually copy an older copy of JAS.TTP to the appropriate directory before running the install (not very 'heat and serve' that way)? Any info much appreciated.

--

Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

5240. Re: ZModem, 7 bit connections

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 13:10:17 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992May19.131017.3035@netfs.dnd.ca>
Source record: 221962

In article <H.iZtIpxN8Xik@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1992May15.153512.19503@csi.uottawa.ca>, Christopher Browne writes:
>>Burning question:
>>
>>Which Atari Zmodem packages support the 7 bit option?
>
> I think STalker might. It has a lot of zmodem options. Eric
>Rosenquist monitors this newsgroup so he can probably tell you
>for sure, however, There's nothing to stop you from uencode the
>files and send them that way.

STalker 3 supports the ZModem "escape controls" capability, although this does not necessarily mean that you'd be able to send a file over a 7 bit data link. ZModem normally encodes certain control characters (^S ^Q ^P etc. as well as the versions of those characters with their 8th bit set) so that they don't get interpreted by the devices along the data path. Use of the "escape controls" option causes the ZModem sender to encode all 7 and 8 bit control characters (ASCII 0-31 and 128-159) rather than just a few.

ZModem still needs to be able to send characters above decimal 159 though in order to transfer a binary file (assuming the file contains 8 bit data of course). As far as I know, Chuck Forsberg has not defined a way for ZModem to operate on a 7 bit link. He's made a few changes to the ZModem "spec" since it was last publicly released, but he's chosen to keep those proprietary to his own products. The unfortunate result is that ZModem is unlikely to progress much further since enhancements by anyone other than Chuck will not likely be considered "standard", and his enhancements have all been proprietary lately.

Eric

Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

5241. Re: Whatever happened to FSM-GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 13:52:52 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May19.135252.10859@news2.cis.umn.edu>
Source record: 221963

In article <A10626@B.maus.de>, Daniel_Link@b.maus.de (Daniel Link) writes:
>Atari-Journal #6/92 (a german ST magazine) states on page 108 they heard a
>rumor that "a new FSMGDOS will very probably be based on a powerful System from
>the pc world [yecch !] which will be available to every ST user at a low cost".
>
>So it seems they dumped the former Concept and are developping a totally
>different thing under the same name of FSMGDOS.

Not particularly. The font technology for FSMGDOS IS based on the PC-world.
That's one of the reasons that Atari is going to have to charge for the program
in the first place (royalties, don'tcha know...) The folks who brought you
UltraScript (the PostScript emulation software for the Atari ST) are also
bringing you the fonts for FSMGDOS -- and these are PC-based fonts.

The only problem I've encountered with FSMGDOS and WordFlair II is with a
96-point calligraphic-style font, where the letter 'g' gets cut off about 2/3
down the descending stem. Otherwise, it prints perfectly on an HP DeskJet
printer...

-- David Paschall-Zimbel

5242. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 14:08:05 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992May19.140805.19699@cs.nott.ac.uk>
Source record: 221965

In article <57801@hydra.gatech.EDU> gt1448b@prism.gatech.EDU (David P. Forrai) writes:
>In article <A1398020269@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>>So the next thing I hear, they're upgrading to another version of Windows,
>>replacing the hard drive with a bigger one because they got suckered into
>>buying a word processor that chews up a couple of megabytes of space,
>>giving away last week's videogames because they won't run on the new
>>setup, and so forth.

That's true of a lot of systems. I remember when I was happy with a 1 meg,
floppy only ST. Then I discovered the GCC. It grew to a 4 meg machine with
hard drive PDQ.

Or my new 386PC. Bought to run Linux (_not_ DOS, though I'm deeply ashamed to
admit that I own DOS 5 :-); came with a 40 meg drive. Seemed adequate on the
ST. Boy does that GNU stuff suck up space! Only a few months after buying the
PC, I decided that I'd have to invest in a 210 meg drive.

>Every PC owner I've known seems to NEED to replace his/her system
>about every 2-3 years. PCs are definitely money pits.

My ST was turning into a money pit. The PC has solved all my problems in one
(well, two) fell swoop(s). The ST needed - accelerator board; a mono monitor
(why the hell should I have two monitors for one computer?); bigger drive.
All that was going to cost me more than a new 386DX-33, so that's what I got
instead. I've not regretted it for a minute. (And I got a *real*, *free*
UNIX too!)
--
|\ /| Frooble blob grobble qrik woggle nib nib gibbleticity grokkle |\ /|
| >< | gref niggrel jippetti atari esstee ee linuxitus unicitus gick | >< |
|/ \| fragnag dribble snorkle flap flap intel pukety vomity fragno. |/ \|
`Grave' Dave Gymer, 42 St Mary's Park, Louth, Lincolnshire, LN11 0EF, England

5243. Re: Whatever happened to FSM-GDOS?

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 14:10:05 UTC
From: 86669629s@csghsg5a.bitnet
Message-ID: <1992May19.141005.70@csghsg5a.bitnet>
Source record: 221966

In article <A10626@B.maus.de>, Daniel_Link@b.maus.de (Daniel Link) writes:
>Atari-Journal #6/92 (a german ST magazine) states on page 108 they heard a
>rumor that "a new FSMGDOS will very probably be based on a powerful System from
>the pc world [yecch !] which will be available to every ST user at a low cost".
>
>So it seems they dumped the former Concept and are developping a totally
>different thing under the same name of FSMGDOS.
>
>over and out
>
>Daniel

Well, considering that this rumor is correct... what systems are around in the
PC-world? The only system I know would be the ADOBE Type Manager (for Windows).
Would be kind of neat, eh?

martin

/--\
| Martin Rosenkranz | BITNET: 86669629S@CSGHSG5A.BITNET |
| University of St. Gallen | INTERNET: 86669629S@ALPHA.UNISG.CH |
Switzerland	
*** I like ATARI-Computers, and I don't care if you don't! ***
\--/

5244. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 14:19:40 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May19.141940.17805@usenet.ins.cwru.edu>
Source record: 221964

In a previous article, darling@cellar.org (Thomas Darling) says:

>jvance@maxwell.oac.uci.edu (Joachim Vance) writes:
>
>> On the other hand, there are people who would buy it because it
>> looks more like a home-computer in a 1040 case and, probably a bigger
>> reason, because it's cheaper (I've heard 1040 case is ~$100 less than
>> Mega style case).
>
>$100??? They might feel like CHARGING that much more for the case, but if
>the same sorts of materials are used in the 1040 as are in my Mega (i.e.
>plastic and a minimum of metal), the actual difference in manufacturing
>costs is probably around $5.
>

I do not mind the 1040 style case. Hoever, I'd like to see a few changes made
to it.

The keyboard should be a little lower (if possible) so your hands don't get
tired when typing that much.

The keys should be more comfortable to press.

And the joystick ports should be easier to access.

Besides, I'm sure Atari will make the same version but faster (maybe 33 MHz)
in a PC style case. But I'm sure it will cost more as well.

I don't like the Mega STe/TT case that much at all. The reset and power
switches should be in front of the machine so it is easier to access.
The monitor shouldn't extend over the computer because it looks stupid.
I have no idea why they separated the computer from the drive. Why not allow
the user just to open the case and slip in the hard drive?

But I heard the keyboard isn't that bad.

>

--

5245. Maganvox Monitors, Rising Star (dealer)

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 14:59:09 UTC
From: rost@rgb.dec.com
Message-ID: <1992May19.150345.2081@ryn.mro4.dec.com>
Source record: 221976

I'm interested in adding a color tube and noticed a number of delaers selling a Magnavox 1CM135 "stereo" monitor. It's a 14" tube and cheaper than the SC1435 by $20-30, plus has inputs for composite video as well. Anyone have one, care to comment on picture quality, is it really compatible with the ST, etc?

Second question is a request for opinions on Rising Star Computers, who advertise in Atari Interface. They are a mail-order house in Ohio. They have the most complete listing of educational titles I've seen anywhere and they have the usual hardware goddies like hard drives, monitors, etc. considerably cheaper than Toad. Comments on dealing with these guys?

E-mail preferred but feel free to post here if you like.

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

5246. Re: XL power supply specs?

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 15:26:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <59273@cup.portal.com>
Source record: 221968
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

My E-mail bounced back. It's just 5V @ 1.5 amps. I've run an XL on a 1.2 amp supply W/O problems.

5247. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 15:33:45 UTC
From: ONM07@DMSWWU1A.BITNET
Message-ID: <92140.153345ONM07@DMSWWU1A.BITNET>
Source record: 221981

In article <1992May19.115814.29209@infoserver.th-darmstadt.de>,
alexlehm@iti.informatik.th-darmstadt.de (Alexander Lehmann) says:
>If the article you got your pictures from was the magazine ST Computer, you
>saw a fake picture. The note under the picture said that the pic was
>supplied by (an) Apple which probably means that it was done on some
>DTP system on the Mac. It verymuch looks like a scanned 1040 painted black
>with the letters Falcon 030 just added. The whole article was based on rumours
>they gathered from the C-Bit, but bits of truth are probable in there.
>
> bye ... Alexander Lehmann
>--
>Alexander Lehmann | "Wopp" - lots of white, deadly robots
>alexlehm@iti.informatik.th-darmstadt.de| from Krikkit (THHGTTG Pt.3)
>(might change to alexlehm@isa.informatik... in the near future)

True. But the pictures published in the "ST-Magazin" (issue 5) show the
real machine. It was displayed during the press conference, and I just
don't understand why the other magazines did _not_ publish photos...

5248. ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 17:37:24 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <83699.2A1B148D@psycho.fidonet.org>
Source record: 221659

It's finally done! ANSITERM ver. 1.0

Features include:
Full ANSI/VT-102 support
16-color text on screen
Blinking text on screen
Full features auto-dialer
File transfer support using Alan Hamilton's XYZ 2.01
Pull down menus.

If you would like this share-ware program mailed to you, please send a stamped, self-addressed envelope with 50 cents (U.S.) for the disk to:

Timothy Miller
7519 Winging Way Drive
Tampa, FL 33615-1519
U.S.A.

Don't forget the 50 cents even if it has to be in a non-U.S. currency. If you actually do send foreign currency, I'll probably keep it rather than converting it because I don't have any and I haven't seen much non-U.S. currency... come Canadian, French, and Israeli, but not much else.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

5249. Re: BUYING ATARI PRODUCTS

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 18:02:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May19.180230.4773@kosmos.wcc.govt.nz>
Source record: 221958

In article <1992May18.074031.18912@rose.com>, mark.thomas@rose.com (mark thomas) writes:
>
> Date Entered: 05-18-92 03:32
> Thank you to the persons who responded to my post about not being
> able to purchase an Atari Megafile 44. I will instead by a Syquest 88
> and an ICD controller.
> Back in the recesses of my mind ;-) I wonder what this purchase is
> going to do to Atari. If everyone buys third-party equipment, does not
> Atarti hurt financially and does it not hurt future development at
> Atari. Several post mentioned that I should not be concerned with the
> Atari label. But if no one buys Atari brand, where does that leave us?
> A number of posts back, someone was wondering where the large ads
> for ST C compliers went. Perhaps they were unprofitable in a world that
> seems to want a PD version. Just a thought....
>
> Mark
>
> ---
> ~ MaxiMiser*ST 1.06 UnRegistered Music Majors Do It With Rhythm

I think you have got your facts wrong, Atari does not make Hard Drives any
more.

So how can bying a third party drive hurt Atari...???

5250. Re: Atari ST: expandable or not? (was: PC's are OK by me)

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 18:06:11 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992May19.180611.159843@rrz.uni-koeln.de>
Source record: 221972

In <59200@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>"Techno" writes:

>>Buuzzzzzzzzzzzz... wrong answer, Bob.
>>Ever heard of the Mega Bus Slot or the VME bus ?

>Wrongo.. the Mega has an "expansion connector"... NOT a "slot"
>
>There are maybe three, or four, products that EVER were released to plug
>into the Mega expansion connector.. not exactly an "open" architecture..
>
>The VME "slot" on recent Atari products is, admittedtly, an attempt to
>gain some kind of "expandability" for the computers. Unfortunately,
>the Atari implementation of VME is extremely limited, and FAR short
>of a true VME bus "slot"...
>
>Atari Corp themselves have said that the FIRST "expandable" Atari
>computer is the TT...

It seems to me that there people can have different points of
view regarding the question whether the ST is an open
(expandable) or a closed system.
From a logical point of view, one can say the ST is open because
there are the ACSI bus in all STs and the mega bus in the Mega
STs. This clearly makes sense since there are expansions
available such as hard disks and ethernet adapters for the ACSI
bus (with a PC, these are done using a slot), and graphics
expansions for the mega bus (another thing that a slot is used
for in the PC world).
From a technical point of view, expansions of the ST are more
"hacky" than they would be with a PC. Expansions using the mega
bus have the difficulty that space in the case is quite limited.
However, I have read in the ST Profibuch that there is a standard
format for mega bus cards. With ACSI expansions, the problem of
space does not arise, however, things are more costly because
they need a case and a power supply of their own.
From a practical point of view, one might argue the ST is less
expandable because there are not as many expansions available for
it than there are for the PC. However, it seems to me that this
has little to do with the expandability of the system, but rather
with the fact that the market for ST expansions is smaller than
the market for PC expansions. This is certainly an important
issue, but I think it's not quite precise to describe these facts
by "the ST is not expandable, it's a closed system".

```
+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
*-----=< hierarchical systems are for files, not for humans >=-----*
```

5251. Replacement Desktop

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 18:42:28 UTC
From: dsc3jwa@nmrdc1.nmrdc.nnmc.navy.mil
Message-ID: <1992May19.184228.25484@nmrdc1.nmrdc.nnmc.navy.mil>
Source record: 221974

I'm looking into a replacement desktop and looking for comments about commercial and public domain desktops. Also, the best virus protection programs (especially for hard disks).

Please send responses to dsc3jwa@nmdsc20.nmdsc.nnmc.navy.mil, I'll compile and post.

Thanks

--
Jim Allor dsc3jwa@nmdsc20.nmdsc.nnmc.navy.mil
dsc3jwa@vmnmdsc.nmdsc.nnmc.navy.mil
Naval Medical Data Services Center, Bethesda Maryland

5252. MiNT library for gcc 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 18:49:05 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May19.144905.1363@uwovax.uwo.ca>
Source record: 221971
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Arriving soon at atari.archive.umich.edu:

Patchlevel 20 of the MiNT libraries. This version will support gcc 2.1,
and incorporates Scott Bigham's patches for Sozobon 1.33i (thanks,
Scott!). There are also miscellaneous bug fixes, including some
very important fixes to osbind.h. (see my next message if you want
details).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

5253. SERIOUS bug in gcc and MiNT libraries

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 18:53:54 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May19.145354.1364@uwovax.uwo.ca>
Source record: 221973
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

There is a horrible bug in the header file osbind.h for both
the MiNT library (patchlevel <= 19) and the gcc library
(patchlevel <= 80). The binding for Bconmap is incorrect. The
Xbios function number for Bconmap should be 0x2c, *not* 0x2b.
0x2b is the function for DMAwrite!!!!

DO NOT USE THE Bconmap BINDING AS PROVIDED IN osbind.h. DOING
SO COULD CAUSE DAMAGE TO DATA ON YOUR HARD DISK!!!

This bug has been corrected in patchlevel 20 of the MiNT libraries.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

5254. Harddisks, which are good?

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 19:06:09 UTC
From: RUDERMI@tat.physik.uni-tuebingen.de
Message-ID: <1992May19.190609.14214@intus.zdv.uni-tuebingen.de>
Source record: 221980

Hi!

I'm going to buy a new harddisk, but I don't know, from which firm...

Can somebody tell me, which harddisks are fast/good/silent? Please give me the price and other informations about the disks, too.

-Michael Ruder

/\/\/\

5255. Re: Sozo 1.33

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 19:53:59 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May19.195359.27918@mnemosyne.cs.du.edu>
Source record: 221975

> Sozobon v1.33i (HSC) ... JAS.TTP not in the .PDF file

1.33 has been out for at least 6 months now, and this is the first report I've heard that JAS.TTP isn't in the package. I'm not quite sure what to make of it... It seems that if this were so, I'd've gotten a lot of reports about it by now.

When I originally distributed 133i, it was as a .LZH. I hear that someone converted it to a .ZOO, but I don't see how even that would cause a file to disappear from within one of the .PDF files.

The .PDF files are really .SFX archives, slightly munged. You can rename a .PDF to .TOS and run it to 'manually' unpack the files. You might give that a try. Unfortunately, the sfx process is pretty stupid about catching errors (like disk full and so on), that's why I have the install program double-check that all the crucial files unpacked okay.

In general, I don't recommend using mismatched compiler pieces, since they are released in sync. For example, pre-133 versions of JAS had a fatal bug in assembling the BTST.L instruction, but the pre-133 HCC and TOP never generated such instructions. When I fixed JAS to handle the BTST.L correctly, I enabled some new optimizations in TOP to emit BTST.L. If you use an older version of JAS with the newer TOP, the older JAS will emit random opcodes for BTST.L, and your programs will mysteriously crash at runtime.

- Ian
(void *) where prohibited by law

5256. Shiraz Shivji...

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 20:32:19 UTC
From: MDORMAN1@UA1VM.UA.EDU
Message-ID: <9205192034.AA04464@ucbvax.Berkeley.EDU>
Source record: 221979

Just noticed in InfoWorld that Shiraz, former head of hardware development for Atari Corp. is the VP in charge of the Advanced Technology Group for Momenta, the guys who do the pen-based laptop thingy.

Just in case anybody's keeping a "Where are they now?" file of former Atari employees.

Mike.

5257. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 22:23:00 UTC
From: harold@alice.hobby.nl
Message-ID: <H.HVPgKrcXXMA@alice.hobby.nl>
Source record: 222057

In <1992May15.080733.2678@gmdzi.gmd.de>, Martin Gergeleit writes:
>The second one, Clipboard.acc, simply does not find its RSC file if there is any
>environment variable defined (???) (as its now possible in mint.cnf).

It is rather trivial and I suppose
you have thought of it yourself but did you make sure the PATH variable
is correctly set and that the resource file is indeed to be found somewhere in
the PATH?

Just to elminate the obvious :-)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5258. Re: Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 22:39:42 UTC
From: harold@alice.hobby.nl
Message-ID: <H.80dumgg6JGg@alice.hobby.nl>
Source record: 222058

In <1992May15.051548.11938@a.cs.okstate.edu>, CUMMINS JOHN WILLI writes:
>>In article <1992May13.204751.3227@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>>> 1.5Mb on the disk. When I compress it to an LZH file... the
>>> LHARC program reports better than 80% compressed. A verbose listing
>>> shows that the files compressed are 1.1MB or so... BUT!?! the file size
>>> on the disk is 1.8MB!!! What's going on?
>>>
>>Well for one thing spc files are all ready compresses, try the later LZH201K,
>>or the newer Zoo 2.1 and see how you get on, but it is posible to get bigger
>>files if they are all ready compressed..
>
>Yeah, but it does compress to the tune of a 30% savings... It reports such
>as it works and shows such in it's verbose listing. The older versions
>of lharc report similar compression... but the filesize doesn't bloat.
>

The reason is the old lev algorithme that breaks when used on compressed
data (with the same algorithme. I once tried to compress a uuencoded
compressed file of about 10 Mb the compressed file filled up the complete
200Mb (30%-80% freespace) filesystem I was working on (was a Unix machine).

Later version of lharc/arc/zoo use a better version of the algorithme.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5259. Indy Jones and the Last Crusade failure.

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 22:59:42 UTC
From: gerardo@uapnx1.dgsca.unam.mx
Message-ID: <1992May19.225942.23324@talon.ucs.orst.edu>
Source record: 221984

Distribution: world
Organization: Universidad Aut'onoma de Puebla

I have an Atari 520ST built around July 1985. It has TOS in ROM (version 1.3, if I recall correclty) with a Terrific Peripherals' EZ-TIME clock sandwiched between ROM #1 and its socket. It has a home brewed 2Mb expansion board using the "Push temp" MMU pin board and ribbon cable from a 512K Terrific Peripherals EZ-RAM expansion board. There are two external two-sided floppy drives (both Ataris).

The problem: My younger son ordered a copy of "Indiana Jones and the Last Crusade: The Action Game" from 1st Stop, an outfit that advertised in (the now defunct) STart magazine. The game was sent by a company called Rising Star. It didn't work: Booting from the first disk, the screen first turned blue, then the Lucasfilm Games/U.S.Gold logo on a black background was shown while the Indiana Jones theme played. Then it asked for the second disk and for the fire button to be pressed. Doing this caused an opening screen to be shown immediately after which the program bombed (eleven bombs, most of the time). Suspecting the homebrew board, I tried the game without the extra memory---same thing. Rising Star was kind enough to replace the disks _twice_, with the same result.

The questions: Does anybody have any thoughts on why this game shouldn't run on my machine? Does anybody know Lucasfilm Games/U.S. Gold's addresses? (no addresses are to be found on the box, disks or "documentation")

Your help will be appreciated.
--
Dr. Gerardo Cisneros |Depto. de Aplicacion de Microcomputadoras
gerardo@uapnx1.dgsca.unam.mx |Instituto de Ciencias, UAP, Puebla
CISNEROS@UNAMVM1 (BITNET) |91-92: on sabbatical at DGSCA/UNAM, Mexico

5260. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-19 23:26:04 UTC
From: techno@lime.in-berlin.de
Message-ID: <4ND31CB@lime.in-berlin.de>
Source record: 221994

d1danne@dtek.chalmers.se (Daniel Nilsson) writes:

>Today I saw pictures of Atari Falcon on the cover of a german magazine.
>It looked like a 1040 but in darker grey. The text on the keys was written
>in yellow. The article mostly said the usual things. I remember that
>the graphics would be 800x600 in 256 colours or 640x480 in 65536 colours.
>Let's hope it's not just more rumours...

Yes, but the article also stated that it is a phantom picture of what the
Falcon might look like, done by a Mac recoloring a 1040ST photo.

On the other hand, Atari's newsgroup int the german electronic mail
service 'Bildschirmtext' (Btx) has a page titled 'Falcon 030'.
Guess what it states - "no details...", and that's verbatim.
However, this seems to indicate at least that Atari officially ack-
nowleges the existance of the beast...

Here's hoping the best,

Techno

--
| techno@zelator.in-berlin.de ||| Please do not e-mail from outside Germany ! |
| techno@lime.in-berlin.de / | \ Hardcore ST user ! ====================== |
| Nothing that's real is ever for free, you just have to pay for it sometime. |
| (Al Stewart) |
<signature virus erased> - whew, finally !

5261. MIDI software

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 02:04:49 UTC
From: azog@thoth.rent.com
Message-ID: <1992May20.020449.11199@thoth.rent.com>
Source record: 222077

I have some questions regarding MIDI software, but dont know if what I want to do, does exist.

Currently, I use Passport MIDISoft Studio, and up until recently, its been more than sufficent.

But lately, while recording, I want to get time signatures down exact, and have been using the step record function to lay down a basic track. My problem is, when I get one note wrong, I need to go back, and try to record the track over correctly. By that time, Ive forgotten exactly what I did (by concentrating on the music too much, which is they way it should be)

What I need is some software that will display what Ive recorded so far, in a staff format on the screen, and where I could hopefully pick out a single note, and change it there, without having to re-record the tract again, or trying to cut-and-paste it out.

Ive seen some notation software that lets you scale the music on a staff, so I guess what Im looking for is something that sorta combines that idea with the sequencer... I hope Im making myself clear, and not sounding like a babbling idiot! :-)

Does such a beast exist? And hopefully for not too much!

Thanx

--
Billy D'Augustine | "Lie back and dream of me, red death to
...rutgers!bobsbox!thoth!azog | set you free. We turn the screw to make
azog@thoth.rent.com | you die" - Motorhead

5262. Re: Getting Good 16 color GIFs

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 02:42:47 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992May20.024247.9702@msuinfo.cl.msu.edu>
Source record: 221990

lsmichae@immd4.informatik.uni-erlangen.de (Lars Michael) writes:

>Where do I get DigiSpec?
>
Zowie! I haven't the foggiest notion where you'd find DigiSpec except by
mail order. Some stores carry it, I guess...

-MOlin "One man's Windows are another man's walls"

5263. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 05:07:35 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59311@cup.portal.com>
Source record: 221991

Ok.. for the sake of argument, the ST is an "open" architecture..

How do you expand the memory..? Until the STe, you hacked and slashed, and prayed the mess would work when you were done. With the STe, you break the seal and void your warranty.

With a PC you plug memory into the provided sockets.

How do you expand your graphics capabilities..? With an ST you either just don't, or you hack and slash and pray the mess will work when you're done. If you have one of the barely existant boards for the Mega, you plug in the board, and make the expansion bus unavailable for anything else. Maybe, just maybe you'll be able to find one of those "coming soon" boards for the VME slot, if you have a Mega STe.. but that too fills the slot, making it unavailable for anything else.

With a PC you just plug a new graphics card into a slot.

How do you expand your floppy drive capacity..? With an early ST, you either just don't, or buy an expensive third-party drive that may, or may not work. Or you try to get the expensive Atari HD kit with the "Ajax" chip, and then you try to get it to work.

With a PC you just plug a new controller card ($29) into a slot and swap out the drive ($49).

How do you expand the sound capability...? With an ST, mainly you just don't. If you can find one (the company is out of business, remember), you can add a "Tweety Board", and while the sound is better than the normal internal sound, it's pretty much the same, split into three separate channels. Regardless, no one writes software to make use of the Tweety board, and hardly anything for the STe DMA sound is available. You have no choices for expansion.

With a PC you just plug a soundboard (Thunderboard $89) into a slot.

Does all this define the ST as a computer that's "open"..?

I think not.

Don't believe me... ask the company which MAKES the ST..

As I mentioned before, Atari Corp. has said the TT is the first Atari computer which is expandable.

BobR

(Mindless Atari Cheerleader comments like we've been hearing can be directed to device/null...)

5264. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 05:17:21 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59312@cup.portal.com>
Source record: 221992

John Henders writes:

> I'll be the first to admit that the ST has slipped in the running agains
>pc's in the bang per buck range, but bogus arguments like you usually come
>up with, Bob, are unbecoming of someone who holds the position you do on
>an online service.

Well, I don't know exactly what that has to do with anything,
but I do resent its implications..

While the ability to lie and cover up might be a prerequisite
for one commercial service I'm unfortunately familiar with,
being an Atari Apologist is NOT a prerequisite for "holding
the position I do on an online service".

You've made this allusion before John, and I can't exactly decide
whether you're jealous, or just ignorant.

Being of service to the Atari community and Atari users does not
require the wearing of official Atari rose-colored glasses.

I've made a specialty of helping new Atari owners learn to get
the most out of their computers, but I will NOT lie to them and
tell them everything is peachy-keen in the Atari world. If
necessary, I'll recommend a different kind of computer if it
will better serve their needs.

What have YOU done for an Atari user today..?

BobR

(By the way, I also won't lie to a new Atari user and stretch
having an ASCI port into having an "open" system.)

5265. GNU Library

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 06:49:59 UTC
From: cs331109@tweety.acslab.umbc.edu
Message-ID: <1992May20.064959.13996@umbc3.umbc.edu>
Source record: 221993

Could someone please Email me the name of the missing GNU 2.1 library files on Atari.Archive? I looked and looked for the message that listed the file but couldn't find it. I know it's

crt0[something].zoo

Thanks,

Jim

5266. GemView

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 08:37:33 UTC
From: cassiel@ucscb.ucsc.edu
Message-ID: <35705@darkstar.ucsc.edu>
Source record: 221995

Who was it that posted saying Gemview would display Jpeg
files. (an undocumented feature, were I think their words)
I tried it and Gemview just told me "unrecognized filetype".

Do you have some other version of Gemview??

no way no how no sig

5267. Educational Software for Children

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 09:31:09 UTC
From: rost@rgb.dec.com
Message-ID: <1992May20.133835.29950@ryn.mro4.dec.com>
Source record: 221998

I am looking for some school-age educational software, as my youngest is now 5 and my older one 7 (i.e both are outgrowing the preschool packages I have now). I've found a mail-order source for some, but without a chance to even see the package, buying is a crapshoot (the dealer himself knows very little about the packages). I'm interested in hearing from anybody who knows anything about any of these:

Math Blaster Plus: this seems to be a good seller in other formats, I have never seen an ST version myself.

Bentley Bear: what are these? I've heard good things about General Store, bad things about Spelling Bee, there are about a half dozen others available.

Fun School: I have the under-6 version of Fun School 2. Apparently 3 and 4 exist *and* they are available scaled by age group. I am curious about the versions for over 7 yrs, are these the same games, just more difficult?

Also, recommendations for other packages are welcome, with emphasis on reading and math. I should mention I am in the US so I'm looking for English language stuff!

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

5268. GCC 2.1 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 09:37:36 UTC
From: jtreichl@iiic.ethz.ch
Message-ID: <1992May20.093736.18972@neptune.inf.ethz.ch>
Source record: 221997
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a problem with the new GCC V2.1.
Compiling one of the test example given in tests03.zoo give
always an strange error:

in include file time.h:60: parse error before charater 020
time.h:644: ......

what's going on?? the file time.h is never as long as 644 lines and
what means parser error in a include file.

Juerg Treichler

5269. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 10:22:00 UTC
From: Daniel_Link@b.maus.de
Message-ID: <A10748@B.maus.de>
Source record: 221929

On the cover of "ST-Magazin" they had actual pictures. The falcon looks darker than the 1040 on them, but not as dark as in "ST-Computer".

- Daniel

5270. Re: FSM-GDOS / Atari's service down-under

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 11:32:59 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May20.113300.4771@kosmos.wcc.govt.nz>
Source record: 221988

```
>
> Re: Rogers DMA problems
>>This is some dealings I have just had in the last 4/5 weeks with Atari OZZ..
>>
>>It has taken me sum 12 Toll calls to get some faulty DMA chips replaced,
>>each time I was told they would ring me back, they never did, they even
>>tried to ring me collect, I was also told I would get the chips in 3 days, that
>>3 days ended up to be 15 days, this was by a manager......
>>
>>And each time I had to explain the same thing over again,
>>even to the same manager...
>>
>>The first time I rang was on the 8 th April, I finaly got the free DMA chips
>>on the 14th May..
>>
>>Is this customer support, you can say what you like about Atari,
>>but for ME its DEAD...
>
> Seems strange... why were you dealing through OZ in the first place??

One these machines came from OZZ, like a lot of Dick Smith suff does..

> *~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*
> * Craig Shore Internet:shore@yonder.equinox.gen.nz *
> * ChCh, SLNET: 250:700/1266 *
> * New Zealand. FIDO: 3:770/120 *
> *~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~*
> * Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
> *~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

Atari is going to change the distribution of there products to STE's only here,
and only though Department stores.

No one is bringing in software any more here, all dealers that I have talk
to are going to close or change to the PC, the only dealer here in Wellington
has had his suplies of machines cut off..

Atari clubs here in the North Island are closing at a rapid rate, also Kmart
has droped the Lynx for the Game Boy, and no support for the Atari machines at
all...

Atari also just stated a 13.2 Million loss, so you think that Atari is
doing good, No Way here at all, go and talk to some of the dealers here
in the North Island..

Tell me were did you get your Hard Drive, not here was it..??
```

Roger.... sheppard_r@kosmos.wcc.govt.nz

5271. Porting from Spectrum to Atari 500++

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 11:55:17 UTC
From: d89-tho@nada.kth.se
Message-ID: <1992May20.115517.1245@kth.se>
Source record: 221996

My uncle would like to port a massive amount of text from an old spectrum to a sligthly modified Atari 500. Being very familiar PC's, Macintosh and Unix stations, I offered my help, thinking it would be easy. The problem is that he has next to no documentation on how this can be done and I am quite lost.

Since both machines have RS232 ports, linking them should not be a problem. Has anyone tried to do this before? Is there any standard software that can be used to assist in this process? Or do I need to write my own programs to send/receive data? If so, does anyone have any advice on how it could be done easily and quickly?

Waiting anxiously for good news......

Taquin Ho
d89-tho@nada.kth.se

5272. NeoDesk / Gemini comparison? and HSC

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 12:25:03 UTC
From: tony@microware.co.uk
Message-ID: <957@mwuk.UUCP>
Source record: 222056
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

Can anyone provide a summary of the main differences between NeoDesk 3
and Gemini 1.21?

I have Gemini 1.21, and installed it on my hard disk OK, but with 1 meg
of RAM I don't have enough memory to run Heat'n'Serve C under it, so
currently I still use the standard TOS 1.4 desktop.

I guess I really need to upgrade my ageing STM to 2.5 meg.......

Gemini doesn't seem to be strictly a *replacement* desktop, but a
desktop program which is run or auto-run from the standard desktop.
Therefore both desktops are active and using memory. Is it possible to
set up Gemini so that after VDI and AES are setup, control goes straight
to Gemini *instead* of the standard desktop. This would surely save a
bit of memory. Which way does Neodesk operate in this respect?

Does NeoDesk have a CLI along the lines of Mupfel?

The Gemini docs warn of a problem with Sozobon C to do with a memcpy()
bug. Does this problem affect HSC 1.33i too?

Any other relevant comments gratefully received.

Tony.
--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

5273. Epic - I need help

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 13:22:40 UTC
From: imt@crosfield.co.uk
Message-ID: <13986@suns8.crosfield.co.uk>
Source record: 222054
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.games

I have spent a few hours playing this superb game, but have come up against a few problems - can anyone help..?

1: How do you find the bloody fuel pods? I always seem to run out of fuel before I can locate one.

2: How do I complete the first big space battle mission within the time limit (I can't remember the mission number - its the mission after taking out the Magma Cannon)? This ties in with my first question, since running out of fuel is a major handicap..

Replies by email are fine...
Thanks


```
+----------------------+
| From the terminal of |
+----------------------+-------------------------------------------------------+
| ___ __ __ ____ __ ___ ___ ___ ___ ___ ___ ___ __ ___ |
| /_ / /_ / / /__> / / /__/ /__ /__ /__/ /__ /__ / / / |
| /__ /__ /__ /__ / / \ /__/ / / ___/ ___// / ___/ ___/ _/_ / / |
+----------------------+-------------------------------------------------------+
| imt@cel.crosfield.uk | Harsh reality in a virtual world. God is the Machine |
+----------------------+-----------------------------------+------------------+
| Concrete Productions - PO Box 798 London W14 9NT England | (044)71 385 6690 |
+----------------------------------------------------------+------------------+
```

5274. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 15:17:52 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992May20.151752.117841@rrz.uni-koeln.de>
Source record: 222052

In <59311@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>Ok.. for the sake of argument, the ST is an "open" architecture..

[some one-sided examples on upgrading memory, graphics, sound,
disk drives etc. deleted]

>Does all this define the ST as a computer that's "open"..?
>
>I think not.

>Don't believe me... ask the company which MAKES the ST..
>
>As I mentioned before, Atari Corp. has said the TT is the first
>Atari computer which is expandable.

>BobR

>(Mindless Atari Cheerleader comments like we've been hearing can be
>directed to device/null...)

As I've tried to point out in my last posting on this issue, I
don't think it's adequate to argue whether the ST is an open or a
closed system. It's much more helpful to state what you can do
with the ST and what you can't.
Therefore, I won't comment on your examples in public although I
could easily think of a more or less sensible reply to every
single one. But such a reply would be senseless because it would
not contain any useful information for most of the readers (if
someone is really interested on any further comments please mail
me).
Regarding the Atari quotation: I don't see it proves anything
except that Atari has some funny marketing strategies.

Greetinx, Jan

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5275. Re: Maganvox Monitors, Rising Star (dealer)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 15:29:21 UTC
From: randyh@hpsad.sad.hp.com
Message-ID: <750127@hpsad.sad.hp.com>
Source record: 222066

Brian,

I tried to email you but it bounced. Could you post the address and
phone number of Rising Star Computers?

Thanks, Randy Hosler

5276. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 15:40:57 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May20.154057.18887@news2.cis.umn.edu>
Source record: 221999

In article <59311@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Ok.. for the sake of argument, the ST is an "open" architecture..

Heh. Some concession Bob. But, since you brought it up, I'd like to take the time to quibble with the 'ease' you assume a PC-compatible grants you...

>With a PC you plug memory into the provided sockets.

And THEN you mess around trying to find the proper system software to allow you to USE the memory (Expanded memory? Extended memory?) which you have installed.

God help you if the application you want to run makes use of Expanded memory when you installed Extended memory. (This is, of course, getting less complicated, but then again, so is installing memory on an ST.)

>With a PC you just plug a new graphics card into a slot.

And THEN you mess around, cursing yourself if you bought the wrong graphics card for the application. Or you purchase yet-another-graphics-card. (This is, of course, getting less complicated with the 'standardization' of Super VGA, but then again, graphics cards for the Mega-series are easily plug-and-play as well...)

>With a PC you just plug a new controller card ($29) into a slot and swap
>out the drive ($49).

Gee, Bob. You have a source for 1.4 meg floppy drives for only $49?!? Why don't you let the ST world in on your secret so that we can lower the cost for the folks who have been installing 1.4 meg floppy drives on ST equipment for the past year or so.

>With a PC you just plug a soundboard (Thunderboard $89) into a slot.

Bob fails to mention that, with the STe, you don't NEED to spend an additional $89 to get great stereo sound. Of course, you could always purchase one of the stereo cartridges, such as ST Replay and its successors.

>(Mindless Atari Cheerleader comments like we've been hearing can be
>directed to device/null...)

(Directed hatred for all things Atari like we've been hearing from Bob SHOULD be directed to /dev/null...)

--David Paschall-Zimbel

5277. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 15:58:03 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May20.155803.19017@news2.cis.umn.edu>
Source record: 222000

In article <59312@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:

>Being of service to the Atari community and Atari users does not
>require the wearing of official Atari rose-colored glasses.

Exactly which service to the Atari community and Atari users do you provide Bob? Directing them to Intel-486 computers that can run the GEMulator?

In the past six months of reading postings from you, I only remember one posting which provided an Atari user with some form of help. The remainder of your postings have read as bitter attacks.

>I've made a specialty of helping new Atari owners learn to get
>the most out of their computers,

Your postings in THIS forum certainly don't read that way. You'd do better to stick to 'helping', rather than taking pot-shots at everyone who thinks that Atari computers are fine.

>If necessary, I'll recommend a different kind of computer if it
>will better serve their needs.

Good for you. Just one thing, though. Such recommendations are better met through e-mail rather than through an Atari-ST oriented forum. Otherwise, one might suspect your motives.

>What have YOU done for an Atari user today..?

Let's see... I'm the president of the local Atari ST users group (MAST - Minnesota Atari ST users group); in a past incarnation I wrote a series of tutorials for writing GEM programs using OSS Personal Pascal; I write articles for our local user group newsletter (I used to edit the newsletter at one time as well); I've been putting the club DOMs together for the past year and a half [604 disks from February 1986 to May 1992]; I'm listed as the contact person for MAST in the local computer free-papers; I write the comp.sys.atari.st FAQ posting [I know, I know... sometime next week folks].

What have YOU done for an Atari user IN THIS FORUM?

>(By the way, I also won't lie to a new Atari user and stretch
>having an ASCI port into having an "open" system.)

I wouldn't lie to a new Atari user and deny that a Mega-bus or a VME-bus indicates an "open" system, either.

-- David Paschall-Zimbel

5278. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 15:58:54 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992May20.155854.22272@bas-a.bcc.ac.uk>
Source record: 222053

In article <59073@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>Sure, memory upgrades for a plain ST are a pain, I've gone
>>through this too (I ended up soldering around until 5 am). But
>>again, that was yesterday. With a TT you just use SIMMs, just as
>>with a modern PC.
>
>Bzzzzzzzzzt....!
>
>Sorry...no way...
>
>With a TT you buy an expensive memory expansion "daughter board"
>from Atari...

Not quite true, if you want more dual-purpose RAM (ST-RAM) you can just
change the SIMMS, at least in my machine!

>
>With a PC you buy as many $39 SIMMs as you need.
>
>BobR

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

5279. BARGAIN! BARGAIN! BARGAIN!

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 16:57:00 UTC
From: badbrad@utkvx4.utk.edu
Message-ID: <20MAY199211573135@utkvx4.utk.edu>
Source record: 222051

ATARI ST (520st upgraded to 1040st) 1987
FOR SALE

Someone make me an offer I can't refuse
and its yours to keep. Of course you
get all my manuals and software with
this package. Send me some mail directly
and I will answer your questions.

HURRY UP!!! MAKE AN OFFER!!!

5280. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 17:02:53 UTC
From: carl@syscon.rn.com
Message-ID: <1992May20.170253.6518@syscon.rn.com>
Source record: 222062

Bob_BobR_Retelle@cup.portal.com writes:

>Ok.. for the sake of argument, the ST is an "open" architecture..
>
>How do you expand the memory..? Until the STe, you hacked and slashed,
>and prayed the mess would work when you were done. With the STe, you
>break the seal and void your warranty.
>
>With a PC you plug memory into the provided sockets.

Um, aren't you choosing apples and oranges to compare? How did you
expand memory on origional PCs?

[Mindless Dos Cheerleader comments deleted]

>(Mindless Atari Cheerleader comments like we've been hearing can be
>directed to device/null...)

While today's PC clone is certainly more open and expandable than an
old ST, why should you (given your postion) argue the case? Why does
it offend you that some poor soul wants to believe in ST expandability?

5281. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 17:13:24 UTC
From: carl@syscon.rn.com
Message-ID: <1992May20.171324.6681@syscon.rn.com>
Source record: 222063

Bob_BobR_Retelle@cup.portal.com writes:

>John Henders writes:
>
>> I'll be the first to admit that the ST has slipped in the running agains
>>pc's in the bang per buck range, but bogus arguments like you usually come
>>up with, Bob, are unbecoming of someone who holds the position you do on
>>an online service.

>Well, I don't know exactly what that has to do with anything,
>but I do resent its implications..
>
>While the ability to lie and cover up might be a prerequisite
>for one commercial service I'm unfortunately familiar with,
>being an Atari Apologist is NOT a prerequisite for "holding
>the position I do on an online service".

But being an Atari basher is even less so.

>You've made this allusion before John, and I can't exactly decide
>whether you're jealous, or just ignorant.
>
>Being of service to the Atari community and Atari users does not
>require the wearing of official Atari rose-colored glasses.

Nor does it require trying to break or remove any rose-colored
glasses the Atari user might have.

>I've made a specialty of helping new Atari owners learn to get
>the most out of their computers, but I will NOT lie to them and
>tell them everything is peachy-keen in the Atari world. If
>necessary, I'll recommend a different kind of computer if it
>will better serve their needs.
>
>What have YOU done for an Atari user today..?

>BobR
>
>(By the way, I also won't lie to a new Atari user and stretch
>having an ASCI port into having an "open" system.)

Hey, I don't really care what you like (I happen to have several other
computers besides a Mega), but my unbiased opinion is that you come off
as an Atari basher, not as the helper you would like to think you are.
Sorry if that offends you, but that is what I hear you saying.

5282. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 17:21:49 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May20.172149.19770@ucsu.Colorado.EDU>
Source record: 222059

In article <1992May20.154057.18887@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <59311@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>>Ok.. for the sake of argument, the ST is an "open" architecture..
>
>Heh. Some concession Bob. But, since you brought it up, I'd like to take the
>time to quibble with the 'ease' you assume a PC-compatible grants you...
>
>>With a PC you plug memory into the provided sockets.
>
>And THEN you mess around trying to find the proper system software to allow you
>to USE the memory (Expanded memory? Extended memory?) which you have installed.

Finding a proper system software? Hmmm, if you have DOS 5.0 already, the
drivers are provided for expanded memory and it installs it for you.
, extended memory (On my machine
it is already established by the ROM)

>
>God help you if the application you want to run makes use of Expanded memory
>when you installed Extended memory. (This is, of course, getting less
>complicated, but then again, so is installing memory on an ST.)
>
>>With a PC you just plug a new graphics card into a slot.
>
>And THEN you mess around, cursing yourself if you bought the wrong graphics
>card for the application. Or you purchase yet-another-graphics-card. (This

I never found any problems on SVGA cards or regular $39.00 VGA cards (800x600).

>
>>With a PC you just plug a new controller card ($29) into a slot and swap
>>out the drive ($49).
>
>Gee, Bob. You have a source for 1.4 meg floppy drives for only $49?!? Why
>don't you let the ST world in on your secret so that we can lower the cost for
>the folks who have been installing 1.4 meg floppy drives on ST equipment for
>the past year or so.

Actually I got a few of my 3 1/2" 1.44 drives (Toshiba) for $35.00, a friend of
mine said a wholesaler was selling these drives.

>
>>With a PC you just plug a soundboard (Thunderboard $89) into a slot.
>
>Bob fails to mention that, with the STe, you don't NEED to spend an additional

>$89 to get great stereo sound. Of course, you could always purchase one of the
Actually try out the BOOMBOARD, its the same as the Thunderboard for $79.00

I think Bob was trying to indicate that it is possible to have stereo capabilities as well on the pc.

5283. Re: Educational Software for Children

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 17:29:46 UTC
From: georgew@tekig1.PEN.TEK.COM
Message-ID: <5486@tekig7.PEN.TEK.COM>
Source record: 222055

I've never had any success getting my kids interested in any educational software past the preschool level. I have Math Blaster Plus, and I'd sell it to you, but I'm still holding out hope that my kids will use it for flash card multiplication practice. It's advertised as the best-selling/most-recommended math education program in the world, but for the life of me, I can't figure out why. It's basically just flash-card drill, and maybe it works in a classroom setting, because you get points, and you can print out a certificate at the end. There's also a game, where there's a row of spaceships, and you have a limited time to figure out which one holds the correct answer to the problem at the top of the screen. When you select it, it blasts off.

I also have Bentley Bear's Math, which is no better: You have to get Bentley Bear to choose the correct answer to the problem on the screen, and when he does, he gets a jewel to use to make a bridge to go get some honey. It's slower-paced than MathBlasterPlus, even at its fastest speed.

My (and my kids') reaction to both of these, after playing for a minute, was: "You mean that's all there is to it?" Compared to the complexity of the games that are strictly for entertainment, these are incredibly boring.

I've heard that Donald Duck's Playground was good, but it went off the market before I could buy it. It apparently allowed you to roam over the playground, using coins to buy things, make change, etc. My kids have enjoyed adventure games, like Kings Quest III, where they get to roam around the landscape and type questions into the computer. This gives reading & typing practice, without the time pressure of Word Invaders (on the Typing Tutor disk).

George.S.Walker@tek.com *OR* georgew@tekig1.pen.tek.com
OR uunet!tektronix!tekig1.pen.tek.com!georgew

5284. anthony's editor in binaries archive?

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 18:23:18 UTC
From: fast@spot.Colorado.EDU
Message-ID: <1992May20.182318.25784@ucsu.Colorado.EDU>
Source record: 222060

Has anyone compiled Anthony's Editor, either the old
obfuscated version or the new Vi/Emacs mode version,
for their ST? I have no C compiler, and would be
interested in the binary version; I'm hoping this
editor will be _small_. I don't see ae in the archives,
maybe someone could put it there?

fast@spot.colorado.edu

5285. Beckercad ST questions

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 19:05:18 UTC
From: naj@jake.cc.wayne.edu
Message-ID: <1992May20.190518.5568@cs.wayne.edu>
Source record: 222061

Hi There
I was wonderingif anyone could tell me about Beacker CAD. I think it was was released by a company named Abacus. Can you save files as DXF? Is there a translator included with the program? How is it to use? Friendlier than Dynacad? Anybody know where Abacus is located?

Thanks.

5286. Re: Getting Good 16 color GIFs

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 19:49:40 UTC
From: rts@polari.com
Message-ID: <1992May20.194940.8720@polari>
Source record: 222072

dave@admiral.uucp (Dave Litchman) writes:

>In article <1992May14.205512.5460@magnus.acs.ohio-state.edu>
dhbutler@magnus.acs.ohio-state.edu (David Butler) writes:
>>>> I've managed to get a couple of gif viewers(still no jpeg),but
>>>> the quality of the pictures is pretty poor.Is this just because of
>>>the
>>>> low resolution of the ST?Is there anything that can be done to the

>I've always used DigiSpec to view GIFs. It's from the same guys who did
>Spectrum 512 and Unispec. It displays the GIFs in Spectrum format, which
>pretty accurately diplays the colors, since it can display 512 colors, and most
>GIFs are 256. It will display just about every GIF I've ever tried (the only
>ones that didn't display were in some weird non-standard IBM GIF format). You
>can do GIFs larger than 320x200, it scales the picture down to ST low. This
>works well, the only problem is if there's some text in the GIF, is becomes a
>little hard to read. Back to the subject of color, DigiSpec uses dithering
>routines to give the ST a 'virtual palette' of around 32,000 colors. All in all
>it's a very good program for GIF viewing, but unfortunately doesn't support the
>new JPEG format. Oh well, can't ask for everything!

>--
>"Dammit Jim, I'm a free man, not a number!"
>---
>"This is what the K.L.F. is about. Also known as the Justified Ancients
>of Mu-Mu. Furthermore known as The Jams!" -- The K.L.F.

Where CAN WE get this program???

--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

5287. Re: Educational Software for Children

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 19:59:32 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May20.195932.1509@newshost.lanl.gov>
Source record: 222064

In article 29950@ryn.mro4.dec.com, rost@rgb.dec.com (My name is Brian Rost) writes:
>
> I am looking for some school-age educational software, as my youngest
> is now 5 and my older one 7 (i.e both are outgrowing the preschool
> packages I have now). I've found a mail-order source for some, but
> without a chance to even see the package, buying is a crapshoot (the
> dealer himself knows very little about the packages).

Brian, without a doubt, the best source of educational software for the Atari ST for use by children is D.A.Brumleve. She has been around quite awhile and is a staunch supporter of the Atari ST _user_. Every time she brings out a new program, you can bet that it has been well tested by children and adult educators. She even has the services of an educational consultant, Michael Marks. Her latest, MultiPlay, is a superb math drill program with many unique features. She has a lot of material that is now PD as well so look for it in all the usual PD sources. See your local dealer or contact her directly at 217-337-1937. Oh yes, she's also a member of the IAAD (Independent Association of Atari Developers). ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5288. ATARI ST DESKTOP PUBLISHING SOFTWARE for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 20:31:41 UTC
From: patf@silvlis.com
Message-ID: <1992May20.203141.22429@silvlis.com>
Source record: 222068
Cross-posted to: ba.market.computers,comp.sys.atari.st

I have the following items for sale for the Atari ST :

CALAMUS - desktop publishing program $90

CALAMUS Outline Art - allows you to draw pictures $85
for CALAMUS

CALAMUS font editor - Allows you to create and edit $45
fonts.

These items CAN be re-registered to the new owner.
--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.

5289. ATARI ST developers package

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 20:36:03 UTC
From: patf@silvlis.com
Message-ID: <1992May20.203603.22503@silvlis.com>
Source record: 222070
Cross-posted to: ba.market.computers,comp.sys.atari.st

```
Develop C software on your Atari ST or STE :

Low-cost C development package
------------------------------

Laser C compiler and linker
- Shell with make utility
- Program editor
- Icon editor
- Resource construction kit

Laser C symbolic debugger
- Look at your source code as you
step through the program.
- Excellent user interface

Book "Application Programming on the Atari ST"
- explains how to use the system calls
- contains example programs

*** Asking $50 ***

Andy Hsiung,
If you see this message, send a phone number
where I can reach you. My e-mail cannot get through
but I can recieve yours.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale ) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.
```

5290. EDITOR and DATABASE PROGRAM for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 20:37:37 UTC
From: patf@silvlis.com
Message-ID: <1992May20.203737.22562@silvlis.com>
Source record: 222069
Cross-posted to: ba.market.computers,comp.sys.atari.st

```
EXCELLENT Word Processor and Database program

Timeworks Word Writer ST ... $30
Data Manager ST ... $30

Both programs only : $50

Both the pieces of software do the job
well and have excellent user interfaces.

--
O O O Patrick Fitzgibbons /\ | These are my opinions.
\ / patf@silvlis.com /--\ Sunnyvale ) -- Any agreement with my
X /\/ \ CA | company is purely
/ \ in / \ \ coincidental.
```

5291. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 21:19:11 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May20.211911.4127@aber.ac.uk>
Source record: 222067

In article <1992May20.155854.22272@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <59073@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>>>Sure, memory upgrades for a plain ST are a pain, I've gone
>>>through this too (I ended up soldering around until 5 am). But
>>>again, that was yesterday. With a TT you just use SIMMs, just as
>>>with a modern PC.
>>
>>Bzzzzzzzzzt....!
>>
>>Sorry...no way...
>>
>>With a TT you buy an expensive memory expansion "daughter board"
>>from Atari...
>
>Not quite true, if you want more dual-purpose RAM (ST-RAM) you can just
>change the SIMMS, at least in my machine!
>

Let me get this straight....are you saying Steve that in your TT you can just plug in SIMMS to get more ST_RAM!!! If this is true PLEASE mail me quickly.

Herb
>
>Steve
>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or susher@uk.ac.csm
>Internet:- ucacmsu@ucl.ac.uk or susher@csm.ac.uk

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

5292. Help with laser printing

Newsgroup: comp.sys.atari.st
Date: 1992-05-20 21:35:00 UTC
From: blunden@ishtar.physics.umanitoba.ca
Message-ID: <20MAY199216355627@ishtar.physics.umanitoba.ca>
Source record: 222071

Does anyone know how I can get output from 1stword printed verbatim on a laser printer? I have 1stw2ps, but it is unsatisfactory for a number of reasons:

1) it tries to put equal spacings between words, which screws up tables in a major way;
2) it sometimes drops the underlining on certain characters;
3) it can't handle page offsets of more than 99 pages.

I have direct access to a postscript printer over an RS-232 line, and indirect access to an HP Laserwriter II from a mainframe. Any help would be appreciated.

5293. **** WARNING TO AMERICANS ABOUT POPULOUS II ****

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 00:03:48 UTC
From: n8742883@rowlf.cc.wwu.edu
Message-ID: <n8742883.706406628@rowlf>
Source record: 222074

I just got my Populous II game today, and after booting it off of the floppy, I got a dialogue box saying "Sorry PAL machines only". I then called up Electronic Arts in California, and they confirmed my suspicion that Populous II can run only on European machines, and no American version will be created.

I called the store (Nybbles and Bytes in Tacoma), and they were surprised to hear about the incompatibility, as they purchased the software from an American software dealership. They were going to test some of the versions that they had and exchange my version for a working one, but I believe the phone rep. at Electronic Arts when he said that no Populous II exists for American Atari's, nor will there ever be.

It's a shame that this excellent game (I've seen it on an Amiga) isn't availible for the U.S. Anyone have a guess why?

Now I have to deal with a major problem (which I'll explain further in another post): I had to put the Populous game in the AUTO folder of my hard drive-- it boots up and crashes and I can't get access to my hard drive! Auughhh!

Perry

5294. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 00:10:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8003@uqcspe.cs.uq.oz.au>
Source record: 222073

[Sorry, I stuffed up the quotees]

>> clipboard.acc can't find its resource file if any environment variables
>> are defined

>GEM uses the PATH= variable to search for RSC files. It looks first
>in the current dir, and if it doesn't find the RSC file there it
>looks in any paths listed in PATH=.

Please remember though, that simply setting PATH before running your
program will NOT help. You must set it before you run GEM - ie. from
your AUTO folder, or from MiNT before you run GEM (if your using a TT,
I don't think you CAN run GEM from MiNT just yet, so the reverse is needed).

There are small AUTO folder "environ" programs on atari.archive that
will help.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5295. flame wars

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 00:51:20 UTC
From: ziggy@grafted.UUCP
Message-ID: <04J4kB1w161w@grafted.UUCP>
Source record: 222076

I have noticed that it has gotten a little warm (and noisy) due to this stupid ST/PC bickering..... Come on guys, there is NO winner, each machine has good and bad points, and 'best' is relative to the user, not some flaky idea of 'better than you..'.

I own several machines (PC, ST, MAC, UNIX) and I like them all equally, each has a place in my world. You dont hear ME bitching about who is better..... Please take this garbage elsewhere (ok. /dev/null will work for me...) and lets try to get along..... and maby LEARN from each other.....

Ziggy.

Flames NOT welcome........

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

5296. Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 01:01:14 UTC
From: n8742883@rowlf.cc.wwu.edu
Message-ID: <n8742883.706410074@rowlf>
Source record: 222075

As I mentioned in an article that I just posted, I purchased Populous II for my 1040 ST. It turns out that Populous II has been made only for European Ataris, and will never run on American ST's.

Here's the problem:

When I got the game, the instruction manual said to make a backup of the disk and play the game off of the backup. Fine-- I made a copy of the game files into a folder on my hard drive.

The game (POP.TOS) refused to boot. After examining the files for a second, I saw that Populous II came with an AUTO folder on it. A file called "LOADER.PRG" was inside the AUTO folder. I clicked it, but it bombed with two bombs.

I then (big mistake here) placed the Populous II files onto the C: drive, and placed the LOADER.PRG into my boot drive's AUTO folder. In all attempts to run Populous II, the program bombed out and returned me to the desktop.

This time, the program loaded.... only to give me a dialogue box saying "Sorry PAL machine only" and then it locks up! Now, every time I boot up my ST, I can't stop it from loading up Populous II out of the AUTO folder-- every time I boot off of the hard drive, the AUTO folder kicks in and it locks up! In order to access my hard drive (which is a 50 meg MicrOtyme ICD special), I have to boot off of the hard drive to load up the device drivers; I can't turn the hard drive off, boot my computer off of a floppy, and then access the hard drive to remove the file out of the auto folder as the Atari doesn't recognize the existance of the hard drive as it didn't exist at boot time.

Does anyone out there have some sort of solution for me? I'm gonna try to find the disk that came with the hard drive which contains utilities for the drive and see if I can find anything there-- but I think this is in vain as I used ICDUTIL.PRG (I think that was the name) to set up my C: drive as the boot drive; even if I found the hard drive utilities disk and booted the system up with it, the hard drive will automatically take over and boot up from the C: drive. Help!

Thanks in advance,

Perry

5297. Re: ZX Spectrum emulator for the atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 01:10:56 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.U4SsAipkHPA@yonder.equinox.gen.nz>
Source record: 221923

In <9205172115.AA15071@cs.utexas.edu>, Robryche writes:

>I recently saw a Sinclair ZX spectrum emulator for the ST.
>I want it! Anybody know where (and how) I can get it
>I assume it is PD.

If you have no luck getting the program, leave me a message in
Email, I might be able to track down a copy.

What I want is ZX spectrum files to run on it... without them it's useless.
The only way to do this seems to be through using an RS232 interface
on a spectrum.... you also have the problem of copyright, and they
still make & sell ZX spectrums from what i've heard !!!

Craig.

--
~~*~

5298. Re: **** WARNING TO AMERICANS ABOUT POPULOUS II ****

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 01:28:17 UTC
From: jjung@aludra.usc.edu
Message-ID: <l1lv5hlNNgu@aludra.usc.edu>
Source record: 222078

In article <n8742883.706406628@rowlf> n8742883@rowlf.cc.wwu.edu (Perry Pederson) writes:
:I just got my Populous II game today, and after booting it off
:of the floppy, I got a dialogue box saying "Sorry PAL machines only".
:I then called up Electronic Arts in California, and they confirmed my
:suspicion that Populous II can run only on European machines, and no
:American version will be created.

This is very weird since the POPULOUS II package that I bought works fine on my non-PAL machine. I noticed that in the AUTO folder there was a program to make my monitor become a PAL monitor by making it run at 60 MHz. If the 60 MHz program isn't run, POPULOUS II won't run either.

:but I believe the phone rep. at Electronic Arts when he
:said that no Populous II exists for American Atari's, nor will there
:ever be.

I suspect what happened was that EA originally released POPULOUS II to the American market without the 60 MHz program in the AUTO folder. When they realized what they did wrong, they fixed the problem in later releases. I guess you bought an early version.

:Now I have to deal with a major problem (which I'll explain
:further in another post): I had to put the Populous game in the AUTO
:folder of my hard drive-- it boots up and crashes and I can't get
:access to my hard drive! Auughhh!

Just power up your ST while disabling the HD. Then when you get to the Desktop, run the HD boot program. It should bypass everything in the AUTO folder and you can delete POPULOUS II.

Hope this helps!

John

John Jung aka Junior | "If you doubt a friend, you are not being a
Flt. Capt. on calvin [ret.] | friend." -- Groo #62
Nilgiri Level 20 Mage [ret.] | "Happiness isn't something you experience, it's
E-mail: jjung@aludra.usc.edu | something you remember." -- Oscar Levant

5299. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 01:52:34 UTC
From: erlingh@idt.unit.no
Message-ID: <1992May21.015234.2853@ugle.unit.no>
Source record: 222080

In article <8003@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>[Sorry, I stuffed up the quotees]
>
>>> clipboard.acc can't find its resource file if any environment variables
>>> are defined
>
>>GEM uses the PATH= variable to search for RSC files. It looks first
>>in the current dir, and if it doesn't find the RSC file there it
>>looks in any paths listed in PATH=.
>
>Please remember though, that simply setting PATH before running your
>program will NOT help. You must set it before you run GEM - ie. from
>your AUTO folder, or from MiNT before you run GEM (if your using a TT,
>I don't think you CAN run GEM from MiNT just yet, so the reverse is needed).

Well, on my TT (TOS-3.06), there are no trouble in running gem from
mint.
I tried to follow up on this subject once before, but the message got
corrupted on the way somehow... oh well.
Both chmeleon AND clipbrd acc runs just fine on my TT with mint 0.94, so
the trouble is probably somewhere else than with these utilities.

>
>There are small AUTO folder "environ" programs on atari.archive that
>will help.
>
>
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au / aisled deasil /
> / * <-- Computer Science Department, / eliads ideals /
> _.-._/ University of Queensland, / ladies sailed /
> v Brisbane, Australia. / ------ ------ /

Erling
--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

5300. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 02:05:10 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992May21.020510.1100@csi.uottawa.ca>
Source record: 222081

Bob_BobR_Retelle@cup.portal.com writes:
>Ok.. for the sake of argument, the ST is an "open" architecture..
>
>How do you expand the memory..? Until the STe, you hacked and slashed,
>and prayed the mess would work when you were done. With the STe, you
>break the seal and void your warranty.
>
>With a PC you plug memory into the provided sockets.

This, of course, assumes that there are sufficient and appropriate sockets for your purposes.

Newer PCs tend to have some space for SIMMs, and can be fairly easily expanded to some limit (4 MB? 8MB? or is it 12?). Once you hit that limit, it's-a-gonna be a pain to expand it any further.

Older PCs tend NOT to have ANY space for SIMMs, and are gonna be a little tough to expand past 2MB (for more recent machines), 1MB (for just slightly older ones), 640K (for pretty well ANY 8088 based system), and 512K for some of the more ancient ones.

The ST methods are, admittedly, somewhat painful. I just saw a board in at my local dealer last week that might make it a little less painful - it's an add-in that puts a SIMM board into ANY of the older STs. Apparently it doesn't require soldering, except with a few obscure ST models.

Of course, the BIG difference is STILL the soft/firmware support for the expanded memory.

On PCs, there's at least 3 different "standards", including "Extended" memory, "Expanded" memory, and the new "Protected mode" memory.

People that enjoy throwing money at Microsoft can get software that will auto-configure their systems, so that Windows doesn't run quite as badly.

Programmers swear AT the standards, because they all make programming more complex, with no tangible benefits. (Complexity that actually ADDS functionality can be good. Having the 3 "special" types of memory, plus the variety of memory "models" only gives you choices that you don't want to bother making.)

Memory segments are useful if you want to run virtual memory, and can swap virtual memory in and out, a segment at a time. When you're just trying to write an in-memory program, it's a PAIN.

To cut the talk short (too late!), there IS a contrast between the IBM
and the Atari (or the IBM and the Mac, or the IBM and the Amiga).

Contrast:
IBM RAM: Easy to plug in.
Atari RAM: Somewhat painful to install

IBM RAM: Requires additional software support (KLUDGES!) in order to
take any advantage of the extra RAM.
Atari RAM: Once it's there, it's available. Anywhere, any time...

Intel: They want to have THREE classes of memory: First class,
second class, and unavailable...

>(Mindless Atari Cheerleader comments like we've been hearing can be
>directed to device/null...)

That's MISTER /dev/null to you!
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

5301. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 02:09:32 UTC
From: erlingh@idt.unit.no
Message-ID: <1992May21.020932.5761@ugle.unit.no>
Source record: 222079

In article <8003@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>[Sorry, I stuffed up the quotees]
>
>>> clipboard.acc can't find its resource file if any environment variables
>>> are defined
>
>>GEM uses the PATH= variable to search for RSC files. It looks first
>>in the current dir, and if it doesn't find the RSC file there it
>>looks in any paths listed in PATH=.
>
>Please remember though, that simply setting PATH before running your
>program will NOT help. You must set it before you run GEM - ie. from
>your AUTO folder, or from MiNT before you run GEM (if your using a TT,
>I don't think you CAN run GEM from MiNT just yet, so the reverse is needed).

Well, on my TT (TOS-3.06) gem runs just fine from mint in the auto-folder.
Also, both chmeleon and cliboard accesories work, so I guess the trouble
lies somewhere else than in these utilites.
Oh yeah, I also use mint-0.94.
The trouble might be (as you suggest) that GEM doesn't have it's environment
set correctly.

>
>There are small AUTO folder "environ" programs on atari.archive that
>will help.
>
>
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au / aisled deasil /
> / * <-- Computer Science Department, / eliads ideals /
> _.-._/ University of Queensland, / ladies sailed /
> v Brisbane, Australia. / ------ ------ /

Erling

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

5302. what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 02:28:43 UTC
From: 8918927y@levels.unisa.edu.au
Message-ID: <17588.2a1b9074@levels.unisa.edu.au>
Source record: 222086

gday,
after reading all the rumours about the Falcon, has anybody
heard about the Sparrow ? (ie the machine that's between the
1040st & the Falcon)

Kym
--

"`Get back' I screamed, `I'm an Australian!'.I new this was a pretty
lame excuse and prepared myself for the truth. `Australia is merely an
Island of Antarctica' came the voice,`and of no further significance.'
Suddenly I understood the secret of Atlantis."
--`What's Rangoon to you is Grafton to me' by Russell Guy. JJJ-FM circa 1978--
Kym B Newbery : 8918927y@lux.levels.UniSA.edu.au : 4th Year electronic eng.

5303. Re: Problems with LZH

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 03:48:04 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1586@sheoak.bcae.oz.au>
Source record: 222082

Could somebody please post a recent version of LHARC. I am currentlyl
having difficulty obtaining this from my local BBS. I have been unable
to extract it, and this has led to frustration after downloading 260Kb
files only to find that my LHARC.TTP doesn't want to extract the files.
AAAAAAAARRRRGGGHHHH!!!
Thanks for any help.

5304. PageStream Font Editor?

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 04:37:11 UTC
From: tw5232@albnyvms.bitnet
Message-ID: <1992May21.043711.25978@sarah.albany.edu>
Source record: 222083

Don't flame me netter, I'm an amiga user who uses an Atari ST emulator for a couple of programs which are unavailable to the Amiga. The one I use the most is Soft-Logik's PageStream Font Editor which I found recently at the terminator FTP site. It was version 0.8 and I was wondering if a more recent version of the program is available? Also the emulator I am running does TOS v1.2A, I am wondering if you need a new emulator to emulate new TOS or can I just upgrade system software. If this is the case, I'd be willing to buy recent system software w/ manual if anybody is selling. Also wanted is a font editor which will save Adobe Type 1 (binary) fonts.

Thanks in advance
Teddy Wang

////////
//
//
// eddy Wang (TW5232@ALBNYVMS.BITNET)
// Computer Art and Animation at SUNY Albany
Digital Vision Albany, NY "Increase the Peace..."

5305. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 05:09:58 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59374@cup.portal.com>
Source record: 222084

David Paschall-Zimbel writes, with his typical flair for distortion:

>>With a PC you plug memory into the provided sockets.

>And THEN you mess around trying to find the proper system software to allow
>to USE the memory (Expanded memory? Extended memory?) which you have install

Gosh, David.. I've never had a problem setting up memory on a pc.. of course it requires the ability to read and follow the directions.

I'd rather have to worry a little about setting up extended memory than having to worry if my applications are going to crash because the kludgy "memory upgrade" board that is "installed" by ramming little pins down over my MMU chip is going to wiggle, or destroy the MMU socket. Having to open the computer every few weeks or days and push all the chips and kludgy connectors back down is a lot less fun than setting up EMS or XMS just ONCE.

>>With a PC you just plug a new graphics card into a slot.

>And THEN you mess around, cursing yourself if you bought the wrong graphics
>card for the application. Or you purchase yet-another-graphics-card. (This
>is, of course, getting less complicated with the 'standardization' of Super
>VGA, but then again, graphics cards for the Mega-series are easily
>plug-and-play as well...)

Again, a little ability to read and understand your application helps.. or are you saying you're not capable of choosing a compatible card for the programs you want to run. Finding a PC users group might be a good idea in that case.. they could help.

Gee, David. You have a source for graphics cards for the Mega-series? Why don't you let the ST world in on your secret? Of course, they only cost $79 for 1024 x 768 x 256 colors, right? And they don't fill up your ONLY "expansion slot" so you can't use anything else in your computer?

>>With a PC you just plug a new controller card ($29) into a slot and swap
>>out the drive ($49).

>Gee, Bob. You have a source for 1.4 meg floppy drives for only $49?!? Why
>don't you let the ST world in on your secret so that we can lower the cost f
>the folks who have been installing 1.4 meg floppy drives on ST equipment for
>the past year or so.

Sure, David. My big secret is called "Computer Shopper". Of course you need to be able to read with a little comprehension to be able to make use of it. Also there are what are called "computer swap shows" where dealers sell lots of nice things like $49 1.44 Meg floppy drives, and $299 CD-ROM drives, but for some reason (lack of interest perhaps?) they

don't have them every other weekend for Atari computers like they do for IBM stuff.

>>With a PC you just plug a soundboard (Thunderboard $89) into a slot.

>Bob fails to mention that, with the STe, you don't NEED to spend an addition
>$89 to get great stereo sound. Of course, you could always purchase one of
>stereo cartridges, such as ST Replay and its successors.

What David fails to mention is that all of these are virtually unsupported by software. There are a few games that take advantage of the STe sound, and a few Amiga MOD players that might work with ST Replay, but beyond playing a few demo samples, there's virtually zippo you can do with them.

With a PC you're not stuck with the yucko Yamaha sound chip, you have a choice of upgrades. And virtually ALL new software (now THERE'S a concept.. imagine NEW software for a computer coming out daily..!) supports the sound boards.

>(Directed hatred for all things Atari like we've been hearing from Bob SHOUL
>be directed to /dev/null...)

Gosh David, what a creative mind..! Remind me, if you would, when exactly did I say I hated all things Atari..? Having an open mind is a great deal different from having a closed, slanted one like you seem to keep displaying.

If you'd learn to read, the letters on the screen, instead of filling the empty space between the lines with what you want to see, you'd be able to figure out that I didn't start this discussion. I'm simply answering a topic that was previously brought up, and trying to level out a little of the inaccuracies that always seem to creep in when Atari zealots get a little defensive...

(I was reading a DEC journal today at work, and one of the illustrations in an ad was priceless... it made me think of all the Atari cheerleaders I've ever "met".. it was a full color illustration of an ostrich with its head firmly planted in the sand.)

BobR

5306. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 05:18:14 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59376@cup.portal.com>
Source record: 222085

You're a good little Atarian, David.. .even though you seem to have wandered into something that wasn't directed at you, but seem to take it personally nonetheless..

I've always thought the line-by-line refutation of a previous article was a little silly and a waste of precious "bandwidth", so I won't bother replying to that one. Besides, my hands are cold from riding home from work, and I still have to check in on CompuServe again to see if anyone over there needs any help.

Keep up the good work, keep that mind locked tightly closed, and keep on reading messages as "creatively" as ever.

BobR

5307. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 05:46:08 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59379@cup.portal.com>
Source record: 222087

Carl Kreider asked:

>While today's PC clone is certainly more open and expandable than an
>old ST, why should you (given your postion) argue the case? Why does
>it offend you that some poor soul wants to believe in ST expandability?

Ah... a very sensible question..!

The problem is, I have to deal with a lot of people who have either just gotten an ST, are considering buying one, or have just gotten the one they bought back in 1986 out of the closet, and they want more memory than what came in the machine.

When someone tells them that the ST is an "open archeticture" machine, or that there are "dozens" of memory upgrade boards to choose from, I consider that a disservice to that Atari owner.

Also, when this new Atari owner buys one of these wonderful "solderless" expansion boards, thinking they'll just plug it in like on a PC, the odds are very likely that I'll end up trying to talk them through fixing it, or helping them make it work as well as it can.

It might be great if they could just "believe in ST expandability" but when it comes to actually applying that in practical terms, they're likely to be disapointed. I believe in telling them up front about the pitfalls they're likely to encounter, rather than having to help them clean up the mess.

In a lot of cases, I'll recommend that they actually sell their 520 or 1040 and buy a new STe, with its far easier memory upgradability.

In NO case have I ever recommended that anyone sell their ST and buy a PC...

However, if they're still looking for a computer, and their stated goals and intended uses indicate that they need a machine which can be easily upgraded in the future, I WILL steer them away from anything earlier than an STe, and often WILL recommend a PC, especially if it sounds like they'll need software and support which just isn't available in the Atari market.

Also... I don't consider anything I might have said to be "Mindless DOS Cheerleader comments". I have both kinds of systems (ST and PC), and am very familiar with the strengths and weaknesses of both. (You will NEVER see me make a comment about Macintosh, as I have neither the machine, nor any experience with one.. same goes for Amiga, NeXT, Sun, etc.)

When I see a question asked, I'll give an honest answer, even if it might not put the Atari in the best light.

An example: Your question about how the memory of the earliest PCs was expanded... you simply inserted a memory expansion card into one of the multiple, provided slots. With the earliest (and later) STs, you hacked, and slashed, and soldered chips on top of chips, or pushed pins down on top of socketed LSI chips which either ruined their sockets or made the operation of the computer questionable. Atari DID NOT design their computers to be expanded, and MANY times made statements to the effect that they did not recommend ANY memory expansion products be added to any of their computers.

BobR

5308. Pascal compilers for ST, programs for sale/trade

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 05:49:15 UTC
From: cdowns@eve.wright.edu
Message-ID: <1992May21.014852.10383@eve.wright.edu>
Source record: 221933

I'm fairly new to the ST (since last November), but I still haven't found a Pascal compiler (one is listed on the umich archive, but I've been told it doesn't work). I'm most familiar with Turbo Pascal on the IBM. I do have Laser C for the ST and I suppose I could hunt up a C compiler for the IBM, but most of my school courses seem to use Pascal (and I'd have to relearn C). What I am looking for is a Pascal compiler that I could just compile the code written on the IBM (almost entirely non-graphic, standard Pascal) and use the programs on my ST. Please help me and you may soon see the fruits of my labor on the umich archive (I'm a CS major and love writing simulations).

Also, I've got some stuff to sell that I either never use or don't have time to learn how (or don't have the time to play some of the longer games). Make me an offer (money or trade : hint - I'm looking for Risk or Sim City or GOOD graphics adventure {either shoot'em up or strategy, just something that doesn't take days or weeks to play}).

The Pawn, Swiftar, Hitchhikers Guide to the Galaxy, Dungeon Master, Mindwheel, StarGlider, Mindshadow, Hacker, Sundog, Ultima II, maybe one or two others I can't remember now. (Leather Goddesses of Phobos).

---

cdowns@eve.wright.edu I speak only for myself!
Dan Quayle picking on Murphy Brown? And you wonder why college students are cynical about politicians? Vote MURPHY BROWN in '92!

5309. Re: Jpeg version 3 software.

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 07:25:32 UTC
From: dingelde@igd.fhg.de
Message-ID: <dingelde.706433132@jakob>
Source record: 222090

jbunch@isis.cs.du.edu (John Bunch) writes:

Hi!

> I know alot of people out there have been looking for jpeg software
>for the Atari. Well, I have just finished porting Version 3 of the
>Independant Jpeg Groups software to the Atari ST. I am not to sure
>how well it will run on a machine with less then 1meg yet. If anybody
>has any problems you can mail me here. I am not including the source
>code because it is available on various ftp sites. In the archive is
>4 files. The image for compression, the one for decompression, a
>readme file, and a useage file.
That's superb, John!

> I am sending the file to
>atari.archive.umich.edu. It will be available right away as
>/pub/atari/new/jpegv3.zip. Zip is available from A.A also if you need
>it. I have also tested the file with unzip 4.1 for unix. I may be
>willing to change the file to another compression format if there is a
>lot of demand.
Here are the file privileges for the dir "new"

drwxrwx-wx 4 atari ftp 3072 May 19 23:13 new
^
"anonymous" can not read there, so please Mr Atari A Robot put the
stuff in "newitems"...

Dennis
--
Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
(dingelde@igd.fhg.de) Wilhelminenstr. 7 mWm
D-6100 Darmstadt, Germany ~.~
Phone: +49/6151/155-112 \-/

5310. Re: Maganvox Monitors, Rising Star (dealer)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 08:22:40 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992May21.082240.21154@beaver.cs.washington.edu>
Source record: 222089

In article <750127@hpsad.sad.hp.com> randyh@hpsad.sad.hp.com (Randy Hosler) writes:

> I tried to email you but it bounced. Could you post the address and
> phone number of Rising Star Computers?
>
>Thanks, Randy Hosler

Rising Star Computers
P.O. Box 20038
Dayton, OH 45420

(800) 252-2787 (orders)
(513) 254-3160 (info)
(513) 254-7970 (fax)

-Ben

5311. Re: Atari and organized crime

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 09:04:50 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.p48e1yjHKeE@yonder.equinox.gen.nz>
Source record: 221924

In <1992May13.114739.13167@syma.sussex.ac.uk>, Graham Thomas writes:
>From article <1992May13.002824.6461@wam.umd.edu>, by dmb@wam.umd.edu (David M. Baggett):
>> If I could buy an Atari
>> machine that would run at 14 MIPS, do 1024x768x256, write 1.4 meg
>> floppies, do tape backups, etc. for $2000, I probably would. But I
>> can't see that happening unless Atari has some support from organized
>> crime :-).
>
>I always though Atari *was* organized crime. It is after all run by the
>Tramiel 'family'.
>
>:-) <<-- (Libel lawyers please note!)

And after all, that Atari computer did manage to rip off the Automatic
Teller Machine in Terminator 2 so easily !! :-)

Where can I buy one of those with that little piece of add on hardware???

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5312. JPEG on the st

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 10:30:38 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.s&2Z3WGHN46@yonder.equinox.gen.nz>
Source record: 221925

Everyone's asking about JPEG for the ST here, and noone seems to have
mentioned that there are programs for them on a.a !!
Well at least this article i'm about to quote from says so... I don't yet
have access to a.a :-(

This is quoted from the FAQ file of alt.binaries.pictures

IV. PORTABLE UTILITIES

"GENERAL UTILITY" TOOLS:
GIFtest.c Tests integrity of GIF files.
>> Available via anonymous FTP from BONGO:gifutils/giftest.c.

COMPRESSION/DECOMPRESSION TOOLS:
cjpeg/djpeg Free, portable C code for JPEG compression from the
Independent JPEG Group, lead by Tom Lane
(tgl+@cs.cmu.edu). This software has been tested on
numerous Unix machines, PCs, Macs, and Amigas; it is
believed that it can be ported to almost any machine
that has a (reasonable) C compiler.
Available via anonymous FTP from several places. The "official"
>> archive site for this source code is ftp.uu.net (137.39.1.9 or
>> 192.48.96.9). Look under directory /graphics/jpeg; the file to
retrieve is jpegsrc.v?.tar.Z. You can retrieve this file by FTP or
UUCP. Folks in Europe may find it easier to FTP from nic.funet.fi
(see directory /pub/graphics/programs/jpeg). The source code is also
available on CompuServe, in the GRAPHSUPPORT forum (GO PICS), library
10, as jpsrc*.zip.
If you are not reasonably handy at configuring and installing portable
C programs, you may have some difficulty installing the free source
code. There is currently an FTP archive of pre-built executable
versions of the free JPEG code for various machines, accessible at
ftp.cis.ksu.edu (129.130.10.80); look under /pub/JPEG to see what is
currently available. The administrators ask that FTP traffic to this
system be limited to non-prime hours.

CONVERSION TOOLS:
PBMPlus tool kit Maintained by Jef Poskanzer (jef@well.sf.ca.us). Very
nearly a de-facto standard for converting between many
different formats. Includes "utility" tools to scale,
quantize, crop, flip, rotate, and many other graphics
operations.
>> Available via anonymous FTP from EXPORT:pbmplus*.tar.Z and from
ftp.ee.lbl.gov (128.3.112.20) as /pbmplus*.tar.Z. Visit the newsgroup
alt.graphics.pixutils for more details, discussion of usage, etc.

GIFtoPS GIF to postscript converter.
>> Available via anonymous FTP from BONGO:gifutils/giftops.c.

[.....]

VIII. Atari UTILITIES

[J-NOTE: There is a wonderful archive of Atari tools available either via anonymous FTP (on atari.archive.umich.edu - 141.211.164.8) or via e-mail, by sending a one-line mail command message. Many of the utilities listed in this section can be obtained here; these will be identified by the notation "ATARI-ARCHIVE: <archive-file>".
This would mean that you could get that utility in the pathname specified as <archive-file>, or via e-mail by sending a one-line e-mail message containing "send <archive-file>" to atari@atari.archive.umich.edu.
I might also suggest to fellow Atari-ites (Atarions?) that you get a copy of the index (one-line e-mail message is "index") and help (one-line e-mail message is "help") for this site - there's all *sorts* of good stuff out there!]

COMPRESSION/DECOMPRESSION TOOLS:
cjpeg/djpeg (See description under "COMPRESSION/DECOMPRESSION TOOLS" in the "PORTABLE UTILITIES" section above)
Atari-specific executables are available from your friendly neighborhood ATARI-ARCHIVE: graphics/jpeg1bin.lzh.

CONVERSION TOOLS:
dmjgif Converts GIFs to Spectrums. Excellent - many options.
Slow (unless you register!) but effective. [Shareware]
ATARI-ARCHIVE: graphics/dmjgif3.lzh.
GIFSpec Converts from GIF to Spectrum format.
ATARI-ARCHIVE: graphics/gifspc.arc.
PBMPlus tool kit (See description under "CONVERSION TOOLS" in the "PORTABLE UTILITIES" section above)
Atari-specific executables are available from your friendly neighborhood ATARI-ARCHIVE: printing/pbm/pbm-readme (The file that explains it all)
printing/pbm/pbm-man.zoo (man pages)
printing/pbm/pbm-bin.zoo (Portable bitmap binaries)
printing/pbm/ppm-bin.zoo (Portable pixel map binaries)
printing/pbm/pgm-bin.zoo (Portable grey map binaries)
printing/pbm/pnm-bin.zoo (Portable any map binaries)
SpecDec Converts from Spectrum to Degas format.
ATARI-ARCHIVE: misc/specdeg.lzh.

PICTURE VIEWERS:
giffer Monochrome GIF viewer (4 dithering options).
ATARI-ARCHIVE: graphics/giffer.arc.
gifshw2 Color GIF single or "slide-show" viewer.
ATARI-ARCHIVE: graphics/gifshw2.arc.

mgif Monochrome GIF viewer.
ATARI-ARCHIVE: graphics/mgif37b.arc.
quickgif GIF "slide-show" viewer. Very fast and good results.
ATARI-ARCHIVE: graphics/quickgif.lzh.
SPShow Spectrum file viewer.
ATARI-ARCHIVE: graphics/specshow.arc
SPSlide Spectrum file "slide-show" viewer.
ATARI-ARCHIVE: graphics/spslidex.arc
viewgf Image viewer (many formats, including GIFs) - good.
ATARI-ARCHIVE: graphics/viewgf12.lzh.

Consult the comp.binaries.atari.st, comp.sources.atari.st or comp.sys.atari.st
news groups for Atari-specific information.

I hope that's of some use to someone!!

Craig.

--
~~*~

5313. Mint and (Multi) Tex

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 11:11:45 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992May21.111146.23130@urz.unibas.ch>
Source record: 222091

Hi,

I am thinking of getting MultiTeX 5.xx for my machine, which is supposed
to be able to run under MutliTos via multitasking.

I was wondering if MinT would have the same effect, since most
tex-progs. (previewer, tex, printprog) are tos progs, if I`d be able
to work multitasking like with this combination.

Anyone who has made any experiences with this ?

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

5314. Re: Point of Sale systems

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 11:13:20 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.Pw9kCC1MVmo@yonder.equinox.gen.nz>
Source record: 221926

In <1992May16.023845.11187@thoth.rent.com>, Billy D'Augustine writes:

>In my latest catalogue from D&P computers (addr later), theres a
>listing for something that looks like POS:
>
>Cricit barcode readers, cash drawer, LED display, extra terminal.
>
>Call D&P at 1-800535-4290. Ive had good luck with them, and they are
>my favorite mail order company

Yeah, i'll have to agree with you about them being pretty good.
I ordered my HD from them, and the service was good, which is
supposedly unusual when ordering stuff from overseas to here in
New Zealand. I did strike the usual thing of them having never
heard of NZ & not knowing where in the world it was, but their
local post office did :-)

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5315. Archivers

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 11:21:56 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.WO4v&ZqSRA6@yonder.equinox.gen.nz>
Source record: 221927

In <2A1274CC.19653@noiro.acs.uci.edu>, Joachim Vance writes:
>
> I for one appreciate Questor's pace of development. Don't get the
>latest and greatest if you don't have to. Stick with 2.01h or i.
>You'll be fine.

A new one that seems to be excellent is the ARJ format.
On a PC it's slower than ZIP, because it uses floating point arithemetic(sp?)
but it's Ok on the ST etc using the 68000 chip.

At the moment there's only an UNARJ program that I have got/ know of
written by Jorge Cwik (called STUNARJ.TTP).
I'd love to get my hands on a program that will compress them as well :-)

The speed is excellent & so is the compression, here's the results of
a small test I did...

The test was on : 34 files, 231065 bytes uncompressed

Method Size compressed Time to decompress
LZH 109900 38.5 sec
LZH v5 88268 43.9
ARC 129045 39.5
ZIP 110628 25.2
ZOO 89462 40.7
ARJ 87812 26.4

And you can see from that, ARJ is by far the winner, it's only 1 second
slower than the fastest which was ZIP (which is the second worst
compression), and it's the top compression.

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5316. Re: Sozo 1.33

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 11:43:35 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <53333@ncratl.AtlantaGA.NCR.COM>
Source record: 222095

In <1992May19.195359.27918@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:

> > Sozobon v1.33i (HSC) ... JAS.TTP not in the .PDF file
>
> 1.33 has been out for at least 6 months now, and this is the first
>report I've heard that JAS.TTP isn't in the package. I'm not quite
>sure what to make of it... It seems that if this were so, I'd've gotten
>a lot of reports about it by now.
>
> When I originally distributed 133i, it was as a .LZH. I hear that
>someone converted it to a .ZOO, but I don't see how even that would
>cause a file to disappear from within one of the .PDF files.
>
> The .PDF files are really .SFX archives, slightly munged. You can
>rename a .PDF to .TOS and run it to 'manually' unpack the files. You
>might give that a try...[stuff deleted]
>
>- Ian
>(void *) where prohibited by law

I've already tried unpacking the files separately... that's how I determined that JAS.TTP was not there. I'm not at all sure how this could have happened. The first time I tried to install 1.33 was when it first appeared on terminator. At that time, I was unsuccessfull (same symptoms), but I had assumed that I got a bad download (I use BART to get everything from terminator). I decided to wait a few weeks, and try again, figuring that someone may have just put a bad copy out there.

My latest attempt (the one which prompted this posting in the first place) failed with the same results ... no JAS.TTP (Other things may be missing, I'm not sure... install.doc lists a directory map, but does not include a complete listing of the contents of the \bin directory). Now, bear in mind several factors common to all my attempts: the file I get from terminator is always sozo133i.zoo; I always use BART to get it (although I've never had any other problem with BART); I'm not perfect, but I do know ATARI STs inside and out. My gut feeling is that the .zoo file at terminator is defective.--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

5317. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 11:50:45 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92May21125045@freia.freia.inf.tu-dresden.de>
Source record: 222092
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
> I have a problem with the new GCC V2.1.
> Compiling one of the test example given in tests03.zoo give
> always an strange error:
>
> in include file time.h:60: parse error before charater 020
> time.h:644: ......
>
```

I have exactly the same problem: I tried to re-compile libg++: parse errors in builtin.h, on obviously correct source lines...

Any ideas?

Michael
--
Internet: hohmuth@freia.inf.tu-dresden.de

5318. emacs with eight bit ascii?

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 12:06:44 UTC
From: UPP201@ibm.rhrz.uni-bonn.de
Message-ID: <92142.47204.UPP201@ibm.rhrz.uni-bonn.de>
Source record: 222098

Is there an emacs patched for eight bit ascii available for Ataris?
If not, is anyone thinking of porting one?
Cheers,
Mike.

5319. MultiGEM and TOS 3.06

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 12:29:48 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <21MAY92.08294875@cc4.crl.aecl.ca>
Source record: 222093

I just switched TTs (from one with TOS 3.01 to one with TOS 3.06). I have not been able to get MultiGEM working on the new machine. Is there a fix?

BTW, I have seen the FALCON but signed a nondisclosure agreement. Sorry!

5320. For sale: Mac 128K ROMs

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 12:45:29 UTC
From: gt2372b@prism.gatech.EDU
Message-ID: <58493@hydra.gatech.EDU>
Source record: 222094
Cross-posted to: comp.sys.atari.st,comp.sys.amiga.emulations,comp.sys.amiga.marketplace,comp.sys.amiga.hardware,git.club.amiga,misc.forsale.computers

Hello,

I'm selling a set of 128K Mac ROMs for Mac emulation in Amiga and
Atari ST (Spectre).
Price: $120

e-mail: gt2372b@prism.gatech.edu
phone: (404) 391-0282

Olympio

--
Olympio Achilles De Faria Mello
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt2372b
Internet: gt2372b@prism.gatech.edu

5321. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 14:32:08 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992May21.143208.178260@rrz.uni-koeln.de>
Source record: 222099

In <59374@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

>David Paschall-Zimbel writes, with his typical flair for distortion:

>>>With a PC you just plug a soundboard (Thunderboard $89) into a slot.

>>Bob fails to mention that, with the STe, you don't NEED to spend an addition
>>$89 to get great stereo sound. Of course, you could always purchase one of
>>stereo cartridges, such as ST Replay and its successors.

>What David fails to mention is that all of these are virtually unsupported
>by software. There are a few games that take advantage of the STe sound,
>and a few Amiga MOD players that might work with ST Replay, but beyond
>playing a few demo samples, there's virtually zippo you can do with them.

>With a PC you're not stuck with the yucko Yamaha sound chip, you have a
>choice of upgrades. And virtually ALL new software (now THERE'S a
>concept.. imagine NEW software for a computer coming out daily..!)
>supports the sound boards.

In this part of the discussion, the comparisons that are made are
especially inappropriate.
On the one hand, there are the sound capabilities that are built
into the computer systems in question. Here, the ST is clearly
better than the PC with its beeper.
On the other hand, there is the expandability of sound
capabilities. Here, there seems to be a lot available for the ST,
and they are supported by some software. NoiseTracker and the
Meinolf Schneider games are examples. For the PC, there are slot
card solution abailable, Soundblaster seems to be some kind of
standard over here.
Please don't compare the innate capabilities of a system to the
expanded ones of the other one to "win" an argument.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5322. Re: Epic - I need help

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 14:35:23 UTC
From: malay@sae.com
Message-ID: <1992May21.143523.1843@sae.com>
Source record: 221902

I just got this game in the mail yesterday - it runs fine under TOS2.06 - just FIY.

Bob Malay

5323. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 14:36:47 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992May21.143647.1745@digi.lonestar.org>
Source record: 222100

In article <59374@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:

[whole bunch of anti-Atari cheerleading deleted]

I was desperately trying to stay out of this, but couldn't. <Big sigh!>

I have a 25Mhz, 386DX w/4 Mb, NEC 3D plugged into a VGA card (and a bunch of other stuff) at work. I have DR DOS 6.0 (one of the better versions of DOS, IMHO). I have been using computers for a long time (owned one of the original IBM PCs). I would much rather "expand" an ST then deal with setups and configurations on PCs.

There is conventional memory, high memory area, upper memory block, expanded memory, extended memory, (and of course the various convolutions depending on the driver emulations). Pardon me, but this is f***ing nonsense for a "user" to have to deal with. Most of the damn PC programs want to run in conventional memory, some will use expanded, some will use extended and some will barf if there is memory mapped into the video area. And very few of the documentation for these program will tell you which type/kind/amount is required. It is trial and error, trial and sometimes works, trial and error, trial and possible success. And then you get a "new" program and start all over again. If this defines an "open" architecture, you are welcome to it. I will stick with "closed by Atari"!

And take the Soundblaster card (very popular in the PC world) - for not much more than the cost of that, you can buy a whole 1 Mb STE computer. And just how many PC programs (other than some games ;-) make use of that card? (Sorry, couldn't resist). PCs have to be "open" because you don't get sh** with the computer and you have to buy just about everything to make the damn thing useful. (And yes, I am aware that this is changing - but so is Atari.)

>(I was reading a DEC journal today at work, and one of the illustrations
>in an ad was priceless... it made me think of all the Atari cheerleaders
>I've ever "met".. it was a full color illustration of an ostrich with
>its head firmly planted in the sand.)
>
>BobR

This is a great quote. But I'll let you in on a little secret: This is exactly how most of us out here in Atari land view your position. You obviously have had some major gripe with Atari that you just as obviously cannot get over. Please give it a rest. Why don't you go check up on Richard Covert and see what he is up to for awhile. :-)

Roy C. Gosewehr

5324. Re: what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 14:36:49 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May21.143649.8867@usenet.ins.cwru.edu>
Source record: 222097

In a previous article, 8918927y@levels.unisa.edu.au () says:

>gday,
> after reading all the rumours about the Falcon, has anybody
> heard about the Sparrow ? (ie the machine that's between the
> 1040st & the Falcon)
>
>Kym

I haven't heard anything about it.

I kind of hope that there is no Sparrow and that the Falcon 030 at 16 MHz in a 1040 style case is the low-end computer that Atari will be selling.

It would be a shock if Atari would introduce another computer for $300 that isn't nearly as powerful.

Heck, in another year, the Falcon 030 will seem like nothing to us...

Len

P.S. maybe Sparrow = Jaguar?

--

5325. zoo version 2.00

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 14:47:11 UTC
From: beaumont@CompSci.Bristol.AC.UK
Message-ID: <1859@csisles.Bristol.AC.UK>
Source record: 222096
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Could someone please email me (or tell me where to ftp it)
zoo version 2.00 please. I want this specific version because I have
a .zoo file which was created by zoo2.00 and zoo2.1 will not unpack it.
(I had unpacked that file several times with my old version of zoo, which I
recently deleted when I got zoo2.1.)
The .zoo file doesn't seem to be corrupted according to fiz.

-Tony Beaumont

==
email: beaumont@uk.ac.bristol.compsci
snail: Tony Beaumont,
Advanced Computing Research Center,
University of Bristol,
Bristol, BS8 1TR,
UK
==

5326. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 15:12:20 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May21.151220.18367@wam.umd.edu>
Source record: 221901

In article <1992May20.170253.6518@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
>[Mindless Dos Cheerleader comments deleted]
>
>>(Mindless Atari Cheerleader comments like we've been hearing can be
>>directed to device/null...)
>
>While today's PC clone is certainly more open and expandable than an
>old ST, why should you (given your postion) argue the case? Why does
>it offend you that some poor soul wants to believe in ST expandability?

Uh, folks, aren't you getting on Bob's case a little here? This thread started last week, not because of anyone's insecurity, but because an implication was made that PC's aren't worth their weight in dog poop. Some Atari users here (many of whom have been in the community for a number of years) disputed that general claim on some at least vaguely factual grounds. It didn't start out religious, and I don't think Bob was trying to make it moreso; it's just that any time Bob ever says anything even slightly negative about Atari now he get slammed for it because he's been overwhelmingly negative in the past. Maybe Bob is more cynical than most, but does that mean you should ignore anything he says out of hand?

Dave Baggett
dmb@wam.umd.edu

5327. C-Ltd. Scsi Driver

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 15:26:43 UTC
From: mmoore@cs.ulowell.edu
Message-ID: <1992May21.152643.3215@ulowell.ulowell.edu>
Source record: 221906

Does anyone know if there is a scsi driver for AMAXII for the C-Ltd. A1000
scsi interface?

Thanks

--
Send E-mail to | "Ah Don't See No Points on Yo Ears, boy"
| Dr. McCoy-Encounter At Farpoint
MOOREMI@WOODS.ULOWELL.EDU | "Captain, I Must Protest. I am NOT a merry man"
MMOORE@CS.ULOWELL.EDU | Lt. Worf- Q-Pid

5328. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 15:40:48 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May21.154048.27886@news2.cis.umn.edu>
Source record: 221903

In article <59376@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>You're a good little Atarian, David..

My machine of preference isn't an Atari ST. It would appear that you have misconstrued my previous articles as 'creatively' as you claim I read your own.

Something must have hit home. The idea that line-by-line refutation of an article is silly looks a bit strange coming from someone who just posted a long 'refution' of a previous article. I haven't noticed you being careful about wasting "bandwidth" before...

I'm glad to hear your helping folks out on CompuServe. I assume you do not use the same caustic 'wit' you demonstrate on comp.sys.atari.st to do so. It's also nice to know that you've been recommending upgrades as a simpler means of obtaining more memory.

It would be interesting to know what you REALLY think about the Atari ST. Because of articles you post on comp.sys.atari.st, I have been led to assume that you despise the Atari ST line. This is puzzling, since I cannot think of ANY computer line which merits the animosity you place in your posts.

-- David Paschall-Zimbel

5329. Questions about GNU Emacs...

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 15:54:49 UTC
From: eric@chemeng.ed.ac.uk
Message-ID: <1992May21.155449.17885@chemeng.ed.ac.uk>
Source record: 221905

Hello. I am posting the following for a colleague with no net
access. Please do *NOT* reply to me -- reply to

growe@uk.ac.dund.mcs (from the UK)
or growe@mcs.dund.ac.uk (from elsewhere)

directly. Posting replies to the net will be of no use to this
person so please use mail only! Thank you.

eric
------------------- real posting starts here ----------------
From growe@dund.mcs Thu May 21 16:43:06 1992
Date: Thu, 21 May 92 16:44:13 BST
From: Glenn Rowe <growe@dund.mcs>

Remember you volunteered to post something for me on the Atari network
about emacs. If you could post the following note, I'd be most grateful...

I've had emacs (version 18.55.12) running on my STE for quite a while,
but there are several things that I cannot get to work...

1. Commands that call up system commands, such as M-x compile. The error
message is: Symbol's function definition is void: start-process. I realize
that TOS doesn't allow multi-tasking, but emacs could suspend itself while
running compile. gnumake presumably does this, and it runs fine on the STE.

2. Getting emacs to read an initialization file. On a Unix system, you
can put a file called .emacs in your home directory which emacs reads on
startup, doing stuff like initializing key bindings, abbreviations,etc.
Any idea how to do this on the ST?

3. When I run emacs on a file in directory c: (the default directory on
the hard drive) emacs complains that the file isn't found and the
directory doesn't exist, though it works fine in other directories.

Please send replies to growe@uk.ac.dund.mcs

------------------- real posting ends here -------------------
--
.......oo...ooo..o..o.o...o.o....oooo..oo...o.....o.....ooo..o.............
Eric S Fraga, Dept. of Mathematics and Statistics, University of Edinburgh
phone: +44 (31) 650 5065/4866, e.s.fraga@uk.ac.ed or e.s.fraga@ed.ac.uk

5330. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 15:55:33 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992May21.155533.1274@mnemosyne.cs.du.edu>
Source record: 221904

This is't directed at Roy or anyone in particular.

I'm a user. That's how I define the level of computer knowledge I think
I have. (perhaps you could make that Professional user *grin*)

As a user, the ST is GREAT! Also, as a user, the PC is horrid!
I can't peronally understand why anyone would move from the GEM of the ST
to the cli of the PC. I can understand it for 8bit owners, but not from
ST owners. Our non-Atari machine is a mac. And, if you haven't noticed,
MAC prices have come down quite a bit, making the lowend-starter machines
very affordable compared to PC machines.

I see no proft in comparing STs to PCs. I think talking about STs and
Macs makes more sense. Anyway I look at it, PCs are yeeck! *grin*

Pattie Rayl (Atari Interface)

5331. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 17:04:11 UTC
From: brian1@laforge.cs.byu.edu
Message-ID: <1992May21.170411.6837@hamblin.math.byu.edu>
Source record: 221910
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <HOHMUTH.92May21125045@freia.freia.inf.tu-dresden.de>
hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:
>
>> I have a problem with the new GCC V2.1.
>> Compiling one of the test example given in tests03.zoo give
>> always an strange error:
>>
>> in include file time.h:60: parse error before charater 020
>> time.h:644: ......
>
>I have exactly the same problem: I tried to re-compile libg++: parse
>errors in builtin.h, on obviously correct source lines...
>
When I ran into this problem, I assumed it to be caused by running out
of memory -- I only had 2 Meg. Isn't 4 Meg pretty much a requirement
for compiling large programs? I know I can do small programs, but large
ones didn't seem to like GCC.
--
coope@bert.cs.byu.edu
bcc@eyring.com
uunet.uu.net!lanai!bcc

5332. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 17:11:51 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May21.171151.23419@wam.umd.edu>
Source record: 221907

In article <1992May21.155533.1274@mnemosyne.cs.du.edu> brayl@isis.cs.du.edu (Bill Rayl) writes:
>
>As a user, the ST is GREAT! Also, as a user, the PC is horrid!

The ST is great provided you will stay happy with the way you can use it *now* forever. That's been a main point all along: if you decide you'd like to upgrade your 520ST to handle some new application you never thought about before (random example: 1024x768x256 raytracing), you're out of luck. If you're a PC owner you'll generally just have to put in a new card. At the worst you can replace the motherboard and at least keep the power supply, drives, etc. intact.

Many people CAN stay happy with what they have forever. Or at least they think so now, after owning their Atari's for several years. I make no judgement on that; I'm only pointing out that when you buy an inherently closed system, you're making a concious decision -- i.e., that you'll be happy with what's in the box *forever*. Either that, or you'll be buying a whole new system a few years down the road.

>I can't peronally understand why anyone would move from the GEM of the ST
>to the cli of the PC.

You might want to get to know more people, since I personally know three fairly vocal people just in this group that much prefer a command line interface to GEM. Even if you can't understand why (your own words), you should at least accept the fact that such people exist and are not (totally) insane. It is exactly this mentality of "I would never want to do this, so therefore no users will" that has lead Atari to create closed systems in the first place. And I believe that the ST's closed nature has been its downfall, despite all the other bad things that have happened in the Atari computer. A computer that cannot be expanded to keep up with competing hardware is doomed to fall by the wayside. The argument that people are happy with what does the job only goes so far: you don't see many people writing papers with 1928 mechanical Underwoods, even though they will "do the job" adequately. It's not just a matter of "users like the latest gadgets;" it's a matter of "better technology = more convenience."

Besides that, using a PC does not imply using a CLI for anything but trivial operations. (Like changing directories.) I'd venture to guess that most users tend to spend the vast majority of their time in a small set of applications: Word Perfect, Paradox, Lotus, etc. These people hardly ever use the CLI anyway. And if they're so darn scared of typing commands (some people are), they can use Windows. (Yes, it's not the best, but then again I don't have much respect for GEM either.)

>I can understand it for 8bit owners, but not from ST owners.

The implication being that ST owners are more enlightened to the Ways of WIMP interfaces (WOW) than their more ignorant 8-bit comrades? I thought the idea was that a good machine will suit you fine forever; then why aren't all the proponents of the ST's closed architecture using 8-bits? My Atari 800 was Just Fine for editing documents, doing taxes, writing programs, etc. This same argument against the ST (because the ST, being non-upgradeable, is forever stationay in the technology continuum) will become steadily more and more compelling.

I hope these don't seem like emotional or religious arguments. I have no interest in seeing Atari go Chapter 11 (bankrupt), and a similar lack of interest in seeing PC clones increase their already ridiculous market share. But the sad fact remains that systems that are not easily upgradeable are destined for the computer junkyard. It only takes a brief trip through a 1984 issue of Byte to see how true that is.

>And, if you haven't noticed, MAC prices have come down quite a bit,
>making the lowend-starter machines very affordable compared to PC
>machines.

Hmmm.

>I see no proft in comparing STs to PCs.

If Atari doesn't take a good look at history, they are doomed to repeat it. (That has a nice ring; maybe I should write it down.) :-)

Dave Baggett
dmb@wam.umd.edu

5333. Re: Point of Sale systems

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 17:15:59 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <1992May21.171559.11336@math.waterloo.edu>
Source record: 221908

In article <2559@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1992May14.163902.28239@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>> Doesn't someone out there market a POS (Point of Sale) system based on the
>> Atari ST? I seem to recall seeing ads for it in past ST Informers but I
>
>Yes, there is a very good one called CRICIT, with cash register, inventory
>control, bar code, networking, mailing lists, and on and on, from
>
>Nice and Software
>Kitchener, Ont., Canada
>(519)744-7380

This company has recently moved.

Nice & Software
1295 Britannia Rd
Campbellville, Ontario
Canada L0P 1B0

Phone: 1-416-332-0075
Fax: 1-416-332-8679

There is a computer store in Kitchener that sells PC clones
and uses an Atari at their check out counter.
I am sure that they are using this software.
I suspect that many customers don't notice this, but
the box is quite distinctive to those who know.
Very amusing.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

5334. Re: Indy Jones and the Last Crusade failure.

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 17:25:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May21.172545.4780@kosmos.wcc.govt.nz>
Source record: 222088

> The questions: Does anybody have any thoughts on why this game shouldn't run
> on my machine? Does anybody know Lucasfilm Games/U.S. Gold's addresses? (no
> addresses are to be found on the box, disks or "documentation")
>
> Your help will be appreciated.
> --
> Dr. Gerardo Cisneros |Depto. de Aplicacion de Microcomputadoras
> gerardo@uapnx1.dgsca.unam.mx |Instituto de Ciencias, UAP, Puebla
> CISNEROS@UNAMVM1 (BITNET) |91-92: on sabbatical at DGSCA/UNAM, Mexico

Could this be the 50hz problem..??

The othere Big problem is the copy protection of the disks, this can fail with some disk drives, try a different drive as dive 'A' if posible, or some ones other machine..

I have seen this problem many times here in N.Z....

Roger.... sheppard_r@kosmos.wcc.govt.nz

5335. Re: Sozo 1.33

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 17:31:50 UTC
From: steve@thelake.mn.org
Message-ID: <A1677269173@thelake.mn.org>
Source record: 221909

[In article <53333@ncratl.AtlantaGA.NCR.COM>,
cscullio@ncratl.AtlantaGA.NCR.COM (Chris Scullion) writes ...]

> I've already tried unpacking the files separately... that's how I determined
> that JAS.TTP was not there. I'm not at all sure how this could have happened.

Try again, but check the following information to ensure that your version
is not corrupted.

First of all, you should have a file named SOZO133I.ZOO that is
366,320 bytes long. A verbose ZOO listing should look like this:

```
Length CF Size Now Date Time
-------- --- -------- --------- --------
28661 51% 14091 28 Jun 91 02:44:28+1 gemenv.prg
31042 65% 10854 5 Dec 91 14:44:12+1 install.doc
23032 54% 10623 4 Dec 91 20:44:14+1 install.prg
188463 1% 187195 5 Dec 91 15:08:00+1 scbin133.pdf
119447 0% 119163 5 Dec 91 15:08:02+1 scdoc133.pdf
24725 4% 23858 5 Dec 91 15:08:04+1 scxmp133.pdf
-------- --- -------- --------- --------
415370 12% 365784 6 files
```

The important file in there for your purposes is SCBIN133.PDF, which, as
you can see, is 188,463 bytes long. It is a self-extracting LZH archive,
which means it will try to unpack itself if you run it as a program.
However, you also can use LHARC as a tool to operate on this archive. If
you run LHARC -v on the file, you should get the following list:

```
LHarc 2.01g (c)Yoshi, Quester, 1988-91.(Assemblerversion vom 07.10.1991)

Listing of archive : 'SCBIN133.PDF'

Name Original Packed Ratio Date Time Attr Type CRC
-------------- -------- -------- ------ -------- -------- ---- ----- ----
\SOZOBON\LIB\AESFAST.A
16284 4790 29.4% 91-08-27 1:37:30 a--w -lh1- 994F
\SOZOBON\INCLUDE\ALLOC.H
75 72 96.0% 91-11-02 3:01:10 a--w -lh1- 1508
\SOZOBON\LIB\APSTART.O
856 443 51.8% 91-11-02 3:01:12 a--w -lh1- 177E
\SOZOBON\LIB\APSTART.S
7041 2573 36.5% 91-11-02 3:01:12 a--w -lh1- 1C5A
\SOZOBON\BIN\AR.TTP
13589 6825 50.2% 91-08-26 23:27:14 a--w -lh1- BBB6
\SOZOBON\INCLUDE\ASSERT.H
279 188 67.4% 91-11-05 1:22:30 a--w -lh1- 5952
```

\SOZOBON\INCLUDE\BASEPAGE.H
878 405 46.1% 91-11-02 3:01:18 a--w -lh1- 0277
\SOZOBON\BIN\CC.TTP
17288 8376 48.4% 91-11-02 0:10:44 a--w -lh1- 4B68
\SOZOBON\INCLUDE\CTYPE.H
2743 1092 39.8% 91-11-02 3:01:24 a--w -lh1- 3E95
\SOZOBON\LIB\DLIBS.A
67916 21222 31.2% 91-11-20 0:51:30 a--w -lh1- A2F1
\SOZOBON\LIB\DSTART.O
1030 531 51.6% 91-11-02 3:01:34 a--w -lh1- 79F3
\SOZOBON\LIB\DSTART.S
6627 2468 37.2% 88-10-19 8:46:30 a--w -lh1- FB99
\SOZOBON\INCLUDE\ERRNO.H
2023 891 44.0% 91-11-02 3:01:38 a--w -lh1- B138
\SOZOBON\INCLUDE\FCNTL.H
399 222 55.6% 91-11-02 3:01:38 a--w -lh1- A12A
\SOZOBON\INCLUDE\GEMFAST.H
16632 5214 31.3% 91-11-02 3:01:40 a--w -lh1- F027
\SOZOBON\BIN\HCC.TTP
81336 41804 51.4% 91-11-20 16:54:36 a--w -lh1- CA5E
\SOZOBON\BIN\JAS.TTP
33711 16645 49.4% 91-08-22 15:29:02 a--w -lh1- D302
\SOZOBON\INCLUDE\KEYDEFS.H
652 257 39.4% 91-11-02 3:02:06 a--w -lh1- FCF6
\SOZOBON\BIN\LD.TTP
19069 10156 53.3% 91-08-26 0:35:28 a--w -lh1- 6909
\SOZOBON\LIB\LIBM.A
23078 7274 31.5% 91-08-24 19:25:28 a--w -lh1- 1838
\SOZOBON\INCLUDE\LIMITS.H
1226 513 41.8% 91-11-02 3:02:16 a--w -lh1- 29A4
\SOZOBON\INCLUDE\MACROS.H
675 330 48.9% 91-11-02 3:02:16 a--w -lh1- 9772
\SOZOBON\BIN\MAKE.INI
3768 1322 35.1% 91-11-02 3:02:18 a--w -lh1- CAA8
\SOZOBON\BIN\MAKE.TTP
25695 13322 51.8% 91-08-22 15:29:22 a--w -lh1- 604E
\SOZOBON\INCLUDE\MALLOC.H
383 199 52.0% 91-11-02 3:02:24 a--w -lh1- A0F7
\SOZOBON\INCLUDE\MATH.H
985 542 55.0% 91-11-02 3:02:26 a--w -lh1- 91D9
\SOZOBON\LIB\MINSTART.O
574 306 53.3% 91-11-02 3:02:26 a--w -lh1- EB93
\SOZOBON\LIB\MINSTART.S
6572 2308 35.1% 91-09-27 2:01:52 a--w -lh1- 33E8
\SOZOBON\SPECIAL\NAMETRAK.PRG
544 359 66.0% 91-11-02 3:02:30 a--w -lh1- A504
\SOZOBON\BIN\NM.TTP
9619 5443 56.6% 91-08-26 23:37:40 a--w -lh1- 38C9
\SOZOBON\INCLUDE\OSBIND.H
8534 2502 29.3% 91-11-23 0:04:02 a--w -lh1- 3869

```
\SOZOBON\INCLUDE\SETJMP.H
240 179 74.6% 91-11-02 3:02:36 a--w -lh1- BB1E
\SOZOBON\SPECIAL\SHOWENV.TOS
97 72 74.2% 91-11-02 3:02:36 a--w -lh1- 91F5
\SOZOBON\INCLUDE\STAT.H
1051 542 51.6% 91-11-02 3:02:36 a--w -lh1- DB7F
\SOZOBON\INCLUDE\SYS\STAT.H
1051 542 51.6% 91-11-02 3:02:38 a--w -lh1- DB7F
\SOZOBON\INCLUDE\STDARG.H
335 196 58.5% 91-11-02 3:02:38 a--w -lh1- CAAC
\SOZOBON\INCLUDE\STDDEF.H
685 399 58.2% 91-11-02 3:02:40 a--w -lh1- EB34
\SOZOBON\INCLUDE\STDIO.H
3739 1588 42.5% 91-11-02 3:02:40 a--w -lh1- 70CB
\SOZOBON\INCLUDE\STDLIB.H
565 248 43.9% 91-11-02 3:02:42 a--w -lh1- E085
\SOZOBON\INCLUDE\STRING.H
1373 380 27.7% 91-11-02 3:02:44 a--w -lh1- C2AA
\SOZOBON\INCLUDE\TIME.H
1494 607 40.6% 91-11-05 18:50:54 a--w -lh1- C3BB
\SOZOBON\BIN\TOP.TTP
34620 17171 49.6% 91-11-20 19:00:28 a--w -lh1- D02C
\SOZOBON\INCLUDE\TYPES.H
1172 355 30.3% 91-11-20 0:42:08 a--w -lh1- C6DC
\SOZOBON\LIB\VDIFAST.A
10106 2733 27.0% 91-09-05 15:22:50 a--w -lh1- 40E4
-------------- -------- -------- ------ -------- --------
44 files 426609 183606 43.0% 91-12-05 16:08:00
```

Note that the entry for \SOZOBON\BIN\JAS.TTP is there, and accounts for a file of 33,711 bytes packed down to 16,645.

If your files match these specifications, then INSTALL should be able to unpack everything *if* you have enough memory and disk space. As Ian mentioned, the LHZ self-unpacker isn't very smart, and if it encounters a problem, it may simply abort without explaining the situation. If you are short on memory, you might try using LHARC to unpack the archive.

If, after all this, you still have a problem, then I'd start worrying about hardware, and I'd begin with a memory test.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5336. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 18:20:58 UTC
From: nhk@informatik.uni-kiel.dbp.de
Message-ID: <9300@samson.informatik.uni-kiel.dbp.de>
Source record: 221911
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <HOHMUTH.92May21125045@freia.freia.inf.tu-dresden.de>
hohmuth@freia.freia.inf.tu-dresden.de (Michael Hohmuth) writes:

>> I have a problem with the new GCC V2.1.
>> Compiling one of the test example given in tests03.zoo give
>> always an strange error:
>>
>> in include file time.h:60: parse error before charater 020
>> time.h:644: ......
>>

>I have exactly the same problem: I tried to re-compile libg++: parse
>errors in builtin.h, on obviously correct source lines...

Maybe it's just the same problem I had one week ago:

I had misplaced a trailing backslash at the end of the env-var TEMP and
that caused strange error-messages in obviously correct header-files. After
deleting the backslash everything worked fine.

nils-henner

5337. Re: GCC 2.1 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 18:23:59 UTC
From: ken@isgtec.com
Message-ID: <2595@isgtec.isgtec.com>
Source record: 221921
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992May20.093736.18972@neptune.inf.ethz.ch> jtreichl@iiic.ethz.ch (Juerg Treichler) writes:
> I have a problem with the new GCC V2.1.
> Compiling one of the test example given in tests03.zoo give
> always an strange error:
> in include file time.h:60: parse error before charater 020

I had a similar problem with gcc 1.40, indecipherable parse errors
in include files, and found that it was my Gulam environment variable
TEMP that it didn't like! The distributed example Gulam scripts give
TEMP with a trailing backslash, like

setenv TEMP g:\

this confuses gcc mightily, try

setenv TEMP g:

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5338. Re: **** WARNING TO AMERICANS ABOUT POPULOUS II ****

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 19:12:42 UTC
From: ant@mks.com
Message-ID: <1992May21.191242.14263@mks.com>
Source record: 221916

I've had no trouble with this game, ONCE I found the 60-Hz Loader
(supplied with the disk) that should go into your AUTO folder. With
a boot manager, I have no trouble switch in and out AUTO folder
programs and accessories.

NOTE that you may have to adjust the Horizontal and other assorted knobs
on your monitor to accomedate the 60-Hz loader. Looking at a bright
screen with the loader installed for too long may cause eye strain and
fatigue. Populous II wisely choose deep soft colours so that eye strain
is at a minimum.
--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

5339. What ROM set can I get?

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 19:42:24 UTC
From: rjwalsh@maths.tcd.ie
Message-ID: <1992May21.194224.22137@maths.tcd.ie>
Source record: 221917

I have a plain vanilla 520STfm, with and early version of TOS.
(I can't remember the exact number). What is the newest version
of TOS I can get for my machine. I hear people talking about 1.6
and 1.4, but I'm not sure what the difference is (one runs on
TT/STE's only?) Can anyone offer any suggestions? Also, what
price are we talking about for a new upgrade (Any currency).
Where can I get the upgrade kit?
--
rjwalsh@maths.tcd.ie \ The above comments are not Trinity's.
Robert Walsh \ Hell, they're not even mine!
Advanced Development Group \
Trinity College, Dublin. \

5340. Tape backup software

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 20:12:15 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <BoMAsu.AFB@ux1.cso.uiuc.edu>
Source record: 221912

I downloaded and tried Alan Horihane's TapeBIOS driver for the ST today. It works great and was very easy to install. His gnutar port is equally wonderful. It gave me reason to download and install MiNT. Now I can tar a directory to tape while still using vi or whatever. Alan also includes 'includes' and libraries making it easy to use the tape drive in one's own programs.

Alan includes a list of tested drives with the package and asks for information on others. I don't know what kind of tape drive I have-- I just know that it is a 60Meg drive along with a 160 Meg hard drive in a Sun 3 shoebox. It all works perfectly off my ICD adaptor.

I recommend that anyone who needs tape backup check this out.

--Bill

5341. Re: Maganvox Monitors, Rising Star (dealer)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 20:37:29 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May21.203729.9105@mnemosyne.cs.du.edu>
Source record: 221913

> opinion on Rising Star [a mailorder ST outfit]

They ripped me off, I'll never deal with them again. They had an ad in
ST Informer for GFA Basic for $89 + s&h. I called them to order, confirmed
the $89+ price, and placed the order. When it came, I had been billed
for $105 + s&h. I called and complained and demanded a refund of the
overcharge, they refused. I had paid by debit card (not credit card),
so I wasn't able to do a chargeback on them, I just got screwed out of
$16 in what must be a totally illegal marketing practice in any state.

DON'T EVER BUY ANYTHING FROM RISING STAR MAIL ORDER!!!

- Ian
(void *) where prohibited by law

5342. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 20:44:38 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May21.204438.9236@mnemosyne.cs.du.edu>
Source record: 221914

> PATH= and GEM locating RSC files

I pointed out here recently that TOS 1.0's GEM likes to see the PATH
variable stored as "PATH=\0data;data;data\0". Someone mentioned a very
good idea to me in mail: TOS 1.0 is sort of hard-coded to skip the char
right after the '=' (thinking it's \0), so you can put a path delim there
and fool it. Try setting PATH=;c:\whatever;d:\whatever; That is, put
a semicolon right after the '=' and see if that helps. Should work.

- Ian
(void *) where prohibited by law

5343. Re: Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 20:56:01 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May21.205601.9559@mnemosyne.cs.du.edu>
Source record: 221915

> Bad (crashy) program in C:\AUTO, what to do?

Simple: Boot from a floppy with your hard disk powered down. Once
you get the desktop, turn on your hard disk, and then double-click on
your hard disk driver from a floppy (SUPBOOT, AHDI, whatever). Now
you have HD access after the machine is booted, and you can do an
Install Disk Drive from the desktop options menu to install an icon for
the C drive, then you can just open the icon and delete the bad program.

- Ian
(void *) where prohibited by law

5344. LISTSERV

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 21:32:39 UTC
From: mallarin@loria.fr
Message-ID: <278@muller.loria.fr>
Source record: 221918
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello

I want to have a subscription on LISTSERV but I don't know the adresses for ATARI and the exact procedure. Could you help me ?

Thank you in advance

---------- Next time you feel perfect, try walking on water ! ---------------
---

-- E-MAIL : mallarin@loria.fr --

5345. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 22:00:05 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May21.220005.27485@tdb.uu.se>
Source record: 221919

I don't really like the way this thread is heading (a bit too
personal), so I thought I might add something that I hope can
calm some of the hard feelings. I just hope everyone understands
what I'm getting at! :-)

There's a Swedish saying that goes like this:
"Det finns inget daaligt vaeder - bara daaliga klaeder!"
If you translate that to (bad) English you get:
"There isn't any bad weather - just bad clothes!"

BTW, I might not be, as Dave Baggett says, "fairly vocal", but you
can add me to the (3 names long) list of users that prefer a CLI
over the standard WIMP-system that Atari uses. However, I think
the best solution is a mixture of the two (MultiTOS with MW2 is
a _brilliant_ example :-)!

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

5346. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 22:53:12 UTC
From: azog@thoth.rent.com
Message-ID: <1992May21.225312.8149@thoth.rent.com>
Source record: 221928

Bob_BobR_Retelle@cup.portal.com writes:

>David Paschall-Zimbel writes, with his typical flair for distortion:

>>>With a PC you plug memory into the provided sockets.

>>And THEN you mess around trying to find the proper system software to allow
>>to USE the memory (Expanded memory? Extended memory?) which you have install

>Gosh, David.. I've never had a problem setting up memory on a pc.. of course
>it requires the ability to read and follow the directions.

I didnt need to read directions to upgrade my STe to 4mb. I purchased 4 1mb
SIMMs chips. Opened the case (6 easy to spot screws). And verified the
polariaty of the SIMMs (but they only go in one way?) and turned the machine
on. I did not have to add anything to an arcane CONFIG.SYS or an AUTOEXEC.BAT.

Taken from an experienced users point of view. The time of installation on
both machines is approx five minutes. Boot the ST, and away we go! Boot the
PC, and first, change your CMOS settings, them maybe edit CONFIG.SYS, reboot.

Hmm, wonder whats the differnce?

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

5347. Re: EDITOR and DATABASE PROGRAM for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 23:15:07 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992May21.231507.21571@cs.unca.edu>
Source record: 221920

patf@silvlis.com (Pat Fitzgibbons) writes:
: Timeworks Word Writer ST ... $30

Does it have customizeable key bindings? Customizeable colors?
(specifically the ability to reverse white/black to black/white)
Extension language?

I've been using TEMPUS some, which is probably a lot like this one,
and I've discovered a lot of limitations. It has a "friendly user
interface", with point & click, though.

I keep going back to MicroEmacs, which has everything you could want,
ways to extend it beyond that, and to boot it's completely free. :)
If I can't set it up the way *I* want it, forget it. Plus, it even
has a window-oriented feature. I tend to use the cli UNIX version more
though, from a MiNT shell.

Scott

5348. SST030 by Gadgets

Newsgroup: comp.sys.atari.st
Date: 1992-05-21 23:38:57 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1992May21.233857.16494@monu6.cc.monash.edu.au>
Source record: 221937

Can anyone provide me with purchasing details for the SST board for the
Mega ST computers, design and manufactured by Gadgets by Small. Last time
i heard any dialog on this board was Jan 92. Is it still manufactured, who
distributes it and how much is it.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East **********
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

5349. GUI+CLI (Re: PC's are OK by me)

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 00:56:02 UTC
From: sourada@iastate.edu
Message-ID: <sourada.706496162@vincent1.iastate.edu>
Source record: 221922

In <1992May21.220005.27485@tdb.uu.se> m91der@tdb.uu.se (Daniel Eriksson) writes:

>BTW, I might not be, as Dave Baggett says, "fairly vocal", but you
>can add me to the (3 names long) list of users that prefer a CLI
>over the standard WIMP-system that Atari uses. However, I think
>the best solution is a mixture of the two (MultiTOS with MW2 is
>a _brilliant_ example :-)!

Count me in too... One of the biggest reasons I like ST's over Macs is that
a CLI is not a standard part of the front end on the Mac. Although TOS doesn't
provide a CLI in ROM, the '.TOS mode', along with standard character
interfaces, makes it easy to provide one.

Interesting, the ST's, especially with MiNT and it's descendant, MultiTOS,
are quite close to Unix with windows...

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu

5350. Re: Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 05:08:08 UTC
From: ue@nathan.do.open.de
Message-ID: <H.PiXoWFln5gk@nathan.do.open.de>
Source record: 221857

In <n8742883.706410074@rowlf>, Perry Pederson writes:
[Unwanted program within AUTO-Folder locks system]
Keep cool! Get your disk with the hard disk software. Turn off both Atari
and Hard Disk. Turn on the Atari and boot from disk. Insert the disk with
the HD SW, turn on your HD (wait for spinup), start the HD driver.
When you return to the desktop, you can access the HD (perhaps you need
to install a drive icon first). Now get into the auto folder and
remove that () program....

What about TOS 2.06 (press CTRL and the Atari won't execute any auto
programm nor acc) or a boot selektor like XBoot, Superboot or JCNBoot?
Life is easier with these programs ;->

/s/ Udo
--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de
"It's hard to bargle nawdle zouss with all these marbles in my mouth"
(Weird Al Yankovicz, Smells like Nirwana)

5351. Re: emacs with eight bit ascii?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 08:00:46 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992May22.080046.2643@daimi.aau.dk>
Source record: 221932

UPP201@ibm.rhrz.uni-bonn.de (Michael Burschik) writes:

>Is there an emacs patched for eight bit ascii available for Ataris?
>If not, is anyone thinking of porting one?
> Cheers,
> Mike.

Actually there is.

Note that all paths directions may not be 100% accurate, as there are taken
from memory. Please bear with me.

There is the original port of emacs 18.57 which is found in the
/atari/gnustuff/tos/emacs/emacs1857 on atari.archive.umich.edu
This has some support for 8 bit chars, that is it can display them by setting
the appropriate variable to some value.

I have enhanced the emacs 18.57 by applying (how do you spell that ??) the
socalled gayle-patches, with gives more extensive support for 8 bit chars. In
addition to displaying (here we go again) 8 bit chars, there is also support
for sorting and displaying special translations of chars. More specifically the
last is supported by the ability to define a string to printed for a char, a
string with could be a pure ascii translation of a non-existant character or
could contain various escape-commands. Sorting of foreign char-sets is
supported by special tables describing how chars relate in terms of sorting,
case and such (never used it though).

On big advantage of the gayle-patches is that it enables you to use the ISO
8851 char codes for your favourite foreign character, rather than just have to
live with whatever value atari once decided it should have. This is of coourse
most significant if you must transfer you docs to other systems or programs.
For instance there is a LaTeX style that makes LaTeX support 8 bits char of the
ISO 8851 standard.

This port is located in /atari/editors/emacs-18.57 an atari.archive.umich.edu
There is also a version on the finish server funic.funet.fi

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

5352. Re: ZX Spectrum emulator for the atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 08:01:44 UTC
From: cs@ib.cc.rl.ac.uk
Message-ID: <cs.5@ib.cc.rl.ac.uk>
Source record: 221930

In article <9205172115.AA15071@cs.utexas.edu> PCT601%sirius.ukc.ac.uk@VTVM2.CC.VT.EDU (Robryche) writes:

>I recently saw a Sinclair ZX spectrum emulator for the ST.
>I want it! Anybody know where (and how) I can get it
>I assume it is PD.

Apart from the obvious answer of try the atari archive (which you probably can't get to unless Kent have changed their ideas towards accessing machines outside the university), you could try the various public domain suppliers (Floppyshop UK have definitely got it in their catalogue.)

Chris.

| All that is gold does not glitter | Chris Stratford |
| Not all those who wander are lost. | cs@uk.ac.rl.ib |

5353. GIF, SPECTRUM, JPEG & so

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 09:15:23 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992May22.091523.12028@unibi.uni-bielefeld.de>
Source record: 221931

All the stuff you can read about picture showers or converters seems to be totally meaningless to me, since all I had with several programs were nothing but troubles. One program can't handle large gif's, the other can only convert gif's to jpeg's, but not other formats...

This brings me to the question if anyone can give me a hint where to find the official specification for these formats, since I cannot and don't want to pick it out of the programs. I'd like to experiment a bit and perhaps write a "perfect" program, so please mail me any tips.

TeSche
---
torsten scherer
| technische fakultaet
| | universitaet bielefeld
| | | germany
\/ \/ \/ \/
e-mail : itschere@techfak.uni-bielefeld.de

(E)ight (M)egabytes, (A)lways (C)ontinuously (S)wapping...

5354. YACC & LEX for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 10:09:16 UTC
From: miethe@speedy.ada.cci.de
Message-ID: <1111@speedy.ada.cci.de>
Source record: 221862

I'm looking for some PD tools like LEX and YACC are on Unix machines.
Someone told me there are some GNU tools, but I don't know which are
the ones I'm looking for. Any good ideas ?
A. Miethe (miethe@cci.de)

5355. **** WARNING TO AMERICANS ABOUT POPULOUS II ****

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 10:59:48 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <706667475.F00001@royaljok.fidonet.org>
Source record: 221726

In a message of 21 May 92 00:03:48, Perry Pederson wrote:

PP> Now I have to deal with a major problem (which I'll explain
PP> further in another post): I had to put the Populous game in the AUTO
PP> folder of my hard drive-- it boots up and crashes and I can't get
PP> access to my hard drive! Auughhh!

That is a simple fix. If you have TOS 1.4 or later:

1. Insert your hard disk boot disk (ICD or whatever) in drive A
2. Reboot the machine.
3. Watch the floppy light. As soon as it goes off press and hold Control, Shift, and Alternate.
4. Your computer will now boot off the floppy and (hopefully) install the hard disk driver. At this point you can access drive C and remove the offending program...

"MICRO"

5356. MIDI software

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 11:03:40 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <706667475.F00002@royaljok.fidonet.org>
Source record: 221724

In a message of 20 May 92 02:04:49, Billy D'augustine wrote:

BD> What I need is some software that will display what Ive recorded so far,
BD> in
BD> a staff format on the screen, and where I could hopefully pick out a
BD> single note, and change it there, without having to re-record the tract
BD> again, or trying to cut-and-paste it out.

Sounds like you want C-LAB's Notator/Creator package. Fairly expensive, but it will do what you want, and much more. I'm sure someone heavy into midi on here can go into more detail...

"MICRO"

5357. ST modem cables?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 11:09:42 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <706667475.F00003@royaljok.fidonet.org>
Source record: 221725

In a message of 21 May 92 14:09:45, Chris Adamson wrote:

CA> 2400 bps modem, presumably intended for PC's. Do I need an Atari-
CA> specific cable to connect one of these to the serial port on my ST?

Nope, the Pc one will work just fine.

"MICRO"

5358. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 11:20:56 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.the4gMvlBGY@jonh.wimsey.bc.ca>
Source record: 221949

In <1992May21.171151.23419@wam.umd.edu>, David M. Baggett writes:
>
>The ST is great provided you will stay happy with the way you can
>use it *now* forever. That's been a main point all along: if you
>decide you'd like to upgrade your 520ST to handle some new application
>you never thought about before (random example: 1024x768x256
>raytracing), you're out of luck. If you're a PC owner you'll generally
>just have to put in a new card. At the worst you can replace the
>motherboard and at least keep the power supply, drives, etc. intact.
>
Dave, very bad example. You can, at this very minute get exactly what
you're describing through Lexicore. Their package also does phong and
other shading, morphing and tweening, and is having drivers added for
every new graphic card entering the market. It has supported the ISAC
card for over a year, though some of the parts of the system have been
slow, appearantly due to subcontracters not meeting deadlines. Also
Lexicore seems to have had so sort of problem with their first distribution
arrangements. Lexicore's package also allows output in Renderman and other
high resolution graphics formats. It appears to be the best animation and
rendering package to hit the Atari market.
Also, I fail to see how replacing a motherboard is simpler than adding
a memory expansion board to an ST. Though there are some clunky memory
upgrade boards out there, I have heard of others, like the JRI simm upgrade
board, which are quite simple to install, and work reliably.

--
John Henders " Only _my_ words are relevant to the issue "
T.K.O.O.C. <1992May11.073237.14684@rotag.mi.org>
kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5359. Re: ST modem cables?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 12:03:27 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992May22.120327.25913@rz.uni-karlsruhe.de>
Source record: 221936

Hatari!

> Newsgroups: comp.sys.atari.st
> Path: rz.uni-karlsruhe.de!news.uni-stuttgart.de!math.fu-berlin.de!Sirius.dfn.d
> darwin.sura.net!mips!sdd.hp.com!usc!sol.ctr.columbia.edu!destroyer!ais.org!plu
> y
> From: plucky@ais.org (Chris Adamson)
> Subject: ST modem cables?
> Message-ID: <BoLu0B.236@ais.org>
> Organization: UMCC
> Date: Thu, 21 May 1992 14:09:45 GMT
> Lines: 17
>
> My local Sam's Club has a pretty good deal on a Hayes external

5360. BUG or feature ? in MiNTlib PL19

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 12:15:47 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.H56kg4uvL5M@keep.fantasy.sub.org>
Source record: 221934

```
Hi
===

I think I found a Bug (a minor one, but it looks like one) in the MiNT Libraries
PL 19. I encountered it while Porting a pathalias 1.3 (I know there are
enough of them on the net, but just for a test :-) ) I couldn't stop the
Program with pressing CTRL D or CTRL Z, CTRL C helped and aborted the
program. So I wote the following TEST.

main()
int buffer;

while(!feof(stdin)){
buffer=getchar();
printf("%d",buffer);
}
}
Normaly this should terminate with CTRL D ! What happened:
I got a printout of '-1' but the program was still running. While
pressing return the -1 was still there only after using SPACE or
other keys the printout got normal again (shouldn't have either, but
in normal conditions we wouldn't get there!). I took a look at
filbuf(fp) which is supposed to fill the buffer and set the flags.
But I found the EOF is not put into the flags. To judge from
the coment at the beginning of the file, it is supposed to be this way,
but I am wondering why this is so. How can a program terminate if
it continously checks for feof on stdinput which would run OK with
Pipes and filredirection, but not if I read from normal stdin, then
I get the EOF message but not with the feof call. I think this
should be changed. Or is this supposed to come thru a different channel ?
But FILBUF just uses the _read call (Which returns <=0 for error).
And this far my CTRL D EOF Message is prozessed, but afterwards it is
not regarded as a real EOF. tell me why this has to be this way,
or if this is really a bug.

THANKS!

Gruss
Wolfgang
PS: I am using Gcc 1.40 and the libs which come pure from the archive
(I made no changes so far) The same thing happens with MiNT 092
--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
```

NeXTMAIL: w271zrz.zrz.tu-berlin.de

5361. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 12:20:27 UTC
From: dcurtis@isis.cs.du.edu
Message-ID: <1992May22.122027.415@mnemosyne.cs.du.edu>
Source record: 221935

In article <11651@chalmers.se> d1danne@dtek.chalmers.se (Daniel Nilsson) writes:
>Today I saw pictures of Atari Falcon on the cover of a german magazine.
>It looked like a 1040 but in darker grey. The text on the keys was written
>in yellow. The article mostly said the usual things. I remember that
>the graphics would be 800x600 in 256 colours or 640x480 in 65536 colours.
>Let's hope it's not just more rumours...

Atari recently shipped a load of Falcons to German developers, so you
should hearing more testimony about them soon.

=DC=

5362. Re: Can Atari read SPARC floppies? How 'bout the other way around?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 13:15:50 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92May22151550@orion.laas.fr>
Source record: 221938

>>>>> Regarding Re: Can Atari read SPARC floppies? How 'bout the other way around?;
jensk@hpbbrd.bbn.hp.com (Jens Kilian) adds:

Jens> You need the `mtools' package for the Sparc (be sure not to get
Jens> an old version). With this, you can format, write & read IBM
Jens> (read: ST) compatible floppies on the SparcStation. I did this
Jens> last year, so I don't know what the latest version of mtools is,
Jens> or where to get it.

Let's see.... Mtools is up to VERSION "2.0.5" and it is dated "25 Aug 91".

I *strongly* advise users to use mtools and *not* Sun's dosmount/pcfs.
After using the latter, I've had trouble reading/updating such disks
under gulam on my Atari. When I switched back to mtools the problems
have disappeared.

The problem with mtools is if you abort some disk operation. It may
then mess up the FAT. I do not know how robust pcfs is on this point;
though I know that it is not perfect either in this respect.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

5363. UNIVERSAL MILITARY SIMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 13:19:02 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992May22.131902.20659@unlinfo.unl.edu>
Source record: 221939
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st,comp.sys.ibm.pc.games

Is anybody out there into UMS? UMS II was voted best wargame of the year (I forget by whom), and yet I hardly see anything written about it.

And what about the Planet Editor -- just what does it allow you to do? (Yeah, edit planets .... I know)

How does UMS II compare to UMS I?

I'd appreciate any and all thoughts, opinions, reviews, etc.

Thanks!

5364. Re: JPEG on the st

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 13:35:06 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992May22.133506.27086@cs.unca.edu>
Source record: 221942

shore@yonder.equinox.gen.nz (Craig Shore) writes:
: Everyone's asking about JPEG for the ST here, and noone seems to have
: mentioned that there are programs for them on a.a !!
: Well at least this article i'm about to quote from says so... I don't yet
: have access to a.a :-(

Has anyone successfully used these programs?

I tried them on a large GIF, and when I djpeg'ed it, giffer.ttp
said that the resulting file was not in GIF format!!!

Has this happened to anyone else? I cjpeg'ed it with a recent version
of jpeg on a Sun, and I can un-do jpeg compression on the Sun with
no problems.

Is giffer the problem?

Scott

5365. What is the best GIF viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 13:42:32 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992May22.134232.27188@cs.unca.edu>
Source record: 221943

It seems that all of these have strong points, but none
can really do the job. Are there others?

: PICTURE VIEWERS:

: giffer Monochrome GIF viewer (4 dithering options).
: ATARI-ARCHIVE: graphics/giffer.arc.

For all its problems (especially not being able to recognize codes
in GIFs), this is the best. It can't swallow a lot of problems in
the GIFs, but otherwise it will show just about everything, including
GIFs that mgif says are too big for memory.

: gifshw2 Color GIF single or "slide-show" viewer.
: ATARI-ARCHIVE: graphics/gifshw2.arc.

This one can grok *anything*, but tends to crash more than anything
else. Re-boot type crashes.

: mgif Monochrome GIF viewer.
: ATARI-ARCHIVE: graphics/mgif37b.arc.

Bizarre command line interface -- I've never been able to
figure out how to do much. But it *refuses* to try anything that
it thinks there is not enough memory for.

: quickgif GIF "slide-show" viewer. Very fast and good results.
: ATARI-ARCHIVE: graphics/quickgif.lzh.

I think this is for color or something.

: viewgf Image viewer (many formats, including GIFs) - good.
: ATARI-ARCHIVE: graphics/viewgf12.lzh.

Great user interface! I wish mgif had it! This thing tries to
do too much, and as a result shortchanges each format. If it had
more image fiddling capacity and less conversion, it would be nicer.

Has anyone ported xv to the atari? *That's* a real GIF viewer!

Are there any other GIF viewers besides these that combine any of
the strengths each of these have? It seems each does one thing really well.

Scott

5366. UNIVERSAL MILITARY SIMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 13:50:52 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992May22.135052.22000@unlinfo.unl.edu>
Source record: 221941

Is anybody out there into UMS? UMS II was voted best wargame of the year
(I forget by whom), and yet I hardly see anything written about it.

And what about the Planet Editor -- just what does it allow you to do?
(Yeah, edit planets .... I know)

How does UMS II compare with UMS I?

I'd appreciate any and all thoughts, opinions, reviews, etc.

Thanks!

5367. All those different times.....

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 13:53:33 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992May22.135333.2245@chinet.chi.il.us>
Source record: 221871

I'm having some mysterious problems which I suspect may be caused by a bad time setting somewhere (if I was sure, the problems wouldn't be mysterious, right?). In particular, under certain not-completely-defined circumstances, Mark Williams C bombs with a bus error when trying to compile a source file which compiles properly if I first run cc -E to do the include processing, and then compile the expanded file. Sure there are lots of other possible causes--I'm chasing after them too.

Anyway, the clocks that I'm aware of in a Mega 4 ST are the GEMDOS clock, the keyboard clock, the host interface clock and the on-board clock. Four of them, two volatile and two battery-operated. I'd appreciate a summary of how one checks the various readings. My best information so far suggests checking the IKBD clock with Gettime(), the GEMDOS clock with Tgettime(), the host interface clock with a bit of custom code available from the host interface maker (in this case BMS), and ....and I have no idea how to read the Mega's on-board clock. Any advice?

Steve saj@chinet.chi.il.us

5368. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 14:07:16 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992May22.140716.10641@a.cs.okstate.edu>
Source record: 221944

In article <0710.05.92@troja.stgt.sub.org> stenny@troja.stgt.sub.org (Stefan Schober) writes:
>
>because I prefer to work from a text based shell, rather than from
>any kind of desktop, I often got the problem, that many programs
>couldn't find their RSCs. I solved this problem with a little
>program, that, started from the AUTO-folder, installs a reasonable
>Environment for the AES. In this ENV, the PATH= variable is set to a
>central RSC-folder, where ALL of my RSCs reside. Furthermore I never
>had similar problems any more. With MiNT, this could be done by
>setting the appropriate PATH= in MINT.CNF
>

Correct me please... but if "." is one of the elements (I make it first) in the path... you can leave the .rsc file with the program, and it'll find it. Or I suppose you could move 'em all... but when you trash a no-longer-used applicaion... you'd have to locate .rsc files not residing in the same directory as the program!

jc

5369. nroff formattor

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 14:58:07 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <Bonqwv.52n@newcastle.ac.uk>
Source record: 221950

I am looking for an nroff formatter so I can read, and print out all those lovely man pages that came with mint and mgr

Any suggestions

Dave

--


```
+-----------------------------------+----------------------------------+
| David M. Johnson |If the radiance of a thousand suns |
| c/o Electrical and Electronic Eng. | were to burst at once in the sky,|
| Merz Court |That would be like the splendor |
| Newcastle University | of the Mighty One... |
| Newcastle upon Tyne |I am become Death |
| NE1 7RU | The destroyer of worlds. |
+-----------------------------------+ |
|Janet : D.M.Johnson@uk.ac.newcastle | |
|ARPA : D.M.Johnson@newcastle.ac.uk | The Mahbharata. |
|UUCP : ...ukc!newcastle!D.M.Johnson| |
+-----------------------------------+----------------------------------+
```

5370. Re: **** WARNING TO AMERICANS ABOUT POPULOUS II ****

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 15:08:39 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992May22.150839.35204@bas-a.bcc.ac.uk>
Source record: 221947

In article <n8742883.706406628@rowlf> n8742883@rowlf.cc.wwu.edu (Perry Pederson) writes:
>
> I just got my Populous II game today, and after booting it off
>of the floppy, I got a dialogue box saying "Sorry PAL machines only".
>I then called up Electronic Arts in California, and they confirmed my
>suspicion that Populous II can run only on European machines, and no
>American version will be created.
>
> I called the store (Nybbles and Bytes in Tacoma), and they
>were surprised to hear about the incompatibility, as they purchased
>the software from an American software dealership. They were going to
>test some of the versions that they had and exchange my version for a
>working one, but I believe the phone rep. at Electronic Arts when he
>said that no Populous II exists for American Atari's, nor will there
>ever be.
>
> It's a shame that this excellent game (I've seen it on an
>Amiga) isn't availible for the U.S. Anyone have a guess why?
>
> Now I have to deal with a major problem (which I'll explain
>further in another post): I had to put the Populous game in the AUTO
>folder of my hard drive-- it boots up and crashes and I can't get
>access to my hard drive! Auughhh!
>
>
>Perry

I've written a VERY small wrapper program for Populous II on the TT to fool
the game into thinking the machine is running in PAL mode. I don't know if
it will work on an ST, it should as it only changes the valuer of the
_palmode system variable and one bit in the video control register. If
anyone wants it I'll post it to here (it's ony a 20 line program).

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

5371. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 15:09:09 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92May22170909@orion.laas.fr>
Source record: 221945

I *strongly* advise users to use mtools and *not* Sun's dosmount/pcfs.
After using the latter, I've had trouble reading/updating such disks
under gulam on my Atari. When I switched back to mtools the problems
have disappeared.

The problem with mtools is if you abort some disk operation. It may
then mess up the FAT. I do not know how robust pcfs is on this point;
though I know that it is not perfect either in this respect.

P.S. Sorry for increasing net bandwidth.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

5372. Re: Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 15:12:57 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992May22.151257.35560@bas-a.bcc.ac.uk>
Source record: 221948

In article <n8742883.706410074@rowlf> n8742883@rowlf.cc.wwu.edu (Perry Pederson) writes:
>
> As I mentioned in an article that I just posted, I purchased
>Populous II for my 1040 ST. It turns out that Populous II has been
>made only for European Ataris, and will never run on American ST's.
>
> Here's the problem:
>
> When I got the game, the instruction manual said to make a
>backup of the disk and play the game off of the backup. Fine-- I made
>a copy of the game files into a folder on my hard drive.
>
> The game (POP.TOS) refused to boot. After examining the files
>for a second, I saw that Populous II came with an AUTO folder on it.
>A file called "LOADER.PRG" was inside the AUTO folder. I clicked it,
>but it bombed with two bombs.

READ THE INSTRUCTIONS!!!!!

There is a program on the disk called INSSTALL.TOS, it installs POPII onto
your hard disk for you!

[rest deleted]
>
> Thanks in advance,
>
>Perry

Steve

PS. If you are running POPII on a TT trun the processor cache off first else
the game runs too fast and the sounds are rather destroyed!
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

5373. Re: Jpeg version 3 software.

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 15:14:11 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1992May22.151411.4287@mnemosyne.cs.du.edu>
Source record: 221946

sheppard_r@kosmos.wcc.govt.nz writes:

>> drwxrwx-wx 4 atari ftp 3072 May 19 23:13 new
>> ^
>> "anonymous" can not read there, so please Mr Atari A Robot put the
>> stuff in "newitems"...
>>
>> Dennis
>> --
>> Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
>> (dingelde@igd.fhg.de) Wilhelminenstr. 7 mWm
>> D-6100 Darmstadt, Germany ~.~
>> Phone: +49/6151/155-112 \-/

>You can get from new if you know the file name..

>The Robot that you talk of is a person but has moved,
>and at the moment does not have full Usenet access, but will later
>in the fall, from what the person posted..
>
>I don't know the correct spelling of his name, so I don't intend to insult him
>but miss spelling his name....

>Roger..... sheppard_r@kosmos.wcc.govt.nz

The file name for the version 3 jpeg software is:

jpegv3.zip

You should be able to grab it from the new directory without having to
do a directory. I was able to get it after I put it there.. ;-)

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

5374. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 15:57:30 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May22.155730.12633@ccu.umanitoba.ca>
Source record: 221852

In article <1992May21.171151.23419@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>If you're a PC owner you'll generally
>just have to put in a new card. At the worst you can replace the
>motherboard and at least keep the power supply, drives, etc. intact.
>
In reality, most people that upgrade from 1985/86 PC's to 386/486 buy
completely new systems, including power supplies and drives.

>inherently closed system, you're making a concious decision -- i.e.,
>that you'll be happy with what's in the box *forever*. Either that, or
>you'll be buying a whole new system a few years down the road.
>
Probably true in any case.

>And I believe that the
>ST's closed nature has been its downfall, despite all the other bad
>things that have happened in the Atari computer. A computer that
>cannot be expanded to keep up with competing hardware is doomed to fall
>by the wayside.

Apple seems to be doing OK and a big fraction of their market is still
for closed computers (Classics, e.g.). I don't see Sun's closed SparcStaitions
in any danger either. The open Apple II line is on the way out though.

>adequately. It's not just a matter of "users like the latest gadgets;"
>it's a matter of "better technology = more convenience."

The curve is saturating though.

>
>I'd venture to guess
>that most users tend to spend the vast majority of their time in a
>small set of applications: Word Perfect, Paradox, Lotus, etc. These
>people hardly ever use the CLI anyway.
This may be because of the CLI. I have seen
surveys that indicate the average number of applications used by PC
owners in just over 1. For the Mac it is closer to 4. People don't
do surveys with atari owners.

Werner

5375. Re: SST030 by Gadgets

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 16:07:42 UTC
From: pkf@bellman.lanl.gov
Message-ID: <1992May22.160742.8132@newshost.lanl.gov>
Source record: 221851

In article 16494@monu6.cc.monash.edu.au, rdt154k@monu6.cc.monash.edu.au (Mr N Benci) writes:
>Can anyone provide me with purchasing details for the SST board for the
>Mega ST computers, design and manufactured by Gadgets by Small. Last time
>i heard any dialog on this board was Jan 92. Is it still manufactured, who
>distributes it and how much is it.

Nino, Gadgets by Small is the lone distributor of the SST to the best of my knowledge. Deal with them directly. They only very recently began shipping the first units out the door so you may have a wait while they play catch up. Don't call them by voice (especially from Oz) as they are always very busy. Your best bet is to send your queries by FAX or via GEnie if you have a GEnie account (congrats to all Australians on recently getting GEnie available). From Australia, reach Gadget's FAX number by ringing 0011-1-303-791-0253. A competitor in the 68030 accelerator game is Jim Allen's Fast Technology at 0011-1-508-475-3810 (voice or fax). Remember however, that these accelerators aren't cheap as prices START at US$599. Like the old speed-pro once said:

"Speed costs money... how fast do you want to go?"

Enjoy,

_____ John "HUTCH" Hutchinson _____
_____ Chief Cook & Bottle Washer - Fair Dinkum Technologies _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5376. Re: What is the best GIF viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 16:11:57 UTC
From: jarleb@athena.uio.no
Message-ID: <1992May22.161157.19434@ulrik.uio.no>
Source record: 221853

In article <1992May22.134232.27188@cs.unca.edu>, mcmahan@cs.unca.edu
(Scott McMahan -- Genesis mailing list owner) writes:
> It seems that all of these have strong points, but none
> can really do the job. Are there others?
..
..

>
> : mgif Monochrome GIF viewer.
> : ATARI-ARCHIVE: graphics/mgif37b.arc.
>
> Bizarre command line interface -- I've never been able to
> figure out how to do much. But it *refuses* to try anything that
> it thinks there is not enough memory for.

well, the doc's clearly states that it is greedy in terms of memory,
besides that it is superior in terms of quality, but an update wouldn't
be out of question.

>
..
..

> more image fiddling capacity and less conversion, it would be nicer.
>
> Has anyone ported xv to the atari? *That's* a real GIF viewer!
>

Well, the source code is ~2 Meg tarred, and it's not much OS-specific
in
there I believe. And really, Xv isn't a GIF viewer, I'd say xgif is a
GIF
viewer, as Xv has support of a lot of other formats.
(version 2.0 is capable of saving EPS Postscript too, and has a really
'sexy' interface).

Besides, what you really need on the ST is some good simulation of more
colours. This is what I miss the most. (Too bad I'm only good at
complaining........).

> Are there any other GIF viewers besides these that combine any of
> the strengths each of these have? It seems each does one thing really
well.
>

As I have said earlier, I would really prefer a colour version of Mgif,
of course the interface is kind of lousy, but it works well enough for

me.

Jarle.

5377. Re: What is the best GIF viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 16:23:41 UTC
From: leonp@cs.kun.nl
Message-ID: <1992May22.162341.8178@sci.kun.nl>
Source record: 221854

Try GemView it's the best program I know on this subject,
It displays all kind of st formats and also unix,ibm,mac & amiga
formats.
Furthermore it CAN display JPEG pictures, though this feature is'nt even
documented.
I think its shareware.
It's probably on atari.archive.umich.edu and if not try some
german st ftp site (don't have a list ready, sorry).
Another great feature: The documentation is in ENGLISH!!

Try this one.....

Leon.

5378. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 16:39:01 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May22.163901.20571@wam.umd.edu>
Source record: 221855

In article <H.the4gMvlBGY@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:
>In <1992May21.171151.23419@wam.umd.edu>, David M. Baggett writes:
>>
>> (random example: 1024x768x256 raytracing)
>>
> Dave, very bad example. You can, at this very minute get exactly what
>you're describing through Lexicore. Their package also does phong and
>other shading, morphing and tweening, and is having drivers added for
>every new graphic card entering the market. It has supported the ISAC
>card for over a year, though some of the parts of the system have been
>slow, appearantly due to subcontracters not meeting deadlines.

I do know about Lexicor's software, but how do I put one of those super graphics card in a 520 or 1040ST? I was really referring to the ST's that don't have slots when I said that ST's are "closed" and thus "unupgradeable." Mega's with slots are "open" (at least to some extent), and that is a Good Thing. Unfortunately, Mega ST's are in the minority. I'd venture that if Atari had released the Mega in 1985 instead of the 520 the Atari community wouldn't be in the dire straits it's now in, and we'd all be running SVGA graphics and FM synthesis sound cards in our ST's. If that were the case, I'd be a much happier camper, since I've written and co-written a truckload of software for the ST which is now effectively unmarketable due to an overwhelming (underwhelming) lack of (paying) users. (So if I have an emotional involvement in this discussion, it comes from my love of Atari computers, not my dislike of them.)

We can only hope Atari follows suit with the Falcon and makes it an open architecture.

> Also, I fail to see how replacing a motherboard is simpler than adding
>a memory expansion board to an ST.

Well I wasn't really talking about memory. The only reason you'd have to replace a PC's motherboard would be to run an entirely new chip (like the 586, when it's released) or to run the same chip at a substantially different clock rate. Most PC's will take 16-32 megs of SIMM's these days right on the board, and many vendors have cards that take their machines up to 64 megs.

With the advent of the 25/50 and 33/66 chips, there's even less need to replace motherboards, since the external timing stays the same even when you put in a faster CPU. I expect that we'll see things like 25/100 chips down the road that run at 4 times the external clock rate instead of new chips that require 100 Mhz motherboard timings since the "internal turbo" method is so much cheaper overall.

Lastly, you'd be surprised how easy it actually is to replace a PC motherboard. One virtue of the huge volume of PC sales is that almost every component in the canonical machine has been standardized. This makes "plug-and-play" hardware *almost* reality. (I said almost!) :-)

Dave Baggett
dmb@wam.umd.edu

5379. Re: Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 17:04:51 UTC
From: dford@cix.compulink.co.uk
Message-ID: <1992May22.170451.24465@demon.co.uk>
Source record: 221858

I can not guarantee this but try the following.
1 Turn everything off.
2 Turn on the computer with the ICD disk in the internal drive
3 When everything is loaded turn on the hard drive
4 Wait for it to run up to speed
5 Double click on ICDBOOT.PRG
6 Highlight a drive ICON and turn it into a C:
7 Open the drive ICON
8 Delete the file
9 Praise be to God :-)

I use ICD too and also have C; as the boot partition but the first time I
power on it still boots off of A: for some reason. If I hit reset it boots
off C: tho'

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

5380. Re: NeoDesk / Gemini comparison? a

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 18:00:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A40978@MS.maus.de>
Source record: 221872

tony@microware.co.uk wrote:

t>Can anyone provide a summary of the main differences between NeoDesk 3
t>and Gemini 1.21?

Gemini is "clean" software...

t>I have Gemini 1.21, and installed it on my hard disk OK, but with 1 meg
t>of RAM I don't have enough memory to run Heat'n'Serve C under it, so
t>currently I still use the standard TOS 1.4 desktop.

Try to start it as an overlay.

t>Therefore both desktops are active and using memory. Is it possible to
t>set up Gemini so that after VDI and AES are setup, control goes straight
t>to Gemini *instead* of the standard desktop. This would surely save a

It's impossible because the ATARI(!) desktop is part of the AES.

Regards,
Patrick

ABOLISH THE DEATH PENALTY!

5381. ***** I take back my warning about Populous II! *****

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 18:30:31 UTC
From: n8742883@gonzo.cc.wwu.edu
Message-ID: <n8742883.706559431@gonzo>
Source record: 221860

Thanks to all who helped me get my hard drive working! I downloaded ICDTOOLS.ARC from Atari.Archive using my master copy of ST-Talk, and got into my hard drive to remove the LOADER.PRG file out of my AUTO folder.

I also got Populous II to work, thanks to the advice of one of the many Populous II owners out there. When I originally loaded Pop.II, my screen went crazy. I removed the 60mhz.PRG file out of the AUTO folder, and tried again. The screen didn't go crazy, but Populous gave me an "Sorry PAL machine required" error and locked up.

The 60mhz program is required to run the program to make Pop.II think that it's on a 60mhz PAL machine. All I had to do was adjust the vertical knob on my SC 1224 monitor to fix the vertical hold, and the game runs perfectly!

The ICDBOOT program makes Populous II bomb out, so I can't load the game off of my hard drive-- I stick to my floppy drive to play the game now.

Thanks to all who helped me with the hard drive and getting Populous II working! It's a very, very good game that leaves Pop. I in the dirt! I'll give a review of it if anyone is interested!

Thanks again to all that gave advice,

Perry

5382. Re: LHARC Problems? 2.01h, 2.01i

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 18:36:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A5074@HH.maus.de>
Source record: 221888

```
cc> Can someone help me track down why Thomas Questors latest (h and i
cc> versions) make lzh files that are 120% the size of a set of source files
cc> while an old version of his makes files 73% the size of the source files?

This kind of error sounds verry suspicios to me! Could someone be so kind and
send me a detailed error-report (if possible, including LHarc.ttp and the files
that make the trouble, original and packed). If there is an error, it will be
fixed the next rainy day :-) If there are not too much disks to send back, they
will be sent back.
```

5383. Re: Thomas Questor LHARC gone

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 18:39:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A5075@HH.maus.de>
Source record: 221890

```
sr> Well for one thing spc files are all ready compresses, try the later
sr> LZH201K, or the newer Zoo 2.1 and see how you get on, but it is posible
sr> to get bigger files if they are all ready compressed..

They will be only some bytes longer (the size of the header). If LHarc
discoveres that a "packed" file is bigger than the original, it stores the
original instead.
```

5384. Re: What ROM set can I get?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 18:41:55 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May22.184155.7467@news2.cis.umn.edu>
Source record: 221856

In article <1992May21.194224.22137@maths.tcd.ie>, rjwalsh@maths.tcd.ie (Robert Walsh) writes:
>I have a plain vanilla 520STfm, with and early version of TOS.
>(I can't remember the exact number). What is the newest version
>of TOS I can get for my machine.

The latest version of TOS which you can obtain is TOS 2.05. This requires an special adapter board. The source of the board (complete with TOS 2.05 ROMs) in the United States is CodeHead Software. You should check with your local dealer (or ST Format/Atari ST User magazines) for ads and/or more information about a UK release.

The U.S. pricing for TOS 2.05 is around $140 (including adapter board). There are provision for you to keep your old ROMs and switch between TOS versions if you find software which doesn't run under TOS 2.05. I don't know how much stuff 'breaks' -- but you can assume that it will be similar to the things which don't work on the Mega STe or the TT.

TOS 2.05 incorporates the NewDesk Desktop. You can more easily use the new Atari Control Panel, programs can be represented by individualized icons, you can drop files onto an icon to launch a program.

TOS 1.6 (and 1.62) work with STe computers only. TOS 1.4 is the last "plug it in and go" ROM upgrade for regular ST computers (i.e. no adapter board is necessary). At a minimum, you should probably be running TOS 1.4 on a 520STFM, especially if you have a hard drive for your system.

-- David Paschall-Zimbel

5385. Re: Thomas Questor LHARC gone

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 18:42:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A5076@HH.maus.de>
Source record: 221891

```
ic> Are you storing full pathnames? If so, add the space it takes for the
ic> full pathname on each file (prolly 128 bytes). How about comments? I've
ic> noticed Questor lzh puts a commentof 'Atari' on every file sometimes,

Komments and pathnames are stored dynamically. Atari is not a comment but a
flag, this does not take a single byte because the place of the Machine-Name
was available (but not commented) in early versions.
```

5386. Re: Thomas Questor LHARC gone nuts

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 18:44:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A5077@HH.maus.de>
Source record: 221889

```
CG> BTW, if you're useing the default '.LZH' extender when you create your
CG> backups, you don't have to tell LHA that. Just use 'm /r <drive> *.*' and
CG> it'll work fine.
```

You do not need to give the *.*. If it is left empty, LHarc will take all it can get 'm -r <archive>' will do the job. Extracting is much simpler, just give the name of the archiv 'archive' will do 'x -rm archive' (you can tell the desktop to call LHarc if any .lzh is started).

5387. Re: Thomas Questor LHARC gone

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 18:48:00 UTC
From: Thomas_Quester@hh.maus.de
Message-ID: <A5078@HH.maus.de>
Source record: 221887

cc> humm... roumor has it this problem dissappears when lharh2.01k is used.
cc> Anyone out there that can tell me where to fetch it from?

That is a kind of problem for me: I am not willing to send post it in several oversee mailboxes because it would be a little bit too expensive for me. The englisch versions of LHarc just do not travel far enough to reach any english or american or other non-german person. Getting rid of an german version of LHarc gives me lots of telephone-calls ..

By the way: my name is Quester not Questor

5388. Pic tools on the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 19:42:30 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992May22.194230.12486@informatik.uni-erlangen.de>
Source record: 221861

shore@yonder.equinox.gen.nz (Craig Shore) writes:

[some stuff deleted ...]

>VIII. Atari UTILITIES

>CONVERSION TOOLS:
>PBMPlus tool kit (See description under "CONVERSION TOOLS" in the
> "PORTABLE UTILITIES" section above)
> Atari-specific executables are available from your friendly neighborhood
> ATARI-ARCHIVE: printing/pbm

Please tell me if you get those binaries to work. I tried:
giftoppm file.gif > file.ppm
ppmtogif file.ppm > result.gif

But i always get a result.gif sized 11 bytes or so, and says:
"corrupt input file" or something like that. I assume it's
- again - a matter of incompatibility of TOS & UN*X. UN*X
doesn't distinguish between text and binary mode, but TOS
does 8-(.

The TOS binaries of PBMplus seem to choke over the TOS line
delimiter \015\012, since they seem to expect the UN*X like
line delimiter \012.

I tried to recompile PBMplus, but i didn't get bash, gmake and
gcc work together. And tcsh is a bummer too.

And I won't spend a lot of time in porting lots of mega sized
sources to (ANSI) Turbo C, coz i'll expect a new PBMplus version
anytime. I can see that non-ANSI C users don't care about
prototypes, but it's a lot of work to port to ANSI C then ...

I don't need Mint to work with bash and gcc, or is the gnu c
environment really that stupid? That would eat a lot of memory
for nothing, and g++ is even much bigger ...

---------------------------- cut here ----------------------------
---------------------------- cut here ----------------------------
Larry

+---+----------------------+
| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |
| at University of Erlangen/Germany | when you look at it. |

5389. Re: GIF, SPECTRUM, JPEG & so

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 20:00:34 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992May22.200034.13275@informatik.uni-erlangen.de>
Source record: 221864

itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:

> This brings me to the question if anyone can give me a hint where to find
>the official specification for these formats, since I cannot and don't want
>to pick it out of the programs. I'd like to experiment a bit and perhaps
>write a "perfect" program, so please mail me any tips.

So what's the perfect program ? 8-)

I prefer small ttp's without any GUI. GUI are good for interactive tasks,
but conversion is usually not very fast on ST, i.e. to slow for interactive
mode. Another point is, you can get good free unix software like PBMplus or
cjpeg/djpeg and only have to port.

If you don't have a GUI you can create a batch file and let your computer
work over the night without any control.

But anyway, enough of this discussion. I'm about to finish my own and fast
giftospu converter, with a highest speed of about 3 minutes per conversion.
As i told you it has no GUI, no SPU display (eats many CPU cycles) and only
a ttp interface.

For your question I want to tell you:

Go get Dave Baggett's graphic file format description document from
atari.archive.umich.edu for ATARI ST file formats. i don't have a clue
where to get jpeg docs, but you can get sources from ftp.uu.net.
Maybe you can get GIF87a and GIF89a docs there too.

If you don't get gif docs, i can email those to you ...

>(E)ight (M)egabytes, (A)lways (C)ontinuously (S)wapping...
i know it this way:
Eight Megabytes And Continuously Swapping
or
Escape Meta Alternate Control Shift

Good luck, and keep the bit running.

---------------------------- cut here ----------------------------
---------------------------- cut here ----------------------------
Larry

+---+----------------------+
| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |

```
| at University of Erlangen/Germany | when you look at it. |
+-----------------------------------+--------------------------+
```

5390. SALE: Atari ST Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 20:06:17 UTC
From: al@ms.uky.edu
Message-ID: <1992May22.160617.6022@ms.uky.edu>
Source record: 221859
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

FOR SALE:

$225 Atari 1040STFM with TOS 1.4
$220 Atari SC1224 Color Monitor (JVC Made - extra sharp)
$ 70 Atari SF314 Double Sided External Drive
$ 40 Atari Double Sided Internal Drive
$400 65 Meg Hard Drive (Shoebox case, ICD HPA, 2-32M Seagate)
$ 75 Smart Team 2400 baud external modem
$ 70 Practical Peripherals MNP5 2400 baud INTERNAL modem (for IBM)
$250 Seikosha SL-80AI 24 pin printer

**** LOTS of Atari ST software, most unopened. Call me for details ****

For More info, call (don't email please)
Richard---(606)276-1681 between 5pm and 10pm EST

5391. Re: What is the best GIF viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 20:44:25 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992May22.204425.15347@informatik.uni-erlangen.de>
Source record: 221866

I would say a GIF viewer has to be fast as a first restriction.
giffer.ttp is the fastest GIF viewer for high rez., but it has
some problems with GIF higher than 400 pixel. it just crashes
in FS dither mode.

The GIF viewer of choice in low rez is gifcolor.ttp. It is the
fastest viewer I know, even faster than giffer.ttp. It dithers
to 16 colors and lets you scroll through the picture.

All other GIF viewers are way slow. I'm not willing to wait a
long time and don't get the results saved. I would like a nice
and fast GIF to Spectrum converter, but there is nothing worth
to use IMHO.

Just my 0.02 worth,

----------------------------- cut here -----------------------------
----------------------------- cut here -----------------------------
Larry

+---+----------------------+
| lsmichae@faui43.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |
| at University of Erlangen/Germany | when you look at it. |
+-----------------------------------+--------------------------+

5392. Populus II does too work

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 20:48:34 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9205222048.AA06473@adelphi-assb01.army.mil>
Source record: 221863

Untrue. My local atari dealer has Populus II running on his mega
4 ST, off of hard disk yet. He does have to run 50HZ.prg first tho'

Fo

5393. Re: ZX Spectrum emulator for the atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 20:52:22 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992May22.205222.31494@yuma.acns.colostate.edu>
Source record: 221865

In answer the request for Spectrum emulator, if I remember right, it's in the atari.archive.umich.edu under /atari/emulators subdirectory with file name something like spectrum.lzh. You should be able to ftp from there, they do check the host sites network number and compare to their table before it allows ftp. If you run into trouble then check the your network adminstrator for registration.
The other way is use archie server to check for other sites that have this file, if memory sever me right, there is at least one more site has it.
Tang
sytang@lamar.colostate.edu

5394. Re: JPEG on the st

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 21:07:05 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l1qojpINNf6r@aludra.usc.edu>
Source record: 221867

In article <1992May22.133506.27086@cs.unca.edu> mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:
[stuff deleted]
>
>I tried them on a large GIF, and when I djpeg'ed it, giffer.ttp
>said that the resulting file was not in GIF format!!!
>
>Has this happened to anyone else? I cjpeg'ed it with a recent version
>of jpeg on a Sun, and I can un-do jpeg compression on the Sun with
>no problems.
>
>Is giffer the problem?

This shouldn't be too hard to find out. Take a JPEG on your Sun, then djpeg a copy.gif. Then download both copies. First try the copy.gif on Giffer. If it works, then try to use the Atari.ST djpeg. If the Atari's copy.gif doesn't work, the you know that it is the Atari port that is at fault. If the Sun copy doesn't work, then you know that it is just Giffer that is too picky.

>Scott

-Mike

5395. Re: BUG or feature ? in MiNTlib PL19

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 22:36:29 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May22.183629.1388@uwovax.uwo.ca>
Source record: 221868

In article <H.H56kg4uvL5M@keep.fantasy.sub.org>, woju@keep.fantasy.sub.org (Wolfgang Jung) writes:
> I think I found a Bug (a minor one, but it looks like one) in the MiNT Libraries
> PL 19. I encountered it while Porting a pathalias 1.3 (I know there are
> enough of them on the net, but just for a test :-)) I couldn't stop the
> Program with pressing CTRL D or CTRL Z, CTRL C helped and aborted the
> program. So I wote the following TEST.

< code involving feof(stdin) deleted >

Hmmm. I don't know if this is a bug or a feature; I'll have to check what ANSI specifies, and also what Unix does in practice. Be warned, though, that both dLibs and the "regular" gcc library most likely behave the same way, since all 3 have essentially the same stdio code.

Harbison & Steele don't specifically address the issue of feof on a terminal, but they do say:
"Note that even if there are no more characters in the stream to be read, feof will not signal end-of-file unless and until an attempt is made to read past the 'last' chracter. The function is normally used AFTER [my emphasis -- ers] an input operation has signaled a failure."

I take this to mean that it's better to test the value returned by getchar (looking for a -1) than to rely on feof. I will try to find out what ANSI specifies, and if necessary to correct mntlib.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

5396. Re: Jpeg version 3 software.

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 22:38:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May22.223858.4786@kosmos.wcc.govt.nz>
Source record: 221940

> drwxrwx-wx 4 atari ftp 3072 May 19 23:13 new
> ^
> "anonymous" can not read there, so please Mr Atari A Robot put the
> stuff in "newitems"...
>
> Dennis
> --
> Dennis Dingeldein ZGDV Zentrum fuer Graphische Datenverarbeitung
> (dingelde@igd.fhg.de) Wilhelminenstr. 7 mWm
> D-6100 Darmstadt, Germany ~.~
> Phone: +49/6151/155-112 \-/

You can get from new if you know the file name..

The Robot that you talk of is a person but has moved,
and at the moment does not have full Usenet access, but will later
in the fall, from what the person posted..

I don't know the correct spelling of his name, so I don't intend to insult him
but miss spelling his name....

Roger..... sheppard_r@kosmos.wcc.govt.nz

5397. Re: MiNT library for gcc 2.1

Newsgroup: comp.sys.atari.st
Date: 1992-05-22 23:27:03 UTC
From: bigham@acpub.duke.edu
Message-ID: <3010@news.duke.edu>
Source record: 221869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

From the Holy Book of <1992May19.144905.1363@uwovax.uwo.ca>
as spake by 7103_2622@uwovax.uwo.ca (Eric Smith) :
>Arriving soon at atari.archive.umich.edu:

>Patchlevel 20 of the MiNT libraries. This version will support gcc 2.1,
>and incorporates Scott Bigham's patches for Sozobon 1.33i (thanks,
>Scott!). There are also miscellaneous bug fixes, including some
>very important fixes to osbind.h. (see my next message if you want
>details).

The Heat-n-Serve/Sozobon version is also at atari.archive, under the name
mnthlb20.zoo in either atari/mint or atari/new, depending on how soon you
look for it. You may have seen an announcement for version 19a; ignore it.
I released it about two days before Eric released version 20. If you actually
got the 19a release, replace it with this one.

Notable with version 20 is that the printf/scanf routines in libm1.a have
been merged into libm.a, so that you can once again include the floating
point library with just the `-f' flag.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

5398. SALE: Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 00:21:36 UTC
From: al@ms.uky.edu
Message-ID: <1992May22.202136.12330@ms.uky.edu>
Source record: 221870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,misc.forsale

```
ST Software for Sale
If there's a number at the left, that's how many there are.
If there's an 'O' - it's opened. All others are unopened.

O 10th Frame $15
A Day at the Races $5
3 Aliants $20
O Arctic Fox $10
Arkanoid $20
Barbarian I $20
Breach $20
Championship Baseball $20
2 Championship Wrestling $20
2 Chopper X $8
Crazy Cars $5
CyberPaint $50
Decimal Dungeon $5
Eliminator $5
1/1O Falcon $20
Final Assault $20
GATO $15
GIST The Sound Tool $15
2 Gold of the Realm $20
2 GoldRunner $20
Guild of Thieves $23
Gunship $20
2 Hardball $20
High Roller $20
Hole-In-One Golf $8
2 Into the Eagles Nest $20
Jewels of Darkness $20
Leaderboard $20
Marble Madness $20
Mindshadow $15
MouseTrap $5
3 Offshore Warrior $15
Plutos $12
Questron II $20
3 SDI $20
Silent Service $20
Skyfox $20
Space Harrier $20
Space Quest I $25
```

O Starglider $20
ST Wars $10
Sub Battle Simulator $20
O Sundog $10
Trailblazer $20
3 Ultima III $20
2 Warship $25
WizBall $8
World Karate Championship $15

If you think the prices are too high, don't get mad...
MAKE AN OFFER!

Please call (rather than email) (606)276-1681
Ask for Richard

5399. ATARI ST developers package

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 03:14:00 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <86354.2A1E83AA@psycho.fidonet.org>
Source record: 221695

In a message of 21 May 92 07:38:39, Pat Fitzgibbons wrote:

PF> From: patf@silvlis.com (Pat Fitzgibbons)
PF> Date: Wed, 20 May 1992 20:36:03 GMT
PF> Organization: Silvar-Lisco
PF> Message-ID: <1992May20.203603.22503@silvlis.com>
PF> Newsgroups: ba.market.computers,comp.sys.atari.st
PF>
PF>
PF>
PF> Develop C software on your Atari ST or STE :
PF>
PF> Low-cost C development package
[...]

What version of Laser C is that? (Strange... include text in reply
wouldn't pull in your whole message)

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

5400. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 03:47:58 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <86355.2A1E83AE@psycho.fidonet.org>
Source record: 221696

<ahem> I agree that PC's are more easily expandable, but consider this:
There are some people who consider expandability to be less important than
speed or ease of use. The Atari ST (8mhz 68000) consistently outperforms
20mhz 286's 386SX's, and 386's. This is important to me because I am
getting a lot more speed out of a computer that I paid a lot less for.
PC prices are coming down, but so are ST prices. ST's are also consistently
less expensive. You have to pay many times more than you would for an ST
to get an IBM compatible with equivalent speed.
Further, as a programmer, it is important to me to have a programming
environment that lets me get the job done rather than forcing me do deal
with a lot of overhead just so I can communicate with my operatingsystem.
The Atari ST is BY FAR the easiest computer to program. Not only is the
microprocessor faster, but it's assembly language is much easier to use than
Intel assembly. The operating system(s) available for the IBM make it very
difficult to do just about anything. For example, on an IBM, to access an
RS-232 port from C, you need a set of libraries that MIGHT NOT work with
all RS-232 cards or modems, while on the ST, you just make simple OS calls.
I've dabbled a little in GEM programming, and it's really not all that
difficult, whereas Windows programming is horrid. A friend of mine showed
me a program that opens a window, and it was two pages long, while the
same thing under GEM is a couple of lines. All this is why ST programs, as
few as there are, are so much better than their IBM counterparts.... the
programmer spends less time contending with the system, and more time
making his program nice. This is especially evident in MIDI software.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

5401. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 07:19:02 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992May23.071902.230@ccu.umanitoba.ca>
Source record: 221875

I wouldn't recommend atari to a new computer shopper, but I disagree with some of the sweeping generalizations about the reasons for atari's lack of success.

I don't think it has much to do with expandibility and openess. Examples of expandibility offered here are always met with: "yea but is it supported?", which is different. It's rare to see atari users limited by the inability to add peripherals or memory to their computers. (Of course it's rare to see atari users at all.)

My guess is that the reason the ST hasn't flown (apart from the obvious (IBM's clout)) is atari's inactivity. Until the overpriced TT in 91, atari used the *same cpu for 6 years* and only doubled the clock on some models in 90. Meanwhile ibm/clones changed cpu 2 or 3 times and quadrupled the clock (similarly for macs). You can't win a race standing still.

(Why is it that shortly after IBM introduced the open PC with an Intel processor, all 3 home computers based on the superior 68000 were introduced with closed architecture? Coincidence?)

Werner

5402. Graphical GNU Chess available!

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 08:44:55 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8048@uqcspe.cs.uq.oz.au>
Source record: 221876

Jeff has put my graphical gnuchess port in the atari/games directory
on atari.archive.umich.edu, in the file graphgchess.zoo

It requires:

1 meg, colour, zoo 2.1

It's has it's own graphical 'game' flavoured interface, rather than
GEM, mainly because I wanted to test out my libraries. Oh, by the way,
both binaries and full sources are included (of course, it's GNU),
including the libraries. The library sources are only in development
stages, but they were working sufficiently to implement Chess.
(Sprites, double buffering, etc.)

Enjoy!

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5403. Re: Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 09:49:46 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0724.05.92@troja.stgt.sub.org>
Source record: 221710

n8742883@rowlf.cc.wwu.edu (Perry Pederson) writes:

[...]

> This time, the program loaded.... only to give me a dialogue
>box saying "Sorry PAL machine only" and then it locks up! Now, every
>time I boot up my ST, I can't stop it from loading up Populous II out
>of the AUTO folder-- every time I boot off of the hard drive, the AUTO
>folder kicks in and it locks up! In order to access my hard drive
>(which is a 50 meg MicrOtyme ICD special), I have to boot off of the
>hard drive to load up the device drivers; I can't turn the hard drive
>off, boot my computer off of a floppy, and then access the hard drive
>to remove the file out of the auto folder as the Atari doesn't
>recognize the existance of the hard drive as it didn't exist at boot
>time.

I never had these problems, when I had to kick off some faulty
AUTO-folder-program. Try the following:
- boot up your ST from a floppy disk, with the HD switched off!
- switch on your HD
- load the device driver program (AHDI.PRG, ICDBOOT.PRG, ...) from
your floppy disk
- create an icon for partition 'C'
- remove the faulty prg from C:\AUTO
- reboot your machine from HD

To prevent such problems in future I recommend, you install one of
the AUTO-setup programs, like SUPERBOOT. These programs let you
choose which of the AUTO-prgs and ACCs should be installed.

stefan

--
!! stenny@troja.stgt.sub.org !!
alias Stefan Schober, Stuttgart FRG, +49-711-681151

5404. Re: Mint and (Multi) Tex

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 09:58:52 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0725.05.92@troja.stgt.sub.org>
Source record: 221708

minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:

Hi Alexander,

>I am thinking of getting MultiTeX 5.xx for my machine, which is supposed
>to be able to run under MutliTos via multitasking.

>I was wondering if MinT would have the same effect, since most
>tex-progs. (previewer, tex, printprog) are tos progs, if I`d be able
>to work multitasking like with this combination.

you don't need a special version of TeX to use the multitasking
features of MiNT with TeX. With MiNT you can start every
TOS-application, including TEX.TTP, DVIxxx.TTP, MF.TTP (TOS means,
there are no calls to GEM-VDI/AES) in the background. The sueecial
features of MultiTeX reside in its shell, which allows a comfortable
use of TeX in a multitasking environment like MultiGEM/TOS.

stefan

--
!! stenny@troja.stgt.sub.org !!
alias Stefan Schober, Stuttgart FRG, +49-711-681151

5405. Re: ST Action magazine

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 11:28:10 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92May23122810@solb1.essex.ac.uk>
Source record: 221878

In article <344@mx1> tsh@mcdd1.uucp (Tim Holden) writes:

3. ST Action slagged of 'The One' a couple of times.

Actually, ST Action slagged off every other ST magazine except
Atari ST User, which (surprise, surprise) just happens to come from
the same publisher!

--
email: okes@essex.ac.uk
#
##
##
#
Reincarnation: life sucks, then you die. Then life sucks again.

5406. Tape backup software

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 12:10:20 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <706753874.F00001@royaljok.fidonet.org>
Source record: 221729

In a message of 21 May 92 20:12:15, William Magro wrote:

WM> I recommend that anyone who needs tape backup check this out.

I looked at this software as well, and it looks good. Anyone know where I can get (or a good source to check out) new/used 150Mb QIC tape drives, or other good SCSI tape drives (inexpensive DAT drives maybe)? I need to make better backups, but backing up one 213Mb drive, and two 65's isn't exactly fun (and syquests are a little steep just for doing backups).

"MICRO"

5407. PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 12:26:30 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <706753874.F00002@royaljok.fidonet.org>
Source record: 221730

In a message of 22 May 92 15:57:30, Ens wrote:

E> Apple seems to be doing OK and a big fraction of their market is still
E> for closed computers (Classics, e.g.). I don't see Sun's closed
E> SparcStaitions
E> in any danger either. The open Apple II line is on the way out though.

Sparcstations are Closed? Are you talking about the SLC or something? Every other machine has a very open and highly documented bus, the SBUS. You are making a joke right?

"MICRO"

5408. Re: Pascal compilers for ST, programs for sale/trade

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 13:06:24 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <706626384.16057@minster.york.ac.uk>
Source record: 221885

In article <1992May21.014852.10383@eve.wright.edu> cdowns@eve.wright.edu (Charles D. Downs II) writes:
>I'm fairly new to the ST (since last November), but I still haven't
>found a Pascal compiler (one is listed on the umich archive, but I've
>been told it doesn't work). I'm most familiar with Turbo Pascal on the
>IBM. I do have Laser C for the ST and I suppose I could hunt up a C
>compiler for the IBM, but most of my school courses seem to use Pascal
>(and I'd have to relearn C). What I am looking for is a Pascal compiler
>that I could just compile the code written on the IBM (almost entirely
>non-graphic, standard Pascal) and use the programs on my ST. Please
>help me and you may soon see the fruits of my labor on the umich
>archive (I'm a CS major and love writing simulations).

HiSoft currently distributes HighSpeed Pascal, an ST Pascal compiler that claims to compile Turbo Pascal source. I haven't seen it (or even seen it reviewed) yet.

Goldleaf Publishing distribute HiSoft's stuff in the US, but since the product is Danish in origin (i.e. not written by HiSoft) Goldleaf may not be the US distributor. Best thing is to give them a call (can anyone in the US supply Goldleaf's address?)

>cdowns@eve.wright.edu I speak only for myself!

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

5409. Keyboards

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 14:39:52 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.aq_ErkRdX2k@yonder.equinox.gen.nz>
Source record: 221818

In <2A1779E4.17143@noiro.acs.uci.edu>, Joachim Vance writes:

>(hoping for a separate keyboard...)

speaking about keyboards,
What are those IBM keyboard interfaces like???
I can get hold of a reasonably decent PC keyboard for a low cost, the
thing putting me off is the cost of the interface & not knowing
how compatable it would be.

I see there's one called Z-KEYS that sells for US$96.95 , has anyone
here got it? If so what do you think of it?
Are there any better ones?

Also how big is it & what does it weigh (to work out air freight price :-)

Thanks,
Craig.
--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5410. Re: ***** I take back my warning about Populous II! *****

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 14:47:09 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May23.144709.21613@usenet.ins.cwru.edu>
Source record: 221879

Perry,

Please post a review for Populous II! I am interested
in purchasing it but I'm not sure if it is worth it or not.

I enjoyed the first Populous even though there wasn't any music
playing during the game. I was disappointed by this since my
IBM compatible friend had music playing.

Len
--

5411. Re: NeoDesk / Gemini comparison? a

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 15:09:32 UTC
From: ekrimen@wet.UUCP
Message-ID: <3957@wet.UUCP>
Source record: 221882

In article <A40978@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
>tony@microware.co.uk wrote:
>
>t>Can anyone provide a summary of the main differences between NeoDesk 3
>t>and Gemini 1.21?
>
>Gemini is "clean" software...

What the h*ll does =that= mean?

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

5412. Re: What ROM set can I get?

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 15:14:04 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.92May23171355@morgen.cs.tu-berlin.de>
Source record: 221880

In article <1992May22.184155.7467@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:

The latest version of TOS which you can obtain is TOS 2.05. This requires
an special adapter board.

Sorry, Dave. You're one number off -- it is TOS 2.06
There has been a hack in the c't magazine for an adapter board
and patches for TOS 2.05. While the board itself works fine,
don't use the patch.

Greetings,
Ripley
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@cs.tu-berlin.de (intern.)
Hans-Christian Eckert | Regensburger Str. 2 | ripley@nostromo.sub.org (de only)
For NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de
Please use the university's address from outside Germany and nostromo else.

5413. Re: YACC & LEX for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 15:19:24 UTC
From: ripley@cs.tu-berlin.de
Message-ID: <RIPLEY.92May23171916@morgen.cs.tu-berlin.de>
Source record: 221881

In article <1111@speedy.ada.cci.de> miethe@speedy.ada.cci.de (Alexander Miethe) writes:

I'm looking for some PD tools like LEX and YACC are on Unix machines.

These are FLEX and Bison, available by ftp (among other sources).
(Flex is available on ftp.cs.tu-berlin.de, Bison isn't, at least not yet :-)

Greetings,
Ripley
--
Greetings from RIPLEY | D-1000 Berlin 30 | ripley@cs.tu-berlin.de (intern.)
Hans-Christian Eckert | Regensburger Str. 2 | ripley@nostromo.sub.org (de only)
For NeXTmail: hansagia@w271zrz.zrz.tu-berlin.de
Please use the university's address from outside Germany and nostromo else.

5414. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 15:20:36 UTC
From: ekrimen@wet.UUCP
Message-ID: <3958@wet.UUCP>
Source record: 221883

In article <1992May23.071902.230@ccu.umanitoba.ca> ens@ccu.umanitoba.ca writes:
>I wouldn't recommend atari to a new computer shopper, but I disagree
>with some of the sweeping generalizations about the reasons for
>atari's lack of success.

I agree.

>I don't think it has much to do with expandibility and openess.

I agree.

>My guess is that the reason the ST hasn't flown (apart from the obvious
>(IBM's clout)) is atari's inactivity. Until the overpriced TT in 91,
>atari used the *same cpu for 6 years* and only doubled the clock on
>some models in 90. Meanwhile ibm/clones changed cpu 2 or 3 times and
>quadrupled the clock (similarly for macs). You can't win a race
>standing still.

From my perspective, the reason the ST hasn't taken off is simply that
Atari didn't produce enough machines to make it worth their while to
market them (at least in North America). Their 68000 machines have more
power than most of the MS-DOS users need anyhow. It's just that no one
knows about the computers, so they can't buy them. And Atari didn't make
enough machines to satisfy all those customers who would want them, so
they didn't market them.

(In reference to the comment I made about the amount of power that
MS-DOS users need, contrary to what the PC rags would like you to believe,
everyone doesn't use a 486/33 with Windows.)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

5415. Re: ***** I take back my warning about Populous I

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 17:26:51 UTC
From: susher@vax.oxford.ac.uk
Message-ID: <1992May23.182651.6188@vax.oxford.ac.uk>
Source record: 221894

In article <1992May23.144709.21613@usenet.ins.cwru.edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:

>
>
>
> Perry,
>
> Please post a review for Populous II! I am interested
> in purchasing it but I'm not sure if it is worth it or not.
>
> I enjoyed the first Populous even though there wasn't any music
> playing during the game. I was disappointed by this since my
> IBM compatible friend had music playing.
>
> Len
> --
>

The music still doesn't play during the game.. the programmers did a minimal port to the ST/E & TT.. it makes no use whatsoever of the Microwire DMA sound generator, it's all done in software using the standard ST sound chip!

Steve

5416. Re: HELP: problem with SCSITOO

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 18:46:50 UTC
From: harold@alice.hobby.nl
Message-ID: <H.GeIdm_qDBYE@alice.hobby.nl>
Source record: 221714

In <92135.114755ONM07@DMSWWU1A.BITNET>, <ONM07@DMSWWU1A.BITNET> writes:
>>
>>So which version should I use then. I believe we have version 2.1 is that the
>>latest?
>>--
>You need version 2.22.

I tried to email you but don't know if came trough. Does anyone know
how I can obtain SCSITOOLS (V2.22 ofcourse) in Holland. Our local dealer
can't get it. And if it is not available in Holland where can I get it
in germany?

Please reply by email

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5417. Re: Mint 0.94 and accessory problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 18:51:40 UTC
From: harold@alice.hobby.nl
Message-ID: <H.yy0AorhbrEo@alice.hobby.nl>
Source record: 221716

In <8003@uqcspe.cs.uq.oz.au>, Warwick Allison writes:
>[Sorry, I stuffed up the quotees]
>
>There are small AUTO folder "environ" programs on atari.archive that
>will help.
>
Even better to program setenv also on a.a I believe. If I recall correctly
environ starts AES directly while setenv just installs itself in the appro
piate vector and waits untill it is called. Both methods work but the latter
is saver and more general.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5418. Re: My first ST program!

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 18:55:04 UTC
From: harold@alice.hobby.nl
Message-ID: <H.wFEXkh_B8nw@alice.hobby.nl>
Source record: 221715

In <1992May19.045657.15887@cdsmn.mn.org>, Doug Plate writes:
>
>Well, today, I finally compiled up my first Atari ST program.

Concratulations Doug,

thanks for sharing that with us :-)

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5419. MULTI GEM

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 19:06:43 UTC
From: Martin.Kunze@arbi.informatik.uni-oldenburg.de
Message-ID: <1992May23.191127.18787@arbi.informatik.uni-oldenburg.de>
Source record: 221884

WANTED MULTI GEM
I have got a TT and want to ask if anyone can send me MULTIGEM ??

I will be very pleased if anyone can send it to me or can tell me where i
can get it

Regards Martin Kunze

5420. Re: Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 19:14:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May23.191454.4785@kosmos.wcc.govt.nz>
Source record: 221877

In article <1992May22.170451.24465@demon.co.uk>, dford@cix.compulink.co.uk (David Ford) writes:
> I can not guarantee this but try the following.
> 1 Turn everything off.
> 2 Turn on the computer with the ICD disk in the internal drive
> 3 When everything is loaded turn on the hard drive
> 4 Wait for it to run up to speed
> 5 Double click on ICDBOOT.PRG
> 6 Highlight a drive ICON and turn it into a C:
> 7 Open the drive ICON
> 8 Delete the file
> 9 Praise be to God :-)
>
> I use ICD too and also have C; as the boot partition but the first time I
> power on it still boots off of A: for some reason. If I hit reset it boots
> off C: tho'
>
> |David Ford |To err is human but to really cock it up takes|
> |dford@cix.compulink.uk |a computer operator. |
> |Another Englishman :-) |Practice safe sex, as often as possible :-) |

Some brands of Hard Drives need a Reset for them to boot..

ICD do provide a Reset program just to do this for some of these drives,
read the Doc's ...??

Roger..... sheppard_r@kosmos.wcc.govt.nz

5421. Re: Re^2: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 19:39:12 UTC
From: harold@alice.hobby.nl
Message-ID: <H.1BgrF9khK_o@alice.hobby.nl>
Source record: 221717

>>> Today I saw pictures of Atari Falcon on the cover of a german magazine.
>>
>> Don't take it serious..
>>
>The photos on the front cover of 'ST-Magazin' show the real thing -- I
>actually helped making them (durin the press conference).
>
But what keeps Atari from designing a different case when they release it
(if they ever will). Or for that matter they could change some of the specs
that were announced, they did it before didn't they.

From all the rumours and publications about the Falcon sofar the only
relevant information is that Atari is working on a new cheap computer
based on the 68030 with a multi-tasking capability based on MiNT. It will
probably have better sound and video and they hope to market it within the
next year.

The only thing that suprised me is that they showed a working model on the
Cebit I didn't espected to see such a machine before the Atari Messe in august.

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5422. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 19:42:38 UTC
From: harold@alice.hobby.nl
Message-ID: <H.eCD&MLFXZiU@alice.hobby.nl>
Source record: 221719

```
>>Does anyone know what a used Atari Stacy should go for?
>
>A walk! :-)
>
with the garbage man?
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.
```

5423. Re: TOS incompatibility problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 19:47:34 UTC
From: harold@alice.hobby.nl
Message-ID: <H.7sivwCcTHu_@alice.hobby.nl>
Source record: 221718

In <7458@laas.laas.fr>, Jean-Etienne Doucet,149,6323 writes:
>
>Hello happy netters,
>
>FS don't run at all on a 520STE TOS 1.6, but perfectly
>well on a (2.5Megs) 520STE TOS 1.62.
>I don't think it's because of the memory size.
>

Have you tried the game with poolfix installed on the 1.6 machine.
(Don't know if that is possible with that game perhaps not)
The GEMDOS pool bug was also fixed in 1.62
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5424. Re: what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 19:50:26 UTC
From: harold@alice.hobby.nl
Message-ID: <H.3J0CcigfRmM@alice.hobby.nl>
Source record: 221720

In <17588.2a1b9074@levels.unisa.edu.au>, 8918927y@levels.unisa.edu.au writes:
>gday,
> after reading all the rumours about the Falcon, has anybody
> heard about the Sparrow ?
>
Perhaps it was eaten by the Falcon :-)
--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5425. Re: Thomas Quester LHARC gone

Newsgroup: comp.sys.atari.st
Date: 1992-05-23 20:37:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A9804@HH2.maus.de>
Source record: 221892

Hello folks!
I've contacted Thomas Quester, and this is what he thinks about the problem:

Von : Thomas Quester @ HH2 (Di, 19.05.92 20:34)
An : Christian Vogler @ HH2

>> In preparation for a HD backup, I am compressing files. I have
>> a directory of Spectrum pictures (mostly *.spc) that is about
>> 1.5Mb on the disk. When I compress it to an LZH file... the
>> LHARC program reports better than 80% compressed. A verbose listing
>> shows that the files compressed are 1.1MB or so... BUT!?! the file size
>> on the disk is 1.8MB!!! What's going on?

>If there where "something" in the archiv, LHarc would have problems extracting
>it. In any cases, any "something" will automatically be removed, if the
>archive ist updated. If the archiv is working (try to extract!), the
>"something" MUST be at the end of the archive.
>If someone discoveres a bug in LHarc, she or he may feel free to send a bug
>report and -- if it is possible -- damaged archives, original-files and the
>LHarc.ttp used to me. My address: Thomas Quester * Lampenland 9 * 2050 Hamburg
>80 * Germany

Hope that helps -
Christian

Christian_Vogler @hh2.maus.de

5426. For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 00:04:03 UTC
From: rich@dhump.mil.wi.us
Message-ID: <1992May24.000403.1541@dhump.mil.wi.us>
Source record: 221886

Zram 3D/4meg populated to 4 meg 350.00

SC1224 original JVC monitor 225.00

SF354 DS/DD Drive 100.00

SF314 SS/DD Drive 40.00

5 1/4 drive w/ps and cable 75.00

PC Ditto II w/5 1/4drive and switchbox 100.00

Magic Sac -With Roms- 30.00

Pagestream v 2.01 100.00

MWC 3.0.6 w/debugger and RSC 100.00

VIP inc/GEM version 40.00

Please reply in mail or call 414-251-6326, Will ship UPS

rich.....

rich@dhump.milw.us

5427. Re: NeoDesk / Gemini compariso

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 01:08:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A41071@MS.maus.de>
Source record: 221893

ekrimen@wet.UUCP wrote:

>>Gemini is "clean" software...

>What the h*ll does =that= mean?

It means that GEMINI doesn't use dirty tricks like LineA f.e.

So long,
Patrick

ABOLISH THE DEATH PENALTY!

5428. Thomas Questor LHARC gone nuts?

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 03:31:17 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <706692215.F00001@tdkt.kksys.com>
Source record: 221895

In a message of <May 18 12:28>, Joachim Vance (1:282/31) writes:
>From: jvance@maxwell.oac.uci.edu (Joachim Vance)
>Newsgroups: comp.sys.atari.st

>In article <1992May15.220202.22551@mnemosyne.cs.du.edu>
>ilepore@isis.cs.du.edu (Ian Lepore) writes:

>I've noticed Questor lzh puts a commentof 'Atari' on every file sometimes,
>I always figured it's because ARCSHELL is so braindead it passes a bogus
>option to lharc or something.

> My understanding is that Questor's 2.01 Lharc adds 'Atari' to the
>files so that you know where they come from. ie. since it is
>compatible with the PC Lharc (and others?) a file from a PC would say
>'PC' or 'IBM'. Kind of a nice touch.

Just to make sure everyone's clear on this, it's not the actual word 'Atari'
or 'IBM' that's in the file. It's a flag that's set. If memory serves, 1
means IBM, 2 is Macintosh, 3 is ST, 4 is UNIX, and on it goes.

* Origin: FlightLine PointNet (1:282/47.1)

5429. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 05:47:56 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <86927.2A21270A@psycho.fidonet.org>
Source record: 221694

In a message of 22 May 92 18:25:53, David M. Baggett wrote:
...
DM>
DM> With the advent of the 25/50 and 33/66 chips, there's even less need to
DM> replace motherboards, since the external timing stays the same even
DM> when you put in a faster CPU. I expect that we'll see things like
DM> 25/100 chips down the road that run at 4 times the external clock rate
DM> instead of new chips that require 100 Mhz motherboard timings since the
DM> "internal turbo" method is so much cheaper overall.

Apparently you don't know HOW the double-clock chips work twice as fast.
Do NOT, in fact, double the clock rate, but instead use HALF clock-cycles
(like the motorola's have all along). A 25/100 chip would not exist,
unless you had two clocks... one for the motherboard at 25, and one
for the CPU at 50/100. It really would not give you much of a speed
advantage to make the CPU run at 4 times the rate of the external RAM.
Unless, of course, Intel comes up with a much less brain-dead memory
accessing method.
...
DM>
DM> Dave Baggett
DM> dmb@wam.umd.edu

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

5430. ranarama and STe's

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 12:43:36 UTC
From: dogbowl@acme.gen.nz
Message-ID: <DFyaLB1w164w@acme.gen.nz>
Source record: 221516

I've just been given some STfm software, and I'm having problems getting Ranarama running. I get the title screens OK, but as soon as the game starts, it comes up with 2 bombs.

Is this a TOS incompatability problem? It works OK on a TOS 1.2 machine.

I know that Ranarama is an old program, but I'm wondering if there's a patch around that will get it going.

Alan Brown dogbowl@acme.gen.nz ACME BBS +64-6-355 1342

" Get that Atari outta here! This is IBM country!!!! "

Palmerston North, New Zealand - A great place if you're a duck!

5431. Re: nroff formattor

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 12:57:28 UTC
From: ue@nathan.do.open.de
Message-ID: <H.LE2wqDR&m0k@nathan.do.open.de>
Source record: 221709

In <Bonqwv.52n@newcastle.ac.uk>, Dave Johnson writes:

> I am looking for an nroff formatter so I can read, and print out all those
>lovely man pages that came with mint and mgr
I've got an nroff called NROFFP4B here on my hard disk. I don't know wheter
it'a available on a.a. or not, since I do not have ftp access.
I could mail you a copy, if you cannot find it on a.a....
/s/

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

5432. Re: What ROM set can I get?

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 13:01:52 UTC
From: harold@alice.hobby.nl
Message-ID: <H.wCIZYqZPtl6@alice.hobby.nl>
Source record: 221805

In <1992May22.184155.7467@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>The latest version of TOS which you can obtain is TOS 2.05.

That would be 2.06. It is the best chose and the price difference with 1.4
is minimal.

> [Stuff deleted on wich I agree completely]

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5433. Re: need help with uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 13:15:54 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1595@sheoak.bcae.oz.au>
Source record: 221723

Just a small problem here. What must I name the setup and telephone files in order to not have to load them manually?

Thanks in advance.

Replies to i921652@sheoak.bcae.oz.au

5434. FZD Term -- Printing problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 17:04:33 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.706727073@odin>
Source record: 221711

Has anyone been sucessfull in getting FZD Term Version 2.12 to print an ascii text file on an epson compatible printer? For some reason, if I try to print a text file using the built in Print Text File on the Disk Commands screen, it doesn't send a LF to the printer, and it prints over and over, and then finally gets a LF, and then prints over itself again!

I have had no problems printing text files from the desktop, or when using UIS III. Why wouldn't FZD Term be able to print on probably the most common type of printer there is?

I hope it is a problem with MY setup, and not FZD Term itself, but please send any suggestions you might have concerning this problem.

Thanks in advance.

5435. Dumping Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 17:18:28 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992May24.171828.21848@cis.uab.edu>
Source record: 221713

I`m having some trouble dumping Emacs1857. I initially tried it with Mint/Mintshel (after setting the proper env variables) and I ended up with a mangled hard drive. After recovering, I tried it again (this time with no Mint and under Neodesk 3.0 so that I could take advantage of its enviroment setting capabilities). Again I whacked my hard drive. Am I missing something here? The documentation says that I should use Bash (unixmode version I presume)... is this really necessary? In the second instance, I used a unixmode aware version of mv to rename all of the files properly (it created the necessary .dir file)..
I guess I`m wondering if there is a foolproof way of dumping emacs straight from the *.zoo file on a system with Mint/Mintshel. Zoo (aparently being non-unixmode aware) chops of any filenames which are too long.
I would appreciate hearing from successful dumpers. Thank you all in advance.
Todd

5436. UNIXMODE aware ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 17:19:55 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992May24.171955.21905@cis.uab.edu>
Source record: 221712

Does there happen to exist a UNIXMODE aware version of ZOO for the
atari ST. I have ZOO21 which I obtained from a.a.
Thanks,
Todd

5437. Re: FSM-GDOS / Atari's service down-under

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 19:35:38 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.EDDDkMurxUk@yonder.equinox.gen.nz>
Source record: 221817

In <1992May20.113300.4771@kosmos.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>> Seems strange... why were you dealing through OZ in the first place??
>
>One these machines came from OZZ, like a lot of Dick Smith suff does..

Huh, It doesn't matter where the machine came from, it can be
fixed anywhere.
Mine wasn't fixed at the same place I got it from.

>Atari is going to change the distribution of there products to STE's only here,
>and only though Department stores.

That's Ok by me, you can't keep on making old stuff forever, your competetion
will keep going and you'll be left behind.
As for the department stores... maybe that might be good, maybe not.
Hopefully if they do that they'll bulk buy & keep the prices down??

>No one is bringing in software any more here, all dealers that I have talk
>to are going to close or change to the PC, the only dealer here in Wellington
>has had his suplies of machines cut off..

When did this take effect... are you saying that software suppliers are
no longer dealing in Atari stuff. I thought they wanted to sell
the Atari dealership for 1/4 of a million dollars, have they just
given up on it instead?

>Atari clubs here in the North Island are closing at a rapid rate, also Kmart
>has droped the Lynx for the Game Boy, and no support for the Atari machines at
>all...

I don't know what people see in the Game Boy anyway!! It's more
expensive, and has a boreing mono screen.

>Atari also just stated a 13.2 Million loss, so you think that Atari is
>doing good, No Way here at all, go and talk to some of the dealers here
>in the North Island..

That doesn't really matter... we've already got our machines (which are
good), and all the third parties aren't about to close up unless we
stop supporting them. Also there's still loads of GOOD new shareware
software coming out.

>Tell me were did you get your Hard Drive, not here was it..??

Nope, does that matter?? I could have if I wanted to, a shop here can
supply them, but I wanted to do it myself.
In this day and age, buying something from the other side of the world

isn't a hastle at all, and if you really want to, you can have it
the next day. I chose a cheaper way and waited 2 weeks.
With the systems in place (International acceptance of major credit
cards almost anywhere, money orders etc put together with excellent
freight options) there is no NEED for a local supplier, I can simply
ring the USA & place an order on my credit card & specify how
to send it to me. Much easier than going to town here actually when I
think of it that way!!!

Craig.

--
~~*~

5438. Re: Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 19:48:28 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.dYwzUTjSO5c@yonder.equinox.gen.nz>
Source record: 221819

In <n8742883.706410074@rowlf>, Perry Pederson writes:
>
> This time, the program loaded.... only to give me a dialogue
>box saying "Sorry PAL machine only" and then it locks up! Now, every
>time I boot up my ST, I can't stop it from loading up Populous II out
>of the AUTO folder-- every time I boot off of the hard drive, the AUTO
>folder kicks in and it locks up! In order to access my hard drive
>(which is a 50 meg MicrOtyme ICD special), I have to boot off of the
>hard drive to load up the device drivers; I can't turn the hard drive
>off, boot my computer off of a floppy, and then access the hard drive
>to remove the file out of the auto folder as the Atari doesn't
>recognize the existance of the hard drive as it didn't exist at boot
>time.

I've stuck crashing accessories etc on my HD heaps of times!

What I do is get the computer going with the HD turned OFF.
Insert your HD software into your floppy drive.
Run the HD driver program (if you've got ICD software it's ICDBOOT.PRG)
Turn ON the HD
Click ONCE on the Drive A icon, then select INSTALL DRIVE under OPTIONS
on the menu bar
Click on the drive letter and use the keyboard to change it to C
Click on INSTALL
You will now have a Drive C icon on the desktop
Double click on drive C
Double click on the auto folder
Drag the offending program into the Trash
Reboot your system

This information comes straight off the top of my head and comes with
no warrenty, and batteries are certainly not included :-)

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5439. Re: UNIXMODE aware ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 19:54:54 UTC
From: m91der@tdb.uu.se
Message-ID: <1992May24.195454.24057@tdb.uu.se>
Source record: 221728

And while we're discussing ZOO:

Is there a version of ZOO available that works well under MiNT with
a Minix-partition? I'd love to be able to extract ZOO-files and get full
pathnames directly.

Daniel Eriksson Internet : m91der@tdb.uu.se, den@hgs.se
Gardskarsvagen 6B Fidonet : 2:205/229 (Doomdark's Revenge)
814 93 SKUTSKAR IRC : ddf ('Daniel of Delta Force')
SWEDEN Voice : +46 (0)26 72905 or 72901

5440. Re: Hermes - Help!

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 20:33:40 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.vRsA5NJnEM_@yonder.equinox.gen.nz>
Source record: 221816

In <H.BnRdxYCQ66c@jonh.wimsey.bc.ca>, John Henders writes:
>In <H.UoTuF_qfDD6@yonder.equinox.gen.nz>, Craig Shore writes:

> This is the normal way of using uuwork to replace the old mercury poll
>program for direct calls. If you want to call out at a specific time daily,
>you have to fill in the time in a field in XHOSTS, It's pointed to in
>the documentation for SXHOSTS. Don't touch HOSTS, as XHOSYS now maintains it.

Yup, I know that, the problem is what numbers to stick where in the
XHOSTS file, I tried a few but couldn't figure it out.

> Re: Environment Variables. All the items in config.sys are replacable by
>environment variables, even if you just assign them in the shell script file
>you use to run the Hermes programs.

Huh, i'm still lost!

> If you're having problems with a mismatch of your .D and .X files, and
>you're using batchmai.ttp of version <1.03. Verions up to this release had
>a problem if the processor or harddrive was very fast. Very short messages
>also caused problems. As I understand it, the random article name generator
>was using too coarse a seed, and would generate the same name for 2 successive
>messages, the second of which was ovewriting the first. This of coures got
>the .D and .X files to get out of sync, and caused a great hassle, with mail
>going to the wrong people.

Ahh, thanks.

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5441. Epic

Newsgroup: comp.sys.atari.st
Date: 1992-05-24 20:49:46 UTC
From: lectro@hardy.u.washington.edu
Message-ID: <1992May24.204946.21203@u.washington.edu>
Source record: 221727

I've heard a little about this game recently.

Could someone who has played it post a short review of it or just give
us there thoughts ("liked it" or "sucked donkeys") about it?

Also, in case it's worth it, could someone give an address of a mail
order hous where a copy could be obtained (and how much)?

Thanks to whomever responds.

Jonathan E. Maier # ## # lectro@u.washington.edu
---------------------------- # ## # -------------------------------------
Weekend Operator ## ## ## University of Washington
UCS Operations ## ## ## Seattle, Washington

5442. Re: **** WARNING TO AMERICANS ABOUT POPULOUS II ****

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 00:01:19 UTC
From: mlake@irscscm.UUCP
Message-ID: <1992May25.000119.18269@irscscm.UUCP>
Source record: 221821

In article <n8742883.706406628@rowlf> n8742883@rowlf.cc.wwu.edu (Perry Pederson) writes:
>
> I just got my Populous II game today, and after booting it off
>of the floppy, I got a dialogue box saying "Sorry PAL machines only".
>I then called up Electronic Arts in California, and they confirmed my
>suspicion that Populous II can run only on European machines, and no
>American version will be created.
>

Isn't this kind of foolish? From the sound of their marketing
strategy does EA have a vendetta against Atari US?

--
Marshall Lake
...!uunet!media!ka3ovk!irscscm!mlake
mlake@irscscm.UUCP

5443. Ghostscript

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 01:03:12 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.706755792@swanee>
Source record: 221733

Hi,

I have a problem installing ghostscript. After unzooing and setting up
I have found that ghostscript appears to look for a directory that doens't exist in my
setup. I assume I'm missing an environmeny variable or have mucked
up the directory structure it needs. Could someone please email me
the Environment vars ghostscript uses and a copy of there directory
structure so I can check mine.

Thanks

Rob
--
==
Mr. Robert Woodcock Phone: +61-9-380-3856 _--_|\
Centre for Intelligent Information Processing Systems / \
Dept. of Electrical & Electronic Engineering *_.--._/
The University of Western Australia Fax: +61-9-380-1101 v
NEDLANDS WA 6009 Australia Email: bmw@swanee.ee.uwa.edu.au

5444. ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 02:07:28 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <706880563.0@fquest.FidoNet>
Source record: 221848

Somebody expressed an interest a few days ago in ANSITERM, the 16-color ANSI emulator term program. I sent it to atari.archive quite a while back, but the validating of files is going pretty slow there these days. Today, I sent the new v1.0 version that was released on the 18th. I saw someone mention that you can get files from the \atari\new directory if you know the name. So, I thought I would post the names in case anyone is anxious to try them out. ansiterm.lzh is v0.5 of ansiterm. Its the first release I got and is very basic, no dialer, no U/D capability, etc. ansitrm1.lzh is the new v1.0 release I just got. It has a phonebook autodialer, and supports U/D with XYZ201. There is a ramdisk included in the file so that floppy users can load XYZ into it and not have to keep it on floppy. XYZ is not included, but is available elsewhere at atari.archive, you will need it to upload or download witn ANSITERM v1.0... Anyway, it uses low res 320x200 with a 4 pixel mapped character set to get 80 column 16 color ANSI and is a neat little term program. Tim Miller did a good job on the latest version. Oh, one other thing. The older version includes a character set editor not included in the latest release, so you'll have to get it to if you want that. And there is also an ATASCII emulator in the latest archive, if I'm not mistaken. I haven't tried that yet though. Anyway, FYI to anyone interested.. Mark...

5445. FOR SALE:1040 STF

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 02:52:57 UTC
From: whitten@kuhub.cc.ukans.edu
Message-ID: <1992May24.215258.40323@kuhub.cc.ukans.edu>
Source record: 221740

I would like to sell my ST. It still functions perfectly, and
still looks great.

1040 STF Computer, SC1224 Color Monitor, Megafile 30 harddrive,
and misc. software.

Make me an offer if your interested.

Regards,
Chris

==
WHITTEN@KUHUB.CC.UKANS.EDU Chris Whittenburg, Univ. of Kansas
WHITTEN@UKANVAX.bitnet Electrical Engineering
==

5446. Re: SST on STe?

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 03:56:40 UTC
From: dsmall@well.sf.ca.us
Message-ID: <1992May25.035640.5777@well.sf.ca.us>
Source record: 221736
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

The posted question asks if we're going to do an SST for the Mega STE. (There are two radically different flavors of STE!)

While we've found a way, it's up to us to determine if we will sell enough to be worth the VERY expensive R&D. Remember, if we funnel money into this project, there are others that won't get done.

No decision "for sure" yet on Mega STE. Regular STE we have the board layout for done.

-- thanks, Dave / Gadgets

5447. Re: SOFTWARE: Virtual Memory for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 04:06:17 UTC
From: dsmall@well.sf.ca.us
Message-ID: <1992May25.040617.5958@well.sf.ca.us>
Source record: 221735

I suppose this is a little off-topic, but the basenote mentions that copying the TOS ROMS in the TT to TT "Fast" RAM gives 35% improvement. We plyed with this,
had extensive crashes, and Q-ibndex showed us a palty 9% speed increase.

The machine is simply video bound. That's why SST memory is non video, so we don't have to slow to 8 MHz all the time.

There are utilities (I wrote a "romtoram" once), but they tend to destalibze the system. Oh, I did the right things ... set up the MMU table, pointing $E at the ROM image, write protected it, copied at IPL 7 with the usual keyboard kludge that takes ... and it still was not stable. Not recommend.

We found about 20% in real speed, not benchmark speed, in other ways.

Anyway, don't bother putting your ROMS into fastRAM. Reported bugs include repeated crashes and floppy disk formattingh spazz-fits.

-- hope this helps someone, Dave / Gadgets

5448. Re: Spectre and SoftPC

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 04:13:21 UTC
From: dsmall@well.sf.ca.us
Message-ID: <1992May25.041321.6067@well.sf.ca.us>
Source record: 221732

The base thread asks if SoftPC, the IBM emulator, works on the Spectre.

Yes, it does, if you get the "Universal" version or the "Portable" version.
They keep changing names faster than I can keep track of.

I would call them, explain your situation, and ask which one works
today. It DEFINITELY works.

Speed will depend primarily on how much SST RAM I can get involved.
With D-RAM at insanely fast speeds like 40 nsecs (!!!), if I can get the the
fetch/lookup/dispatch/return code loaded into the 68030 cache, it will scream.

-- thanks, Dave / Gadgets

5449. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 04:43:35 UTC
From: dsmall@well.sf.ca.us
Message-ID: <1992May25.044335.6404@well.sf.ca.us>
Source record: 221731

The thread discussed the 1040'ish case of the Falcon.

I was in for a rude and sudden shoc at the cost of the mold for the plastic of the Spectre GCR. It is a very simple mold, relatively, yet it cost many thouands of dollars. Atari's earnings statements are not that great right now, and they could really stand not to toss, say, $100,000 into a new mold. (Besides, we might get another wedding cake! :-))

The plastic is cheap ONLY after the mold is done.

I think Atari did right sticking with the 1040 case.

Just my opinion; feel free to disagree.

-- thanks, Dave / Gadgets

p.s. This line has been dropping characters all night, and the editor is no fun.

5450. Re: SST030 by Gadgets

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 04:56:41 UTC
From: dsmall@well.sf.ca.us
Message-ID: <1992May25.045641.6625@well.sf.ca.us>
Source record: 221734

My apologies on the lack of discussion of the 68030 SST. We ship them out as soon as they get out of testing, and there are discussions of them online, as well as magazine reviews, now showing up.

The Well, the UNIX box I dial into, had a hardware upgrade that fought with the software for some time. Then, just when that is getting fixed and the Well is peeking onto USENET, my son Eric breaks his leg tackling a Camaro (to put a lighter face on it). Week of traction & surgery, so we've not been here to answer phone, FAX, etc.

SST is now past backorders of last July, and orders are accelerating. We do first come first served.

As for this keyboard, I think I'll give up on it! Takes too much editing
to rfix all thegoofs.

-- thanks, Dave / Gadgets /

p.s. NO, Spectre 3.1/3.2/3.x HAS NOT BEEN RELEASED. IT DOES NOT EXIST. It is close, but not there yet. You should see the 50 faxes we get a day ordering it.

5451. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 06:50:07 UTC
From: wagg@zellweger.ch
Message-ID: <1992May25.065007.625@zellweger.ch>
Source record: 221741

>>On the cover of "ST-Magazin" they had actual pictures. The falcon looks darker
>>than the 1040 on them, but not as dark as in "ST-Computer".

Oh no, this picture was designed on a mac with a drawing tool. It is _not_
a photo taken from a real Falcon.

Georg


```
_____________ _____________
/ __________() ()__________ \
/ /\________ Georg Wagner ________/\ \
/ /_/_______() Zellweger Uster ()_______\_\ \
/____________ wagg@zellweger.ch _____________\
|___________() ()_____________|
```

5452. Re: nroff formattor

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 07:06:57 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992May25.070657.4876@daimi.aau.dk>
Source record: 221742

ue@nathan.do.open.de (Udo Erdelhoff) writes:

>In <Bonqwv.52n@newcastle.ac.uk>, Dave Johnson writes:

>> I am looking for an nroff formatter so I can read, and print out all those
>>lovely man pages that came with mint and mgr
>I've got an nroff called NROFFP4B here on my hard disk. I don't know wheter
>it'a available on a.a. or not, since I do not have ftp access.
>I could mail you a copy, if you cannot find it on a.a....
>/s/

>--
>Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

It is on a.a. both in source and binary form.

It dont know its exact location but it can be found in the Sources and Binaries
directories.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

5453. Re: Dumping Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 07:40:31 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992May25.074031.5890@daimi.aau.dk>
Source record: 221738

sundsted@cis.uab.edu (Todd Sundsted) writes:

>I`m having some trouble dumping Emacs1857. I initially tried it with
>Mint/Mintshel (after setting the proper env variables) and I ended up
>with a mangled hard drive. After recovering, I tried it again (this
>time with no Mint and under Neodesk 3.0 so that I could take advantage
>of its enviroment setting capabilities). Again I whacked my hard
>drive. Am I missing something here? The documentation says that I
>should use Bash (unixmode version I presume)... is this really
>necessary? In the second instance, I used a unixmode aware version
>of mv to rename all of the files properly (it created the necessary
>.dir file)..
> I guess I`m wondering if there is a foolproof way of dumping
>emacs straight from the *.zoo file on a system with Mint/Mintshel.
>Zoo (aparently being non-unixmode aware) chops of any filenames which
>are too long.
> I would appreciate hearing from successful dumpers. Thank you
>all in advance.
> Todd

I don't really understand this. I have been able to dump without any problems,
even though I dumped from the desktop, due to limited memory, using the environ
program to set variables.

From your descriptions it seems evident that the problems is not in the shell.
You don't describe precisely where in the process the problems arises, but the
are two (actually three) times, where disk-acces is involved. First emacs
starts and loads lisp-files, and then writes an executable image to the disk.
This process is repeated, and then a special program compares the two images
and write the relocatable program to the disk.

This does work in my setup, and I really haven't any clue to how it can fail in
your setup. It could be ressource limitations (memory/diskspace) causing a
fatal error, or perhaps a subtle download-fault has changed some executable in
a fatal but still runnable manner, even though this would be statistically
almost impossible.

Try giving more details about your setup, the dump-process as it appears on
your machine and the nature of the mangled drive.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

5454. Re: UNIXMODE aware ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 07:45:15 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992May25.074515.6207@daimi.aau.dk>
Source record: 221744

sundsted@cis.uab.edu (Todd Sundsted) writes:

>Does there happen to exist a UNIXMODE aware version of ZOO for the
>atari ST. I have ZOO21 which I obtained from a.a.
> Thanks,
> Todd

It should be unixmode aware in my experience since it takes / and makes .dir
files which is very much what I need.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

5455. Re: YACC & LEX for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 08:34:48 UTC
From: stenny@troja.stgt.sub.org
Message-ID: <0733.05.92@troja.stgt.sub.org>
Source record: 221758

miethe@speedy.ada.cci.de (Alexander Miethe) writes:

>I'm looking for some PD tools like LEX and YACC are on Unix machines.
>Someone told me there are some GNU tools, but I don't know which are
>the ones I'm looking for. Any good ideas ?

look on a.a. for:

FLEX - the GNU FastLex
BISON - the GNU Yacc

stefan

--
!! stenny@troja.stgt.sub.org !!
alias Stefan Schober, Stuttgart FRG, +49-711-681151

5456. Re: ***** I take back my warning about Populous II! *****

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 08:49:58 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7476@laas.laas.fr>
Source record: 221743

In article 21613@usenet.ins.cwru.edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>
>
>Perry,
>
> Please post a review for Populous II! I am interested
>in purchasing it but I'm not sure if it is worth it or not.
>
> I enjoyed the first Populous even though there wasn't any music
>playing during the game. I was disappointed by this since my
>IBM compatible friend had music playing.
>
>Len
>--
>

If you enjoyed Pop I, then you'd enjoy Pop II twice as much, or
maybe more.

But, unfortunately, the Music option is not installed on the
ST version... So, no more music than in Pop I.

_ ___ __ Jean-Etienne DOUCET
_ _ _ _ LAAS-CNRS
_ __ _ _ Toulouse, FRANCE
_ _ _ _
__ ___ __ doucet@laas.laas.fr

5457. Can I use GDOS fonts without GDOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 09:58:11 UTC
From: cshera@uta.fi
Message-ID: <5820@kielo.uta.fi>
Source record: 221739

Hello,

the subject line says it all.
I've been trying to print text onto screen
with GDOS fonts I ftp'd from atari.archive.

I have tried to do it with A008 (TextBlt line-a
command) and with VDI functions Text (opcode 8)
and Justified graphics text (opcode 11, func. 10).

Language I am using is assembly.
First I've put the address of GDOS font into the
FONTRING[0] line-a variable.

With TextBlt a mark-character (one found in menus,
ascii 7 or 8 in atari system fonts) is printed
on screen.
With Text wanted characters are printed on screen,
but using system font.
With Justified graphics text nothing is printed.

With VDI functions I used a Set text face (opcode 21)
before trying to print anything. Value it returned
(selected font) was correct, so that is ok I suppose.

So what is going wrong or is it just this lack of GDOS ?

My knowledge on the subject is from SALAD and books
published by Abacus (Internals & GEM progs ref.).

Thanks

Heikki Rasimaki
cshera@uta.fi

5458. Re: MultiGEM and TOS 3.06

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 10:45:08 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992May25.104508.23024@rhrk.uni-kl.de>
Source record: 221745

csullogg@cc4.crl.aecl.ca writes:

>I just switched TTs (from one with TOS 3.01 to one with TOS 3.06). I have
>not been able to get MultiGEM working on the new machine. Is there a fix?
MultiGEM has to adapt itself to each TOS version. If you have an older
version of MultiGEM it won't ever work on TOS 3.06. As far as I know V1.05
works.

>BTW, I have seen the FALCON but signed a nondisclosure agreement. Sorry!
:-)

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5459. Re: Epic

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 12:19:15 UTC
From: csw93@seq1.keele.ac.uk
Message-ID: <2833@keele.keele.ac.uk>
Source record: 221747

From article <1992May24.204946.21203@u.washington.edu>, by lectro@hardy.u.washington.edu (Jonathan E. Maier):
> I've heard a little about this game recently.
>
> Could someone who has played it post a short review of it or just give
> us there thoughts ("liked it" or "sucked donkeys") about it?

Well, I quite like it. There's 9 missions (I think, perhaps 8) but they are fairly easy. It's certainly not the worst game around, and the introduction/graphics are impressive. Oh, nice sound too.

Adam

--
vvvvvvvvvvvvvvvvvvvvvvvvvvv @ @ vvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvvv
> Adam Turnbull oo Democracy : It's your vote that counts <
> csw93@uk.ac.kl.seq1 ='= Feudalism : It's your count that votes <
^^

5460. Cannot read atari-720KB discette on IBM-AT ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 12:44:42 UTC
From: stucki@math.fu-berlin.de
Message-ID: <0TJ39VQ@math.fu-berlin.de>
Source record: 221746
Cross-posted to: comp.sys.atari.st,fido.ger.atari,zer.z-netz.rechner.atari.allgemein

Hi!

This may be a faq, but...

Im a UNIX(!) Sysadmin not ever using Atari and mostly
using an IBM-AT for a Terminal; a few people came this week
trying to read Atari Diskettes on our IBM-ATs.
Mostly it works, BUT...

Some Diskettes are unusable, giving strange results.

Both cases (two Users did ask me personally) were 720KB
Diskettes, formatted on IBM, then written on ATARI,
there readqble, now unreadable on IBM.

Seemingly the boot-sector got lost somehow (copying an
original DOS-Boot-Sector on Sector zero did help).

Is there a typical Szenario which does destroy IBM-Diskettes
on Atari (One user claims 'it did work last week') ?

May it be a Virus on Atari (The IBM'S are checked)
or some unknown TSR, or a misunderstanding between
formats/bios ... or else .... ?

Thanks for MAILING Answers, Yours C.v.Stuckrad
--
Christoph von Stuckrad * * ! talk to ! <stucki@math.fu-berlin.de>
Freie Universitaet Berlin |/__* ! nickname ! ...!unido!fub!leibniz!stucki
Fachbereich Mathematik, EDV |\ * ! 'stucki' ! Tel.: 49 30 838-5916
Arnimallee 2-6 * * ! on IRC ! Fax: 49 30 838-5913

5461. Re: FZD Term -- Printing problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 12:50:11 UTC
From: dogbowl@acme.gen.nz
Message-ID: <ceTcLB3w164w@acme.gen.nz>
Source record: 221517

lombardo@odin.unomaha.edu (Thomas J. Lombardo) writes:

> Has anyone been sucessfull in getting FZD Term Version 2.12 to print
> an ascii text file on an epson compatible printer? For some reason,

Mine does the same thing, and did it with 2.11 too.

> I hope it is a problem with MY setup, and not FZD Term itself, but
> please send any suggestions you might have concerning this problem.
>
FZD does an awful lot of messing about with GEM, I guess this is just
something that got past the author.

Alan Brown dogbowl@acme.gen.nz ACME BBS +64-6-355 1342

" Get that Atari outta here! This is IBM country!!!! "

Palmerston North, New Zealand - A great place if you're a duck!

5462. Re: What is the best GIF viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 13:04:42 UTC
From: deej@cadence.com
Message-ID: <1992May25.130442.25894@Cadence.COM>
Source record: 221748

Hey, it's really great to see that *someone* reads the FAQ I put so
much time and effort into!

In article <1992May22.134232.27188@cs.unca.edu> mcmahan@cs.unca.edu (Scott McMahan --
Genesis mailing list owner) writes:
>[...discussion of monochrome viewers deleted...]
>
>: quickgif GIF "slide-show" viewer. Very fast and good results.
>: ATARI-ARCHIVE: graphics/quickgif.lzh.
>
>I think this is for color or something.
>

Indeed it is, and it's the best color GIF viewer I've seen. Someone
else mentioned dmjgif - and that's probably the best GIF->Spectrum
converter available (that I've seen, anyway), but you don't REALLY need
to spend all that time converting just to view, right? Go for QuickGIF...
(BTW, I think you're wasting your time if you don't view GIFs in color!)

>: viewgf Image viewer (many formats, including GIFs) - good.
>: ATARI-ARCHIVE: graphics/viewgf12.lzh.
>
>Great user interface! I wish mgif had it! This thing tries to
>do too much, and as a result shortchanges each format. If it had
>more image fiddling capacity and less conversion, it would be nicer.
>

Yeah, but only 16 colors!

>Has anyone ported xv to the atari? *That's* a real GIF viewer!
>

For that matter, has anyone ported *X* to the Atari? =:^)

>Are there any other GIF viewers besides these that combine any of
>the strengths each of these have? It seems each does one thing really well.
>
>Scott

~ deej ~ | (If I were expressing Cadence's opinions,)
Jim Howard -- deej@cadence.com | (they'd probably make me wear a tie...)
(^:= Flames cheerfully ignored. =:^)
"There is some crap up with which I will not put!" -- Rebecca Howe (Cheers)

5463. MiNT and Megamax Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 13:32:30 UTC
From: cb@informatik.uni-kiel.dbp.de
Message-ID: <9338@magnum.informatik.uni-kiel.dbp.de>
Source record: 221749

I have tried to use GEM-programs compiled and linked with the Megamax Modula-2 Compiler under MiNT. I couldn't find a single program, that worked:
- The shell wouldn't start,
- none of the demo programs would start,
- not even the most simple GEM-program would start.

Is ist my fault, MiNTs or is it a megamax bug?

Any help would be appreciated

Christoph

5464. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 13:49:38 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May25.134938.1754@usenet.ins.cwru.edu>
Source record: 221750

In a previous article, dsmall@well.sf.ca.us (David Small) says:

Hi Dave, It is great to see you posting on the net. I love your products
and hope to see you produce some great stuff for the new Falcons (that
I'm going to purchase).

>
>The thread discussed the 1040'ish case of the Falcon.
>
> I was in for a rude and sudden shoc at the cost of the mold for the
>plastic of the Spectre GCR. It is a very simple mold, relatively, yet it cost
>many thouands of dollars. Atari's earnings statements are not that great right
>now, and they could really stand not to toss, say, $100,000 into a new mold.
>(Besides, we might get another wedding cake! :-))

> The plastic is cheap ONLY after the mold is done.
>
> I think Atari did right sticking with the 1040 case.

I agree and disagree with you. I agree that the mold costs a lot of
money to make and that the 1040 style case isn't that bad but
I believe they should alter the case in some ways.

For one thing, Atari puts those darn joystick controllers underneath
the keyboard. How many people have complained about where those are
located and they continued to put them there on the STe (except for
the analog ports). Another thing is the height of they keyboard.
As I write this, my fingers are getting REALLY tired. It would be awfully
nice if they could put the keyboard a little lower.

How about the "mushy" feel of the keyboard. This is no doubt one reason
the STs are selling so cheap though I would love to see a little better
feel to the keyboard.

The grey color of the STs was a good choice. I have no complaint
about that. It hides dirt GREAT. I work at the computer center at
school and when those PS/2s get dirty, you know it!

I wouldn't mind the computer extended a couple inches in the back
to fit everything that needs to be put in it. And room for developers
to do their thing.

I believe that if Atari is going to attempt to market new computers
that will be their salvation, they should do it right.

I don't know how they cannot change the mold of the new computers
with all those extra ports being placed on it.

I also better not see another "wedding cake" design. The design was
pretty bad.

The power and reset buttons should have been located in the front
of the machine. I can't imagine why they would put the power switch
all the way in the back!

The top of computer was so small that it couldn't even fit the monitor
completely on it.

The keyboard cable connected was connected on one side of the keyboard
to the opposite side of the computer.

But all in all, the 1040 style case is a heck of a lot better than the
Amiga 500. I've used both and there is no comparison, the 1040 is better.

It is true, Atari did lose a lot of money last year but they are still
in good shape. I think they can afford to make a couple new molds.
In fact, if ATARI wants me to be there when they are designing it, I'm
on my way. I know what I like.

>
> Just my opinion; feel free to disagree.
>
> -- thanks, Dave / Gadgets
>
>p.s. This line has been dropping characters all night, and the editor is no
>fun.
>

--

5465. Re: ***** I take back my warning about Populous I

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 14:09:22 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May25.140922.3324@usenet.ins.cwru.edu>
Source record: 221801

In a previous article, sheppard_r@kosmos.wcc.govt.nz () says:

>In article <1992May23.182651.6188@vax.oxford.ac.uk>, susher@vax.oxford.ac.uk writes:
>> In article <1992May23.144709.21613@usenet.ins.cwru.edu>, aa399@cleveland.Freenet.Edu
(Len Stys) writes:
>>>
>>>
>>>
>>> Perry,
>>>
>>> Please post a review for Populous II! I am interested
>>> in purchasing it but I'm not sure if it is worth it or not.
>>>
>>> I enjoyed the first Populous even though there wasn't any music
>>> playing during the game. I was disappointed by this since my
>>> IBM compatible friend had music playing.
>>>
>>> Len
>>> --
>>>
>>
>> The music still doesn't play during the game.. the programmers did a minimal
>> port to the ST/E & TT.. it makes no use whatsoever of the Microwire DMA sound
>> generator, it's all done in software using the standard ST sound chip!
>>
>> Steve
>
>What version is this, the 520k one or both the 520k and 1 meg version that do
>this..??

I checked the box, it says it requires 512k.

I didn't know there were two versions. I thought it would make use
of the 1 Meg if the computer has it (mine does).

>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>
>

--

5466. Cannot read atari-720KB discette on IBM-AT ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 14:52:32 UTC
From: stucki@math.fu-berlin.de
Message-ID: <TXJ3O2T@math.fu-berlin.de>
Source record: 221802
Cross-posted to: comp.sys.atari.st,fido.ger.atari,zer.z-netz.rechner.atari.allgemein

Hi! (its me a second time!)

EVERYBODY WHO ANSWERED OVERLOOKED THE FOLLOWING PARAGRAPH:

Both cases (two Users did ask me personally) were 720KB
Diskettes, formatted on IBM, then written on ATARI,
there readqble, now unreadable on IBM.

The mentioned Diskettes ARE FORMATTED on IBM !!!
(Otherway round it really didnt work !!!)

Sorry to bother again, Thanks for MAILING Answers, Yours C.v.Stuckrad

--
Christoph von Stuckrad * * ! talk to ! <stucki@math.fu-berlin.de>
Freie Universitaet Berlin |/__* ! nickname ! ...!unido!fub!leibniz!stucki
Fachbereich Mathematik, EDV |\ * ! 'stucki' ! Tel.: 49 30 838-5916
Arnimallee 2-6 * * ! on IRC ! Fax: 49 30 838-5913

5467. Re: ***** I take back my warning about Populous I

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 15:50:30 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May25.155031.4795@kosmos.wcc.govt.nz>
Source record: 221737

In article <1992May23.182651.6188@vax.oxford.ac.uk>, susher@vax.oxford.ac.uk writes:
> In article <1992May23.144709.21613@usenet.ins.cwru.edu>, aa399@cleveland.Freenet.Edu
(Len Stys) writes:
>>
>>
>>
>> Perry,
>>
>> Please post a review for Populous II! I am interested
>> in purchasing it but I'm not sure if it is worth it or not.
>>
>> I enjoyed the first Populous even though there wasn't any music
>> playing during the game. I was disappointed by this since my
>> IBM compatible friend had music playing.
>>
>> Len
>> --
>>
>
> The music still doesn't play during the game.. the programmers did a minimal
> port to the ST/E & TT.. it makes no use whatsoever of the Microwire DMA sound
> generator, it's all done in software using the standard ST sound chip!
>
> Steve

What version is this, the 520k one or both the 520k and 1 meg version that do
this..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5468. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 15:59:24 UTC
From: ekrimen@wet.UUCP
Message-ID: <3962@wet.UUCP>
Source record: 221804

In article <1992May25.134938.1754@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, dsmall@well.sf.ca.us (David Small) says:
>
>> I think Atari did right sticking with the 1040 case.
>
>I agree and disagree with you. I agree that the mold costs a lot of
>money to make and that the 1040 style case isn't that bad but
>I believe they should alter the case in some ways.

I was under the impression that the Falcon case is one piece, but that it's a new design, different from the 1040. Is it true that the case shown at the shows is really a 1040 case just painted dark gray? AAK!

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

5469. Re: What is the best GIF viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 16:15:46 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992May25.161546.25977@cs.unca.edu>
Source record: 221803

One more I just downloaded: gemview. Hated it! :)

It didn't do a good job on gifs, not better than the ones I've already had, and is primarily a desk accessory, something those of us with 1 meg *don't* need. Re-naming it to a .prg (the docs are in German, so I guessed) yielded a menu bar, but nothing great.

Scott

5470. Looking for Mr Steffens

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 16:58:20 UTC
From: sakari@laureline.cs.hut.fi
Message-ID: <1992May25.165820.5190@nntp.hut.fi>
Source record: 221806

I could only make GCC2.1 work with the GEMINI shell (Mupfel+Venus). However, I had rather a funny keyboard problem with Mupfel. Does anyone know the electronic address of Gereon Steffens, Mupfel's developer? Or whether he, indeed, has one?

Thank you,
s.a

--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

5471. Mint 0.94B (System Functions - Which are faster?) AND (Memory Mngmt.

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 17:13:41 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <i2acLB1w164w@ersys.edmonton.ab.ca>
Source record: 221808
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello.

At last, I have managed to aquire MiNT 0.94, and now that I have it running, I have two questions. One relates to programming, which is why this message also appears in comp.sys.atari.st.tech, and the other relates to how BGACC works.

1. I have a terminal program that I have just about finished the second version of, but after installing MiNT I've noticed that the terminal mode is MUCH slower than before. I currently use Crawio() to put text on the screen and Bconin() to get text data from the modem. Does the ST have a faster output routine than Crawio()? If I would like to continue using my own program, I'd better make it faster. Up until now, it has handles V.42bis compression with an actual connection rate of 2400 baud.

2. Is there a way to prevent programs that BGACC.ACC starts from taking up all the memory the system has left? Also, is there a way to pass a command line to programs started in the same manner? I've noticed that BGACC.ACC doesn't wait for command lines at all. I like the windowing that it does, though.

I should mention that I uncommented the line "HARDSCROLL=25" in the MINT.CNF file so that hardware scrolling would be active. The desktop I am using is Gemini 1.21 for the moment, and my system has two megabytes of RAM. After everything is up and running I have 940K free. BIOS buffering is also set to ON.

I hope someone can help me out with either of these questions.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< "A penny saved is a penny to squander!" >>
<< -- >>

5472. TT-virtual RAM+MiNT+GNU-soft --- any experiance out there ??

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 18:06:34 UTC
From: IFF327@DJUKFA11.BITNET
Message-ID: <92146.200635IFF327@DJUKFA11.BITNET>
Source record: 221807

Hi,

since my TT 030-08 sometimes runs out of memory :-(running large jobs
on it (like recompiling g++-lib with -O or so) I plan to use (i.e. buy)
a V-RAM program for it. As far as I know, there are OUTSIDE TT (Maxon) and
VRAM 2.0 available.

(1) Does anybody have *real* experiance with this programs or did anybody
try to use them in connection with MiNT or/and the atari-ported gnu
software suite ? Any caveates discovered ?

(2) Did anybody have ported EMACS so, that it uses MiNT multitasking
abilities ("M-x compile" should work, the info reader should work
and so on ..)

Thanks in advance for any useful hint,
Stefan

email : iff327@djukfa11.bitnet

5473. Thanks for the help with UW.ARC!

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 18:40:13 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992May25.184013.19198@eskimo.celestial.com>
Source record: 221835

I would like to take this time to thank everyone for their help with the problems I was having with UW.ARC from a.a... With their help I have been able to successfully use uw on my public access Sun system with excellent results! Although using a monochrome emulator on a color system leaves something to be desired when trying to read text...:)

Thanks again for the excellent responses and truly useful help!

--== Andy ==--

5474. Burned by a Usenet user...

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 19:08:01 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992May25.190801.19686@eskimo.celestial.com>
Source record: 221836

I am posting this here to let the other netters know what can happen to them... I will present my case here and let you decide if my feelings are justified...

What happened:

Some months back there was a posting to comp.sys.atari.st offering a copy of the Abacus book "Atari ST Internals" for sale. Responding via email I began corresponding with Kosmatos Odisseias (sp?) who informed me that he had already agreed to sell his copy of the book to another person... But he had a friend who also had a copy he was interested in selling. Kosmatos gave me the email address of his friend, one Bruno Schmidt, to see if we could reach an agreement on the sale of this book. I made contact with Mr. Schmidt and an agreement was reached. He sent me his postal address for me to send the money and I responded with my address for him to send the book... The money was sent out in late March, and I have yet to see my copy of the book... Over the intervening weeks, I have attempted to contact Mr. Schmidt at his email address with no success... My mail has not been bouncing back to me, so I can only assume that he has either lost his access to the net, or is intentionally ignoring me... I feel that over two months is a tiny bit excessive in waiting for him to send my book. I would feel better if he had responded to my attempts at contacting him. By his silence, I can only assume that he has no intentions of sending me the book he 'sold' me nor returning the money I sent him in good faith...

It is sad to see this kind of behavior among the members of the Usenet community and I just wanted to let other users know that this was happening... It is especially sad to see this kind of behavior among the atari community since we all need each other's support as that is probably the only _real_ support we can expect for us and our computers...

If anyone else is outraged by this kind of behavior and would like to let Mr. Schmidt know what they think, I am going to include his email address in this post... Please feel free to send him a quick note to let him know your feelings on this subject!

email: brunos@mafalda.math.mcgill.ca

I appologize to Mr. Odissieas in the likely event that I have misspelled his name...

Also, if anyone else reading this has a copy of the "Atari ST Internals" book they are interested in selling me please feel free to email me at: yellowbd@eskimo.celestial.com

5475. Pascal compilers for ST, programs for sale/trade

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 19:55:16 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <87533.2A228AA9@psycho.fidonet.org>
Source record: 221693

There is a Pascal compiler for the ST called High-Speed Pascal. I forget who wrote it (I can find out later). It will compile Turbo Pascal code exactly... the only changes you might need to make is what graphics mode to set when using initgraph, but you said you didn't need that. I'll get the author's name to you later.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

5476. Re: What is the best GIF viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 20:30:18 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <87534.2A228AAC@psycho.fidonet.org>
Source record: 221697

I've seen the abbreviation IMHO a number of times on this net. Could someone please tell me what it means?

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

5477. Re: MiNT and Megamax Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 20:32:00 UTC
From: Mick_Schmidt@hb.maus.de
Message-ID: <A34909@HB.maus.de>
Source record: 221754

cb@informatik.uni-kiel.dbp.de , Mo, 25.05.92 14:32

>I have tried to use GEM-programs compiled and linked with the Megamax
>Modula-2 Compiler under MiNT. I couldn't find a single program, that worked:

>Is ist my fault, MiNTs or is it a megamax bug?

As far as I know, it's a problem of Megamax Modula-2, more exactly with the
Runtime-Libs or the Startup-Code.

Maybe you want to ask Thomas Tempelmann himself.
You can reach him as Thomas_Tempelann@m.maus.de.

G'Day Mick
--
Michael Schmidt | Mausnet: Mick Schmidt @ HB | Hear me now
Kopenhagener Str. 145 | Fido : Mick Schmidt%Maus HB (242/2.6)| and believe
2820 Bremen 77 | Usenet : Mick_Schmidt@hb.maus.de | me later!
Germany | g16m@alf.zfn.uni-Bremen.de | (Hans
Tel. +49 421 63 52 70 | | & Franz)

5478. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 20:35:04 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992May25.163504.1390@uwovax.uwo.ca>
Source record: 221810
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <i2acLB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
> 1. I have a terminal program that I have just about finished the second
> version of, but after installing MiNT I've noticed that the terminal mode
> is MUCH slower than before. I currently use Crawio() to put text on the
> screen and Bconin() to get text data from the modem. Does the ST have a
> faster output routine than Crawio()?

Fwrite() is enormously faster than Crawio, at least under MiNT (probably not under TOS; and TOS also doesn't provide any way to make Fwrite do raw output :-( ). The reason is simple -- you can transfer a whole lot more bytes per system call, and system calls are expensive.

> 2. Is there a way to prevent programs that BGACC.ACC starts from taking
> up all the memory the system has left? Also, is there a way to pass a
> command line to programs started in the same manner?

The answer to both questions is the same: run a CLI in BGACC windows. Then you can launch programs with the "limit" command (see the MiNT utility package) and/or use whatever builtin features the CLI has to limit program sizes.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

5479. help with flakey OPUS!!! Please?

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 20:48:19 UTC
From: dinsmm@marcus.its.rpi.edu
Message-ID: <zt#w0!+@rpi.edu>
Source record: 221809

Hi.

I have been using OPUS on my 104 STf with the one meg and color
monitor. I got the program from atari.archive.umich.edu.

I have no problems loading it and running it. I can make a
spreadsheet easily (although I don't have any medium rez gdos fonts
to use so I can't even use the chart thing) and have no problems
with the use of it. However, when I am done, I save it and that saved
file always causes the program to crash (two bombs whatever that means)
when I try to load it later. I have tried saving it as a worksheet,
and saving it as a saved block. I've tried both ways when loading it also.
What does the two bombs mean? I've tried reloading with and without
gdos and no accesories to save memory, if that was the problem.

Anyone have any clue? Anyone use OPUS with medium rez and with gdos
fonts? Could you help me out with what you have for the gdos setup?
Any help would be greatly appreciated. You might want to reply to me
if nobody else cares about this or never had this problems before.
Thank you.

___ ___
/ |\/ |\ Michael Dinsmore
/ |/ || dinsmm@rpi.edu
/ /| /| || Michael_Dinsmore@MTS.RPI.EDU
/_/ |__/ |_|| Rensselaer Polytechnic Institute
_\/__\/_\| Computer and Systems Engineering

5480. Wanted: HD Backup Utility

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 23:08:45 UTC
From: burris@highspl
Message-ID: <1992May25.230845.4359@highspl>
Source record: 221811

I would appreciate if someone could send me a hard disk backup
utility for the ST.

Thanks

--
==========
David Burris Aurora,Il.
burris@highspl ..!linac!highspl!burris
==========

5481. Re: YACC & LEX for the ST

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 23:13:22 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.2ZdKCmJ3uGo@keep.fantasy.sub.org>
Source record: 221789

In <RIPLEY.92May23171916@morgen.cs.tu-berlin.de>, Hans-Ch. Eckert writes:
#In article <1111@speedy.ada.cci.de> miethe@speedy.ada.cci.de (Alexander Miethe) writes:
#
I'm looking for some PD tools like LEX and YACC are on Unix machines.
#
#These are FLEX and Bison, available by ftp (among other sources).
#(Flex is available on ftp.cs.tu-berlin.de, Bison isn't, at least not yet :-)

I could make bison & an yacc available (put it to ftp.cs.tu-berlin.de)
The yacc is not working for every .y You need to try.

Gruss
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

5482. Re: ***** I take back my warning about Populous II! *****

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 23:22:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May25.232207.4796@kosmos.wcc.govt.nz>
Source record: 221812

> If you enjoyed Pop I, then you'd enjoy Pop II twice as much, or
> maybe more.
>
> But, unfortunately, the Music option is not installed on the
> ST version... So, no more music than in Pop I.
>
> --
>
> _ ___ __ Jean-Etienne DOUCET
> _ _ _ _ LAAS-CNRS
> _ __ _ _ Toulouse, FRANCE
> _ _ _ _
> __ ___ __ doucet@laas.laas.fr
> --

I thought this was the limited 520 version, is it in
the 1 meg version..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

5483. Rufus Version 1.1

Newsgroup: comp.sys.atari.st
Date: 1992-05-25 23:38:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May25.233819.4797@kosmos.wcc.govt.nz>
Source record: 221813

Well I have just uploaded Rufus Version 1.1 to Atari Archive,

its in the atari/new directory as rufus110.lzh ..

This is the same version that was posted to GEnie some days ago..

This is a English conversion from the looks of it, but it lacks any Doc files..

It does not work as a ACC for me, also no support for the ST/E's medium
resolution (mono only) and it looks like no more background tranfers ..

But Please correct me if I am wrong, so far I have only had
a quick play with it..

But the whole thing looks cleaner and much faster, has built in Zmodem
and a very nice dialer, (called select for some reason) with many options,
also text can now be marked..

If any one knows any more about this program please let me/us know...

Thanks..

Roger..... sheppard_r@kosmos.wcc.govt.nz

5484. Using a composite monitor

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 00:10:15 UTC
From: azog@thoth.rent.com
Message-ID: <1992May26.001015.8149@thoth.rent.com>
Source record: 221822

I am wondering if there is any way I can use a composite monitor
out of the RF jack on the back of my STe? Just for yuks, I tried
it out, but no video was displayed on the monitor. Also, in the Onwers
Manua, appendix B Glossary, under the entry Color Palette it says
that I must use an SC1224 (this was before the new SC1434) a composite
monitor, or television... ?

thanx

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

5485. Indy Jones and the Last Crusade failure -- again

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 01:18:04 UTC
From: gerardo@uapnx1.dgsca.unam.mx
Message-ID: <1992May26.011804.11868@talon.ucs.orst.edu>
Source record: 221814

In article <1992May19.225942.23324@talon.ucs.orst.edu> I described my setup and some trouble my son's been having with "Indy Jones and the Last Crusade -- the Action game". Bob Malay wrote me privately, suggesting I use 50hz.prg from the umich archives, and Roger Sheppard responded to the net with an implicitly similar suggestion. I take this opportunity to thank them.

I downloaded 50hzboot.prg and swaphz.arc (which turned out to contain "50.prg")

50hzboot.prg ran, changed the frequency setup and asked for a bootable disk. Inserting Disk 1 of Indy resulted in getting back to the Desktop with an empty window open on disk A:\. 50.prg allowed the program to start from the prg file in the AUTO folder of Disk 1, and although the opening screen (which comes up after inserting Disk 2 and pressing "fire") looked better (no odd stripes), it still bombed (three bombs this time, instead of eleven). I would appreciate it if any readers in the UK could get me the address of Lucasfilm Games/U.S. Gold, which, as I pointed out before, is nowhere to be found on the disks or the box.
--
Dr. Gerardo Cisneros |Depto. de Aplicacion de Microcomputadoras
gerardo@uapnx1.dgsca.unam.mx |Instituto de Ciencias, UAP, Puebla
CISNEROS@UNAMVM1 (BITNET) |91-92: on sabbatical at DGSCA/UNAM, Mexico

5486. Re: Mint 0.94B (System Functions - Which are faster?) AND (Memory Mn

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 02:40:00 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <D01cLB1w164w@ersys.edmonton.ab.ca>
Source record: 221815
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

warwick@cs.uq.oz.au (Warwick Allison) writes:

> Under MiNT, just like under Unix, you should try to minimize the number
> of system calls you make, because these involve the expense of context
> switches and dispatch (approximately).
>
> Just use normal C fopen, fread, fwrite - as they are designed to efficiently
> use the OS. I guess
>
> fopen("/dev/aux","r")
>
> is all it takes (not sure on the "aux" part).
> --
> Warwick
> --
> _-_|\ warwick@cs.uq.oz.au / aisled deasil /
> / * <-- Computer Science Department, / eliads ideals /
> _.-._/ University of Queensland, / ladies sailed /
> v Brisbane, Australia. / ------ ------ /

This would be fine, except for one point of confusion on my part. Serial data (on output) must be one character at a time in most cases. For regular terminal mode, where the user types as I am typing now, each character is sent to the modem as it is typed, since the program would not be behaving correctly if it waited for an end of line. On serial data input, the problem is a little different. A routine could be used to do the following:

/* This is just a explanation, rather than a code fragment. */

Check to see if the serial port is waiting to give data to the computer.
If it is, add the data to the string about to be sent.
If it is backspace or delete, adjust the string accordingly.
If it is a CR/LF, send the string using Fwrite().

Check to see if the modem has more data to give to the computer.
If so, go back to the first (indented) step.
If not, send the string and start all over.

/* End of possibly incorrect explanation. */

The only real problem is determing what the end of the string is, since prompts from BBS systems and line number in their editors are not followed a a CR/LF. So, I guess a string could either be considered terminated when there is a break in the data from the serial port or a

CR/LF is received.

Does this seem right to anyone except me? :) Output while typing would still be one character at a time, but things like ASCII uploads and sending function key macros or the date or the time would be faster than it is now, I think.

If I have made some horrible, evil, insidious mistake in my reasoning, don't hesitate to tell me...:)

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< "A penny saved is a penny to squander!" >>
<< -- >>

5487. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 04:34:36 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59600@cup.portal.com>
Source record: 221820

Dave Small writes:

> The plastic is cheap ONLY after the mold is done.
>
> I think Atari did right sticking with the 1040 case.

Ummm.. Dave... you're not saying you think Atari is going to use EXACTLY the same case as the 1040, are you..?

Are all those new whiz-bang ports and connections going to line up exactly where the old 1040 stuff came out of the case..?

If not, and they have to tool up for different ports, then why not just go for a completely new case..? Or is it easy to change an existing mold for different holes in the case..?

It seems that every ST model that's come out has had a slightly different case anyway... why not make a totally new machine look totally different..?

BobR

5488. Digitized sound and animation

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 06:42:29 UTC
From: cpbuehrer@miavx1.acs.muohio.edu
Message-ID: <1992May26.014229.11365@miavx1.acs.muohio.edu>
Source record: 221837

If you have successfully combined digitized music with animation, can you please send me a copy of the code??? I'm especially interested in Devpak and GFA BASIC examples...(preferably short and simple).

--Dennis

also known as... | HELLO, I'm a signature virus!
krambdej@udavxb.oca.udayton.edu | Join in the fun
Cogito cogito, ergo cogito sum. | and copy me into yours!

5489. Re: Tape backup software

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 06:52:15 UTC
From: ralf@ppcnet.ppc.sub.org
Message-ID: <Hv0u8G@ppcnet.ppc.sub.org>
Source record: 221751

In <BoMAsu.AFB@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:

] Alan includes a list of tested drives with the package and asks for
] information on others. I don't know what kind of tape drive I have--
] I just know that it is a 60Meg drive along with a 160 Meg hard drive
] in a Sun 3 shoebox. It all works perfectly off my ICD adaptor.
]
] I recommend that anyone who needs tape backup check this out.
Yes, i've tried the TapeBIOS on my Wangtek 5525ES-Streamer. It works with
150MByte tapes, but unforturnatly not with 525MB-tapes (these tapes have
1k-blocksize !).

Also the driver won't work with my 68030-Hypercache on my ST. Maybe somebody
knows this problem (and a fix ?). It only bombs :-(

But all in all a very good package (includeing gnu-tar). Respect !
--

Gruss Ralf
--
Ralf Sauther | ...doitcr!smurf!ppcnet!ralf | ralf@ppcnet.ppc.sub.org
| +49 7272 76558 (voice only) |

5490. "Bible-software" for the ST???

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 08:25:52 UTC
From: HUTTER@RZMAIN.RZ.UNI-ULM.DE
Message-ID: <1992May26.082552.24956@wega.rz.uni-ulm.de>
Source record: 221824

Hi there!

There is a lot of software that is available (both commercial and PD/shareware) for users of IBM-compatible PC's for use in Bible studies. (Concordances, databases, special editors or such). Does anybody have any information on such products for ATARI's and if so would this kind soul please tell me where I could get it?

Thanks in advance!

Wolfgang <><

If possible, please contact me privately since I'm no regular reader of this newsgroup.

<><--------><---------><--------><---------><--------><---------><>
Wolfgang Hutter I Internet: hutter@rzmain.rz.uni-ulm.de
Abt. Chem. Physik I Bitnet: hutter@dulruu51.bitnet
Universitaet Ulm I X.400: S=hutter;OU=RZ;P=uni-ulm;A=dbp;C=de
W-7900 Ulm, Germany I Tel.: (49)731-502-2829

5491. Re: Indy Jones and the Last Crusade failure -- again

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 08:36:19 UTC
From: jwh@dcs.ed.ac.uk
Message-ID: <34590@skye.dcs.ed.ac.uk>
Source record: 221825

In article <1992May26.011804.11868@talon.ucs.orst.edu> gerardo@uapnx1.dgsca.unam.mx (Gerardo Cisneros) writes:

>I'd appreciate it if any readers in the UK could get me the address of
>Lucasfilm Games/U.S. Gold, which, as I pointed out before, is nowhere to be
>found on the disks or the box.

U.S Gold's UK address is

Units 2/3,
Holford Way,
Holford,
Birmingham B6 7AX,
ENGLAND.

--
William Hern (jwh@uk.ac.ed.dcs) Dept. of Computer Science, Univ. of Edinburgh
---
"It is hard to tell whether USENET is a glimpse into the 21st century or a New England town meeting gone international." Andrew Tanenbaum `Computer Networks'

5492. Falcon, the last one

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 09:16:10 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992May26.091610.25451@unibi.uni-bielefeld.de>
Source record: 221826

Flames to be, but with all the experience I've got with what is told about
new computers and what they actually can do or have when they finally come out,
I don't want to hear any more rumours about the falcon, but wait until you can
buy it and then you'll see what all this chating stuff is good for.

TeSche
---
torsten scherer
| technische fakultaet
| | universitaet bielefeld
| | | germany
\/ \/ \/ \/
e-mail : itschere@techfak.uni-bielefeld.de

(E)ight (M)egabytes, (A)lways (C)ontinuously (S)wapping...

5493. Re: Mint and (Multi) Tex

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 09:23:48 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92147.102348MEBEB@LIVERPOOL.AC.UK>
Source record: 221774

In article <1992May21.111146.23130@urz.unibas.ch>, minidis@urz.unibas.ch (
Capt.J.T. Kirk) says:
>I was wondering if MinT would have the same effect, since most
>tex-progs. (previewer, tex, printprog) are tos progs, if I`d be able
>to work multitasking like with this combination.

I've Latexed stuff in the background under mint, and printed it out the same
way without problem. I haven't tried suspending the previewer though, so I
don't know how happy it would be.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

5494. Re: emacs with eight bit ascii?

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 09:26:32 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92147.102632MEBEB@LIVERPOOL.AC.UK>
Source record: 221775

In article <92142.47204.UPP201@ibm.rhrz.uni-bonn.de>,
UPP201@ibm.rhrz.uni-bonn.de (Michael Burschik) says:
>
>Is there an emacs patched for eight bit ascii available for Ataris?
>If not, is anyone thinking of porting one?
> Cheers,
> Mike.
For that matter, is anyone thinking of uploading a compiled version of the
new version of Emacs that was mentioned a week or so ago?

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

5495. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 09:33:52 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92147.103352MEBEB@LIVERPOOL.AC.UK>
Source record: 221776

In article <1992May21.171151.23419@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) says:
>>I can't peronally understand why anyone would move from the GEM of the ST
>>to the cli of the PC.
>
>You might want to get to know more people, since I personally know
>three fairly vocal people just in this group that much prefer a command
>line interface to GEM. Even if you can't understand why (your own

As someone who rarely sees the desktop on his ST (I either boot to tcsh if I'm running MiNT, or the Craft shell if not), I too feel that a shell is far superior to the desktop. OTOH though, 90% of my time on the ST is spent programming. For a user I'd guess that a decent desktop would be more suitable (in most cases, anyway). Having said that, I'd sooner use Gem than Dos, and I'd guess that the people you mentioned above would feel the same way. Even improvements like 4dos don't help that much.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

5496. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 09:39:34 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <hclkbvrb@csv.warwick.ac.uk>
Source record: 221827

In article <H.eCD&MLFXZiU@alice.hobby.nl> harold@alice.hobby.nl writes:
>>>Does anyone know what a used Atari Stacy should go for?
>>
>>A walk! :-)
>>
>with the garbage man?

I don't think this is very helpful. If the original poster doesn't already know, the battery life on a stacy is so short that a stacy is no real use unless you are sitting next to a main socket. However, it is portable in the sense that it can be moved from place to place without hassle and as such is probably worth slightly more than a 2nd hand STFM with the same memory, mono monitor and hard disk size (Which depends which country you are in - about $2 in America :-))

- Leo Hendry

5497. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 09:44:06 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92147.104406MEBEB@LIVERPOOL.AC.UK>
Source record: 221777

In article <1992May21.220005.27485@tdb.uu.se>, m91der@tdb.uu.se (Daniel Eriksson) says:
>over the standard WIMP-system that Atari uses. However, I think
>the best solution is a mixture of the two (MultiTOS with MW2 is
>a _brilliant_ example :-)!
>
Here, here. Running a shell in a window, like god intended. Now if only I could justify buying a larger screen+suitable graphics card 8-(

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

5498. ATARIs Internet Adress?

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 10:03:09 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992May26.100309.16013@rz.uni-karlsruhe.de>
Source record: 221828

Hatari!

Does anyone know the internet-adress of ATARI corp. USA? I'm also looking for the internet-adress of the german ATARI GmbH.

Why? Yes, why should anyone like to talk to ATARI....well I tried so often to get Information directly from ATARI, I wrote several letters, but I never got any answer. Now I am very angry and I really dislike ATARIs service!

This is my last try - if ATARI again does not answer, I'll never come back.

ThanX, Roland.

* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@KA.maus.de ATARI(?)/NeXT/INGENIUM *

5499. Re: what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 10:12:40 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <jdlkbktc@csv.warwick.ac.uk>
Source record: 221829

In article <H.3J0CcigfRmM@alice.hobby.nl> harold@alice.hobby.nl writes:
>In <17588.2a1b9074@levels.unisa.edu.au>, 8918927y@levels.unisa.edu.au writes:
>>gday,
>> after reading all the rumours about the Falcon, has anybody
>> heard about the Sparrow ?
>>
>Perhaps it was eaten by the Falcon :-)

The first time I heard about the Sparrow was that it was a cheaper version of the Falcon that was originally going to be shown at a show in Germany earlier this year. The magazine I read about it in didn't seem sure whether Sparrow was the correct translation from German.
However, with most speculation now pointing to a 16 MHz Falcon, I can't see any room for a cheaper machine.
Here is a summary of rumours I have heard about new Atari machines:

Late summer last year New Computer Express (RIP) had an interview with Sam Tramel (however you spell it). He said that over the next year Atari were going to release 5 new machines - 2 portables (The Book and Pad), 1 console (Jaguar?), a home computer (Falcon?) and a CD-ROM add on.
The Book is now available and seems quite good. However it is considerably overpriced and I can't see anybody buying it other than musicians.
The Pad/Stylus/Dodo was permanently shelved a few months back.
The Jaguar was the replacement for the Panther (which was shelved because Atari didn't think it was powerful enough). Sam claimed that this was a 64-bit machine (although it is thought to be Falcon compatable using a 68030 and NeXT DSP) and that it would cost less than $400 (Read: 399 pounds sterling). I haven't heard anything about the machine for ages.
The Falcon wasn't actually named by Sam, but I assume that's what he was talking about. He gave the impression it would be based around a 32MHz 68030.
The CD-ROM has now disappeared again.

Early this year there were rumours in Germany of a "cheap" version of the TT, running at 16MHz. These were followed by stories in the main UK magazines of a new computer to be released the next month in Germany which would cost "under 600 pounds" or "less than 400 pounds" depending which magazine you read. The following month there were lots of excuses about why they got it wrong and that the new machine had been delayed until later in the year. This is when they reported on the codename "Sparrow" for the new machine.
Since then the Sparrow hasn't been mentioned, only some specs which all include a 68030 @ 16MHz and a Digital Signal Processor which must be good because it's name is lots of digits long (and is in the NeXT machines apparently).

Anybody heard an other rumours? And anybody know what exactly this NeXT DSP can do?

- Leo Hendry

5500. Re: NeoDesk / Gemini comparison? a

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 11:08:07 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92147.110807ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 221831

```
In article <3957@wet.UUCP>, ekrimen@wet.UUCP (Ed Krimen) says:
>
>In article <A40978@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow)
>writes:
>>tony@microware.co.uk wrote:
>>
>>t>Can anyone provide a summary of the main differences between NeoDesk 3
>>t>and Gemini 1.21?
>>
>>Gemini is "clean" software...
>
>What the h*ll does =that= mean?
>
>
>
>

Try to run Neodesk on a Matrix true color card, and you know what this
means...

>--
> ||| Ed Krimen
> ||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
> / | \ E.KRIMEN (GEnie)
```

5501. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 11:15:13 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92147.111513ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 221830

```
In article <1992May25.065007.625@zellweger.ch>, wagg@zellweger.ch (Georg Wagner)
says:
>
>>>On the cover of "ST-Magazin" they had actual pictures. The falcon looks r
>darke
>>>than the 1040 on them, but not as dark as in "ST-Computer".
>
>Oh no, this picture was designed on a mac with a drawing tool. It is _not_
>a photo taken from a real Falcon.
>
>Georg
> _____________ _____________
> / __________() ()__________ \
> / /\________ Georg Wagner ________/\ \
> / /_/_______() Zellweger Uster ()_______\_\ \
>/____________ wagg@zellweger.ch ____________\
>|__________() ()____________|
>
>
>

ARG!

It _is_ a photo (I guess that you are thinking of 'ST-Computer', but we
are speaking of 'ST-Magazin').
```

5502. Re: Looking for Mr Steffens

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 11:18:44 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92147.111844ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 221833

In article <1992May25.165820.5190@nntp.hut.fi>, sakari@laureline.cs.hut.fi
(Sakari Aaltonen) says:
>
>I could only make GCC2.1 work with the GEMINI shell (Mupfel+Venus). However,
>I had rather a funny keyboard problem with Mupfel. Does anyone know the
>electronic address of Gereon Steffens, Mupfel's developer? Or whether he,
>indeed, has one?
>
>Thank you,
>s.a
>
>--
>---
>Sakari Aaltonen Helsinki University of Technology
>Email: sakari@cs.hut.fi
>--- You can't keep a Finn down without him getting all red in the face ----

Contact Stefan Eissing (se@st.maus.de). He's the single author of the
upcoming release (don't ask when!).

5503. Re: MiNT and Megamax Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 11:51:32 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992May26.115132.1419@news.uni-stuttgart.de>
Source record: 221834

Hi,

In <9338@magnum.informatik.uni-kiel.dbp.de> cb@informatik.uni-kiel.dbp.de writes:

> I have tried to use GEM-programs compiled and linked with the Megamax Modula-2
> Compiler under MiNT. I couldn't find a single program, that worked:
> - The shell wouldn't start,
> - none of the demo programs would start,
> - not even the most simple GEM-program would start.
>
> Is ist my fault, MiNTs or is it a megamax bug?

It's a Megamax bug.

I wrote to Thomas Tempelmann some weeks ago, because I had a problem
with the editor. He said he'd no time for the *editor*. This gives me some
hope for the future.

Gerd

P.S. We solved the editor problem.

5504. Re: ***** I take back my warning about Populous I

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 12:51:31 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992May26.125131.37136@bas-a.bcc.ac.uk>
Source record: 221840

In article <1992May25.155031.4795@kosmos.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992May23.182651.6188@vax.oxford.ac.uk>, susher@vax.oxford.ac.uk writes:
>> In article <1992May23.144709.21613@usenet.ins.cwru.edu>, aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>>
[Stuff deleted]
>>
>> The music still doesn't play during the game.. the programmers did a minimal
>> port to the ST/E & TT.. it makes no use whatsoever of the Microwire DMA sound
>> generator, it's all done in software using the standard ST sound chip!
>>
>> Steve
>
>What version is this, the 520k one or both the 520k and 1 meg version that do
>this..??
>
>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz

I have the full 1meg version.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

5505. Re: ZX Spectrum emulator for the atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 13:03:47 UTC
From: cs@ib.cc.rl.ac.uk
Message-ID: <cs.6@ib.cc.rl.ac.uk>
Source record: 221839

In article <H.U4SsAipkHPA@yonder.equinox.gen.nz> shore@yonder.equinox.gen.nz (Craig Shore) writes:

>In <9205172115.AA15071@cs.utexas.edu>, Robryche writes:

>What I want is ZX spectrum files to run on it... without them it's useless.
> The only way to do this seems to be through using an RS232 interface
> on a spectrum.... you also have the problem of copyright, and they
> still make & sell ZX spectrums from what i've heard !!!

Floppyshop in the UK claims to have a program to allow you to load Spectrum programs from tape (including instructions for a cable that connects through the printer port). Its on the same disc as the emulator. I haven't actually seen the program, but there was an article a few years back in ST Update which gave the cable details and a program to load in pictures from the Spectrum (quite who would want to, though, is anyone's guess.)

Chris.

| All that is gold does not glitter | Chris Stratford |
| Not all those who wander are lost. | cs@uk.ac.rl.ib |

5506. Re: MiNT and Megamax Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 13:17:42 UTC
From: "U.Kuehn" <ZX0011@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92147.131742ZX0011@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 221832

In article <9338@magnum.informatik.uni-kiel.dbp.de>,
cb@informatik.uni-kiel.dbp.de (Christoph Blaue) says:
>
>I have tried to use GEM-programs compiled and linked with the Megamax Modula-2
>Compiler under MiNT. I couldn't find a single program, that worked:
> - The shell wouldn't start,
> - none of the demo programs would start,
> - not even the most simple GEM-program would start.
>
>Is ist my fault, MiNTs or is it a megamax bug?
>
I have the same problem with megamax modula, version 1.1; its caused by
the storage module, because it tries to step into the gemdos to get some
pointers from the memory management (the developper of that module said so),
and it will terminate, if it fails; so there is our problem, because MiNT
uses a very different management.
I dont know of any working solution for this, but maybe there is someone
on the net who does.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Do they know that they &#65533;
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? &#65533;
+--------------+--------------------------+-----------------------+

5507. Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 13:43:44 UTC
From: heidelj@alleg.edu
Message-ID: <1992May26.134344.14349@pellns.alleg.edu>
Source record: 221838

Does anyone know if the new Populous II will work on Mega STes?

Thanks,
Jason Heideloff
heidelj@alleg.edu

Please E-mail me....

5508. .FMT files required for 1 Meg/Floppy TeX set-up

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 13:52:39 UTC
From: dh108@cs.city.ac.uk
Message-ID: <1992May26.135239.29687@city.cs>
Source record: 221842

For anyone who was following my (fairly) recent posting on
how to set up LaTeX on a 1 Meg ST without a hard drive,
I have uploaded the two .fmt files, plain.fmt and latex.fmt
to the atari archive. They can be found in the directory
tex/cs-tex-4.0 in the file:

-rw-r--r-- 1 atari ftp 255694 May 22 15:05 2formats.lzh

This was produced using 'lzh201d' found elsewhere on the archive.

Mark.

--
"Wrathchild"	e-mail : dh108@cs.city.ac.uk				Atari - Power
dh108	** All views expressed are my own - **				Without
Mark Keates.	UNTIL I GET MARRIED !!	/	\ Our Support

5509. Re: FSM-GDOS / Atari's service down-under

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 13:53:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May26.135358.4797@kosmos.wcc.govt.nz>
Source record: 221823

>>> Seems strange... why were you dealing through OZ in the first place??
>>
>>One these machines came from OZZ, like a lot of Dick Smith suff does..

>
> Huh, It doesn't matter where the machine came from, it can be
> fixed anywhere.
> Mine wasn't fixed at the same place I got it from.

> Craig.

Craig I don't think you understand trade laws here, these machines are New
under warranty, so they must go back to the warranty holder,
that is Dick Smiths, not Software Supplies or any one else.

Disk Smiths did not have any working machines at all, one friend here, changed
his machine 5 times and still had a bad one, also Disk Smiths had no
hard drives to test them with, so I offered to fix them for some chaps here
after getting the new DMA chips from Atari OZZ..

There are no longer any Atari dealers in the lower North Island, thats how bad
it is..

Roger.... sheppard_r@kosmos.wcc.govt.nz

5510. Re: "Bible-software" for the ST???

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 14:44:15 UTC
From: cjp@aber.ac.uk
Message-ID: <CJP.92May26144415@aberda.aber.ac.uk>
Source record: 221841

> Does anybody have any information on such products for ATARI's and
> if so would this kind soul please tell me where I could get it?

Yup, SpiritWare Bible concordance is SHAREWARE and is excellent.
An old version with the Authorised Version of the bible is available
from all good PD places (e.g. on-line from lancs.pdsoft).

For around 30 dollars they will send you version 3 with the NIV bible.

> If possible, please contact me privately since I'm no regular reader of
> this newsgroup.
Sorry, Wolfgang, but if you can't even read the net for replies to
your own posting....

Cheers,

Chris Price (cjp@aber.ac.uk)

5511. Games that work.

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 14:45:09 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1992May26.144509.2910@mnemosyne.cs.du.edu>
Source record: 221843

I have a couple of games that I would like to play, but they dont seem
to like my tos. Is there any way to get them to work? I have a
1040STe with tos 2.06. Tha games I am having problems with are:

The Curse Of Ra
F16 Combat Pilot

Any clues? Do these programs require tos 1.0 or some such?

John

P.S. does anybody have a list of games that wont work on a 2.06 tos machine.

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

5512. Re: FZD Term -- Printing problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 14:49:29 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1992May26.144929.3085@mnemosyne.cs.du.edu>
Source record: 221844

lombardo@odin.unomaha.edu (Thomas J. Lombardo) writes:

>Has anyone been sucessfull in getting FZD Term Version 2.12 to print
>an ascii text file on an epson compatible printer? For some reason,
>if I try to print a text file using the built in Print Text File
>on the Disk Commands screen, it doesn't send a LF to the printer, and
>it prints over and over, and then finally gets a LF, and then prints
>over itself again!

>I have had no problems printing text files from the desktop, or
>when using UIS III. Why wouldn't FZD Term be able to print on
>probably the most common type of printer there is?

>I hope it is a problem with MY setup, and not FZD Term itself, but
>please send any suggestions you might have concerning this problem.

>Thanks in advance.

I have also had provblems.. It kept say waiting for printer to catch
up.. It nev printed anything I could read.. ;-) I have not had
problems with any other software and my printer...

John

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

5513. Re: Help needed on hard drive problem!

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 14:50:37 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92May26165037@orion.laas.fr>
Source record: 221845

>>>>> Regarding Re: Help needed on hard drive problem!; ue@nathan.do.open.de (Udo Erdelhoff) adds:

Udo> What about TOS 2.06 (press CTRL and the Atari won't execute any auto
Udo> programm nor acc) or a boot selektor like XBoot, Superboot or JCNBoot?
Udo> Life is easier with these programs ;->

Would love to, but here in France there ain't no 2.06! ;-< Heard
that it has been passed up for TOS 2.07. But the rumor is that Atari
France is waiting for Multi TOS before doing some new ROMs.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a TT/Next? ;~#

5514. Re: ***** I take back my warning about Populous I

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 15:13:48 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7478@laas.laas.fr>
Source record: 221846

[About music & Populous II; in fact, NO music]

Roger> What version is this, the 520k one or both the 520k and 1 meg
Roger> version that do this..??
Roger>
Roger> Roger..... sheppard_r@kosmos.wcc.govt.nz

both versions do this.
(I have the 1 Meg version...)

Jean-Etienne DOUCET
doucet@laas.laas.fr

5515. More problems with Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 15:44:15 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992May26.154415.8950@cis.uab.edu>
Source record: 221849

After another round of fighting I am still having problems getting gnuemacs up and running. But first, let me thank everyone who helped me with the first round of problems (they are all solved)...
I can succesfully start up emacs, however whenever I try to access a file (either writing or reading ^X^F or ^X^S or ^X^W) the program dies and I get a message of the following type:

```
pid 9 (emacs) :BUS ERROR: UserPC=0 (basepage=65c2c)
BUS ERROR
```

and emacs dies. I _can_ M-x various lisp files such as hanoi, and they work fine. This only happens when I want to load up or save a file. I have increased the dubugging level of MiNT in order to see what was happening, but nothing was output before the program crashed. Everything else (I think) works. This is causing me a great deal of anguish as I use gnuemacs exclusively at work and would love to have a working version at home too!
Here is the relavant information...
Atari 1040ST, tos 1.4, 4 meg memory, connor 100M hard drive, ICD formatted/boot version 4 something. The only programs I have running are MiNT (version 0.94), mintshel, various unixmode file tools (ls,mv,cp...) from atari.archive, and emacs.
On another interesting note, when I have the debugging mode on and run ls I get this:

```
pid 5 (ls): Fseek: bad handle: 4
" 4
" 4
" 5
" 5
" 5
```

and finally the directory listing. Could it be that MiNT 0.94 doesn`t like unixmode things, or they don`t like MiNT?

Thanks in advance for the help.
Todd

EMAIL sundsted@amnese.eng.uab.edu

5516. HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 16:08:23 UTC
From: briant@teleride.on.ca
Message-ID: <1992May26.160823.8084@teleride.on.ca>
Source record: 221756

Jon Clarke suggested I drop a note here to see if some kind soul
could pass me a copy of English documentation to Hermes.

Thanks Jon and to the kind souls out there ...

Regards,

Brian
--
Brian Taylor {uunet.ca,itcyyz}!tsltor!briant
UNIX Systems Administrator brian.taylor@teleride.on.ca
Teleride Sage Ltd. Toronto, Ontario (416) 596-1940

5517. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 16:11:23 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92May26171123@solb1.essex.ac.uk>
Source record: 221753

In article <1992May25.134938.1754@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>How about the "mushy" feel of the keyboard. This is no doubt one reason
>the STs are selling so cheap though I would love to see a little better
>feel to the keyboard.

So would I. A couple of months ago I fitted my keyboard with a 'TT touch' set of key-caps, and while the improvement is significant, I feel that the whole idea of rubber domes is fundamentally flawed.

>The grey color of the STs was a good choice. I have no complaint
>about that. It hides dirt GREAT. I work at the computer center at
>school and when those PS/2s get dirty, you know it!

Ha! You should see _my_ ST. It's filthy, and it shows. I have been meaning to get some stuff to clean it with (anyone know whether meths/white spirit is OK?)

--
email: okes@essex.ac.uk
#
##
##
#
This line is absolutely no use whatsoever.

5518. Atari 8-Bit to IBM

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 16:22:49 UTC
From: jhs@mentor.cc.purdue.edu
Message-ID: <49734@mentor.cc.purdue.edu>
Source record: 221850

My father has been using Atari 8-bit computers for year. He uses LJK Letter Perfect for his word processing needs. Recently he bought a 486 with Word Perfect on it. He has a ton of documents remaining in the Letter Perfect format that he would like to convert to Word Perfect format. We are pretty sure that we can get the files onto an ibm computer. However, we don't know how to convert the files. Is there a utility somewhere in some archive that can help us out? Please send answers to the E-mail address below. Thanks for your help.

--

Later. -John.

| Power, n: The only narcotic regulated by the SEC instead of the FDA.|

John H. Sublette E-mail: jhs@mn.cc.purdue.edu
Computer Technology Voice-Mail: (317) 743-0935
Purdue University Snail-Mail: 102 MSC #7
West Lafayette, Indiana West Lafayette, IN 47906

5519. ANSI

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 16:51:38 UTC
From: cs331109@woodstock.acslab.umbc.edu
Message-ID: <1992May26.165138.5975@umbc3.umbc.edu>
Source record: 221752

Just a quick note.. look in the new directory at Atari.Archive for..

TWSANSI1.LZH

Its a 16 color Ansi emulator with blinking text and all. It also supports
file transfers with XYZ.TTP (like Freeze Dried). Also in the archive is
an Atascii Emulator, for those of you with Atari 8-bit boards still around.

5520. Atari 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 17:34:58 UTC
From: penningt@zeke.asel.udel.edu
Message-ID: <1992May26.173458.3326@udel.edu>
Source record: 221755

For sale:

Atari 1040STFM - 68000 processor, 1Mb RAM, DS/DD (720K) drive,
TOS 1.0, MIDI ports, mouse

Condition: very good (never had any problems with it)
Reason for selling: upgraded to Atari Mega STE4

$175 or best offer. Shipping is negotiable.

--
penningt@asel.udel.edu Chris Pennington
penningt@cis.udel.edu A.I. DuPont Institute / Univ. of Delaware
P.O. Box 269
Wilmington, DE 19899

5521. ct hack for installing tos 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 18:39:52 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992May26.183952.1129@a.cs.okstate.edu>
Source record: 221759

I'd like to see a writup on this hack. Is it simple? I'd love to own tos 2.0
(or at least the sockets... I'm hoping multiTOS will fit!)

5522. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 18:42:34 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992May26.184234.142663@rrz.uni-koeln.de>
Source record: 221757

In <hclkbvrb@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:

>In article <H.eCD&MLFXZiU@alice.hobby.nl> harold@alice.hobby.nl writes:
>>>>Does anyone know what a used Atari Stacy should go for?
>>>
>>>A walk! :-)
>>>
>>with the garbage man?

>I don't think this is very helpful. If the original poster doesn't already
>know, the battery life on a stacy is so short that a stacy is no real use
>unless you are sitting next to a main socket. However, it is portable in the
>sense that it can be moved from place to place without hassle and as such
>is probably worth slightly more than a 2nd hand STFM with the same memory,
>mono monitor and hard disk size (Which depends which country you are in -
>about $2 in America :-))

Wow! Great! I'm gonna be in the US in three weeks, so please let
me know where I can make that deal? You can be damn sure I won't
come home without less than 5 Stacys or so...

:-)

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5523. Help with Antic/modems desired.

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 19:05:06 UTC
From: grs00196@stat.appstate.edu
Message-ID: <1992May26.150507.2299@stat.appstate.edu>
Source record: 221760

I have a modem problem and I would like some advice and help from modem users. What I need is some advice on a good modem software program to update or replace by Antic FLASH program. Or, if you have experience with Antic I would like to know tips on adjusting it so that it can send information to another board, files that have been imported into the program from a word pricessor as an ascii text. Getting an Antic manual would be helpful. Is Antic in the Bay area? What is the deal with setting up modems, anyway? That's probably my ultimate concern. IF I understood more about them - say as I do with word processing systems since I use them quite a bit - then most of this would not even be happening. That's why the interest in a simple, but user-friendly, campatible software package.

5524. Want to connect IBM KEYBOARD to ST!

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 19:09:15 UTC
From: grs00196@stat.appstate.edu
Message-ID: <1992May26.150915.2300@stat.appstate.edu>
Source record: 221761

User wants to use an IBM-style extended keyboard on Atari 1040st. I have heard of products on the market, but who has used them, what are they, where can these products be obtained, and how good are they. If you have modified your keyboard, know someone who has, or have information on swapping keyboards I'd live to hear from you.

5525. HELP wanted/ALTERNATIVE MONITOR ON ST!

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 19:14:06 UTC
From: grs00196@stat.appstate.edu
Message-ID: <1992May26.151407.2301@stat.appstate.edu>
Source record: 221762

User wants to connect other types of monitors to the ST. I need help from those who have done it and from others who know what type of monitor would best serve this purpose, how much it would cost, things like that. I have read that the NEC Multi-Sync monitor is cited often in the Atari literature as the a type which is used by Atari users. Can others be used; whether others can or not aside though, how exactly does this work. It would seem like some type of device would interface betwen the ST and the monitor's different electrical connections.

5526. Re: nroff formattor

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 19:37:25 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May26.193725.12128@mnemosyne.cs.du.edu>
Source record: 221763

> I an looking for an nroff formatter

I just aquired source code for a cool system called CAWF that formats
man pages and nroff documents in general, and includes user-customizable
device drivers so you can support any type of printer or screen output.
I'm in the process of porting it now, and should have ST (TOS) executables
and source code ready to distribute before too long. The source is really
pretty clean and portable; you should be able to recompile it under MiNT,
Minix, or any other ST environment pretty easily.

--
- Ian
(void *) where prohibited by law

5527. Re: what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 19:47:07 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <1992May26.194707.3589@math.waterloo.edu>
Source record: 221764

In article <1992May21.143649.8867@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>In a previous article, 8918927y@levels.unisa.edu.au () says:
>
>>gday,
>> after reading all the rumours about the Falcon, has anybody
>> heard about the Sparrow ? (ie the machine that's between the
>> 1040st & the Falcon)

>I kind of hope that there is no Sparrow and that the Falcon 030 at 16 MHz
>in a 1040 style case is the low-end computer that Atari will be selling.
>
>It would be a shock if Atari would introduce another computer for $300
>that isn't nearly as powerful.
>
>Heck, in another year, the Falcon 030 will seem like nothing to us...

In a recent flier from E.A.Brown, a machine was advertised called
the Mega STe 16. Is that between? Sounds like it to me.

--
Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

5528. Re: Help with Antic/modems desired.

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 21:12:23 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May26.211223.15688@newshost.lanl.gov>
Source record: 221765

Antic Publications _was_ in the Bay area but are now no more (much to the chagrin of authors and advertisers to whom they left owing considerable amounts of money to). If you liked FLASH, why not check out the new FLASH II available from most dealers or direct from Missionware Software. Of course, other users will advise as to their favorite telecomm program(s). :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5529. PC DITTO.....?

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 21:13:32 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992May26.211332.16248@unlinfo.unl.edu>
Source record: 221766

I'd like your opinions, please, on PC-DITTO and PC-DITTO II.

I've got PC-DITTO (the software version) and have been, on the whole, unsuccessful with it. Is PC-DITTO II (the hardware version) any better, or should I junk the ST and buy an IBM? (Say it ain't so...)

I don't necessarily want to run graphics-heavy arcade games with it, but would like to run, say, a CIVILIZATION or a B-17 (both MicroProse games and both--they just informed me today--games which will NOT be ported to the ST).

Thanks awfully.

Gary Anderson
ganderso@unlinfo.unl.edu

5530. Re: Want to connect IBM KEYBOARD to ST!

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 21:22:35 UTC
From: miked@syscon.rn.com
Message-ID: <1992May26.212235.29899@syscon.rn.com>
Source record: 221771

There are two I have seen ads for. One is Z-Keys which requires
a software driver and the other is DEKA which has a micro to
handle the translation. It also suuports a barcode reader.

5531. Re: HELP wanted/ALTERNATIVE MONITOR ON ST!

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 21:26:34 UTC
From: miked@syscon.rn.com
Message-ID: <1992May26.212634.13@syscon.rn.com>
Source record: 221772

I have built my own box to connect to Sony 130x series but most mutilsync (not mutil-scan) should work. Box has a 4 pole double throw switch and some resistors. You need to ground a pin on the ST to tell it to go into mono mode. The mono signal drives all three inputs in mono mode.

5532. FastBase database

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 21:26:34 UTC
From: azog@thoth.rent.com
Message-ID: <1992May26.212634.14991@thoth.rent.com>
Source record: 221773

I recently downloaded a database program called FastBase, and I like it alot, but cant find out any copyright dates on it, to see if the author is still supporting it. The author is Andrew Brown, and located in England, and the credits state to send 20# to him for the full-blown version. I would like to get it, but for the above questions. And also, will a bank in England cash a check drawn on USA accounts? (never dealt outside of USA like this)

Thanx

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

5533. High Speed Modem? Can the ST use it?

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 21:42:01 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.706916521@odin>
Source record: 221767

I have just recently gotten my hands on a brand new US Robotics Courier 9600 v.32 modem. I hooked it up to the ST, and loaded up FZD Term to try it out! So far, I have only gotten 2400 baud to work properly.

In the FZD Term docs, it says that you need a modem that can set Carrier Detect properly. Does the Courier do that?

It also says you need a Serial RTS/CTS Patch if using a high-speed modem and a version of TOS not supporting RTS/CTS flow control. I have TOS version 1.0 (I know, it's old!)

Can the ST even support 9600 baud?

Please send a reply via email if you have any information I could use!

5534. Re: what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 21:56:41 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May26.215641.22418@newshost.lanl.gov>
Source record: 221768

In article 3589@math.waterloo.edu, ljdickey@math.waterloo.edu (L. J. Dickey) writes:

>In a recent flier from E.A.Brown, a machine was advertised called
>the Mega STe 16. Is that between? Sounds like it to me.

Bingo. With the existence of the 8/16MHz MegaSTe, there doesn't seem to be any
room in Atari's lineup for another machine between it and the 16MHz 68030 Falcon.
Look for a high-end (higher-end?) 68040 based unit to follow the Falcon, IMHO.
Not to worry though folks, the "little" Falcon will seem _plenty_ high-end to
those of us who are accustomed to ST graphics/sound/etc specs. ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5535. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 22:14:09 UTC
From: goettsch@informatik.tu-muenchen.de
Message-ID: <GOETTSCH.92May26171409@sunpower.informatik.tu-muenchen.de>
Source record: 221847

ralph@laas.fr (Ralph P. Sobek) wrote:
> I *strongly* advise users to use mtools and *not* Sun's dosmount/pcfs.
> After using the latter, I've had trouble reading/updating such disks
> under gulam on my Atari. When I switched back to mtools the problems
> have disappeared.

OH NO ! On my machines it is quite the opposite way !!
All the time when i wanted to read a 3.5'-floppy written with mtool-utillities
on a SPARC2 on my ATARI at home, i got corrupted files in such ways that
the first block is ok and then there is a large line with spaces (or
unreadable chars) and then the first block follows again (!!) and that
is repeated several times. And it has really no effect in which way I have
formatted the disk before (formatted on a DOS-PC or on the SPARC2 with
"fdformat -ld" or others) i used several methods, which were posted here,

BUT then, when I used the tip with mounting the floppy on /pcfs under UNIX
(fdformat -ld; mount -t pcfs /dev/fd0c /pcfs) an copying the files under
UNIX, I finaly got the right: the files could truely be read.

I don't know what's the matter was; the only I can say,
after a long time with many attempts , now I have that what I wanted:
files from Sun copied to 3.5'-floppy, which can be read on my (*) ATARI.

(*) I have ATARI 1040ST/FM, 1 MB, TOS 1.2 (from 1987, yeah an old one!)

--

___ __
/ / / / ' Helmar Goettsch (Admin HEG: Lehrstuhl III, Informatik)
/---/--/-----/--+ Guerickestr. 17, D-8000 Muenchen 40, +49 89 367279
/ / /___ /__/ email: goettsch@informatik.tu-muenchen.de

5536. ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 22:28:55 UTC
From: Mark.Spacek@fquest.FidoNet.Org
Message-ID: <706962221.1@fquest.FidoNet>
Source record: 221800

Just to clear up my earlier post about ANSITERM. I see that since I posted it, someone else sent ANSITERM up also. The file he sent is twsansi1.lzh, the file I sent up ansitrm1.lzh. They are basically the same thing. ansitrm1.lzh contains twsansi1.lzh and ramldlr.lzh both. I mistakenly said in my earlier post that ramldlr was a ramdisk. Its not, I see after looking at it. It a program to automatically load files into a ramdisk. It runs from the auto folder and works with ramdisk programs that run from the auto folder also, I presume. I imagine such ramdisk programs are available at atari.archive, although I wouldn't know the names or locations off hand. The reason I included it was that the author mentioned it when he announced the release of the term program. He said it was useful for floppy users who didn't want to have to keep a floppy with XYZ 2.01 on it in their drive all the time. Loading it into a ramdisk makes it fast and easy. So, anyway, I got it also and included it in the archive. I have friends who don't have hard drives and assume there are many others out there who might want that program. And it was
really small anyway. Thats all.. Mark......

5537. Re: what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 22:37:33 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May26.223733.15406@usenet.ins.cwru.edu>
Source record: 221769

In a previous article, hutch@bellman.lanl.gov (John Hutchinson) says:

>In article 3589@math.waterloo.edu, ljdickey@math.waterloo.edu (L. J. Dickey) writes:
>
>>In a recent flier from E.A.Brown, a machine was advertised called
>>the Mega STe 16. Is that between? Sounds like it to me.
>
>Bingo. With the existence of the 8/16MHz MegaSTe, there doesn't seem to be any
>room in Atari's lineup for another machine between it and the 16MHz 68030 Falcon.
>Look for a high-end (higher-end?) 68040 based unit to follow the Falcon, IMHO.
>Not to worry though folks, the "little" Falcon will seem _plenty_ high-end to
>those of us who are accustomed to ST graphics/sound/etc specs. ;-)
>
>_____________________________ John "HUTCH" Hutchinson ____________________________
>_____________________ Fair Dinkum Technologies Member - IAAD _____________________
>_____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
>_____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________
>
>
>

Get real, Atari will discontinue the Mega STe by the end of the year.

It will look like nothing compared to the Falcon 030.

Look for a faster Falcon 030 maybe at 33 MHz and a Falcon 040 at 40 MHz.

--

5538. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 22:39:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May26.223910.15479@usenet.ins.cwru.edu>
Source record: 221770

In a previous article, okes@solb1.essex.ac.uk (Oke S) says:

>In article <1992May25.134938.1754@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>>How about the "mushy" feel of the keyboard. This is no doubt one reason
>>the STs are selling so cheap though I would love to see a little better
>>feel to the keyboard.
>
>So would I. A couple of months ago I fitted my keyboard with a 'TT touch' set
>of key-caps, and while the improvement is significant, I feel that the whole
>idea of rubber domes is fundamentally flawed.
>
>>The grey color of the STs was a good choice. I have no complaint
>>about that. It hides dirt GREAT. I work at the computer center at
>>school and when those PS/2s get dirty, you know it!
>
>Ha! You should see _my_ ST. It's filthy, and it shows. I have been meaning to
>get some stuff to clean it with (anyone know whether meths/white spirit is OK?)
>
>--
>##### #### ## ## ##### ## # email: okes@essex.ac.uk
># # # # # # # # ## #
>##### # # # # # # # ##
> # # # # # # # ##
>##### #### # # ##### # #
>This line is absolutely no use whatsoever.
>

Yeah, I clean my machine every two years while I watch my friends clean their machines every two months.

--

5539. color SC1224 forsale

Newsgroup: comp.sys.atari.st
Date: 1992-05-26 23:57:57 UTC
From: prj@icarus.warwick.ri.us
Message-ID: <1992May26.235757.2549@icarus.warwick.ri.us>
Source record: 221779

I have a color SC1224 atari monitor forsale. It has very little time of actual useage since I prefer the mono display. The first $140.00 takes it.

Also I have 17 HY51C1000LS-10 1 meg x 1 memory chips. I purchased them for a memory upgrade board I never used. Chips have never bin powered up. All 17 for $55.00 plus shipping.

--
Paul R. Jacobs
Domain: Work: prj@ssdte1.ssd.ray.com Home: prj@icarus.sbs.com
UUCP: ...!uunet!rayssd!anomaly!icarus!prj

5540. Re: Using a composite monitor

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 00:42:29 UTC
From: dogbowl@acme.gen.nz
Message-ID: <iPNeLB2w164w@acme.gen.nz>
Source record: 221661

azog@thoth.rent.com (Billy D'Augustine) writes:

> I am wondering if there is any way I can use a composite monitor
> out of the RF jack on the back of my STe? Just for yuks, I tried
> it out, but no video was displayed on the monitor. Also, in the Onwers
> Manua, appendix B Glossary, under the entry Color Palette it says
> that I must use an SC1224 (this was before the new SC1434) a composite
> monitor, or television... ?
>
You won't get any thing out of the RF port except a Radio frequency TV
signal - that's why it's called an RF port! *8-}

Seriously though, there is a composite video and audio signal available
from the 13 pin monitor socket - go and buy a plug!

The pins to use are : Video - pin 2
Audio - pin 1

All this is detailed in the back of your Atari manual - Appendix B

It works - I've tried it.

Alan Brown dogbowl@acme.gen.nz ACME BBS +64-6-355 1342

" Get that Atari outta here! This is IBM country!!!! "

Palmerston North, New Zealand - A great place if you're a duck!

5541. MIST Atari Fest IV

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 01:48:36 UTC
From: Dan.Ward@f370.n231.z1.royaljok.fidonet.org
Message-ID: <707013078.F00001@royaljok.fidonet.org>
Source record: 221608

MIST Atari Fest IV
Saturday, July 25, 1992
10:00am to 5:00pm
Castleway Conference Center
6385 Castleplace Drive
Indianapolis, Indiana

The deadline for reserving space at MIST Atari Fest IV is rapidly approaching. Vendors and user groups have until June 1, 1992 to reserve a booth.

So far the following vendors and user groups have committed to attending MIST Atari Fest IV.

Brasoft
D.A. Brumleve
Electronic Spinster Graphics
Missionware Software
Cin'tari
LCACE

We have had considerable interest from many different vendors, but the overwhelming majority of these have not mailed in their registration form and fee!

If you are planning on attending MIST Atari Fest IV but have not returned your registration and fees, please leave a message to Dan Ward, Chairman of MIST Atari Fest IV, on GEnie (D.WARD10) or leave a message on his machine at 317-254-0031. MIST needs a firm idea as to the number of vendors who will be participating at this years show.

There is a strong possibility that MIST Atari Fest IV will be canceled if no more vendors agree to attend. The groups will be voting on this issue at our next meeting, scheduled for June 1, 1992. So please contact Dan before the evening of June 1.

Your support and interest made last year's show a huge success. We hope that support will continue and make MIST Atari Fest IV an even bigger sucess.

Dan Ward - Chairman of MIST Atari Fest IV
President of Atari ST Computers In Indianapolis

5542. Re: Pascal compilers for ST, programs for sale/trade

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 02:19:38 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <1992May27.021938.9789@gumby.cc.wmich.edu>
Source record: 221778

In article <706626384.16057@minster.york.ac.uk> mjl-b@minster.york.ac.uk writes:
>
> HiSoft currently distributes HighSpeed Pascal, an ST Pascal compiler that
> claims to compile Turbo Pascal source. I haven't seen it (or even seen it
> reviewed) yet.

It's fairly compatible with Turbo 5.0, as far as it goes, with a few serious omissions, and some rather annoying bugs. But I've been using 1.1 for a while... the current version (1.5) may be much improved. I won't know until I eventually receive my update from England.

> Goldleaf Publishing distribute HiSoft's stuff in the US, but since the
> product is Danish in origin (i.e. not written by HiSoft) Goldleaf may not be
> the US distributor. Best thing is to give them a call (can anyone in the US
> supply Goldleaf's address?)

Not any more. Goldlead no longer handles the HiSoft line, claiming that sales were too low in the U.S. to justify it. I believe that Pacific Software Supply is still handling imports, and I've seen HighSpeed Pascal for sale from Micro-Depot (I believe) in ads in Current Notes, etc.

Even though the product *is* Danish in origin, HiSoft seems to do a pretty good job of supporting it. If you have access to GEnie, you can frequently get your questions answered there by Dave Nutkins or Alex Kiernan in the Atari Roundtable.

I thought I was the only one still programming in Pascal. ;-)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

5543. Re: FZD Term -- Printing problems

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 04:50:07 UTC
From: gregs@polari.com
Message-ID: <1992May27.045007.8663@polari>
Source record: 221780

jbunch@isis.cs.du.edu (John Bunch) writes:

>lombardo@odin.unomaha.edu (Thomas J. Lombardo) writes:

>>I have had no problems printing text files from the desktop, or
>>when using UIS III. Why wouldn't FZD Term be able to print on
>>probably the most common type of printer there is?

>>I hope it is a problem with MY setup, and not FZD Term itself, but
>>please send any suggestions you might have concerning this problem.

>>Thanks in advance.

>I have also had provblems.. It kept say waiting for printer to catch
>up.. It nev printed anything I could read.. ;-) I have not had
>problems with any other software and my printer...

>John

I have also had problems with FZD printing. In fact, I'm looking at a
page with complete garbage all over it right now. I printed this from
the text editor. I also seem to have trouble using Xmodem (1K) transfers.
I get a message that says "four bombs - don't you hate that?" then several
more fatal-error messages before I get dumped into the desktop. What's
up? I have Turbo installed. Could that be it? I used to have Quick ST
installed but that didn't work with this program at all.

--
* I shed light like cats shed fur, | go | Gregory Sumner *
* I ride around town like | dawgs! | gregs@polari.uucp *
* Raymond Burr -beasties- | | Seattle, WA *

5544. Populous II

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 06:53:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A9894@HH2.maus.de>
Source record: 221678

By the way: Does anyone know if Populous II runs on a 1meg 1040STF with TOS 2.06?

Christian

5545. RE: Bible-software

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 07:40:59 UTC
From: HUTTER@RZMAIN.RZ.UNI-ULM.DE
Message-ID: <1992May27.074059.16714@wega.rz.uni-ulm.de>
Source record: 221781

In reply to your message of 26 May 92 14:44:15 GMT

Sorry, I tried to get this through to you personally, but the mail
bounced back. This may be due to a new mail system at my site. So here
it is in public.

The rest of you may hit the DELETE key now...

>Yup, SpiritWare Bible concordance is SHAREWARE and is excellent.
>An old version with the Authorised Version of the bible is available
>from all good PD places (e.g. on-line from lancs.pdsoft).

Please remember that I'm in Germany. I doubt that 'good' PD places
here would have it. My ftp-access to outside Germany is highly restricted.
So could you please give me a snail mail address? - Thanks.

>> If possible, please contact me privately since I'm no regular reader of
>> this newsgroup.
>Sorry, Wolfgang, but if you can't even read the net for replies to
>your own posting....

I didn't say I can't. But it saves me a lot of time since comp.sys.atari
isn't the only newsgroup I posted this request to. Btw: some people have
responded already who don't find this practice so strange after all...

Hope to read from you soon.

Wolfgang <><

<><--------><---------><--------><---------><--------><---------><>
Wolfgang Hutter I Internet: hutter@rzmain.rz.uni-ulm.de
Abt. Chem. Physik I Bitnet: hutter@dulruu51.bitnet
Universitaet Ulm I X.400: S=hutter;OU=RZ;P=uni-ulm;A=dbp;C=de
W-7900 Ulm, Germany I Tel.: (49)731-502-2829

5546. Re: High Speed Modem? Can the ST use it?

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 08:02:50 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992May27.080250.2151@rz.uni-karlsruhe.de>
Source record: 221782

Hatari!

> From: lombardo@odin.unomaha.edu (Thomas J. Lombardo)
> Subject: High Speed Modem? Can the ST use it?
> Message-ID: <lombardo.706916521@odin>
> Sender: news@news.unomaha.edu (UNO Network News Server)
> Organization: University of Nebraska at Omaha
> Date: Tue, 26 May 1992 21:42:01 GMT
> Lines: 15
>
> I have just recently gotten my hands on a brand new US Robotics Courier
> 9600 v.32 modem. I hooked it up to the ST, and loaded up FZD Term to
> try it out! So far, I have only gotten 2400 baud to work properly.
>
> In the FZD Term docs, it says that you need a modem that can set Carrier
> Detect properly. Does the Courier do that?
>

Usually most modems do ... look at the documentation of the modem, to
set the carrier detect.

> It also says you need a Serial RTS/CTS Patch if using a high-speed
> modem and a version of TOS not supporting RTS/CTS flow control. I have
> TOS version 1.0 (I know, it's old!)

Best...get RUFUS Version 1.11 - there is also the patch for the RTS/CTS
flow control. Rufus is shareware and _now_ a pretty good program.
You can get it at 129.69.1.12 (Stuttgart) or somewhere else. With TOS 1
you need this patch really, especially if you work with a high speed
modem.

>
> Can the ST even support 9600 baud?

Yes...it does it very good. I do not know if you need more patches, if
you use the "beta-TOS" 1.0 ... :)

Usually 9.600 Baud is no problem. I really advice you to get RUFUS, I
think, that the new version 1.11 really works good.

>
> Please send a reply via email if you have any information I could use!
>

Can anyone forward this message to him? ... :)

ThanX. Roland.

* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@KA.maus.de ATARI/NeXT/INGENIUM *

5547. top & bgacc(094)

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 09:32:09 UTC
From: wojuacac@w273zrz.zrz.tu-berlin.de
Message-ID: <XWL3VOE@mailgzrz.tu-berlin.de>
Source record: 221785

Hi
==

Hi encountered a Problem with bgacc.acc
When running top or ps from a shell (or direkt) running inside a
bgacc window I get a busseror and the bgacc seems to HANG in that window

Is this already a known bug ?

PS: It also would be nice to use a commandline for programs put into
a window.

Gruss
Wolfgang

5548. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 10:06:03 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <btmkbp5r@csv.warwick.ac.uk>
Source record: 221786

In article <1992May26.184234.142663@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.dbp.de writes:
>In <hclkbvrb@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>
>>In article <H.eCD&MLFXZiU@alice.hobby.nl> harold@alice.hobby.nl writes:
>>>>>Does anyone know what a used Atari Stacy should go for?
>>>>
>>>>A walk! :-)
>>>>
>>>with the garbage man?
>
>>I don't think this is very helpful. If the original poster doesn't already
>>know, the battery life on a stacy is so short that a stacy is no real use
>>unless you are sitting next to a main socket. However, it is portable in the
>>sense that it can be moved from place to place without hassle and as such
>>is probably worth slightly more than a 2nd hand STFM with the same memory,
>>mono monitor and hard disk size (Which depends which country you are in -
>>about $2 in America :-))
>
>Wow! Great! I'm gonna be in the US in three weeks, so please let
>me know where I can make that deal? You can be damn sure I won't
>come home without less than 5 Stacys or so...
>
>:-)
>

Seriously - if you are going to America it would be a good idea to smuggle some computer goods back - prices are half there for some things. I don't know whether you get the ads from Americans selling their STs, but I just saw one for a Mega 4 ST for $175. In England it would fetch about 300 pounds - more than three times as much. And a Mega ST is well worth buying since you can fit an SST.

- Leo Hendry

5549. Re: MULTI GEM

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 10:31:30 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992May27.103130.24072@rhrk.uni-kl.de>
Source record: 221787

Martin.Kunze@arbi.informatik.uni-oldenburg.de (Martin Kunze) writes:

>WANTED MULTI GEM
>I have got a TT and want to ask if anyone can send me MULTIGEM ??

>I will be very pleased if anyone can send it to me or can tell me where i
>can get it

You get MultiGEM from:
MAXON Computer GmbH
Industriestrasse 26
6236 Eschborn

I doubt that anyone will send it to you since it's a commercial product. You
do not want to get illegal copies this way, do you?

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5550. Re: SOFTWARE: Virtual Memory for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 10:38:48 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992May27.103848.25134@rhrk.uni-kl.de>
Source record: 221788

dsmall@well.sf.ca.us (David Small) writes:

>I suppose this is a little off-topic, but the basenote mentions that copying
>the TOS ROMS in the TT to TT "Fast" RAM gives 35% improvement. We plyed with
>this,
>had extensive crashes, and Q-ibndex showed us a palty 9% speed increase.

> There are utilities (I wrote a "romtoram" once), but they tend to
>destalibze the system. Oh, I did the right things ... set up the MMU table,
>pointing $E at the ROM image, write protected it, copied at IPL 7 with the
>usual keyboard kludge that takes ... and it still was not stable. Not
>recommend.
> Anyway, don't bother putting your ROMS into fastRAM. Reported bugs
>include repeated crashes and floppy disk formattingh spazz-fits.

I strongly disagree. Copying the TT's Rom into Fast Ram does not lead to a
destabilized system. I always work on the TT with a Rom copy in Ram and
never had any problems with it. There can only be crashes when other
programs try to use the pmmu. If this is not the case (or these programs
adapt to this situation) there is no danger of a system crash.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5551. re: Sozo 133

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 11:46:43 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <53424@ncratl.AtlantaGA.NCR.COM>
Source record: 221790

Well, the mystery of the HSC archive is solved. Turns out that you need more than the 732K free memory I had in order to install it properly. After rebooting without Gemini and cache90 and the other things I like to use (leaving me with 890K free), everything installed fine. Just goes to show you, the packing technique used in the distribution archive is NOT VERY ROBUST.

Maybe in the next revision, a note in the installation document about this memory problem (or a better packaging scheme) would help? Still, a very nice setup for compiling C programs (it even works with my homemade GEM compiler shell!).

Thanks for all the help in solving this little difficulty!

--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

5552. Re: NeoDesk / Gemini comparison? a

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 12:38:36 UTC
From: tony@microware.co.uk
Message-ID: <962@mwuk.UUCP>
Source record: 221666

In article <A40978@MS.maus.de> Patrick_Dubbrow@ms.maus.de (Patrick Dubbrow) writes:
> tony@microware.co.uk wrote:
>
> t>Can anyone provide a summary of the main differences between NeoDesk 3
> t>and Gemini 1.21?
>
> Gemini is "clean" software...

Er, what is the difference between "clean" and "unclean"/"dirty" ? In
what way would NeoDesk not be "clean"?

> t>I have Gemini 1.21, and installed it on my hard disk OK, but with 1 meg
> t>of RAM I don't have enough memory to run Heat'n'Serve C under it, so
> t>currently I still use the standard TOS 1.4 desktop.
>
> Try to start it as an overlay.

I did try this, but found that MAKE.TTP did not seem to inherit the
environment variables that had been set up using Ian Lepore's GEMENV. I
didn't play with it too much before giving up.

> t>Therefore both desktops are active and using memory. Is it possible to
> t>set up Gemini so that after VDI and AES are setup, control goes straight
> t>to Gemini *instead* of the standard desktop. This would surely save a
>
> It's impossible because the ATARI(!) desktop is part of the AES.

I'm trying to remember something I read here a while ago, about a
program stealing a vector from somewhere so it could get in after AES is
up but before the desktop. Perhaps it was MiNT? I sort of inferred from
that that the desktop was just an internal program run after AES is setup.

--
Tony Mountifield (G4CJO) | Microware Systems (UK) Ltd.
Email: tony@microware.co.uk | Colden Common, WINCHESTER, SO21 1TH.
(or: ...!uknet!mwuk!tony) | Tel: 0703 601990 Fax: 0703 601991

** Any opinions are mine, not Microware's - but you knew that anyway. **

5553. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 13:13:22 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May27.131322.28572@aber.ac.uk>
Source record: 221791

>In article <1992May26.184234.142663@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.dbp.de
writes:
>>>>>
>Seriously - if you are going to America it would be a good idea to smuggle
>some computer goods back - prices are half there for some things. I don't
>know whether you get the ads from Americans selling their STs, but I just saw
>one for a Mega 4 ST for $175. In England it would fetch about 300 pounds -
>more than three times as much. And a Mega ST is well worth buying since you
>can fit an SST.
>
>- Leo Hendry

Talking about the SST, how easy is it to fit to a MegaST, I'd like to know?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

5554. Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 13:22:21 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <707029272.F00001@tdkt.kksys.com>
Source record: 221680

In a message of <May 26 17:11>, Oke S (1:282/31) writes:

>Ha! You should see _my_ ST. It's filthy, and it shows. I have been
>meaning to get some stuff to clean it with (anyone know whether meths/white
>spirit is OK?)

After 6 years of constant use, I finally cleaned my ST. Being far too lazy to hunt down a special cleaner, I resorted to using dish soap and water. 'Course I had to take the machine apart first, and 'pick' all the keys off of the keyboard, but it worked quite well, if I do say so myself! Looks almost new!

* Origin: FlightLine PointNet (1:282/47.1)

5555. Linking libraries with GNU C

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 13:41:52 UTC
From: wilesaj@uhura.aston.ac.uk
Message-ID: <1992May27.134152.8681@aston.ac.uk>
Source record: 221794

How do you persuade GNU C to link in the gem libraries? I've tried using

gcc -v myapp.c -lgem

but it doesn't work. Am I doing something wrong which is completely
obvious to C programers?

Thanks

Adrian

5556. VideoKey for sale

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 13:43:02 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992May27.134302.13140@ucsu.Colorado.EDU>
Source record: 221793

```
VideoKey by Practical Solutions
-Converts RGB to composite color
-1000 times better than using an emulator
-works great

$35 + shipping / OBO

Thanks,
Jonathan
krakover@spot.colorado.edu
```

5557. Hard drive unit FOR SALE..

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 13:44:53 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992May27.134453.13273@ucsu.Colorado.EDU>
Source record: 221792

```
Hard drive unit W/O the drive
-Half hight tower case
-HUGH power supply
-BMS-100 Atari Interface
-Adaptec ACB-4000 Controller
-Works great

This is a hard drive unit for the Atari computers, all it needs to
work is any kind of SCSI drive. The case can hold two full sized drives.

$100 + shipping / OBO

Thanks,
Jonathan
krakover@spot.colorado.edu
```

5558. g++ test 'tstring.cc' fails on input. Any hints?

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 14:15:13 UTC
From: haegar@uni-paderborn.de
Message-ID: <1992May27.141513.21956@uni-paderborn.de>
Source record: 221796

The subject says it. I have installed the gnu c++ compiler
and successfully manged to compile all the tests in gplibt02.zoo.
All run successfull and gave the expected output, with the exception
of tstring.cc. It runs fine until it trys to read a string from
cin. I got a buserror there.

Has anyone run this test successfull? Or is this behavior normal?

My setup is:
Atari ST with 3 MB (compiling without optimisation is possible)
TOS 1.04, UNIXMODE = /.,drcLA
gcc, gcc-cpp, gcc-cc1 and gcc-cc1p are patchlevel 2 compiled with
our local cgcc.
l++.olb is patchlevel 7.
gnu.olb is " 79.

Greetings
Thorsten
--
,===.
| Internet : haegar@uni-paderborn.de |
| Snailmail : Thorsten Boehm, Steinberg 8, D-4790 Paderborn |
`==='

5559. Re: PC DITTO.....?

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 14:21:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May27.142142.28948@newshost.lanl.gov>
Source record: 221795

In article 16248@unlinfo.unl.edu, ganderso@unlinfo.unl.edu (gary anderson) writes:
>I'd like your opinions, please, on PC-DITTO and PC-DITTO II.
>
>I've got PC-DITTO (the software version) and have been, on the whole,
>unsuccessful with it. Is PC-DITTO II (the hardware version) any
>better, or should I junk the ST and buy an IBM? (Say it ain't so...)

Gary, PC DITTO was a neat hack and the first of its genre to be successful. Trouble was (as you well know) it ran too slowly to be of any real use.

PC DITTO II (the hardware version) _should_ have done very well. Unfortunately, the good folks at Avant Garde ran into all sorts of production and legal problems and had to close their doors so the product is no longer supported. Quite a few folks had problems installing it and getting it to work, although mine worked flawlessly. Even if you could find one, I couldn't recommend it now.

There are a couple of other options today, however. ICD makes two PC emulators, the PC-SPEED and the AT-SPEED (roughly US$200 and $400 retail, respectively). These are hardware/software emulators and from all reports, do a fairly good job.

There was another very popular unit from the UK by the name of "Turbocharger" (is that right? Can't remember for sure) a couple of years ago which was an external standalone unit that sold well even at a somewhat higher price. Have not seen an ad for this unit for ages but I'm sure there are still users of this thing out there in netland.

Emulators are technically very interesting, and some (such as Dave Small's Spectre GCR Macintosh emulator) are truly amazing but... there is _always_ a tradeoff of some sort. Others will offer their advice, but I suggest that if you intend to do a considerable bit of PC work (whether it be programming, games, or whatever) that you should seriously consider buying a used or even a new PC. Prices have fallen drastically and a new or used 8MHz or better AT clone won't cost you that much more than a good AT emulator for your Atari. IMHO, PC emulators are great for very occasional PC work and the "gee whiz" factor but if your needs/uses grow, you will be better off with another box to compete for room with your ST.

And I won't even _mention_ the future GEMULATOR option for fear of flaming arrows being aimed my way!!! :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5560. Re: what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 14:36:14 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May27.143614.587@newshost.lanl.gov>
Source record: 221797

In article 15406@usenet.ins.cwru.edu, aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Get real, Atari will discontinue the Mega STe by the end of the year.

I assure you, Len, I _am_ real. And unlike others, I _try_ to be polite, even when I have a dissenting opinion. It doesn't cost any extra, you know? Still, you are likely correct about Atari discontinuing the MegaSTe (and the TT for that matter) but I think by the "end of the year" is a little quick, IMHO.

>It will look like nothing compared to the Falcon 030.

Yes, the Falcon 030 will "blow the doors off" the MegaSTe or any 68000 based unit.

>Look for a faster Falcon 030 maybe at 33 MHz and a Falcon 040 at 40 MHz.

This is just precisely the "higher end" machine I was alluding to. Even so, I would caution everyone not to dump their current machines until you see the new units on the dealer's shelves. The MegaSTe is a great computer in it's own right.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5561. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 15:16:54 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May27.151654.4332@newshost.lanl.gov>
Source record: 221651

In article 28572@aber.ac.uk, hrs@aber.ac.uk (Herbert Martin Sauro) writes:

>Talking about the SST, how easy is it to fit to a MegaST, I'd like to know?

Herb, the SST is a "bolt in" for the MegaST. In fact, it's designed _only_ for the MegaST (at this time) because it's the only machine where sufficient room is available. For more info, contact Gadgets by Small directly at 40 W. Littleton Blvd, #210-211, Littleton, CO 80120, USA or send them a FAX at (303) 791-0253. In a post here a few days ago, Dave Small said they are backordered through July. It's expensive, but my oh my, is it FAST!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5562. Multisync monitors

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 15:22:48 UTC
From: shiv@bnr.ca
Message-ID: <1992May27.152248.16531@bmerh2.bnr.ca>
Source record: 221653

I wired a cable in order to hook up a NEC Multisync GS2 to my 1040.
I had a switch to toggle between hi-res and med/low res. I've seen
a $50 box that is commercially available (check old START issues)
that does the same thing - allows multisyncs to hook up to the Atari
and has a switch on the front to switch resolutions.

I'll see if I can find the wiring diagram. If I find it I'll post it.

Shiv

5563. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 15:28:56 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992May27.112856.22068@newstand.syr.edu>
Source record: 221657

In article <btmkbp5r@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>Seriously - if you are going to America it would be a good idea to smuggle
>some computer goods back - prices are half there for some things. I don't
>know whether you get the ads from Americans selling their STs, but I just saw
>one for a Mega 4 ST for $175. In England it would fetch about 300 pounds -
>more than three times as much. And a Mega ST is well worth buying since you
>can fit an SST.
>
>- Leo Hendry

I'd like to find a Mega4 ST for $175! It seems to me that
they're going for around $500.
--Gerry

5564. HELP ! Tape backup

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 15:30:09 UTC
From: shiv@bnr.ca
Message-ID: <1992May27.153009.16802@bmerh2.bnr.ca>
Source record: 221654

I'm new to the net so bear with me. Can whoever did the review of tape backup s/w please email or re-port his review of the s/w and who makes it ?
I have a QIC150 drive I want to use for backup.

Also, any info on adapting SCSI drives for the Atari would be appreciated. Just point me in the right direction by referring me to some magazine articles ! Thanks !

shiv@bnr.ca

5565. Personal to Clarence T. Chang

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 15:49:54 UTC
From: dud@cbnewsf.cb.att.com
Message-ID: <1992May27.154954.9033@cbfsb.cb.att.com>
Source record: 221652

Help! Email to you doesn't seem to work.

The file you sent me arrived corrupted.

Please check it's integrity at your end and re-send.

Thanks
Bill Dudley (my apologies for the net bandwidth)
dud@homxb.ho.att.com
AT&T Bel Labs: 908 949 4360 (please call so we can get email up)

5566. AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 16:04:08 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992May27.160408.9076@unlinfo.unl.edu>
Source record: 221655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

First, thanks to all who responded to my PC-DITTO post.

Regarding PC emulators, most of those who responded
recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.

For those of you who have used one or more of the
above -- what's the good news, and what's the bad news?
I welcome any and all information, opinions, factoids
and rumors.

Gary Anderson
ganderso@unlinfo.unl.edu

5567. Re: Rufus Version 1.1

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 17:15:16 UTC
From: cae@vnet.ibm.com
Message-ID: <19920527.081943.240@almaden.ibm.com>
Source record: 221799

In <1992May25.233819.4797@kosmos.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>Well I have just uploaded Rufus Version 1.1 to Atari Archive,
>its in the atari/new directory as rufus110.lzh ..
>
>This is a English conversion from the looks of it, but it lacks any Doc files..

The current version here in Germany is Rufus 1.11 Rel. 8 (and Rel.9
probably coming soon). rufus110.lzh seems to be a test (?) version
released a couple of months ago without docs.
The current version is shareware for 40,- DM (Deutsche Mark, about
25 US$) and contains docs (but probably in German only).

Cornelius Caesar GADL Boeblingen
IBM Germany
Internet: cae@vnet.ibm.com

5568. Where can I find a CTS/RTS patch?

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 17:18:55 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.706987135@odin>
Source record: 221656

Several users have suggested that I get a CTS/RTS software patch so I can use my high speed US Robotics 9600 v.32 modem with Tos 1.0. I have ftp access, but I have no idea where to start looking. I checked the telecomm directory at atari.archive, but there didn't seem to be anything there.

Thanks in advance.

(Please send replies via email, as I do not have Usenet access every day...)

5569. Re: SST

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 18:25:02 UTC
From: Dave_Ninjajr_Flory@cup.portal.com
Message-ID: <59663@cup.portal.com>
Source record: 221658

I have an SST in my mega 4 and if you have a socketed 68000 it is a trivial installation. Just unplug the 68000 and the TOS ROM chips and plug the SST into the socket. Just make sure if the socket is an ICD Adspeed that you remove the ICD miniboard and not just take the 68000 out of the Adspeed I'm very happy with SST, it effectively has an 8 meg cache, and really hauls. I'm presently running with a fairly slow 20 meg chip, but its lots faster than the AdSpeed, currently shopping for a 32 to 40 meg 68030 set. They don't seem to be _real_ common in volume one.

5570. GCC 2.1 : Setting it up to use.

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 18:54:43 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.706992883@ee.ualberta.ca>
Source record: 221664

Okay, I give. Is there a document anywhere which details the files
needed, and where they are located, (binaries, includes, libraries, etc.).
I am very interested in getting GNU-CC up and working (I haven't set up
a previous version, like 1.40), and I am having difficulty with it. If
anyone is willing to help I would appreciate it.

~~~~~~
| Robert Morrison morrison@bode.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| Ph: (403) 439-9372 |
~~~~~~

5571. UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 19:04:04 UTC
From: wong@opal.cs.tu-berlin.de
Message-ID: <1992May27.190404.4556@cs.tu-berlin.de>
Source record: 221663

Hi
===

Is there a Dokumentation around, which tells the usage of the UNIXMODE
flags ?

It would be nice to know which flag does what.

Gruss
Wolfgang

5572. Re: Maganvox Monitors, Rising Star (dealer)

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 19:23:26 UTC
From: dkoster@afit.af.mil
Message-ID: <1992May27.192326.24205@afit.af.mil>
Source record: 221692

ilepore@isis.cs.du.edu (Ian Lepore) writes:

** disclaimer removed **

> > opinion on Rising Star [a mailorder ST outfit]
>
> They ripped me off, I'll never deal with them again. They had an ad in

** details removed **

> DON'T EVER BUY ANYTHING FROM RISING STAR MAIL ORDER!!!
>
>- Ian
>(void *) where prohibited by law

Ian, I'm sorry you had what appears to be an unsatisfactory Rising Star experience. I've known the owner, Doug Hodson, for close to ten years (he and I and Fred Koch and others started what is now a pretty healthy users' group here in Dayton in 1983). His support of Atari products and users has been unswerving. As can easily be seen from his prices, profit is not the only motivation for Rising Star.

If you had so much angst over your order, he probably remembers it, too. I'll see if I can get him to respond on the net.

I don't have any financial connection with RS, but I couldn't stand seeing the folks here get such a biased impression of a business (and person) I respect.

There ain't that many left!

dave k

5573. Re: Sozo 133

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 20:26:28 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May27.202628.16692@mnemosyne.cs.du.edu>
Source record: 221665

> HSC was not installing JAS
> The problem is you need more than 732k of free memory to install

Not true! I *never* have that much free memory. I did all my testing of the install program in my normal memory configuration, about 400k free. I figured testing it that way would ensure that it'll work for folks with 512k systems. I'd suspect that something you removed from the system (Gemini or something) was interfering with the unpacker, maybe.

> the packing technique in this archive is NOT VERY ROBUST

Well, I can't argue with that, I guess. I just used off-the-shelft tools (LHARC 1.3x, SFX.PRG) to create the self-extracting files. I REALLY REALLY wish source code for extracting -lh5- files was available, then I'd just code the extraction in INSTALL.PRG and do away with the self-extracting stuff altogether. I have my own source code for generic LWZ compression/uncompression, which I've been tempted to use, but it won't pack nearly as tight as lharc, unfortunately.

The big problem is keeping everybody happy. The whole point to HSC is that it installs and configures itself; you don't have to be a unix-head techie to get it up and running like you did on the older Sozobon releases. I've gotten a fair number of compliments from folks on the ease of installation, but I've also gotten some complaints, mostly from folks who are very technical, and want control over the installation process manually, or don't want to use a gem program to do it. I

I'm open to any suggestions on packing formats I can use in future distributions. The only requirement I have is that I must be able to invoke the unpacking programmatically (from INSTALL.PRG) without relying on extraction tools that the end user may or may not have. If you have source code for a reasonably-tight packer/unpacker, or other helpful suggestions, please send me mail.

--
- Ian
(void *) where prohibited by law

5574. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 20:48:12 UTC
From: goo@hpindda.cup.hp.com
Message-ID: <40250037@hpindda.cup.hp.com>
Source record: 221686

dsmall@well.sf.ca.us (David Small) (Wow!) writes...

[RE: why the Falcon might be sold in a "1040" case]

> I was in for a rude and sudden shoc at the cost of the mold for the
>plastic of the Spectre GCR. It is a very simple mold, relatively, yet it cost
>many thouands of dollars. Atari's earnings statements are not that great right
>now, and they could really stand not to toss, say, $100,000 into a new mold.

If this is the case, then why not put the falcon in a Mega STE/TT type case?
It's more expensive, but well worth it IMO.

Michael Goo |
Hewlett-Packard | "I never try to cover my ass...
Information Networks Division | but I certainly support your right to do so!"
19420 Homestead Road MS 43LT |
Cupertino, CA 95014-9974 |
goo@hpinddh.cup.hp.com |

5575. Re: Multisync monitors

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 20:50:53 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May27.205053.22447@newshost.lanl.gov>
Source record: 221667

Rio Computers is advertising the "Ultrasync", a super VGA, non-interlaced monitor with a switch box to connect to the ST for $499.95 (as per their ad in the April issue of Current Notes).

Their number is 800-782-9110.

Caveat Emptor, however... I have heard rumblings about unhappy customers _and_ supplier to Rio Computers. I have no first hand knowledge of them, though.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5576. Re: Want to connect IBM KEYBOARD to ST!

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 22:02:59 UTC
From: chan@pyramid.unr.edu
Message-ID: <3820@equinox.unr.edu>
Source record: 221668

In article <1992May26.150915.2300@stat.appstate.edu> grs00196@stat.appstate.edu writes:
>User wants to use an IBM-style extended keyboard on Atari 1040st. I have heard
>of products on the market, but who has used them, what are they, where can
>these products be obtained, and how good are they. If you have modified your
>keyboard, know someone who has, or have information on swapping keyboards I'd
>live to hear from you.

You might want to try the D.E.K.A. adaptor.
In addition to permitting an IBM-style extended keyboard to be connected to
an ST, it has:
Joystick/barcode scanner support built-in
Advanced Motorola 8-bit Microprocessor controlled
MOUSE & Joystick port
Modular keyboard connector that attaches to all ST, MEGA, MEGASTe, TT
Optional internal Ni-CAD battery-backed clock
****Try purchasing from mail order or a retail store****

Omnimon peripherals
One Technology DR.
Building 1E
Suite 301
Irvine, CA 92718
tel: 7147539253
fax: 7147539255

OR you might want to try the Z-KEYS.
It has:
IBM-PC/AT keyboard interface to 520/1040ST.
Solderless internal interface.
Complete manual and disk.
Works with XT or AT keyboard.
****Retail $99.95****

Zubair Interfaces, INC.
5243-B Paramount Blvd.
Lakewood, CA 90712
tel: 213 408 6715
fax: 213 408 6748

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

5577. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 23:24:06 UTC
From: dogbowl@acme.gen.nz
Message-ID: <VqegLB1w164w@acme.gen.nz>
Source record: 221662

okes@solb1.essex.ac.uk (Oke S) writes:
> Ha! You should see _my_ ST. It's filthy, and it shows. I have been meaning to
> get some stuff to clean it with (anyone know whether meths/white spirit is OK
>

NO!!!! DO NOT use meths or white spirit or any other solvents.

If you do you'll permanently damage the surface of the case and make it
pick up dirt more easily.

Use a water based cleaner if a soapy cloth won't clean it.

One that I use which works very well on just about any surface waithout
damaging it is called 'Multi' - It's made by the US company Johnson.

I don't know whether this available in the UK.

Alan Brown dogbowl@acme.gen.nz ACME BBS +64-6-355 1342

" Get that Atari outta here! This is IBM country!!!! "

Palmerston North, New Zealand - A great place if you're a duck!

5578. Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-27 23:42:53 UTC
From: ehood@hydra.acs.uci.edu
Message-ID: <2A241E7D.4974@noiro.acs.uci.edu>
Source record: 221669
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a 80MB SCSI hard drive w/ICD Host adaptor. I ran CleanUp ST on my D partition and it showed that some of my files had bad characters. The files were located only in 2 subdirectories of the root and the characters in the files were changed from upper case to lower case (eg. CC.TTP -> cC.tTP) while some files were named: llllllll.lll. Plus, some of the directory data within the 2 subdirectories of the root was corrupted. Has anybody ever came across this problem and knows what causes it. I'd like to avoid this situation again.

I eventually just killed the 2 directories, copied the other directories to another partition and zeroed the D partition; then I put the other directories back (the 2 bad ones I can recover from floppy).

Other pertinent info: TOS 1.2; Running NeoDesk 3.02.

The only thing different from my normal usage is that I recently tried out the XCONTROL.ACC for awhile (any connection??).

Any help is appreciated,

--ewh
--
Earl Hood | Office of Academic Computing
ehood@uci.edu | University of California: Irvine
ehood@UCI.BITNET | Irvine, CA 92717

5579. Mega ST system! for trade (maybe sale)

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 00:05:49 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92148.200549JJL101@psuvm.psu.edu>
Source record: 221671

I know this is a shot in the dark, but wonder if anyone is out there
frustated that older progs won't work on the MegaSTe and wishes to trade
for an Mega ST(no e) computer? I am interested in giving a very good
system in trade for some type of MegaSTe system, as I would like to get
the 68881 and have at least the 16Mhz cpu... so... here's what I am offering:

Mega2 ST upgraded to 4 megs
PC Speed board installed!
Conner 44 Meg hard drive
Syqyest 44 Meg removable hard drive (3 carts included)
ICD adSCSI+ host adaptor
Color and/or mono monitors
Much software with docs.

If interested in a trade (or possibly even a straight out buy) let me know.
and maybe we can work something out.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

5580. Atari books FOR SALE....

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 00:06:42 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992May28.000642.22754@ucsu.Colorado.EDU>
Source record: 221672

```
The following books are for sale:

Compute's Atari ST Vol. I----VDI
Compute's Atari ST Vol. II---AES
Compute's Atari ST Vol. III--TOS
Programmer's guide to GEM
The GEM operating system handbook (This is for beginners)

Asking price $12 each + shipping / OBO

Thanks,
Jonathan
krakover@spot.colorado.edu
```

5581. Re: what about the Sparrow ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 00:22:18 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l289tqINN34d@aludra.usc.edu>
Source record: 221670

In article <1992May26.223733.15406@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Get real, Atari will discontinue the Mega STe by the end of the year.
>
>It will look like nothing compared to the Falcon 030.
>
>Look for a faster Falcon 030 maybe at 33 MHz and a Falcon 040 at 40 MHz.
>

I don't think that Motorola has come out with a 40MHz 040 yet, so I doubt that will be possible. However, I do agree that a 25 or 33 MHz 040 would be logical (However, this is Atari....hmmmmm....). A 32/33 MHz 030 Falcon would be nice (especially if it sold for less than the TT!!!), but I don't think that it would be enough of a Technological improvement to realy stimulate business for Atari. It my belief that they will have to come out with a 040 model or they will stagnate past recovery. It certainly would make those UNIX WiSH windows fly! Of course I'd be happy enough with Multi-TOS...

5582. Re: High Speed Modem? Can the ST use it?

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 00:25:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May28.002527.4799@kosmos.wcc.govt.nz>
Source record: 221798

In article <1992May27.080250.2151@r
z.uni-karlsruhe.de>, UK1T@DKAUNI2.BITNET writes:
>
> Best...get RUFUS Version 1.11 - there is also the patch for the RTS/CTS
> flow control. Rufus is shareware and _now_ a pretty good program.
> You can get it at 129.69.1.12 (Stuttgart) or somewhere else. With TOS 1
> you need this patch really, especially if you work with a high speed
> modem.

Roland I do find Rufus VERY BUGGY, I did get version 1.1
at the week-end and found problems with the dialer, hickups/lockups
and there is no medium resolution support now for the ST/E, mono only.

I also got the newer German one from Stuttgart to_day, same Bugs
and one more the dialer does not drop the dial icon and can cause
the display to go into a Busy Ok loop, turning the modem off did not
clear this fault..

I can't find a way to stop the dialer, also very pore VT100 support,
I connect to a Vax that draws Boxes on the screen, but not with Rufus..

May be one day Rufus will get Fixed, but at the rate its going that will be
forever...

This Rufus version 118 looks like its just intended for the TT, no one buys the
TT here they are far to dear, they are even dearer than a 486 complete,
but the TT here does not even come with a monitor or a 1.4 meg floppy
drive...
and some of the othere News screens are stuffed up...
> ThanX. Roland.
>
> * uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
> * Roland_Schorr@KA.maus.de ATARI/NeXT/INGENIUM *

Roger..... sheppard_r@kosmos.wcc.govt.nz

5583. Re: SST030 by Gadgets

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 00:30:16 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.8&SkQzzzDUo@marsu.tynet.sub.org>
Source record: 221474

In <1992May25.045641.6625@well.sf.ca.us>, David Small writes:
> p.s. NO, Spectre 3.1/3.2/3.x HAS NOT BEEN RELEASED. IT DOES NOT EXIST.
> It is close, but not there yet. You should see the 50 faxes we get a day
> ordering it.

So you get one Followup more.
Would you please be so kind to announce what features 3.x (x>0) will have
and when you think it could probably be released? I don't want to
remind you of your honest indian spell to release 3.1 in October 91,
but I am very interested if I have to purchase 2 additional MB of ST-RAM
or if there is a chance to get my 4 MB TT-RAM working with Spectre 3.1.
BTW, I dropped hope making my disk drive work again (no GCR!).

Whaddayamean with "It is close, but not there yet." ???

I think there are lots of Spectre/TT users out there on usenet longing
for answers to these questions.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "I don't want to insist on it, Dave, but I am *
* incapable of making an error!" -- A.C. Clarke, 2001 *

5584. Bible-software

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 00:54:26 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <707101263.F00001@tdkt.kksys.com>
Source record: 221610

In a message of <May 27 08:40>, Wolfgang Hutter (1:282/31) writes:
>From: HUTTER@RZMAIN.RZ.UNI-ULM.DE (Wolfgang Hutter)
>Newsgroups: comp.sys.atari.st
>In reply to your message of 26 May 92 14:44:15 GMT
>Yup, SpiritWare Bible concordance is SHAREWARE and is excellent.
>An old version with the Authorised Version of the bible is available
>from all good PD places (e.g. on-line from lancs.pdsoft).

>Please remember that I'm in Germany. I doubt that 'good' PD places
>here would have it. My ftp-access to outside Germany is highly
>restricted.
>So could you please give me a snail mail address? - Thanks.

Do you, or does anyone you know, have access to GEnie? If so, look in the
Religion and Ethics RoundTable. (Page 391 on GEnie, if memory serves).
There's a file or two there from SpiritWare. (How good is the connection to
GEnie from Germany, anyways? Cheap enough for file transfer?)

* Origin: FlightLine PointNet (1:282/47.1)

5585. Re: MIDI software

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 01:29:54 UTC
From: takem_b@pyramid.unr.edu
Message-ID: <3822@equinox.unr.edu>
Source record: 221673

In article <706667475.F00002@royaljok.fidonet.org>
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
>In a message of 20 May 92 02:04:49, Billy D'augustine wrote:
>
>BD> What I need is some software that will display what Ive recorded so far,
>BD> in
>BD> a staff format on the screen, and where I could hopefully pick out a
>BD> single note, and change it there, without having to re-record the tract
>BD> again, or trying to cut-and-paste it out.
>
> Sounds like you want C-LAB's Notator/Creator package. Fairly
> expensive, but it will do what you want, and much more. I'm sure
> someone heavy into midi on here can go into more detail... >
>
>"MICRO"

I'm not aware of any PD or ShareWare stuff that'll go into that detail
(though there just may be...), but the KCS Omega II (coupled with the
TIGER editor) will do just that graphically and easily via bars and
velocity stems. I hear that Cubase is better at event handling though.
There may be a demo version of Tiger or Tiger-Cub up on atari.archive,
but if there isn't, e-mail me and I'll try to transfer it from my BBS
(the unreliable bbs -- NV/USA :-) to atari.archive.

I've been working a lot with the KCS demo stuff and like it a lot, but
I think it lacks some editing features with some of the controllers.
(ie. Moving pitch bends/sustain pedals WITH the notes -- am I being a
dunce, or is it the demo???) I DO LIKE the Tiger Editor though!!!

I'm currently on the track to buy KCS Omega Level II, but am waiting
until I can see something with Cubase before sinking between $350 to
$450 into these programs. I was also thinking of getting CREATOR
(coupled with the PolyFrame Editor), but I cannot find any info or
demos on it either. Current thoughts: Cubase or KCS Omega Level II.
LOTS of people have replied in favor of Cubase, and then Omega II on
one of my previous posts.

BTW: Does anybody know if there's a demo version of Cubase, or if there's
anyone near Reno, Nevada, USA that is using it (ST/Mac/IBM/Amiga/Other)?
If I can see what Cubase can do (and how), I'm sure I would buy it...
---
takem_b@pyramid.cs.unr.edu or ucbvax.berkley.edu!pyramid.cs.unr.edu!takem_b
#include <sig.h> /* unfriendly control codes with ascii self-portrait */
Anything that can go wronx3%se Pnews: segmentation violation. core dumped.

5586. Re: Where can I find a CTS/RTS patch?

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 01:55:07 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992May28.015507.12540@csi.uottawa.ca>
Source record: 221675

In article <lombardo.706987135@odin> lombardo@odin.unomaha.edu (Thomas J. Lombardo) writes:
>Several users have suggested that I get a CTS/RTS software patch so
>I can use my high speed US Robotics 9600 v.32 modem with Tos 1.0. I have
>ftp access, but I have no idea where to start looking. I checked the
>telecomm directory at atari.archive, but there didn't seem to be
>anything there.

Funny you should ask... I just got the "working" patch today.
Apparently it's been on GEnie since Monday, and at the Ottawa NCAUG
meeting, local developer Eric Rosenquist appeared quite jubilant as he
announced the recent release of this program.

Apparently, there is a problem with the interrupt structure on the ST,
so that while the RS-232 port gets priority for some purposes,
sometimes the keyboard/mouse get their fingers in, messing things up.
(There is probably a FAR better explanation than this... I think Eric
is sometimes able to get Usenet access, and he'll probably give a
response!)

Anyhow, I'll be putting up serialfx.zoo on the beloved
"Terminator"/atari.archive.umich.edu, in /atari/new/serialfx.zoo
within the next few minutes, and it will eventually migrate to the
telecomm directory. It includes: 1) Program 2) Dox 3) CPX (Controls
whether the port is locked in RTS/CTS mode or not... Important for
users of Flash, I understand).

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

5587. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 03:32:04 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l2a68kINN870@aludra.usc.edu>
Source record: 221605

In article <707029272.F00001@tdkt.kksys.com> Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com (Chuck Grimsby) writes:

>After 6 years of constant use, I finally cleaned my ST. Being far too lazy to
>hunt down a special cleaner, I resorted to using dish soap and water. 'Course
>I had to take the machine apart first, and 'pick' all the keys off of the
>keyboard, but it worked quite well, if I do say so myself! Looks almost new!
>
>
> * Origin: FlightLine PointNet (1:282/47.1)

Well, I use a watered down mixture of Simple Green (a normal house-hold cleaner/grease remover) on all of the not-likely-to-spill-into-the-machine-and-blow-it-up areas while I clean the sensitive areas with denatured alcohol. The great thing about the alcohol is if it spills on even the logic board, there is no real problem - it'll just evaporate in a few minutes. I wouldn't highly recommend using the alcohol on the whole machine as it is rather "odiferous" but it can and does work - just hold your breath. :)
But as someone else pointed out, beware what you use - your keys might get a few inches shorter, although I am sure you can make some interesting acid effects on your computer ("Yes, those are stylized whipping marks to represent how chained, how bound, how imprisoned my computer is.", "Isn't that computer abuse?")

:)

-Mike

5588. Re: Getting Good 16 color GIFs

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 06:46:27 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1611@sheoak.bcae.oz.au>
Source record: 221688

I currently use viewgif to convert gif pictures into spectrum format.
Viewgif also gives excellent results using dithered grey scales,
bringing out much more detail than any colour representations I have
been able to obtain.

Jared Quinert
i921652@sheoak.bcae.oz.au

5589. Re: ZX Spectrum emulator for the atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 06:48:28 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1612@sheoak.bcae.oz.au>
Source record: 221687

Is this a spectrum emulator or the ZX81 emulator (definitely not the same thing, although similar OS)?

J Quinert
i921652@sheoak.bcae.oz.au

5590. Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 07:55:44 UTC
From: dstailey@leidecker.gsfc.nasa.gov
Message-ID: <DSTAILEY.92May28025544@leidecker.gsfc.nasa.gov>
Source record: 221681
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am interested in the Pure C compiler, formerly Turbo C. Fans of Pure C
are invited to email me their opinions regarding the following:

1. Is it fast?
2. How fast?
3. What is your impression of the debugger?
4. Can you set breakpoints with the mouse?
5. Will all features work on a 2.5 MB system?
6. There is no question 6.
7. Can you build the MiNT libs with it?
8. Can you use your own editor in the IDE?
9. Can you use GNU make in the IDE?
10. If not, how good are the editor and make facilities?
11. Can you launch the compiler from a CLI, or does it have to
be run from the desktop?

Thanks for any and all responses.

--
Doug
dstailey@leidecker.gsfc.nasa.gov

I am NOT an arthropod!

5591. AVS-Player

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 11:24:16 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.707052256@mailserv>
Source record: 221614

Hi fellow atarians,
quite a while ago I copied the AVS-player from the atari.archive. Since I got
a few selfmade seq-animations and a lot of ftp-ed spl-samples I would like
to combine them to a AVS file. Unfortunately I wasn't able to understand the
script language (tick? tock?) and my efforts weren't very successful. Is there
a kind of manual for the AVS-player or could anybody post me hints and advices?
Thanks in advance!
--
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie * *
* Herrenberger Str. 51 * *
* 7400 Tuebingen, Germany * *

5592. Re: PC DITTO.....?

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 11:53:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May28.115328.4802@kosmos.wcc.govt.nz>
Source record: 221674

>
> There are a couple of other options today, however. ICD makes two PC emulators,
> the PC-SPEED and the AT-SPEED (roughly US$200 and $400 retail, respectively).
> These are hardware/software emulators and from all reports, do a fairly good job.
>
> There was another very popular unit from the UK by the name of "Turbocharger" (is
> that right? Can't remember for sure) a couple of years ago which was an external
> standalone unit that sold well even at a somewhat higher price. Have not seen
> an ad for this unit for ages but I'm sure there are still users of this thing
> out there in netland.
>
>
>
> _____________________________ John "HUTCH" Hutchinson ____________________________
> ___________________ Fair Dinkum Technologies Member - IAAD _____________________
> _____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
> _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

Sorry "HUTCH" but these emulators are made in Germany not by ICD as you state,
unless they now have a licence to do this ..

Most of the better game require VGA, the only one that does this is the
TurboCharger, but that ends up dearer than a 386 PC...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

5593. HELP - SCSI HARD DRIVES

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 11:58:51 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992May28.125851.1@neptune.kingston.ac.uk>
Source record: 221677

I have found a cheap PC hard drive that is 130 megs (14 ms) and about
200 pounds brand new. It has a SCSI adaptor on it I think.

Q: All I need to connect it is a ICD Host adaptor from my Atari STE ???
Q: Is there any Public Domian software for formatting and general set up ???
A: I have seen an ICD Host adaptor for about 70 pounds which would still
mean the hard drive around 150 pounds cheaper. Is it all viable ???

Thanks in advance for any help,

-Simon
bd_g710@neptune.king.ac.uk

5594. Atari Corp. UK & USA addresses pleezzze !

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 12:12:55 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992May28.131256.1@neptune.kingston.ac.uk>
Source record: 221679

Could some one E-mail me the address of Atari Corp. in the UK and the USA.
I am in a mood for having a constructive criticised moan at them and
to tell them to get their arse in to gear (!).

Basically I wanted to moan about Atari's attitude to its users. To me
Atari 520 & 1040's look like going the way the Spectrum 48 K went. It
had a few upgrades like the ST has but then gradually died as software
houses stopped producing for it (a bit like the ST) This of course is
mainly games as the "business" software is looking very nice.

Atari should have produced STE only software years ago with the machine
as it almost seems to late. (RE: STFormat and news report of Atari Corp.
buying coin op rights for the STE only, no other format and high spec games)

Anyway I'm sure one letter won't do anything but I'll have a go!

Thanks for the addresses, (no flames !)

-Simon
bd_g710@neptune.king.ac.uk

5595. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 12:13:28 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <abpkbps@csv.warwick.ac.uk>
Source record: 221676

In article <VqegLB1w164w@acme.gen.nz> dogbowl@acme.gen.nz (Alan Brown) writes:
>okes@solb1.essex.ac.uk (Oke S) writes:
>> Ha! You should see _my_ ST. It's filthy, and it shows. I have been meaning to
>> get some stuff to clean it with (anyone know whether meths/white spirit is OK
>>
>
>NO!!!! DO NOT use meths or white spirit or any other solvents.
>
>If you do you'll permanently damage the surface of the case and make it
>pick up dirt more easily.
>
>Use a water based cleaner if a soapy cloth won't clean it.
>
>One that I use which works very well on just about any surface waithout
>damaging it is called 'Multi' - It's made by the US company Johnson.
>
>I don't know whether this available in the UK.

Why bother cleaning your ST at-all - if you need to use white spirit or detergent to get the dirt off then it's not going to come off over your hands anyway.

One of the few good things about the ST's keyboard design is that it is very difficult for dust to stop it working. What is more the metal shield and ventillation slots underneath mean that you can actually pour drinks over it and the liquid simply comes out the bottom and makes a mess on your table. I know this because I accidently spilt some water over my STFM and got very excited about the prospect of getting a STE as a replacement on our new-for-old contents insurance, only to be disappointed :-(

- Leo Hendry

5596. Accounting software

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 12:46:21 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.OGnbBA5kTn_@yonder.equinox.gen.nz>
Source record: 221685

Here's a message that was posted on a local BBS, I thought someone
here may be able to help out? Please post replies here.

(Note: GST = Goods & services tax , NZ's version of Englands VAT)

Thanks,
Craig.

[begin message]

MAIL
Msg # 27 Date: Thu 21/05/92, 23:42
From: ALLAN R JAMES Read: 1 times

Fwd From: NewZealand Atari Chat
Subject: ACCOUNTS PROGRAM

Does anyone know of a simple accounts program to suit a small
business, specifically an electrical contracting business, ie
Simple invoice printing
Accounts Recievable, Accounts Payable (aged accounts not essential)
GST must be included
Profit and Loss
etc

Also any program to assist with the preparation of Quotes ie similiar
to the 'Trader' Series on PC

Also any simple program to produce schematic drawings (not full CAD)

Efficiency, simplicity and ease of use are the main features I am
looking for (after doing the job I need of course)

Thanks

~ MMST 2.09 UnRegistered : OHM's an Electrician (a good one, & available)
* SLQWiK 1.02.d #UNREGISTERED

[end message]

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *

~~*~

5597. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 12:49:00 UTC
From: Daniel_Link@b.maus.de
Message-ID: <A11027@B.maus.de>
Source record: 221466

??? Virtually all ST magazines here in germany have stated that the Falcon will have a keyboard that is superior to the one of the 1040.

Sometimes I feel you people in the UK or US get LITTLE OR NO information about the ST/STE/TT/FALCON from your magazines except about new games.

bye,

Daniel

5598. Re: Where can I find a CTS/RTS patch?

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 13:14:06 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992May28.131406.9497@netfs.dnd.ca>
Source record: 221682

In article <1992May28.015507.12540@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>In article <lombardo.706987135@odin> lombardo@odin.unomaha.edu (Thomas J. Lombardo) writes:
>>Several users have suggested that I get a CTS/RTS software patch so
>>I can use my high speed US Robotics 9600 v.32 modem with Tos 1.0. I have
>>ftp access, but I have no idea where to start looking. I checked the
>>telecomm directory at atari.archive, but there didn't seem to be
>>anything there.
>
>[stuff deleted]
>
>Apparently, there is a problem with the interrupt structure on the ST,
>so that while the RS-232 port gets priority for some purposes,
>sometimes the keyboard/mouse get their fingers in, messing things up.
>(There is probably a FAR better explanation than this... I think Eric
>is sometimes able to get Usenet access, and he'll probably give a
>response!)
>
>Anyhow, I'll be putting up serialfx.zoo on the beloved
>"Terminator"/atari.archive.umich.edu, in /atari/new/serialfx.zoo
>within the next few minutes, and it will eventually migrate to the
>telecomm directory.

SERIALFX (Serial FIX) is a follow-up to TurboCTS by the original author (Bill Penner). Like TurboCTS, it is an AUTO folder patch program that replaces the RS232 handler in TOS for the main ST modem port (Modem 1 on MSTe/TT). Unlike TurboCTS, it works with all TOS versions (1.0 through 3.06) and fixes the one problem that TurboCTS had where it would sometimes still miss a change in CTS state.

My brother and I helped Bill beta test SERIALFX, and for the first time ever, my brother was able to do error free uploads with his ATI 2400etc/e modem (which really taxes CTS handling since its internal buffer is only about 512 bytes!).

During the beta testing I had some discussions with Bill about a different problem with the TOS RS232 code that I've been griping about since '87: the RS232 Bconout() and interrupt-handler code switches to interrupt priority level 7 whenever it needs to enqueue or dequeue a character from the buffer. At high baud rates, this results in the machine spending a great deal of time at IPL 7, which leads to some nasty side-effects. At IPL 7, almost all other interrupts are disabled, so TOS will often end up missing things like the 200Hz tick interrupt or data from the IKBD chip (which handles the keyboard and

mouse). If part of a mouse packet gets missed, the result is usually a phantom "stuck-key" phenomenon, since the remainder of the mouse packet looks to TOS like a "key-down" message for which there will not be an eventual "key-up".

I proposed a solution to Bill involving the use of a semaphore and the 680x0 "test and set" instruction to guard access to the queue rather than using IPL 7. He incorporated the code into SERIALFX, and I'm delighted to say that it works like a charm. In the tests that my brother and I have done, we've never gotten a "stuck-key" while uploading at high speeds, and the 200Hz tick counter seems to be getting serviced also (STalker reads the tick count to do timing, so if ticks get missed it makes it look like time is moving more slowly than it really is and things like CPS calcs get thrown off).

In short, if you use the serial port for anything (even printing), get this patch program. The elimination of the IPL 7 code makes it worthwhile even if if you don't need the CTS portion of the patch.

Eric
--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

5599. Heat-n-Serve/Sozobon MiNTlibs version 20a

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 14:14:30 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <3047@news.duke.edu>
Source record: 221689
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Version 20a of the Heat-n-Serve/Sozobon MiNT libraries have just appeared at atari.archive, and can be found in atari/new or atari/mint (depending on when you look) in mnthl20a.zoo. This release fixes some nasty bugs and omissions in versions 19 and 20; if you have a previous version of this library, I strongly encourage you to upgrade.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

5600. A request.. to those nice people who port GCC

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 14:20:28 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992May28.142028.41897@bas-a.bcc.ac.uk>
Source record: 221691

I grabbed GCC 2.1 from A.A a couple of days ago, I set it up.. it works fine except for a few niggles...

(1) It did not have the TT RAM flags set in the executables' headers.
(2) When running under MiNT on a Minix filesystem it got rather confused when it came across long filenames, and refused to output anything with a capital letter in it's name.
(3) On a Minix filesystem it does not set the executable permission on the compiled program.
(4) When gcc-cpp.ttp is asked to include a file on a minix partition with either a long name or something with a capital letter in the naameit goes into an infinite loop giving the same errror message, something like:-
file.c:linenum:error n pre-compiled file.

(1) and (3) are true niggles.. I can get round them easy. (2) and (4) are more of a problem, I've been recompiling gcc-lld.ttp and gas (and hit both (2) and (4) trying to do this!) and now I've found I've got to recompile cpp too!

Both (2) and (4) would probably been avoided if GCC were compiled using the MiNT libraries, it would also have made them useful when the MultiTOS filesystem comes on the scene. A mod to ld to try to set the executable permission would be a good idea too.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

5601. Re: SOFTWARE: Virtual Memory for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 14:24:10 UTC
From: wallmann@backus.pu.informatik.th-darmstadt.de
Message-ID: <1992May28.142410.27127@infoserver.th-darmstadt.de>
Source record: 221690

In article <1992May25.040617.5958@well.sf.ca.us> dsmall@well.sf.ca.us (David Small) writes:
> { stuff deleted }
> There are utilities (I wrote a "romtoram" once), but they tend to
>destalibze the system. Oh, I did the right things ... set up the MMU table,
>pointing $E at the ROM image, write protected it, copied at IPL 7 with the
>usual keyboard kludge that takes ... and it still was not stable.
Hmm, what IS the usual keyboard kludge ?

Nat!
--
Email: wallmann@backus.pu.informatik.th-darmstadt.de
"Bang that bit that doesn't bang"
Album of the month: Pantera "Vulgar Display of Power"

5602. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 14:50:30 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92May28155030@solb1.essex.ac.uk>
Source record: 221699

In article <abpkbps@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>>okes@solb1.essex.ac.uk (Oke S) writes:
>>> Ha! You should see _my_ ST. It's filthy, and it shows. I have been meaning to
>>> get some stuff to clean it with (anyone know whether meths/white spirit is OK
>Why bother cleaning your ST at-all - if you need to use white spirit or
>detergent to get the dirt off then it's not going to come off over your
>hands anyway.

I want to clean my keyboard because it is actually sticky to the touch, which
does nothing to help my (already slow) typing.

>One of the few good things about the ST's keyboard design is that it is
>very difficult for dust to stop it working. What is more the metal
>shield and ventillation slots underneath mean that you can actually pour
>drinks over it and the liquid simply comes out the bottom and makes a
>mess on your table. I know this because I accidently spilt some water
>over my STFM and got very excited about the prospect of getting a STE as
>a replacement on our new-for-old contents insurance, only to be
>disappointed :-(

Maybe you should have poured it over the back of the machine; that way you
could have got water in the power supply... :-)

Remember kids: don't try this at home!

--
email: okes@essex.ac.uk
#
###
###
#
This line is absolutely no use whatsoever.

5603. Hard Disk Problems (Losing Data)

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 14:58:48 UTC
From: "Gerry O'Rourke"
Message-ID: <1992May28.145848.20576@nt.com>
Source record: 221602

I have a problem with my Atari 1040FM + Hard Disk that someone may have encountered before. The disk is a RHODIME RT300T, connected to a Supra adapter. I am using Version 3.11 of the driver software.

The disk is partitioned into two 16 Meg & one 10 Meg sections. Things were fine until partition C: began to fill up. I noticed that files I had copied onto C: last month were missing when I looked a few days ago.

I had previously used Reorg to compact & reorganise the partition. This gave me no problems until there was about 7-8 Megs on the C: partition, when Reorg freaked out & thrashed the FAT. I re-formatted the disk & copied the files back. Now i find that utilities I used last month are gone.

GET INFO reports that there is 8.13 Meg used, with 2.9 Meg free. I used DLII to check the partition & it reported that the directories were bad. It also found 1552 lost or crosslinked clusters. It looks like the files are/were there, but the directory entries were wiped over by new files. When I tried to recover (using DLII), the prog reported that there was not enough entry space?.

Is there a known bug with the Supra software that causes this problem? I have tried to get newer versions of the Supra utilities, but Supra are really hard to contact, & I can't find them on any sites.

I am using TOS 1.2, are there known bugs which can cause this ?

Please post all replies here, as I don't have an E-mail address (yet).

Regards

Gerry O'Rourke

5604. Re: HELP - SCSI HARD DRIVES

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 15:55:09 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992May28.155509.26665@csi.uottawa.ca>
Source record: 221698

In article <1992May28.125851.1@neptune.kingston.ac.uk> bd_g710@neptune.kingston.ac.uk writes:
>
>I have found a cheap PC hard drive that is 130 megs (14 ms) and about
>200 pounds brand new. It has a SCSI adaptor on it I think.

Check this out carefully. If it is SCSI, then everything is great.
If it isn't, then things are not so happy.

>Q: All I need to connect it is a ICD Host adaptor from my Atari STE
>???

Well, you'll need to have a power supply for the drive, and make sure
that there are enough cables (the drive ought to include a cable that
connects it to the Host Adaptor. A power supply will include cables
to connect power to (a) Drive and (b) Host Adaptor).

I wound up picking up an old PC case with power supply for about $100.
(There's actually a motherboard in the bottom, with a "real" 8088 in
it. Completely worthless, which is NOT an Intel bash - but rather a
simple statement of fact. Who would buy a 10 year old XT motherboard?
That's not necessarily compatible with anything?)

It has a fan, a power supply, space for 4 hard drives, and enough
cables & plugs to connect 5 or 6 drives to the power supply.

>Q: Is there any Public Domian software for formatting and general set up ???

Haven't seen any. If you get an ICD Host Adaptor, you'll get some
very good commercial software that does all of this stuff. Actually,
it appears that ANY of the Host Adaptors include this sort of
software.

>A: I have seen an ICD Host adaptor for about 70 pounds which would still
>mean the hard drive around 150 pounds cheaper. Is it all viable ???

You'll possibly have to pay a little for the power supply and case.
The idea is still pretty viable. And the assembly process is really
quite simple. Took me about half an hour, but that included poking
around to take the PC apart, and generally having fun with that.

(By the way, that 70 pound price seems to be about right. The local
price in Ottawa is about $170 CDN, which corresponds approximately to
70 bounds. They must not be putting TOO high a set of duties/taxes on
the Host Adaptor over in the UK.)
--
Christopher Browne

cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

5605. Re: Where can I find a CTS/RTS patch?

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 17:03:52 UTC
From: steve@thelake.mn.org
Message-ID: <A1618614460@thelake.mn.org>
Source record: 221603

[In article <1992May28.131406.9497@netfs.dnd.ca>,
rosenqui@ncs.dnd.ca (E. Rosenquist) writes ...]

> My brother and I helped Bill beta test SERIALFX, and for the first
> time ever, my brother was able to do error free uploads with his ATI
> 2400etc/e modem (which really taxes CTS handling since its internal
> buffer is only about 512 bytes!).

This sounds great. I've had problems with zmodem uploads using my
Supra 2400plus (v.42bis, aux port locked at 9600) because of buffer
overflows, and I've tried most of the other serial-port patches out
there, including TurboCTS, without success. I'm ordering the fix from
BART right now.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5606. HELP NEEDED ON HARD DRIVE

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 17:49:00 UTC
From: lee.higginbotham@matrix.sbs.com
Message-ID: <1029.631.uupcb@matrix.sbs.com>
Source record: 221612

TO: n8742883@rowlf.cc.wwu.edu (Perry Pederson)
PP> Does anyone out there have some sort of solution for me? I
PP> gonna try to find the disk that came with the hard drive which
PP> contains utilities for the drive and see if I can find anything
PP> there-- but I think this is in vain as I used ICDUTIL.PRG (I th
PP> that was the name) to set up my C: drive as the boot drive; eve
PP> found the hard drive utilities disk and booted the system up w
PP> the hard drive will automatically take over and boot up from
PP> drive. Help!

If you can get hold of a program called SCSIWAIT, your problems
should be solved quite easily. The program makes the hard disk
wait until the computer has booted so you haven't loaded any auto
programs from the hard drive.

If you're hard drive has to power up before booting, try turning on
power to the drive and then imediately turning on the computer. This
should give you a boot from floppy with the ICD host adapter online
bootup, without the hard drive taking over.

If that doesn't work your next best bet would be to open up the case of
your hard drive (void waranty), and unplug the power connecter to the
drive only (leave power on to the host adapter). Turn on the power
to the host adapter and computer as usual. After you have run the
hard disk driver you can hook the power back into the drive and install
drive C:. Then be sure you delete the POOP loader from your AUTO
folder.
P.S.
It would be a good idea to have a floppy set up beforehand with the
hard disk driver and utilities so that it will boot off of drive A:

ORB

~ MaxiMiser*ST 1.20 UnRegistered

5607. Re: Sozo 133

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 17:49:17 UTC
From: cscullio@ncratl.AtlantaGA.NCR.COM
Message-ID: <53453@ncratl.AtlantaGA.NCR.COM>
Source record: 221607

In <1992May27.202628.16692@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:

> > HSC was not installing JAS
> > The problem is you need more than 732k of free memory to install
>
> Not true! I *never* have that much free memory. I did all my testing
>of the install program in my normal memory configuration, about 400k
>free. I figured testing it that way would ensure that it'll work for
>folks with 512k systems. I'd suspect that something you removed from
>the system (Gemini or something) was interfering with the unpacker,
>maybe.
>

You're right about that! I didn't check for a conflict with any of the removed programs. I so rarely have conflicts with my setup that it didn't occur to me, and the memory thing seemed like such a plausible explanation...sloppy on my part :-)

> I'm open to any suggestions on packing formats I can use in future
>distributions. The only requirement I have is that I must be able to
>invoke the unpacking programmatically (from INSTALL.PRG) without relying
>on extraction tools that the end user may or may not have.

Maybe you've already dismissed this idea, but...
why not use arc or some such PD extractor and distribute the executable in your package? Then, INSTALL.PRG can invoke the extractor (like an arc shell would) to do all the work transparently. Even if you used some shareware extractor, I'm sure it'd be easy enough to get permission from the author. As a side note, aren't you making some assumptions by distributing the entire package as a zoo file (as on umich) or lzh, or whatever? I can understand the issue if you distribute many copies via floppy, but otherwise...?

>--
>- Ian
>(void *) where prohibited by law

P.S. Don't get me wrong... I'm not complaining. Anyone who would go to the trouble of creating a nice system like yours is tops in my book...

--
Chris Scullion | NCR Corporation 2651 Satellite Blvd., Duluth, GA 30136 |
| (404)623-7352 | VoicePlus 751-7352 | cscullio@ncratl.AtlantaGA.NCR.COM |

5608. Re: HELP - SCSI HARD DRIVES

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 17:57:48 UTC
From: steve@thelake.mn.org
Message-ID: <A1731729596@thelake.mn.org>
Source record: 221606

[In article <1992May28.155509.26665@csi.uottawa.ca>,
cbbrowne@csi.uottawa.ca (Christopher Browne) writes ...]

> In article <1992May28.125851.1@neptune.kingston.ac.uk> bd_g710@neptune.kingston.ac.uk
writes:

>>Q: Is there any Public Domian software for formatting and general set up ???
>
> Haven't seen any. If you get an ICD Host Adaptor, you'll get some
> very good commercial software that does all of this stuff. Actually,
> it appears that ANY of the Host Adaptors include this sort of
> software.

You can get Atari's AHDI 5.0 hard disk software from atari.archive and GEnie.
I sent it to the moderator of comp.binaries.atari.st several months ago, but
I never saw it appear on the network, and people are not generally aware of
its availability. So far as I know, AHDI will work with any of the
currently available host adaptors. It even has support for IDE drives
(used by the ST Book laptop).

The new AHDI is very nice and easy to set up -- I use it in preference to
the Supra software that came with my host adaptor. The big advantage of
AHDI over the Supra software is that it works with ST-Tools, a very nice
GEM-based disk optimizer/repair/editor utility, which also should be
available at atari.archive (version 1.8).

I believe ICD includes a disk optimizer/repair utility with its host
adaptors. Supra has no optimizer and no utility for repairing broken
chains and untangling crosslinked clusters.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5609. Re: Where can I find a CTS/RTS patch?

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 19:30:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May28.193001.4805@kosmos.wcc.govt.nz>
Source record: 221683

Bits Removed

> Anyhow, I'll be putting up serialfx.zoo on the beloved
> "Terminator"/atari.archive.umich.edu, in /atari/new/serialfx.zoo
> within the next few minutes, and it will eventually migrate to the
> telecomm directory. It includes: 1) Program 2) Dox 3) CPX (Controls
> whether the port is locked in RTS/CTS mode or not... Important for
> users of Flash, I understand).

There is a program called High Speed, HISPEED (German) that has
a patch program for Flash 1.6, also another 9600 fix as well,
I think that was on A.A.>

> Christopher Browne
> cbbrowne@csi.uottawa.ca
> University of Ottawa
> Master of System Science Program

Roger..... sheppard_r@kosmos.wcc.govt.nz

5610. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 19:48:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May28.194800.4806@kosmos.wcc.govt.nz>
Source record: 221684
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <2A241E7D.4974@noiro.acs.uci.edu>, ehood@hydra.acs.uci.edu (Earl Hood) writes:
>
> I have a 80MB SCSI hard drive w/ICD Host adaptor. I ran CleanUp ST on
> my D partition and it showed that some of my files had bad characters.
> The files were located only in 2 subdirectories of the root and the
> characters in the files were changed from upper case to lower case (eg.
> CC.TTP -> cC.tTP) while some files were named: llllllll.lll. Plus,
> some of the directory data within the 2 subdirectories of the root was
> corrupted. Has anybody ever came across this problem and knows what
> causes it. I'd like to avoid this situation again.
>
> I eventually just killed the 2 directories, copied the other directories
> to another partition and zeroed the D partition; then I put the other
> directories back (the 2 bad ones I can recover from floppy).
>
> Other pertinent info: TOS 1.2; Running NeoDesk 3.02.
>
> The only thing different from my normal usage is that I recently tried
> out the XCONTROL.ACC for awhile (any connection??).
>
> Any help is appreciated,
>
> --ewh
> --
> --
> Earl Hood | Office of Academic Computing
> ehood@uci.edu | University of California: Irvine
> ehood@UCI.BITNET | Irvine, CA 92717

For one thing don't use the Long drive cable that ICD push, use a 18" one,
also get one of the newer DMA chips, Part No. C398739-001A, I don't trust the
older DMA chips Part No. C025913-38 , these are the ones that cause all the
problems with the STE...

Also turn off write caching, I also get the same problems, but these are just
my suggestions to fix the problem, you could also try a different booter,
ala Atari HDX5 or Supra, I do have some doubts about the ICD one, even though
its the best there is....

The DMA chip would be about $15us....

Roger..... sheppard_r@kosmos.wcc.govt.nz

5611. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 19:49:36 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May28.194936.12716@wam.umd.edu>
Source record: 221601

In article <86355.2A1E83AE@psycho.fidonet.org> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
><ahem> I agree that PC's are more easily expandable, but consider this:
>There are some people who consider expandability to be less important than
>speed or ease of use. The Atari ST (8mhz 68000) consistently outperforms
>20mhz 286's 386SX's, and 386's.

I can believe that an 8 Mhz 68000 can outperform a 16Mhz 286, but nothing much beyond that. You're going to have to do a lot better than just making a blanket statement if you want anyone to buy this. What applications are you running on the ST that are faster than their equivalent PC counterparts? Let's compare compiling source files using GCC on both machines, unzooing big zoo files, or something similar.

>This is important to me because I am
>getting a lot more speed out of a computer that I paid a lot less for.
>PC prices are coming down, but so are ST prices. ST's are also consistently
>less expensive.

You must not be in the same universe I am. Pick up a Computer Shopper or PC sources. You can get a 386-25 for the price of an ST now. Hell, you can probably get a 386-40 if you're willing to get a non-multisyncing monitor (like the ST has). Clones are really really cheap these days. $1700 for a loaded SVGA 486/33 is typical.

>The operating system(s) available for the IBM make it very
>difficult to do just about anything.

Oh yes, and TOS is just worlds better. Come on; neither of the machines run "real" operating systems out of the box. If you want a Unix derivative you can get one for either machine.

>For example, on an IBM, to access an
>RS-232 port from C, you need a set of libraries that MIGHT NOT work with
>all RS-232 cards or modems, while on the ST, you just make simple OS calls.

Libraries? The ROM BIOS calls provide access to the hardware, including the RS-232 ports. The C calls are just wrappers for the BIOS calls, in all likelihood. As for incompatibilities, you'll have to substantiate your information. I've never heard of widespread problems like that. SVGA graphics, yes. But with RS232 access? I don't believe that.

>I've dabbled a little in GEM programming, and it's really not all that
>difficult, whereas Windows programming is horrid. A friend of mine showed
>me a program that opens a window, and it was two pages long, while the
>same thing under GEM is a couple of lines. All this is why ST programs, as

>few as there are, are so much better than their IBM counterparts.... the
>programmer spends less time contending with the system, and more time
>making his program nice.

Aren't you being a little bit biased here? I just don't think you're looking at *any* of this objectively, which is how religious computer wars get started. No one ever said the ST was a bad computer; the claim was simply that PC's are "OK," and that they can even be more cost-effective than ST's for some things.

Dave Baggett
dmb@wam.umd.edu

5612. Re: Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 20:18:22 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992May28.201822.16763@sfu.ca>
Source record: 221700
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <DSTAILEY.92May28025544@leidecker.gsfc.nasa.gov>
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>
>I am interested in the Pure C compiler, formerly Turbo C. Fans of Pure C
>are invited to email me their opinions regarding the following:
>

Could someone post this info, too?
Oh, and one more question: Can you figure out the shell and debugger if you
can't read German?

>
>Thanks for any and all responses.
>
>--
>Doug
>dstailey@leidecker.gsfc.nasa.gov
>
>I am NOT an arthropod!

Gordon Farrell e-mail:gfarrell@sfu.ca
Computing Science Major gfarrell@cs.sfu.ca
Simon Fraser University
Burnaby, B.C., Canada

5613. Clock-doublers (was Re: PC's are OK by me)

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 20:24:29 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May28.202429.13610@wam.umd.edu>
Source record: 221604

In article <86927.2A21270A@psycho.fidonet.org> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>Apparently you don't know HOW the double-clock chips work twice as fast.
>Do NOT, in fact, double the clock rate, but instead use HALF clock-cycles
>(like the motorola's have all along). A 25/100 chip would not exist,
>unless you had two clocks... one for the motherboard at 25, and one
>for the CPU at 50/100.

From Infoworld, March 9, 1992, p.3:

--
"Clock-doubler Blows Into Town"

"...The Intel 486DX2 [-50] runs at 50 MHz internally and 25Mhz
externally, and gains much of its cost benefits because hardware
manufacturers don't have to build a system using extremely fast 50-MHz
parts to optimize system performance..."
--

The basic fact remains: With a 486DX2-50, you get a 50MHz processor on internal cache hits and a 25MHz processor externally. The motherboard need only be designed to run at 25Mhz. With decent cache hit rates (which we expect thanks to the principle of locality) this technique gives excellent performance without requiring expensive board parts. Whether or not Motorola's 68040 does this, I don't know, but I'm quite certain the 68000 doesn't.

>It really would not give you much of a speed
>advantage to make the CPU run at 4 times the rate of the external RAM.

I beg to differ; your chip would run 4 times as fast most of the time. "Most of the time," of course, is determined (again) by the cache hit ratio. The hit ratio could be in the 80-100% range for the 486, or it could be lower. I don't know what is typical, but the basic fact remains that clock-doubling chips are a Real Good Idea.

>Unless, of course, Intel comes up with a much less brain-dead memory
>accessing method.

First of all, as of the 386 Intel already *has* fixed the memory architecture problems, at least as far as the hardware is concerned. The 386 supports virtual memory; it has an MMU.

PC memory limitations are imposed by DOS and by pre-386 architectures; Xenixes and other Unix derivatives use the whole memory uniformly. (386 Mach, e.g., can use all 32 megs of RAM in a [34]86 machine with no problems.)

Dave Baggett
dmb@wam.umd.edu

5614. Devpac PD version

Newsgroup: comp.sys.atari.st
Date: 1992-05-28 23:33:05 UTC
From: sourada@iastate.edu
Message-ID: <sourada.707095985@vincent1.iastate.edu>
Source record: 221609

I've heard HiSoft gave their Devpac version 1 away as PD since they
now have version 2 and 3. If this is true, could someone put it up
for anon. ftp? I haven't been able to find it anywhere, and I think
I am a reasonably good searcher... (yes, I tried archie :-))

Thanks,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu

5615. Large Mega ST System trade/sale update

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 01:04:02 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92149.210402JJL101@psuvm.psu.edu>
Source record: 221611

Well, since I have a number of folks wanting different parts of the system , and amazingly enough some want only computer and monitor and some want the drives.... I think I might be willing to split it up... To be honest, I would like to get $1100 for the following system. If If you think thats too much make an offer, but I think that for all thats there, its a great price. So far noone wants the package as a whole, so I am opening it up to bids on various parts... (preferably only 2 (and max 3) different splitups of it. Based on the price I am seeking, make an offer. So far I have a lot of inquiries with no money prices yet, so I shot out the number I would like to get... so give your thoughts now. I will let everyone know whats been bid so as not to waste time or play any secrecy games.

System:
Mega2 ST upgraded to 4 megs
PC Speed board installed (IBM hardware emulator)
Conner 44 Meg hard drive
Syqyest 44 Meg removable hard drive (3 carts included)
ICD adSCSI+ host adaptor
Color and/or mono monitors
IMGScan scanner (mounts on a printer)
Golden Image Mouse
Monitor Master Switchbox
STReplay sound digitizing cartridge
Much software with docs including:
Quick ST 3.0, HotWire, MultiDesk, HiSoft Professional Basic
Interlink, Dungeon Master, etc. more that I can list if needed.
Many Mags, some books, lots of odds and ends

5616. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 01:13:44 UTC
From: azog@thoth.rent.com
Message-ID: <1992May29.011344.1209@thoth.rent.com>
Source record: 221615

More price comparisions, for the helluvit...

D & P computers, in Ohio (my favorite mail order, co) has a special.
For $995, you can get either A) A Mega 2 STe, with 50mb and an SC1224,
or B) A Mega 4 STe, with 50mb

(personally, if I had $1k, I would go for it!)

Take all the capabilities built into this machine: MIDI, digital stereo
8 bit sound, mouse and joy stick. VGA-quality graphics (some would
argue its EGA-quality, but since VGA is analogue, and the ST is analogue,
well, its a closer comparision). Now take in the built in OS and
desktop GUI. You got a serious machine here

Now, compare it with a comparably equipped 16MHz 286. The Sound Blaster
card alone costs $300. Monitor and card, $400. $300 for a 50mb
drive and controller. Add in OS, and GUI, and whatnot...

To me, this sounds like a good thing.

I am not bashing anything. I am simply stating FACTS. If you do not
belive me, I challenge you to put together a 16MHz 286, with
THE EXACT (or close) SAME CONFIGURATION; MIDI, video, mouse, the
serial, and parallel...

I am totally comfortable with my 520STe. I have loads of fun with it,
and it does what I want. Most of the times, next on hand is an
accerator, but I cant decide on the AdSpeed STe (16MHz 68k, at $250,
or the TinyTurbo030 at $600)

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

5617. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 04:42:36 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.V1EQkPPJO0k@jonh.wimsey.bc.ca>
Source record: 221619
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May28.194800.4806@kosmos.wcc.govt.nz>,
sheppard_r@kosmos.wcc.govt.nz writes:

in response to Earl Hood's hard drive problems.
>
>For one thing don't use the Long drive cable that ICD push, use a 18" one,
>also get one of the newer DMA chips, Part No. C398739-001A, I don't trust the
>older DMA chips Part No. C025913-38 , these are the ones that cause all the
>problems with the STE...
>
>Also turn off write caching, I also get the same problems, but these are just
>my suggestions to fix the problem, you could also try a different booter,
>ala Atari HDX5 or Supra, I do have some doubts about the ICD one, even though
>its the best there is....

Just a bit of a disagreement here. I've been using the ICD cable
for over 4 years without a problem. Also, have used the write caching
for almost a year. No problems there unless you forget how it works and
turn off/reboot, before the write is finished.

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5618. .SPS files? What viewer can handle them?

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 07:22:07 UTC
From: ilepore@isis.cs.du.edu
Message-ID: <1992May29.072207.4419@mnemosyne.cs.du.edu>
Source record: 221613

Can anyone tell me what a .SPS file is? I assume it's a Spectrum 512
variant, but I can't find any viewers/converts that claim to handle them.
(Someone on BIX asked me about them today -- first I ever heard of them.)

--
- Ian
(void *) where prohibited by law

5619. Re: PC's are OK by me (was Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 07:41:44 UTC
From: steve@thelake.mn.org
Message-ID: <A355866813@thelake.mn.org>
Source record: 221629

[In article <1992May28.194936.12716@wam.umd.edu>,
dmb@wam.umd.edu (David M. Baggett) writes ...]

> In article <86355.2A1E83AE@psycho.fidonet.org>
Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:

>>For example, on an IBM, to access an
>>RS-232 port from C, you need a set of libraries that MIGHT NOT work with
>>all RS-232 cards or modems, while on the ST, you just make simple OS calls.
>
> Libraries? The ROM BIOS calls provide access to the hardware,
> including the RS-232 ports. The C calls are just wrappers for the BIOS
> calls, in all likelihood. As for incompatibilities, you'll have to
> substantiate your information. I've never heard of widespread problems
> like that. SVGA graphics, yes. But with RS232 access? I don't believe
> that.

As I recall, neither the PC ROMs nor MS-DOS provide interrupt-driven,
buffered serial port management like TOS does. (This may be fixed
under Windows; I don't know.) The author of a DOS program that needs
to communicate over a serial port either has to write
interrupt-servicing routines, purchase a third-party communications
library, or require that the user install such services with a TSR
program.

The advantage of TOS in this area is lessened by Atari's horrible
record of releasing versions with broken RTS/CTS flow control. I'm
happy to say that Bill Penner's latest effort fixes the serial driver
on my TOS 1.4 system -- I finally can upload using Zmodem.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5620. Re: Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 09:00:50 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.707130050@groucho.phil.ruu.nl>
Source record: 221618
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:

>I am interested in the Pure C compiler, formerly Turbo C. Fans of Pure C
>are invited to email me their opinions regarding the following:

>1. Is it fast?
>2. How fast?

Yes, it is blazingly fast - and it uses file caching to minimize (slow) I/O.
Benchmarking it is a waste of time: a source of 10.000 lines compiles in 20-30
seconds tops.

>3. What is your impression of the debugger?

It's not as cool as Think C's debugger for the Mac, but apart from that it's
the most useful debugger I've ever seen.

>4. Can you set breakpoints with the mouse?

Of course you can.

>5. Will all features work on a 2.5 MB system?

All features will work on a 1 MB system.

>7. Can you build the MiNT libs with it?

Dunno, but guesso.

>8. Can you use your own editor in the IDE?
>9. Can you use GNU make in the IDE?

There are two versions of all the stuff, a commandline as well as an
integreated version.

>10. If not, how good are the editor and make facilities?

The 'make' (called project) is not as powerful as normal make; the editor is
ok, and the environment has online help for Pure C, C, ANSI libs, TOS/AES/VDI
libs, and a nifty thing called 'project help': if you've compiled your file
once you can press HELP while on a user-defined function and the editor will go
to the definition of that function, etc. etc.

>11. Can you launch the compiler from a CLI, or does it have to
> be run from the desktop?

You can run it from anything.

Gr., J.

5621. Gereon Steffens found

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 09:22:00 UTC
From: sakari@sandman.cs.hut.fi
Message-ID: <1992May29.092200.10548@nntp.hut.fi>
Source record: 221617

To everybody who responded to my query as to Gereon Steffens's email
address: thank you. Contact has been established.
s.a
--

Sakari Aaltonen Helsinki University of Technology
Email: sakari@cs.hut.fi
--- You can't keep a Finn down without him getting all red in the face ----

5622. Re: .SPS files? What viewer can handle them?

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 09:37:18 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992May29.093718.5581@beaver.cs.washington.edu>
Source record: 221616

In article <1992May29.072207.4419@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>
> Can anyone tell me what a .SPS file is? I assume it's a Spectrum 512
>variant, but I can't find any viewers/converts that claim to handle them.
>(Someone on BIX asked me about them today -- first I ever heard of them.)
>
>

Hmm, I have a program called SPSVER.PRG which does the following:
- view .SPS, .SPC, .SPU files
- convert between .SPS, .SPC, .SPU (basically just squishes or compresses/uncompresses)
- does animation or stereo animation on sets of pictures
- allows script files

Problem is, I don't know if any of the programs on a.a are the same program. There is one called SPSLIDEX there, someone help me out and tell me if the above sounds familiar. It's a good all-purpose spectrum program, I've had it for several years now with no problems...

>--
>- Ian
>(void *) where prohibited by law
>

Ben Gilbert
bgilbert@cs.washington.edu

5623. Still having problems with Legend of the Sword - Help!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 10:13:01 UTC
From: pjs0@aber.ac.uk
Message-ID: <1992May29.101301.21631@aber.ac.uk>
Source record: 221630
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.st

Yes, Im still having problems with Legend Of the Sword
I didnt get any replies last time *sniff* so im re-posting....

I know its old but:

Can anyone tell me what you use to plug the boat with?
Does it matter which area you start the game in?
I destroyed the bottle of antitrolls to get a glass shard so that
I could cut myself free at the humanoid camp - was this the
right thing to do??

How can I get the Brandy bottle from Borgalius ???

Thanks in advance, Id appreciate any help,

Replies via E-mail if possible,

PJ

5624. Re: A request.. to those nice people who port GCC

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 10:57:06 UTC
From: gjh@hplb.hpl.hp.com
Message-ID: <GJH.92May29115706@ghiggins.hpl.hp.com>
Source record: 221623

In article <1992May28.142028.41897@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:

++ I grabbed GCC 2.1 from A.A a couple of days ago, I set it up.. it works fine
++ except for a few niggles...

++ if GCC were compiled using the MiNT libraries, it would also have made them
++ useful when the MultiTOS filesystem comes on the scene. A mod to ld to try
++ to set the executable permission would be a good idea too.

Seeing as how you have a TT running minix, perhaps you could download the several megabytes of GNU sources, apply all the update patches, make the mods to ld and compile up the binaries using the MiNT libraries and then upload the binaries to A.A.

I'm sure that that would be a valuable addition to A.A.'s archives.

Cheers.
--
Graham Higgins
<< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
<< My opinions above are exactly that: my own, and opinions. >>

5625. WANTED: pbmto<HP DeskJet 500>

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 11:09:30 UTC
From: jogl@tolkien.imsd.rwth-aachen.de
Message-ID: <1992May29.110930.15972@Urmel.Informatik.RWTH-Aachen.DE>
Source record: 221620

SORRY, maybe this is a FAQ (but i could not found it there):

can anybody point me to a ano.-FTP-side where i can find
a PBMPLUS-"Driver" for a HP DeskJet 500 (NOT "c"!) ?
---------- ----------
i think something like "pbmtohpdj" will do.

BUT: i need the ready-to-use TOS-file,
not the pbmplus-package or source.

--

```
___ ___________________________________
/ / _____ ! jogl@tolkien.imsd.rwth-aachen.de !
__/__/_/ Gl ! Inst. f. Med. Stat. & Doku. (IMSD) !
/_/ !___Aachen__Germany__Europe__Earth___!
```

5626. Re: Atari Corp. UK & USA addresses pleezzze !

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 12:09:44 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <707141384.24529@minster.york.ac.uk>
Source record: 221624

In article <1992May28.131256.1@neptune.kingston.ac.uk> bd_g710@neptune.kingston.ac.uk writes:
>
>Could some one E-mail me the address of Atari Corp. in the UK and the USA.
>I am in a mood for having a constructive criticised moan at them and
>to tell them to get their arse in to gear (!).

Atari UK'e e-mail address? <guffaw>

Atari UK do not have Usenet access. As far as I know, they don't even have a network of machines in the office. I believe that some Atari employees have accounts on CIX (compulink.co.uk).

Atari USA's e-mail address is whoever@atari.uucp

>Thanks for the addresses, (no flames !)

Good luck to you!

>-Simon
>bd_g710@neptune.king.ac.uk

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

5627. Re: Devpac PD version

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 13:02:18 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bp0K7v.HHs@newcastle.ac.uk>
Source record: 221627

DEVPAC v1 was given away on an ST FORMAT magazine cover disc, but was NOT
made public domain....go out and get TURBO ASSEMBLER, it's in german, but
it's miles better than DEVPAC 1 anyway.
Alternatively, stop being stingy and buy yourself DEVPAC 2. It's REALLY mean.

CRAIG GRAHAM

5628. ASV--a lame request?

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 13:57:51 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992May29.135751.1844@chinet.chi.il.us>
Source record: 221453

In Atari's 10-K filing with the SEC, reproduced in the annual report, it is stated that UNIX for the TT is shipping. This is the kind of document one simply doesn't fib on: it's a nearly automatic criminal charge. So SOMEBODY (quite possibyl only one somebody) who isn't considered a tester has this thing. Anybody seen it in the real world?
Steve saj@chinet.chi.il.us

5629. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 14:03:15 UTC
From: dmb@wam.umd.edu
Message-ID: <1992May29.140315.29807@wam.umd.edu>
Source record: 221626

In article <1992May29.011344.1209@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>
>D & P computers, in Ohio (my favorite mail order, co) has a special.
>For $995, you can get either A) A Mega 2 STe, with 50mb and an SC1224,
>or B) A Mega 4 STe, with 50mb
>
>Take all the capabilities built into this machine: MIDI, digital stereo
>8 bit sound, mouse and joy stick. VGA-quality graphics (some would
>argue its EGA-quality, but since VGA is analogue, and the ST is analogue,
>well, its a closer comparision). Now take in the built in OS and
>desktop GUI. You got a serious machine here

You can get a similarly equipped 286 for about the same price. Again, just look in any Computer Shopper. (Not the ads by Northgate or Austin, but the smaller ads by the no-name clone companies. After all, it's fair to say that if you get no support from your off-brand clone company you're getting more support than you will from Atari.)

>Now, compare it with a comparably equipped 16MHz 286. The Sound Blaster
>card alone costs $300. Monitor and card, $400. $300 for a 50mb
>drive and controller. Add in OS, and GUI, and whatnot...

Even the most expensive sound blaster card is $200 now, and it has a MIDI port on it. The low-end sound blasters cost about $60. Your 50MB drive and controller will probably be 100 megs by default and would be included in the package deal. As for "OS and GUI," if you're going to argue that TOS and GEM are a reasonable OS and GUI pair, then I definitely have no problems saying DOS+4DOS (shareware) and Windows 3.1 (which is included along with a mouse in most packages) are a reasonable pair. Windows actually lets you run *more than one program at once, in windows* -- what a concept! (As I've said before, I don't even like Windows. But let's be reasonable.)

If you spend $400 on a monitor and card, you're going to get a nice multisync SVGA monitor; i.e., 1024x768, noninterlaced, .28 dot pitch, which is tremendous overkill compared to the ST's single-sync monitor. If you only want to run VGA the card will cost about thrity bucks and the monitor a couple hundred. The whole cost for such a 286 system would be between $800 and $1200, depending on where you bought it and what kind of graphics you wanted.

Serial/Parallel cards almost always include joystick ports these days, so that's not a problem.

>I am not bashing anything. I am simply stating FACTS. If you do not
>belive me...

Facts is facts. :)

>I am totally comfortable with my 520STe. I have loads of fun with it,
>and it does what I want.

Well, that's great. Same here (except without the "e").

Dave Baggett
dmb@wam.umd.edu

5630. Re: PC DITTO.....?

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 14:35:38 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May29.143538.3398@newshost.lanl.gov>
Source record: 221628

In article 4802@kosmos.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>>
>> There are a couple of other options today, however. ICD makes two PC emulators,
>> the PC-SPEED and the AT-SPEED (roughly US$200 and $400 retail, respectively).
>
>Sorry "HUTCH" but these emulators are made in Germany not by ICD as you state,
>unless they now have a licence to do this ..
>
>Most of the better game require VGA, the only one that does this is the
>TurboCharger, but that ends up dearer than a 386 PC...
>

Acutally, Roger, I wasn't sure where those emulators were built but I do know that ICD _sells_ a bunch of 'em! Oh, and the "TurboCharger" unit is actually known as the "SuperCharger", I believe with a base price now of around US$499 (I've seen it advertised for US$450 including DOS 4.01). Did they ever come out with their VGA module or whatever it was? Whatever, it most certainly is a little "dear".

Of course, it could be worse. You ever seen the PC emulator boards for the MacII made by Insignia Solutions? They include a complete PC on a board and can give the Mac user true "AT speed" (whoopee) for only around $2,500! Ouch! You can buy a 486/50 with all the trimmings for that. They also sell the SoftPC software only emulator which I use on occasion on a Mac IIci. It's still too slow for serious work (even on the 25MHz IIci) but it's only $72.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5631. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 15:19:36 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May29.151936.8369@newshost.lanl.gov>
Source record: 221631

In article 4816@kosmos.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:

>Can't you chaps READ, this is the COST OF the SPECTRE GCR mold..
>
>Not the New Crap that Atari will never bring out...
>
>At there present rate of Losess they won't have the money to make a thing...
>

You MAY be right, Roger. But what say we wait and see what happens, eh? If Atari wants to drive nails in their own coffin, they are surely capable of doing it themselves without our help. Such statements are not likely to assist in improving Atari's sales... or is that your intent?

Are you so convinced that anything new Atari would bring out would be "crap?" Don't you think this attitude is just a tad bit pre-judgemental?

Turn off your pilot lamp, Roger, you are overeacting into "Flame Mode" again. :)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5632. uemacs 3.10 on the TT

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 15:44:15 UTC
From: dba@jet.uk
Message-ID: <1992May29.154415.1572@jet.uk>
Source record: 221647

hi netters,

I have a problem with uemacs 3.10 being used on a TT (2Mb tos3.06)
the screen blanks when starting up uemacs. It is restored on exit from
uemacs. The question is what should i put in the emacs.rc startup file
to set the TT colours?

Thanks for the help
--

```
_. .________________________. .__________________________________________
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk
```


- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

5633. VME graphics Boards

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 16:33:39 UTC
From: pkeuse@epx.hscs.umn.edu
Message-ID: <1992May29.163339.27787@news2.cis.umn.edu>
Source record: 221632

I am interested in a VME graphics board for the TT, but I need some help
from the net. The prices of the the graphics boards I have seen advertised
in the US are very high. So I would like to make an informed decsision,
could anyone owning and using such a graphics card please summerise their
experiences with it, whether you are happy with the provided VME driver, etc.
I am also interested in the prices and capabilities of any German graphics
board as I have relatives that would be able to mail it to me.

Thank you very much,
Craig Servin
rollie@cobber.cord.edu

P.S. If there is any intrest I will post a summery to the net

5634. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 16:35:00 UTC
From: rost@rgb.dec.com
Message-ID: <1992May29.203705.4871@ryn.mro4.dec.com>
Source record: 221648

In article <1992May29.181006.12392@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes...
>MAC cheapo LCs are now $1100 with 4 megs and 40 meg HD.

Wow, who's yer Mac dealer...around here $1100 barely gets you a Classic II, never mind an LC....

Brian Rost @rgb.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

5635. Re: .SPS files? What viewer can handle them?

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 17:02:04 UTC
From: woocm@essex.ac.uk
Message-ID: <3604@sersun1.essex.ac.uk>
Source record: 221633

>program. There is one called SPSLIDEX there, someone help me out and
>tell me if the above sounds familiar.

It should do it's that one that i use for displaying .SPS files,
and it's also available at atari.archive, in /atari/graphics if i'm not
very much mistaken.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

5636. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 18:02:23 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May29.180223.11551@ucsu.Colorado.EDU>
Source record: 221635

In article <1992May21.143647.1745@digi.lonestar.org> rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
>In article <59374@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>
>And take the Soundblaster card (very popular in the PC world) - for
>not much more than the cost of that, you can buy a whole 1 Mb STE

Has STE dropped that much? I mean the SB clone is only $79.99!

>computer. And just how many PC programs (other than some games ;-)
>make use of that card? (Sorry, couldn't resist). PCs have to be

Hmmm, Good question, but let's see, there is Mathematica, JM player, Speech (something...), Windows 3.1, Demos, MIDI productions, etc...

>"open" because you don't get sh** with the computer and you have to
>buy just about everything to make the damn thing useful. (And yes,

I don't think you need everything, a complete PC can run many of the useful programs out there for it, add ons are for those who would need to do MIDI, Multi media stuff, etc... I would think same holds for all computers.

>Roy C. Gosewehr

5637. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 18:10:06 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May29.181006.12392@ucsu.Colorado.EDU>
Source record: 221634

>ST owners. Our non-Atari machine is a mac. And, if you haven't noticed,
>MAC prices have come down quite a bit, making the lowend-starter machines
>very affordable compared to PC machines.
>
>I see no proft in comparing STs to PCs. I think talking about STs and
>Macs makes more sense. Anyway I look at it, PCs are yeeck! *grin*
>

Yet have a new MAC and I think its "yeeck", I get 256 colors at 640x480 on the
MAC great!!! Yet my 486 at the same price can out perform and out do all the
rez that this d*mn MAC can do. Anyways this is the discussion on ATARI right?
Sooo as for ATARI and MACs, the MACs currently have better prices for their
machines than the ATARI does, and probably better support here in the US.
Until ATARI comes out with it's new cheaper line, MEGA STEs are worthless
when it comes up to a MAC, again locally. MAC cheapo LCs are now $1100 with
4 megs and 40 meg HD.

> Pattie Rayl (Atari Interface)

5638. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 18:35:18 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May29.183518.14769@ucsu.Colorado.EDU>
Source record: 221641

In article <86355.2A1E83AE@psycho.fidonet.org> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
><ahem> I agree that PC's are more easily expandable, but consider this:
>There are some people who consider expandability to be less important than
>speed or ease of use. The Atari ST (8mhz 68000) consistently outperforms
>20mhz 286's 386SX's, and 386's. This is important to me because I am

You're wrong here, the 386SX20,SX16 running windows 3.0
is about the same speed as a 030-16 (MAC comparisons, adds from MACs)
From test runned by MATLAB, the 68000-8Mhz came close to 3 KFLOPS, the
XT 8088 w/o FPU was at 17 KFLOPS. The 030-16 was at 9 KFLOPS. The
MIPS even on the 68000-8Mhz is around 1.0 - 1.5 MIPS (MIPS to somepeople
are not consider valid for any type of comparisons!), yet the 286-16 came
in at 2.9 MIPS. Even running compilations on my ST, my (old 386SX16 now
gone) was about 10 times faster. It was actually many times faster in
all areas except some graphics which the 386 had to deal with the cheap
VGA cards. Another way of looking at this, Darek who makes the GEMULATOR
can emulate the STe on a 386 at the speed of the original STe speed (with some
software), if you say that your ST 8Mhz can be equivalent, then that means that
this emulator should be alot slower. Infact way too slow to do anything.

>getting a lot more speed out of a computer that I paid a lot less for.
>PC prices are coming down, but so are ST prices. ST's are also consistently
>less expensive. You have to pay many times more than you would for an ST
>to get an IBM compatible with equivalent speed.

To get a faster than ST speed? Well take for instance, 386SX16 with VGA,
40 Meg HD, 2 meg RAM, etc... for $700.00 new (1 year warranty)
Or get a 286-16 or 286-12 for about $100.00 less.
Try this with an ST setup and not used.

>Further, as a programmer, it is important to me to have a programming
>environment that lets me get the job done rather than forcing me do deal
>with a lot of overhead just so I can communicate with my operatingsystem.

As a programmer and a lab worker, programming simulations and data recognitions
are the most important for me. Try to capture and recognize variables at
the same time with a "faster" ST, a 386 does the job very well and fast
enough. But don't take into account that the 386 is what I use at the lab
anymore, I use the DEC station to analize the data while a new 486 is setup
to do the capturing now at a alarming rate.

>The Atari ST is BY FAR the easiest computer to program. Not only is the
>microprocessor faster, but it's assembly language is much easier to use than

The microproceesor is not FASTER. And for ST programming, for some, the PC is easier, I programmed on both. Doing simulations which in all the time, the PC 386,286 all came out ahead in compiling, and finish running. Take to account that both machines had fast Harddrives.

5639. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 19:03:06 UTC
From: pete@introl.introl.com
Message-ID: <1992May29.190306.30324@introl.introl.com>
Source record: 221636

In article <1992May29.011344.1209@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>
>(personally, if I had $1k, I would go for it!)

Hell for 1k you can almost buy a real machine. (Used unix box)

>
>Now, compare it with a comparably equipped 16MHz 286. The Sound Blaster
>card alone costs $300. Monitor and card, $400. $300 for a 50mb
>drive and controller. Add in OS, and GUI, and whatnot...
>
>To me, this sounds like a good thing.
>
>I am not bashing anything. I am simply stating FACTS. If you do not
>belive me, I challenge you to put together a 16MHz 286, with
>_THE EXACT (or close) SAME CONFIGURATION_; MIDI, video, mouse, the
>serial, and parallel...
>
Your "FACTS" are not correct. Allow me to make corrections.
If we have to compare oranges to oranges....
I have found a comperable no name audio board for $150, VGA monitor for 225,
vga card for 75, 80 meg drive w/ controller for 300. Windows for < 100$.
Tack this on a 286-16 and you will have almost 2ce the speed of an 8MHz ST
and a wider range of software.
Benchmarks will prove the speed increases.

For Joe Hairy User this would be a more usefull solution. Chances are, he knows
someone else w/ one and can get help, etc from them if needed.

Most people are not hackers and don't understand computers that well.
Remember not everyone has access to the net/ or has time to work with it.
So all the useful software here has to be hunted down somewhere. J.H.U.
can just go to his local hole in the wall software store and pick up
virtually any PeeCee program he wants.

Granted Intel processors generally suck. But if you are not really programming them
it really doesn't matter does it?

-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

5640. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 19:13:22 UTC
From: pete@introl.introl.com
Message-ID: <1992May29.191322.37402@introl.introl.com>
Source record: 221637

In article <86927.2A21270A@psycho.fidonet.org> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>In a message of 22 May 92 18:25:53, David M. Baggett wrote:
>...
>DM>
>(like the motorola's have all along). A 25/100 chip would not exist,
>unless you had two clocks... one for the motherboard at 25, and one
>for the CPU at 50/100. It really would not give you much of a speed
>advantage to make the CPU run at 4 times the rate of the external RAM.
>Unless, of course, Intel comes up with a much less brain-dead memory
>accessing method.

The main point that should be made is that you can increase the speed of the processor (internally) as much as is possible. The problem is that without a different memory sub-system, it will have to take just as long for internal speed A to get the data as internal speed B. With todays high speed processors, the majority of cycles are going to waste because it is idling waiting for the memory access to be resolved.

The "real" only way to increase the apparent speed of this type of system, is to have a large on-chip cache, with a very intelligent cacheing system.
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

5641. Re: Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 19:22:56 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992May29.192256.22993@donau.et.tudelft.nl>
Source record: 221645
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May28.201822.16763@sfu.ca> gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:

>In article <DSTAILEY.92May28025544@leidecker.gsfc.nasa.gov>
dstailey@leidecker.gsfc.nasa.gov (Douglas Stailey) writes:
>>
>>I am interested in the Pure C compiler, formerly Turbo C. Fans of Pure C
>>are invited to email me their opinions regarding the following:
>>

>Could someone post this info, too?
>Oh, and one more question: Can you figure out the shell and debugger if you
>can't read German?

Only if you can read english :-) (The program menus are in english,
but the online help text is in german).
As I've said before on the net, don't let the german language deter you.
For most german texts an english equivalent can be found (for example,
for the ANSI C libraries there are obvious english replacements).
For the remainder some guessing and perhaps a dictionary will suffice.

I am no wizzard in german, but it has never been an obstacle in using
the program.

=-=-=-

5642. The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 19:37:42 UTC
From: ehood@hydra.acs.uci.edu
Message-ID: <2A268806.3641@noiro.acs.uci.edu>
Source record: 221639

There's been recent posts about RTS/CTS flow control problems in
TOS and high speed modems. My question is that is the problem
in all TOS versions? I've been using a 9600 v.32 modem and have
had no problems with Z-modem transfers. My TOS version is 1.2.
Does TOS 1.2 require the serial fix that has been posted to a.a or
is it just for other TOS versions?

--ewh
--
Earl Hood | Office of Academic Computing
ehood@uci.edu | University of California: Irvine
ehood@UCI.BITNET | Irvine, CA 92717

5643. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 19:41:56 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May29.194156.29468@news2.cis.umn.edu>
Source record: 221638

In article <1992May28.194936.12716@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>You must not be in the same universe I am. Pick up a Computer Shopper
>or PC sources. You can get a 386-25 for the price of an ST now. Hell,
>you can probably get a 386-40 if you're willing to get a non-multisyncing
>monitor (like the ST has). Clones are really really cheap these days.
>$1700 for a loaded SVGA 486/33 is typical.

Dave, are you reading the same Computer Shopper that I am? In the June 1992 issue, the average price of a 386/40, with 4 megs of memory, an 80 megabyte hard drive and an SVGA monitor is $1600.

On the other hand, a 4 megabyte STe with 4 megs of memory and an 80 megabyte hard drive comes in at less than $1000.

Of course the 386SX computers are a bit less expensive, but even the folks at Computer Shopper don't recommend it to anyone except those who need a 'minimal' starter computer.

-- David Paschall-Zimbel

(P.S. I've been disappointed with the pricing of bare hard drives advertised in Computer Shopper. When a 40 megabyte SCSI drive actually costs MORE than a 50 megabyte drive advertised by E. Arthur Brown [which includes the host adapter...], something's wrong.)

5644. Re: Devpac PD version

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 19:50:16 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992May29.195016.29586@news2.cis.umn.edu>
Source record: 221640

In article <sourada.707095985@vincent1.iastate.edu>, sourada@iastate.edu (Steven D Ourada) writes:
>I've heard HiSoft gave their Devpac version 1 away as PD since they
>now have version 2 and 3. If this is true, could someone put it up
>for anon. ftp? I haven't been able to find it anywhere, and I think
>I am a reasonably good searcher... (yes, I tried archie :-))

I know that it appeared in either ST Format or Atari ST User. (Since I get both, and they're at home and I'm at work, I can't be more specific.)

However, just because a program is released on a cover disk does not put it into the public domain. For one thing, it still has a copyright on it, so, at best, it would be is called "Freeware". For another thing, most of the copyrighted programs appearing in magazines are licensed to whoever buys a copy of the magazine -- they are not freely distributable to anyone else.

-- David Paschall-Zimbel

5645. STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 19:52:46 UTC
From: Stu.Huffman@f370.n231.z1.royaljok.fidonet.org
Message-ID: <707185874.F00001@royaljok.fidonet.org>
Source record: 221452

In a message of 27 May 92 10:06:03, Leo Hendry wrote:

LH> From: cstdxas@warwick.ac.uk (Leo Hendry)
LH> Organization: Computing Services, Warwick University, UK
LH>
LH> In article <1992May26.184234.142663@rrz.uni-koeln.de> kim@vax.mpiz-koeln.mpg.d
LH> bp.de writes:
LH> >In <hclkbvrb@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry)
LH> writes:
LH> >
LH> >>In article <H.eCD&MLFXZiU@alice.hobby.nl> harold@alice.hobby.nl writes:
LH> >>>>>Does anyone know what a used Atari Stacy should go for?
LH> >>>>
LH> >>>>A walk! :-)
LH> >>>>
LH> >>>with the garbage man?
LH> >
LH> >>I don't think this is very helpful. If the original poster doesn't
LH> already
LH> >>know, the battery life on a stacy is so short that a stacy is no real
LH> use
LH> >>unless you are sitting next to a main socket. However, it is portable
LH> in the
LH> >>sense that it can be moved from place to place without hassle and as
LH> such
LH> >>is probably worth slightly more than a 2nd hand STFM with the same
LH> memory,
LH> >>mono monitor and hard disk size (Which depends which country you are in
LH> -
LH> >>about $2 in America :-))
LH> >
LH> >Wow! Great! I'm gonna be in the US in three weeks, so please let
LH> >me know where I can make that deal? You can be damn sure I won't
LH> >come home without less than 5 Stacys or so...
LH> >
LH> >:-)
LH> >
LH>
LH> Seriously - if you are going to America it would be a good idea to smuggle
LH> some computer goods back - prices are half there for some things. I don't
LH> know whether you get the ads from Americans selling their STs, but I just
LH> saw
LH> one for a Mega 4 ST for $175. In England it would fetch about 300 pounds
LH> -

LH> more than three times as much. And a Mega ST is well worth buying since
LH> you
LH> can fit an SST.
LH>
LH> - Leo Hendry

I leave June 13 for England and could bring some "goodies." Does anyone connecting here have an interest in something specific ...??? At what price?
I will land at Gatwick ... not the 14th, since we will sidetrack before arrival in England, but about the 16th.

5646. anyone out there using Prosporo FORTRAN?

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 20:27:49 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992May29.202749.16340@gmuvax2.gmu.edu>
Source record: 221646

Re: Prosporo FORTRAN (version F2mmg 2.151)

Is anyone out there using Prosporo's FORTRAN compiler? If so, I'd like to hear from you! I'm having some really wacky problems with perfectly acceptable code, and I'd like to hear if anyone else is having problems.

Thanks.

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]

5647. Re: Clock-doublers (was Re: PC's are OK by me)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 20:39:23 UTC
From: pete@introl.introl.com
Message-ID: <1992May29.203923.33459@introl.introl.com>
Source record: 221642

In article <1992May28.202429.13610@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

>need only be designed to run at 25Mhz. With decent cache hit rates
>(which we expect thanks to the principle of locality) this technique
>gives excellent performance without requiring expensive board parts.
>Whether or not Motorola's 68040 does this, I don't know, but I'm quite
>certain the 68000 doesn't.

The 040 works in a very similar way to the 486 (not 486D2) where 1 clock
cycle externally = 1 clock cycle internally. Note: the 386, 030, etc both
have 1 clock cycle externally = 1/2 clock cycle internally.

>
>>It really would not give you much of a speed
>>advantage to make the CPU run at 4 times the rate of the external RAM.
>
>I beg to differ; your chip would run 4 times as fast most of the time.
>"Most of the time," of course, is determined (again) by the cache hit

...Most of the time....?

Welcome to the real world:

*** On an processor internal cache hit.... Yes, fast. But internal cache
is big bucks for the amount needed to make the machine run smoothly.
486's have 8k internal, at any rate, it takes longer to do a "burst"
fill than it does to execute the instructions. If a fill is requested
the processor has to idle while its data bus is used to fill the cache.
This really kills things. Wouldn't it be great to have an on-chip cache
controller with it's own data bus to "take care" of the mess?

*** On an external cache hit, or memory access, it would feel like
running at the CPU board speed. PERIOD. This is more the case
than the above is. IE: the processor
has to set the address, read/write, etc. and wait for the next
clock to come around for the external hardware to receive the request.
On a processor with 1 cycle instruction times, every non-internal
memory access will still take 1 external cycle(for the execution of the
instruction, and the idle waiting for the next external cycle to
arrive) + number of cycles for each memory access.

It's not that I'm against the idea of internal speed doubling, I do think it is
a good idea, but I don't think the performance increase warrants the big deal
that is being made of it. (Extra price doesn't make me feel better either.)

It would be trivial to write a benchmark that would show a 100% improvement,
as it would one that would show no improvement.

The speedup that is achieved depends on __what is being run on the machine__.
How often does it come back to this???????
I have seen reports of anywhere between 5 to 30 percent. Basicly from Aaa-Choo(sneeze)
, to wow almost impressive.

-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

5648. 3-D CONSTRUCTION KIT

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 20:57:23 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992May29.205723.7236@unlinfo.unl.edu>
Source record: 221644

I'd like to exchange ideas/hints/advice with any of you who are using 3-D CONSTRUCTION KIT.

Also, has anybody heard anything about the tutorial videotape they were going to release? (I'm in the U.S.--I know there's a European version.)

Hoping to hear from you!

Gary Anderson
ganderso@unlinfo.unl.edu

5649. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 20:59:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May29.205948.4816@kosmos.wcc.govt.nz>
Source record: 221622

In article <40250037@hpindda.cup.hp.com>, goo@hpindda.cup.hp.com (Michael Goo) writes:
> dsmall@well.sf.ca.us (David Small) (Wow!) writes...
>
> [RE: why the Falcon might be sold in a "1040" case]
>
>> I was in for a rude and sudden shoc at the cost of the mold for the
>>plastic of the Spectre GCR. It is a very simple mold, relatively, yet it cost
>>many thouands of dollars. Atari's earnings statements are not that great right
>>now, and they could really stand not to toss, say, $100,000 into a new mold.
>
> If this is the case, then why not put the falcon in a Mega STE/TT type case?
> It's more expensive, but well worth it IMO.
>
> --
> Michael Goo |
> Hewlett-Packard | "I never try to cover my ass...
> Information Networks Division | but I certainly support your right to do so!"
> 19420 Homestead Road MS 43LT |
> Cupertino, CA 95014-9974 |
> goo@hpinddh.cup.hp.com |
> --

Can't you chaps READ, this is the COST OF the SPECTRE GCR mold..

Not the New Crap that Atari will never bring out...

At there present rate of Losess they won't have the money to make a thing...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5650. Fax software

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 21:04:59 UTC
From: pkeuse@epx.hscs.umn.edu
Message-ID: <1992May29.210459.402@news2.cis.umn.edu>
Source record: 221643

Posted for shammer@mafalda.math.mcgill.ca:

Hello all. I wanted to know just how 'easy to use' are FAX programs
for the ST line. Are there any that have the following features?:

- The program can sit around just waiting for incoming
FAX transmissions from faxmodem (like Supra's new one).
and save them somewhere. (like hard disk)

- Lets you look at all the FAXes you have received, and
print out the ones you want.

- Lets you send faxes easily.

- Can send faxes scanned from flatbed scanner.
If it has to be done through another program, is there
an easy way of doing it?

Thanks. It is for a painting business that needs a computer and also
fax capability, so I figure go for a good modem, scanner and printer,
that can be used for other purposes as well.

Let me know your thoughs, please!
shammer@mafalda.math.mcgill.ca
(Odisseas Kosmatos)

5651. Re: Hard Disk Problems (Losing Data)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 21:06:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May29.210645.4817@kosmos.wcc.govt.nz>
Source record: 221621

In article <1992May28.145848.20576@nt.com>, Gerry O'Rourke writes:
> I have a problem with my Atari 1040FM + Hard Disk that someone may have
> encountered before. The disk is a RHODIME RT300T, connected to a Supra
> adapter. I am using Version 3.11 of the driver software.
>
> The disk is partitioned into two 16 Meg & one 10 Meg sections. Things were
> fine until partition C: began to fill up. I noticed that files I had copied
> onto C: last month were missing when I looked a few days ago.
>
> I had previously used Reorg to compact & reorganise the partition. This gave
> me no problems until there was about 7-8 Megs on the C: partition, when Reorg
> freaked out & thrashed the FAT. I re-formatted the disk & copied the files
> back. Now i find that utilities I used last month are gone.
>
> GET INFO reports that there is 8.13 Meg used, with 2.9 Meg free. I used
> DLII to check the partition & it reported that the directories were bad.
> It also found 1552 lost or crosslinked clusters. It looks like the files
> are/were there, but the directory entries were wiped over by new files.
> When I tried to recover (using DLII), the prog reported that there was not
> enough entry space?.
>
> Is there a known bug with the Supra software that causes this problem?
> I have tried to get newer versions of the Supra utilities, but Supra are really
> hard to contact, & I can't find them on any sites.
>
> I am using TOS 1.2, are there known bugs which can cause this ?
>
> Please post all replies here, as I don't have an E-mail address (yet).
>
> Regards
>
> Gerry O'Rourke

1. Well One get TOS 1.4...
2. Get Supra version 4.11 or later...
3. Never use Reorg, its 100 % buggy...

Its as simple as that....

Roger..... sheppard_r@kosmos.wcc.govt.nz

5652. RE: FALCON (NOCH EINMAL)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 22:06:00 UTC
From: dennis.evans@matrix.sbs.com
Message-ID: <1077.631.uupcb@matrix.sbs.com>
Source record: 221484

DS> TO: dsmall@well.sf.ca.us (David Small)

DS> I was in for a rude and sudden shoc at the cost of the mold for the
DS> plastic of the Spectre GCR. It is a very simple mold, relatively,
DS> yet it cost many thouands of dollars. Atari's earnings statements
DS> are not that great right now, and they could really stand not to
DS> toss, say, $100,000 into a new mold. (Besides, we might get another
DS> wedding cake! :-))

Never really thought about it too much before. Now that I have I can
see your point.

DS> I think Atari did right sticking with the 1040 case.

Personally I see nothing wrong with the 1040 case, and I don't see the
problem people have with it.

Dennis

~ MMST 2.09 #: 100 If we took the bones out it wouldn't be crunchy.

5653. Re: PC's are OK by me (was Re: Atari's STI

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 22:40:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992May29.224011.7582@newshost.lanl.gov>
Source record: 221649

In article 4871@ryn.mro4.dec.com, rost@rgb.dec.com (My name is Brian Rost) writes:
>
>In article <1992May29.181006.12392@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes...
>>MAC cheapo LCs are now $1100 with 4 megs and 40 meg HD.
>
>Wow, who's yer Mac dealer...around here $1100 barely gets you a Classic II,
>never mind an LC....

I tend to agree... Bottom Line Distributors (frequently known for having the lowest Mac mail order prices but not the best service record) offers a Mac LCII 4/40 for $1425... and monitors are extra (12" Apple color is $425; 13" Apple is $645).
Yeh, Mac prices have come down but they are still a far cry from being cheap!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5654. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 22:48:42 UTC
From: azog@thoth.rent.com
Message-ID: <1992May29.224842.8112@thoth.rent.com>
Source record: 221454

pete@introl.introl.com (Pete Ikusz) writes:

>In article <1992May29.011344.1209@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>>
>>(personally, if I had $1k, I would go for it!)

>Hell for 1k you can almost buy a real machine. (Used unix box)

I already own one. Its the machine I am posting to now. I dial into
it thru my STe. Along side my VAXen, which to me, is more 'real' than
the ST or PC. But that is MHO...

>For Joe Hairy User this would be a more usefull solution. Chances are, he knows
>someone else w/ one and can get help, etc from them if needed.

I am realistic in that sense. My vision of the Atari world is MIDI people,
and DTP. The PC world has more software off the shelf than the ST, but
I still wont and never plan on owning a PC. I work on a PS/2 at work
and that just solidifies my personal opinions...

>Most people are not hackers and don't understand computers that well.
>Remember not everyone has access to the net/ or has time to work with it.
>So all the useful software here has to be hunted down somewhere. J.H.U.
>can just go to his local hole in the wall software store and pick up
>virtually any PeeCee program he wants.

>Granted Intel processors generally suck. But if you are not really programming them
>it really doesn't matter does it?

I think that the architechure of the processor is important. Granted, I
consider myself a hacker. I like to make the comparision, its not good,
but it does get my view across:

Take a Ford truck (F150 perhaps), and take a Mazda Miata. The truck is a
work horse, and will pretty much run forever. The Miata is a sleek,
expensive sports car, not much utlitity... Which would I rather own? :-)
I said this isnt a good comparision, but you get the idea. The Atari
may be more expensive (I still dont belive so), but it certinally is
more exciting than a PC..

Once again, all IMHO. If a clueless person were to ask me what kind of
computer to buy, I would point him at a 386SX...

>-Pete
>--
>---
>Pete Ikusz Introl Corporation pete@introl.com

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

5655. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-29 23:39:58 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May29.233958.8715@ucsu.Colorado.EDU>
Source record: 221650

In article <1992May29.194156.29468@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1992May28.194936.12716@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>>You must not be in the same universe I am. Pick up a Computer Shopper
>>or PC sources. You can get a 386-25 for the price of an ST now. Hell,
>>you can probably get a 386-40 if you're willing to get a non-multisyncing
>>monitor (like the ST has). Clones are really really cheap these days.
>>$1700 for a loaded SVGA 486/33 is typical.
>
>Dave, are you reading the same Computer Shopper that I am? In the June 1992
>issue, the average price of a 386/40, with 4 megs of memory, an 80 megabyte
>hard drive and an SVGA monitor is $1600.
>
>On the other hand, a 4 megabyte STe with 4 megs of memory and an 80 megabyte
>hard drive comes in at less than $1000.
>

Are you comparing a Mega STe to a 386-40??? That's a little off the scale
isn't it? Come on, let's put a more comparable ATARI machine to a 386-40
such as the TT. Your comparisons also lack the fact of rez and that the
386-40 comes with a SVGA monitor and also a higher density drive. I know
that the 386-40 lacks MIDI, but pop in a $189.00 SB pro, your prob is solved.
By the way, a 386-40 for $1600, I wouldn't touch it since a 486-33 is at
$1700 new with 120 megs instead of 80 and is here locally.
Your price for a new Mega STe with 80 megs is good, where can I get this
new at for less than $1000.00?

5656. Unix-like utilities

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 00:14:44 UTC
From: azog@thoth.rent.com
Message-ID: <1992May30.001444.8653@thoth.rent.com>
Source record: 221455

Anyone know where I can get such unix-like commands, such as ls(.ttp),
and others? Im running MiNT and Gulam, but I dont like Gulam having
all the commands built in, and would rather have them as executables
(so I can run some of the stuff as a MiNT bg process)

Thanx

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

5657. Re: .SPS files? What viewer can handle them?

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 00:20:17 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992May30.002017.17695@actrix.gen.nz>
Source record: 221451

.SPS stands for 'Spectrum Smooshed' files. Which is a form of compression for .SPC or .SPU Spectrum 512 pictures, which is a LOT better than the compression used by .SPC.

The file itself is less than 10k. (SPSLIDEX.PRG is the filename) it's available on GEnie, and most probably on Atari.Archive or another FTP site.

It has options to view .SPS, .SPC, or .SPU pictures, using script files, one by one, display the filenames, support for .SPS animation files, and 'Stereo' pictures. (which I think is 2 picture screen flickering - to give 1024 colours or something like that)

You can also, of course, 'Smoosh' or 'Un-Smoosh' Spectrum picture files. (Compress or De-Compress basically)

Maybe there's some kind person who has the proper .LZH or .ARC file (or whatever it is) - that could upload it, as if you have a LOT of SPC / SPU pictures, it can save A LOT of disk-space (up to 50% compression of the file size on .SPC pictures!!)
--

_____
__________/ Nil Mortifi Sine Lucre __________

5658. Re: 3-D CONSTRUCTION KIT

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 02:47:28 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.3g_wq2YEHBE@jonh.wimsey.bc.ca>
Source record: 221464

In <1992May29.205723.7236@unlinfo.unl.edu>, gary anderson writes:
>I'd like to exchange ideas/hints/advice with any of you who are
>using 3-D CONSTRUCTION KIT.
>
>Also, has anybody heard anything about the tutorial videotape they
>were going to release? (I'm in the U.S.--I know there's a European
>version.)
>
Most major cities have places that will convert PAL to NTSC
for you. Check the yellow pages. I doubt you'll ever see an
NTSC version, given European developers attitude towards the
North American market.

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5659. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 03:55:49 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May30.035549.7919@ucsu.Colorado.EDU>
Source record: 221457

In article <1992May29.203705.4871@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>
>In article <1992May29.181006.12392@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes...
>>MAC cheapo LCs are now $1100 with 4 megs and 40 meg HD.
>
>Wow, who's yer Mac dealer...around here $1100 barely gets you a Classic II,
>never mind an LC....

COMPUSA, heard rumors that they are going down another $200.00 soon.

5660. Re: PC's are OK by me (was Re: Atari's STI

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 04:01:06 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992May30.040106.8161@ucsu.Colorado.EDU>
Source record: 221461

In article <1992May29.224011.7582@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 4871@ryn.mro4.dec.com, rost@rgb.dec.com (My name is Brian Rost) writes:
>>
>>In article <1992May29.181006.12392@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes...
>>>MAC cheapo LCs are now $1100 with 4 megs and 40 meg HD.
>>
>>Wow, who's yer Mac dealer...around here $1100 barely gets you a Classic II,
>>never mind an LC....
>
>I tend to agree... Bottom Line Distributors (frequently known for having the lowest
>Mac mail order prices but not the best service record) offers a Mac LCII 4/40 for
>$1425... and monitors are extra (12" Apple color is $425; 13" Apple is $645).
>Yeh, Mac prices have come down but they are still a far cry from being cheap!

Connecting Point, COMPUSA, BIZMART and another one I can't remeber are all here locally, they are selling the LC II 4/40 for $1349.00 and even at CU Boulder, they are cheap with Student Discount (don't know how much student discount is though). Saw MAC LC for $1099.00 at COMPUSA, I think BIZMART also.
As for dealing with Mail-Order, who needs it if the prices in Denver are sooo cheap. Think of it, a 486-33 with SVGA, 4megs, 120meg HD, for $1700.00 and is here locally.

5661. Re: Cannot read atari-720KB discette on IBM-AT ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 04:17:00 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1992May30.041700.21141@usenet.ins.cwru.edu>
Source record: 221456

In a previous article, stucki@math.fu-berlin.de (Christoph von Stuckrad) says:

>Both cases (two Users did ask me personally) were 720KB
>Diskettes, formatted on IBM, then written on ATARI,
>there readqble, now unreadable on IBM.
>
>The mentioned Diskettes ARE FORMATTED on IBM !!!
>(Otherway round it really didnt work !!!)

Even with TOS 1.06, I ran into problems like this also. I "solved" the
dilemma by formatting the diskettes with DC (Double Click) format on the
Atari using 80 sectors, 9 tracks in skewed mode.

>--
> Christoph von Stuckrad * * ! talk to ! <stucki@math.fu-berlin.de>
> Freie Universitaet Berlin |/__* ! nickname ! ...!unido!fub!leibniz!stucki
> Fachbereich Mathematik, EDV |\ * ! 'stucki' ! Tel.: 49 30 838-5916
> Arnimallee 2-6 * * ! on IRC ! Fax: 49 30 838-5913
>
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rcb@netcom.com
"Those who are willing to give up a little liberty for a little security
deserve neither liberty nor security" - Ben Franklin

5662. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 07:02:37 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992May30.070237.17675@terminator.cc.umich.edu>
Source record: 221462

```
drwxrwxr-x atari 1024 May 24 03:02 .
-rw-rw-rw- ftp 2361 May 29 09:17 ./utilities/tosfixes/quicktos.lzh
```

5663. programs for TT only

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 09:01:22 UTC
From: erlingh@idt.unit.no
Message-ID: <1992May30.090122.19555@ugle.unit.no>
Source record: 221463

Hello world.

I have ported a bunch of programs for mint+tt, mostly gnustuff.
Well, not actually ported all of them, some are only recompiled
with mintlibraries, others I grabbed from the unixdistribution and
compiled without diffs at all :-)
Some needed a few hacks though...
Now I was wondering whether I should upload this to atari.archive
or not... the trouble is that the programs will only run on TTs
(or accellerators with 68030/68881) since they were compiled with
-m68030 -m68881. (Why not take advantage of what one has :-)
All programs are compiled with mintlibs and therefore uses minix-
filesystems/long names without trouble. No UNIXMODE.

The programs are:
program comments
==========
gcc-2.1 /* all patches applied */
/* gcc-ld does chmod +x */
/* adds fastloadbit and TT-ram bits */
/* Has -m68030 -m68881 as default */
gnumake 3.60
gnufind
bash-1.12 /* uses .bash_login .bashrc etc. */
gnu-shell-utils test,expr, etc.
gnu-text-utils cat etc.
gnu-fileutils cp,mv,ls etc.
gnu-grep/fgrep/egrep
gnu-sed
gnu-emacs 18.57 /* with M-x compile, M-x display time etc */
gnu-nroff (groff)
gnu-compress
gnu-tar /* Understand -z --> forks off a compress prosess */
gawk /* Compiled without ST-hacks, pretended to be BSD */
bison /* ditto, uses .tab.c style */
flex /* ditto */
gnu-m4 /* ditto */
less /* Understands (as emacs) SIGWINCH */
mgr /* NOT using line-a + assembly-scrolling == much */
/* faster mono-only (ST-HIGH,TT-HIGH) */
diff/patch
berkeley make
berkeley sh (ash) /* Finally fixed job-control */
elvis /* without st-hacks. Pretended to be BSD. Understands
termcap (big screens/mw/mgr etc.) */

As you can probably guess these programs fill up quite a few megabytes,
and I don't think it is much point in wasting bandwidth/diskspace if
there are only very few people with TT's that are interested.

Send me mail, and if I get enough interest I'll upload the binaries.

Erling (erlingh@idt.unit.no)

--
_______ _____ o ____ Erling Henanger
/___ /____/ / / /| / / Norwegian Institute
/ /\ / / / | / | ___ of Technology. (NTH)
------ / \ /____ / / |/ ____| o Si nei til Intel.

5664. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 13:04:00 UTC
From: jesa@gun.do.open.de
Message-ID: <H.SXZsJnlYFkA@gun.do.open.de>
Source record: 221465

In <hclkbvrb@csv.warwick.ac.uk>, Leo Hendry writes:
>In article <H.eCD&MLFXZiU@alice.hobby.nl> harold@alice.hobby.nl writes:
>>>>Does anyone know what a used Atari Stacy should go for?
>>>
>>>A walk! :-)
>>>
>>with the garbage man?
>
>I don't think this is very helpful. If the original poster doesn't already
>know, the battery life on a stacy is so short that a stacy is no real use
>unless you are sitting next to a main socket. However, it is portable in the
>sense that it can be moved from place to place without hassle and as such
>is probably worth slightly more than a 2nd hand STFM with the same memory,
>mono monitor and hard disk size (Which depends which country you are in
->about $2 in America :-)

Why has everyone got such a downer on Stacy's? I know the battery life is bad
but everything else is ok and I wish I had bought one when they were still
available here in Germany! If anyone wants to sell me one send some mail!
--
==========
From: John Budden Email: jesa@gun.do.open.de

"If you can't take a joke you shouldn't have joined!"

5665. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 13:50:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May30.135039.4812@kosmos.wcc.govt.nz>
Source record: 221458

> You MAY be right, Roger. But what say we wait and see what happens, eh? If
> Atari wants to drive nails in their own coffin, they are surely capable of doing
> it themselves without our help. Such statements are not likely to assist in
> improving Atari's sales... or is that your intent?
>
> Are you so convinced that anything new Atari would bring out would be "crap?"
> Don't you think this attitude is just a tad bit pre-judgemental?
>
> Turn off your pilot lamp, Roger, you are overeacting into "Flame Mode" again.
-:)
> _____________________________ John "HUTCH" Hutchinson ____________________________
> _____________________ Fair Dinkum Technologies Member - IAAD _____________________
> _____________________ "No worries, mate... it's from Fair Dinkum!" _____________________
> _____________ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____________

Sorry about that "HUTCH" but after the way I have been treated by Atari OZZ
and the Complete lack of support that we now have been told we are to get here,
and all the Bull that I got from Bob Brodie I am not in a Atari loving mood..

By the way my pilot lamp is automatic..-:)..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

5666. Re: The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 13:59:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May30.135946.4813@kosmos.wcc.govt.nz>
Source record: 221459

In article <2A268806.3641@noiro.acs.uci.edu>, ehood@hydra.acs.uci.edu (Earl Hood) writes:
>
> There's been recent posts about RTS/CTS flow control problems in
> TOS and high speed modems. My question is that is the problem
> in all TOS versions? I've been using a 9600 v.32 modem and have
> had no problems with Z-modem transfers. My TOS version is 1.2.
> Does TOS 1.2 require the serial fix that has been posted to a.a or
> is it just for other TOS versions?
> --ewh
> Earl Hood | Office of Academic Computing
> ehood@uci.edu | University of California: Irvine
> ehood@UCI.BITNET | Irvine, CA 92717
> --

Its in ALL TOSES, its a software hardware problem, this new fix SERIALFX
is the first that I know of to Fix the hardware fault...

Atari still have there head in the sand on that one...:-)..

Roger........ sheppard_r@kosmos.wcc.govt.nz

5667. Re: Hard Drive problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 14:18:37 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992May30.141837.4814@kosmos.wcc.govt.nz>
Source record: 221460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <H.V1EQkPPJO0k@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) writes:
> In <1992May28.194800.4806@kosmos.wcc.govt.nz>,
> sheppard_r@kosmos.wcc.govt.nz writes:
>
> in response to Earl Hood's hard drive problems.
>>
>>For one thing don't use the Long drive cable that ICD push, use a 18" one,
>>also get one of the newer DMA chips, Part No. C398739-001A, I don't trust the
>>older DMA chips Part No. C025913-38 , these are the ones that cause all the
>>problems with the STE...
>>
>>Also turn off write caching, I also get the same problems, but these are just
>>my suggestions to fix the problem, you could also try a different booter,
>>ala Atari HDX5 or Supra, I do have some doubts about the ICD one, even though
>>its the best there is....
>
> Just a bit of a disagreement here. I've been using the ICD cable
> for over 4 years without a problem. Also, have used the write caching
> for almost a year. No problems there unless you forget how it works and
> turn off/reboot, before the write is finished.
> " I'll endeavor to be more ploddingly, stupefyingly LITERAL "
> John Henders <1992May24.032444.29089@rotag.mi.org>
> T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)
>

I do sugest you have a read of a TTL logic book, you will find that with
standard TTL logic, they only recomend logic lines of no longer that 12"..?

Also go check with ICD, they don't recomend there 36" cable with STE's..

Please I am a Electronic/Computer Engineer of some 40 years standing,
I don't post false technical infomation here, I do have my virginity
to think about..?

I might have a dig about Atari, but that me, you don't have to live here,
and the complete lack of Atari support, if you don't like what I post
close your eyes I won't tell..-:)...

Roger..... sheppard_r@kosmos.wcc.govt.nz

5668. A320: problems with NAV1

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 16:49:50 UTC
From: reynolds@panix.com
Message-ID: <1992May30.164950.5897@panix.com>
Source record: 221471

I am having trouble with the A320 Airbus simulator. A few weeks ago, during a discussion of problems with the pilot's log, someone mentioned that the keys for adjusting the radials on the navigation radios are 'z' and '\' for NAV1, and 'Insert' and 'Clr/Home' for NAV2. Although I can now adjust NAV2 (thanks) I'm still having trouble with NAV1. 'z' increases the radial displayed, but '\' does nothing. I have tried every key on the keyboard, except those that are listed as having another function (all of which I have verified do perform the indicated functions). The text of the manual and the appendix on command keys (Appendix A) conflict as to what keys are supposed to adjust the radials. The appendix for my version of the manual seems to have been written for the Amiga (although the Atari is mentioned in the text). Does anyone have a version of the manual with an appendix for the Atari? Other than by trying every key, how did people know which keys to use to adjust NAV2? I have a yellow insert that mentions changes with respect to using the auto-pilot and scoring, and how to copy the disk on an Amiga, but no corrections for the Atari.

Thanks in advance,
--
Brian Reynolds
reynolds@panix.com
NAR# 54438

5669. Contacting author of Gulam

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 16:55:04 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992May30.165504.297@debug.cuc.ab.ca>
Source record: 221472

Hi, I'm trying to contact two people:

1) The author of Gulam. Mail to his internet address bounces.

2) The author of Mx2net, Anetmidi (Fred Brooks). He seems to no longer have a GEnie account, and his internet account (which he lists as crash!fgbrooks) won't receive.

If anyone knows how to contact either of these people, please leave a followup in here or send me email.

~~~~~~~~~~~~~~.signature~~~~~~
/ \ Internet: Conan.Ford@Debug.Cuc.Ab.Ca / . | . \
/ Conan Ford \ Fidonet: Conan Ford at 1:134/9 / . -*-. . . \
/ \ FNET: Conan Ford at node 584 / . | . \
~~~~~~
I'm sorry that my Karma just ran over your Dogma.

5670. Re: Falcon

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 17:01:17 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992May30.170117.15705@mnemosyne.cs.du.edu>
Source record: 221467
Cross-posted to: rec.games.video,comp.sys.amiga.games,comp.sys.amiga.advocacy,comp.sys.atari.st,rec.games.misc

In article <1992May29.052054.25453@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>
>I think you should tell this to the 50+ developers that are working on it
>right now. :)
>
>Atari has already shipped developers this computer. Heck, most of this
>info has to come from some place...
>
>And Atari doesn't deny it.

OK my cousin found Atari spokesman Bob Brodie have Falcon news on other net..

Conf : Atari Explorer Online
Msg# : 12553 Lines: Extended Read: 3
Sent : May 28, 1992 at 5:55 AM
To : Wen Hsieh
From : Bob Brodie
Subj : Re: <12532> THE NEW ATARI MACHINE

In message 706/2/12532, Wen Hsieh writes:
> Might be, but than maybe again it might not. As far as I know, Atari
> never showed the Falcon publicly only to developers. It seems the leaks
> came from the developers, although I won't place blame, like I would eve
> know where to start.:) Only thing left to do is waiting to see what
> actually appears.

Somehow the saying "showed the Falcon publicly only to developers..."
sounds like something of a contradiction! <grin> Sorry, couldn't help
myself there!

Here's the scoop; we showed it to dealers and developers at CeBIT in
Hannover, Germany. We showed it to dealers and developers at ACE '92 in
Toronto. We've shown it privately to developers on numerous occaisons here
in Sunnyvale. And as we indicated before, we began shipping to developers
in April. We are still shipping machines out to them now.

Re who to "blame" for the leaks; dealers & developers, and users! It's
just like playing telephone. A dealer tells his customers, who tell their
friends, who add their own "gee, I hope it has..." features to it, and
they tell their friends AND add *their* own wish list, and so it goes!

regards,

Bob Brodie

5671. Re: ASV--a lame request?

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 18:27:53 UTC
From: Iain Laskey <ilaskey@cix.compulink.co.uk>
Message-ID: <1992May30.182753.3386@demon.co.uk>
Source record: 221468

Unix for the TT has been shipping for *ages*. In the UK it's been available
AFAIK since about January and in Germany even earlier. You buy either a TT
with the SVR4 on it's HD or buy a big HD with it all loaded. I've seen it
and it works fine! It runs mono only xwindows though :-(
It comes with good development tools, screen designers etc. There is already
commercial software out for it.

```
/*********************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
*********************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
*********************************************************************/
```

5672. Re: Cannot read atari-720KB discette on IBM-AT ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:04:50 UTC
From: ullrich@mikro.ee.tu-berlin.de
Message-ID: <ullrich.707252690@tubue>
Source record: 221469

In <1992May30.041700.21141@usenet.ins.cwru.edu> as327@cleveland.Freenet.Edu (Roy Bixler) writes:

>In a previous article, stucki@math.fu-berlin.de (Christoph von Stuckrad) says:

>>Both cases (two Users did ask me personally) were 720KB
>>Diskettes, formatted on IBM, then written on ATARI,
>>there readqble, now unreadable on IBM.
>>
>>The mentioned Diskettes ARE FORMATTED on IBM !!!
>>(Otherway round it really didnt work !!!)

>Even with TOS 1.06, I ran into problems like this also. I "solved" the
>dilemma by formatting the diskettes with DC (Double Click) format on the
>Atari using 80 sectors, 9 tracks in skewed mode.

I have normaly no problems to portate discs for atari to pc or vice versa.
Even discs with 82/10 are readable and writeable on pc, the only thing I
normaly use is PCTOOLS 7.1 for copy. I would try it ...

Best .... Micha

\<<

5673. Re: The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:15:25 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1992May30.191525.13810@usenet.ins.cwru.edu>
Source record: 221470

In a previous article, sheppard_r@kosmos.wcc.govt.nz () says:

>In article <2A268806.3641@noiro.acs.uci.edu>, ehood@hydra.acs.uci.edu (Earl Hood) writes:
>>My TOS version is 1.2.
>> Does TOS 1.2 require the serial fix that has been posted to a.a or
>> is it just for other TOS versions?
>
>Its in ALL TOSES, its a software hardware problem,

Really? I remember someone recently said that TOS 1.02 was one version
(and perhaps the only?) which didn't have the infamous RTS/CTS bug.

> and this new fix SERIALFX is the first that I know of to Fix the hardware
> fault...

Fixing hardware with software? What a novel idea!
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rcb@netcom.com
"Those who are willing to give up a little liberty for a little security
deserve neither liberty nor security" - Ben Franklin

5674. Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:18:18 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707272275.F00001@royaljok.fidonet.org>
Source record: 221288

In a message of 28 May 92 07:55:44, Douglas Stailey wrote:

DS> 1. Is it fast?

YES!

DS> 2. How fast?

Slower than a C compiler on a SUN630MP, faster than MWC ;-)

DS> 3. What is your impression of the debugger?

It makes the package. While there are a couple other fairly good C compilers, none have a debugger as good as Pure's. Too much to describe.

DS> 4. Can you set breakpoints with the mouse?

Yes!

DS> 5. Will all features work on a 2.5 MB system?

Yes! Of course if you write some huge program, you may need more.

DS> 6. There is no question 6.

Yes anywho!

DS> 7. Can you build the MiNT libs with it?

? I haven't tried to, if they are pure ANSI C, I don't see why they shouldn't.

DS> 8. Can you use your own editor in the IDE?

Yes. You can either use the built-in editor (nice because if you make a mistake, you can double-click on the error in the error window, and the editor will jump right to the code), or an external one.

DS> 9. Can you use GNU make in the IDE?

??? Whats and IDE, besides a type of low-power drive interface.

DS> 10. If not, how good are the editor and make facilities?

VERY good. And very stable. Even the debugger (single-stepping the assembly instructions watching the CPU registors) works under MultiTos.

DS> 11. Can you launch the compiler from a CLI, or does it have to
DS> be run from the desktop?

GUI or CLI, take your pick.

```
"MICRO"
```

5675. Tape backup software

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:30:42 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707272275.F00002@royaljok.fidonet.org>
Source record: 221290

In a message of 21 May 92 20:12:15, William Magro wrote:

WM> I recommend that anyone who needs tape backup check this out.

I looked at this software as well, and it looks good. Anyone know where I can get (or a good source to check out) new/used 150Mb QIC tape drives, or other good SCSI tape drives (inexpensive DAT drives maybe)? I need to make better backups, but backing up one 213Mb drive, and two 65's isn't exactly fun (and syquests are a little steep just for doing backups).

"MICRO"

5676. PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:31:14 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707272275.F00003@royaljok.fidonet.org>
Source record: 221285

In a message of 22 May 92 15:57:30, Ens wrote:

E> Apple seems to be doing OK and a big fraction of their market is still
E> for closed computers (Classics, e.g.). I don't see Sun's closed
E> SparcStaitions
E> in any danger either. The open Apple II line is on the way out though.

Sparcstations are Closed? Are you talking about the SLC or something? Every other machine has a very open and highly documented bus, the SBUS. You are making a joke right?

"MICRO"

5677. Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:31:26 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707272275.F00004@royaljok.fidonet.org>
Source record: 221284

In a message of 25 May 92 04:43:35, David Small wrote:

DS> p.s. This line has been dropping characters all night, and the editor is
DS> no
DS> fun.

Just let me know what drive you want the fidonet/atarinet setup on, and I'll get it to you.
I guess GEnie must have lost the email... ;^)

"MICRO"

5678. Mint 0.94B (System Functions - Which are faster?) AND (Memory Mngmt.

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:31:38 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707272275.F00005@royaljok.fidonet.org>
Source record: 221287

In a message of 25 May 92 11:13:41, Michel Forget wrote:

MF> 1. I have a terminal program that I have just about finished the second
MF> version of, but after installing MiNT I've noticed that the terminal mode
MF> is MUCH slower than before. I currently use Crawio() to put text on the
MF> screen and Bconin() to get text data from the modem. Does the ST have a
MF> faster output routine than Crawio()? If I would like to continue using

Yes... Use Bconout, raw mode if you don't need screen control, or normal mode if you do. That is what FIDOdoor uses and it redraws screens very quickly (and works well under mint/multitos).

"MICRO"

5679. High Speed Modem? Can the ST use it?

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:31:52 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707272275.F00006@royaljok.fidonet.org>
Source record: 221289

In a message of 26 May 92 21:42:01, Thomas J. Lombardo wrote:

TJ> In the FZD Term docs, it says that you need a modem that can set Carrier
TJ> Detect properly. Does the Courier do that?

Yes. Do an ATI4 and make sure that &C1 is shown, not &C0.

TJ> It also says you need a Serial RTS/CTS Patch if using a high-speed
TJ> modem and a version of TOS not supporting RTS/CTS flow control. I have
TJ> TOS version 1.0 (I know, it's old!)

Yes, you need to obtain a copy of HS_FX, the new one that supports everything from 1.0 to 3.06. I have it at the below number for DL. The only TOS that I have verified in person to handle hardware flow control correctly was 1.2. 1.0 has bugs...

TJ> Can the ST even support 9600 baud?

Yes, and 19200, and 38400 (with a little hardware patch).

"MICRO"

5680. High Speed Modem? Can the ST use it?

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 19:32:04 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707272275.F00007@royaljok.fidonet.org>
Source record: 221286

In a message of 27 May 92 06:29:22, Bryan Hall wrote:

BH> Yes, you need to obtain a copy of HS_FIX, the new one that supports
BH> everything from 1.0 to 3.06. I have it at the below number for DL. The
BH> only TOS that I have verified in person to handle hardware flow control
BH> correctly was 1.2. 1.0 has bugs...

I was misinformed. HS_FIX 1.0 does not support version 1.0 of TOS, only 1.4 ("1.2") and up. For TOS 1.0 you want CTSPATCH.LZH, also available for DL here..

"MICRO"

5681. Supra 2400Plus and xmodem questions:

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 21:10:11 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9205301410.aa27377@Bonnie.ics.uci.edu>
Source record: 221473

I have a supra 2400Plus which has CCITT v.42/bis capabilities but
I can't seem to get it to connect right with the v.42 lines
at school.
They have 9600 bad v.42 lines but I don't seem to get the right
connection.
The LAP (indicating use of a V.42 protocol) light on the modem comes on,
but the connect message is still "Connec 2400/REL" which is the message
for MNP connection, not v.42 connection.
Also, the straight MNP connection (from another line) seems to be
at least as fast.
So anyone know what the problem is? The network people at
school suggested that the Supra people didn't implement the V.42 quite
compatibly with some of the other modem brands and that may be the reason.

Next, xmodem:
I'm only getting around 200cps from my transfering, which sucks considering
I have an MNP connection. It this a limitation of the xmodem protocol or
do I need to find a way to tweak modem/terminal program settings to get
some more speed out of this darn thing?

Any and all comments would be appreciated.

Eric Hohnbaum

5682. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 22:09:45 UTC
From: hrs@aber.ac.uk
Message-ID: <1992May30.220945.29572@aber.ac.uk>
Source record: 221475

In article <A11027@B.maus.de> Daniel_Link@b.maus.de (Daniel Link) writes:
>??? Virtually all ST magazines here in germany have stated that the Falcon
>will have a keyboard that is superior to the one of the 1040.
>
>Sometimes I feel you people in the UK or US get LITTLE OR NO information about
>the ST/STE/TT/FALCON from your magazines except about new games.
>
>bye,
>
>Daniel
Yes, you're right!

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

5683. Mouse problems!

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 22:55:41 UTC
From: gpowell@bonnie.ics.uci.edu
Message-ID: <2A2807ED.10336@ics.uci.edu>
Source record: 221476

We have an Atari ST 140 and we have a Xerox optical 2 button mouse connected to it. The problem is I don't have a grid and can't seem to find one that will make it work. I would like to hook up a roller ball style mouse and was wondering if someone (or in this case everyone) could suggest some brands or options for a grid? It is a 9 pin plug on the computer (I believe it is the game port). Thanks!

Greg

5684. TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-05-30 23:33:38 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <Bp384H.JLL@ux1.cso.uiuc.edu>
Source record: 221477

Someone recently posted asking what it would take to make their tape drive work on the ST. They asked the recent 'reviewer' of tape software to respond. I guess that is me.

Again, Alan Hourihane's TAPEBIOS and GTAR packages are wonderful. To install the tape driver (TAPEBIOS) you just plop it in your AUTO folder, and edit a text file (TAPEBIOS.INF) to point to the SCSI address of your tape drive. My drive is a normal 1/4" cartridge drive, like those that come on workstations. I had no problems.

The GTAR package is the usual god-like 'tar' program that we know and love from Unix world (why do people write Un*x? it is too wonderful to mock). The tar is mint aware and backgrounds quite nicely. The tape driver doesn't seem to let go of the CPU very often, so that backing up to tape in the background isn't very effective--I usually type "tar cf '=tape' /dev/c /dev/d /dev/e" and then go to sleep.

All this should be available on atari.archive.umich.edu. If not, I can upload it.

FINALLY TAPE DRIVES WORK ON THE ST!

--Bill

5685. Re: Supra 2400Plus and xmodem questions:

Newsgroup: comp.sys.atari.st
Date: 1992-05-31 01:17:00 UTC
From: steve@thelake.mn.org
Message-ID: <A2720012478@thelake.mn.org>
Source record: 221479

[In article <9205301410.aa27377@Bonnie.ics.uci.edu>,
ehohnbau@Bonnie.ICS.UCI.EDU writes ...]

> I have a supra 2400Plus which has CCITT v.42/bis capabilities but
> I can't seem to get it to connect right with the v.42 lines
> at school.
> They have 9600 bad v.42 lines but I don't seem to get the right
> connection.
> The LAP (indicating use of a V.42 protocol) light on the modem comes on,
> but the connect message is still "Connec 2400/REL" which is the message
> for MNP connection, not v.42 connection.

It's also the message for V.42/V.42bis unless you have enabled extended
verbose result codes. I use this init string:

at&f2\v2m3

> Also, the straight MNP connection (from another line) seems to be
> at least as fast.
> So anyone know what the problem is? The network people at
> school suggested that the Supra people didn't implement the V.42 quite
> compatibly with some of the other modem brands and that may be the reason.

I connect with a couple of Telebits regularly and the V.42bis compression
works just fine -- so long as you don't expect it to perform miracles.
It will not accomplish much if you feed it compressed files, and it
doesn't work very well with data that isn't in a continuous
stream. Also, the computer at the other end may simply not be very fast
when it's heavily loaded. If you're running a protocol that bothers the
CPU constantly, it may slow down.

> Next, xmodem:
> I'm only getting around 200cps from my transfering, which sucks considering
> I have an MNP connection. It this a limitation of the xmodem protocol or
> do I need to find a way to tweak modem/terminal program settings to get
> some more speed out of this darn thing?

Xmodem isn't a good protocol to use with either MNP or V.42/V.42bis. The
packet size is small, and Xmodem waits until it receives an ACK from the
receiver before sending another packet. Since the ACK is a single byte, it
gets delayed a bit by the modem-to-modem protocol, which really wants to
fill an MNP or LAP-M packet before sending it. This interaction can
actually result in a slower file transfer with the protocol turned
on than you would get with a generic 2400 bps connection.

Zmodem or a multiple-packet windowing protocol with decent-size packets
would be a better choice to run on top of MNP or LAP-M.

I've had some problems with my Supra 2400plus when sending files with a modem protocol enabled and the aux port speed set to 9600. The modem has an internal buffer that will fill rather quickly, and the RTS/CTS flow control must be reliable. Until SERIALFX.PRG became available, I couldn't rely on uploading. If you don't have it in your auto folder, get it (and its associated CPX).

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5686. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-05-31 02:53:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992May31.025343.5891@usenet.ins.cwru.edu>
Source record: 221478

In a previous article, Daniel_Link@b.maus.de (Daniel Link) says:

>??? Virtually all ST magazines here in germany have stated that the Falcon
>will have a keyboard that is superior to the one of the 1040.
>
>Sometimes I feel you people in the UK or US get LITTLE OR NO information about
>the ST/STE/TT/FALCON from your magazines except about new games.
>
>bye,
>
>Daniel
>

Maybe it is because your magazine editors and publishers were SHOWN the computers.

I'm sure our magazine editors and publishers are reading your mags to find out what to tell us.

Besides, the U.S. Atari users are "Atarians" or they are very loyal to the company even though they have been treated very poorly. If Atari U.S. told these mags info and we didn't get it by the end of the year, it may be the end of all Atari U.S. users.

--

5687. Any information on the Atari 2600 Connection ?

Newsgroup: comp.sys.atari.st
Date: 1992-05-31 03:47:26 UTC
From: drudetb@infonode.ingr.com
Message-ID: <1992May31.034726.17797@infonode.ingr.com>
Source record: 221481
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.8bit,comp.sys.atari.st

G'day,

Recently on some newsgroup there was a passing reference to something called the "Atari 2600 Connection". The poster mentioned it as being a good resource for 2600 fans. What is the 2600 Connection? Does anyone have an address or phone number where I can get more info? Any help will be appreciated.

Thanks,

- Ted Drude (drudetb@ingr)

5688. BISON where is the binary?

Newsgroup: comp.sys.atari.st
Date: 1992-05-31 04:33:05 UTC
From: bferrer@Bonnie.ICS.UCI.EDU
Message-ID: <9205302132.aa13634@Bonnie.ics.uci.edu>
Source record: 221480

I recently downloaded bison1-14.zoo from atari.archives and found
to my surprise they were only sources. Can somebody please upload
binaries of BISON to atari.archive (or email me a uucoded file)?
I also have an old version of bison which only works on grammer
files with carriage returns removed, but this gets very annoying
especially on big files.

thanks in advance,
bill

5689. Emacs 18.57 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-05-31 09:37:48 UTC
From: ASI503@DJUKFA11.BITNET
Message-ID: <92152.113748ASI503@DJUKFA11.BITNET>
Source record: 221486

I tried to install emacs v18.57 from a.a. gnustuff/tos directory. Creating
a dumped version of emacs works fine on my system (Mega STE 4, Gulam Shell),
but the dumped emacs obviously has problems with the termcap file. Regardless
of the setting of the evironment variable TERM it issues the message:
'terminal not powerful enough to run emacs'
'... terminal does not support positioning of cursor'
I did not edit or otherwise change the termcap file. Could anybody post the
correct setting of TERM? Did I make any obvious fault during installation?
Thanks in advance.

5690. Re: Hermes - Help!

Newsgroup: comp.sys.atari.st
Date: 1992-05-31 17:47:12 UTC
From: harold@alice.hobby.nl
Message-ID: <H.uufzJOYxvLM@alice.hobby.nl>
Source record: 221567

In <H.vRsA5NJnEM_@yonder.equinox.gen.nz>, Craig Shore writes:
>Yup, I know that, the problem is what numbers to stick where in the
> XHOSTS file, I tried a few but couldn't figure it out.
>

Here a short explanation off the xhost entry:

sample entry:
sitetopoll|\
ATZE0b0e1v1x1q0|0:20/8/21-24%0-3%ag6-19|2400/r|\
t0365344451|\
ogin:|<loginname>|word:|********|\
\usr\spool\uucp\sitetopoll|707308628|707310258
last attempt: Sun May 31 11:37:08 1992
last success: Sun May 31 12:04:18 1992

explanation:

<sitename to poll>|
<modem initialisation string>|
hh:mm/hh:mm/[W][days]hh:mm-hh:mm[%<next poll time>]
----
up to 8 poll periods allowed
----
time period in wich polling is allowed
-----
days of the week for wich poll time is valid
a = sunday, b = monday etc..
--
(optional) only poll if things to send otherwise ignore this period
so you need atleast one poll period without the 'W'
----
minimum time to wait after succesfull poll
-----
minimum time to wait after unsuccesfull poll

<baudrate>|
I found out that putting a '/r' here forces the modem to send a <cr> before
the login sequence is done

<loginsequense>|
Hope the example is clear enough

<directory where receiving/sending files go>|

0|0
Time of last success /failure put 0 here uuwork will fill it in later

readable form of last two targets

NOTE: uuwork rewrites the xhost files every time it is called so keep a
backup somewhere and don't put any comment in it since it is overwritten
anyway.

Hope this helps

Harold

--
Harold van Aalderen | harold@alice.hobby.nl
| {...!mcsun}!sun4nl!hgatenl!tedux!alice!harold
alice: She's not the neighbour girl nor is she living in wonderland
Who it is? For me to know for you to guess.

5691. Re: MiNT and Megamax Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-05-31 20:27:53 UTC
From: BING_SIN@bdt.COM
Message-ID: <1992May31.202753.27371@bdt.com>
Source record: 221487

It is your fault. If you read the docs that comes with Mints. You will note it say that MiNTS does NOT run GEM program. Just TOS and TTP ONLY!!!

Bing

5692. Re: A request.. to those nice people who port GCC

Newsgroup: comp.sys.atari.st
Date: 1992-05-31 20:38:02 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.L6a6LJFz24_@marsu.tynet.sub.org>
Source record: 221565

In <1992May28.142028.41897@bas-a.bcc.ac.uk>, Mr Stephen R Usher writes:
>
> I grabbed GCC 2.1 from A.A a couple of days ago, I set it up.. it works fine
> except for a few niggles...
>
> Both (2) and (4) would probably been avoided if GCC were compiled using the
> MiNT libraries, it would also have made them useful when the MultiTOS
> filesystem comes on the scene. A mod to ld to try to set the executable
> permission would be a good idea too.
>
> Steve

I am also *very* interested in a GCC 2.1 binary that was compiled with
MiNT libraries on a TT. If anyone is able to do this port - PLEASE...!!!

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "I don't want to insist on it, Dave, but I am *
* incapable of making an error!" -- A.C. Clarke, 2001 *

5693. Re: problems with IBM disks written on Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 06:02:31 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59918@cup.portal.com>
Source record: 221482

Once again, I would give the disks a very close scrutiny with
an ST virus checker...

An ST virus can overwrite the boot sector info that MS-DOS
needs to see to recognize the disk, even if the disk was
originally formatted on the PC.

The symptom would be that the PC couldn't read the disk, while
the ST could...

BobR

5694. Re: IBM Keyboard on a ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 06:16:27 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <59920@cup.portal.com>
Source record: 221483

About using IBM keyboards on an ST..

It all depends on what you consider "reasonable" for what you're willing to pay.

I tested a D.E.K.A. adapter unit recently.. I believe the retail cost of the adapter is $99...

Add to that the cost of an IBM style keyboard that will *work* and you're closer to $200...

Yes it worked... but... with five different IBM style keyboards I have here, I only got it to work satisfactorially with one.

The inexpensive PC keyboards worked.. but... had NO cursor keys.

The PS/2 keyboard, genuine IBM, went untested since the DEKA unit didn't have a PS/2 connector to plug it into.

An "autoswitch" XT/AT keyboard DID work.. BUT.. .only if it was unplugged when you booted up the ST. If you remembered to do that every time, it worked fine.

From talking to Omnimon, the makers of the DEKA, there are some PC keyboards they recommend, but they cost around $90.

Then again, I'm probably not the best one to ask.. I actually *LIKE* my ST's keyboard..!
:)
BobR

5695. wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 07:26:14 UTC
From: g0omen@CDF.TORONTO.EDU
Message-ID: <92Jun1.032626edt.31003@marvin.cdf.toronto.edu>
Source record: 221485

Hiya all,

There is an action/arcade game out for the PCs called wolf3d (I don't know if 'wolf' is short for anything). Would anyone out there know if there's a version out for the ST? Thanks,

Damian
--
Damian R. Kanarek -> g0omen@cdf.utoronto.ca
Computing Disciplines Facility
Department of Computer Science
University of Toronto (Canada)

5696. xscheme and e-mail of David Michael Betz

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 08:31:00 UTC
From: maraninx@imag.fr
Message-ID: <34920@imag.imag.fr>
Source record: 221490

Does someone know if David Michael Betz (the author of
Xscheme, available at A.A.) has en e-mail address ?

I'd like to know if there are trace functionalities in
xscheme, too.
Please answer by e-mail. I'll summarize if somebody
asks.
--

____
Florence Maraninchi
maraninx@imag.imag.fr Tel: (33) 76.51.49.15
LGI-IMAG Campus, BP 53X, 38041 Grenoble cedex, FRANCE

5697. Re: Atari Corp. UK & USA addresses pleezzze !

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 08:36:20 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92153.093620MEBEB@LIVERPOOL.AC.UK>
Source record: 221594

```
In article <707141384.24529@minster.york.ac.uk>, mjl-b@minster.york.ac.uk says:
>Atari UK do not have Usenet access. As far as I know, they don't even have a
>network of machines in the office. I believe that some Atari employees have
>accounts on CIX (compulink.co.uk).
>
The usernames are abodin and rmoffat (and a couple of others I can't remember)
all at cix.compulink.co.uk

Kev
-----
Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

5698. LZH201i.LZH - English docs available??

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 09:04:43 UTC
From: woocm@essex.ac.uk
Message-ID: <3634@sersun1.essex.ac.uk>
Source record: 221488

Suppose the subject line says it all. I obviously know
how to use the lharc and minilzh programs, but PFX_PAK and the
other one, is it AFX_PAK, how do you fully use them. I have used
PFX_PAK to pack a few executables, most worked fine but a couple
bombed out. I was guessing as to what was going on but would
prefer a doc to make the most of it. As for AFX_PAK, what is it
haven't tried it mind you but still curious.

Thanks,

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

5699. Re: PC DITTO.....?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 09:38:52 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun1.093852.23337@email.tuwien.ac.at>
Source record: 221489

hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 4802@kosmos.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>>>
>>> There are a couple of other options today, however. ICD makes two PC emulators,
>>> the PC-SPEED and the AT-SPEED (roughly US$200 and $400 retail, respectively).
>>
>>Sorry "HUTCH" but these emulators are made in Germany not by ICD as you state,
>>unless they now have a licence to do this ..
>>
>>Most of the better game require VGA, the only one that does this is the
>>TurboCharger, but that ends up dearer than a 386 PC...
>>

>Acutally, Roger, I wasn't sure where those emulators were built but I do know
>that ICD _sells_ a bunch of 'em! Oh, and the "TurboCharger" unit is actually
>known as the "SuperCharger", I believe with a base price now of around US$499
>(I've seen it advertised for US$450 including DOS 4.01). Did they ever come
>out with their VGA module or whatever it was? Whatever, it most certainly is
>a little "dear".

Actually, the SuperCharger v1.5 with 1MB RAM is being advertised in Germany
at 399,- DM, which is about US$ 250...

Marinos Yannikos
yannikos@vmars.tuwien.ac.at

5700. Does Multidesk Deluxe work with MiNT (v0.94)?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 10:09:56 UTC
From: AHOFFMAN@cipvax.biolan.Uni-Koeln.DE
Message-ID: <1992Jun01.100956.136663@rrz.uni-koeln.de>
Source record: 221491

Hi Networkers!

I just got MiNT v0.94 via ftp and decided to establish it on my system (1040 STFM, 4MB, 64MB, GEMINI v1.21german). Sad to say, the CHAMELEON (an ACC to load and unload other Accessories) doesn't work correctly. Since I usually more than six ACCs I'm now looking for an alternative to CHAMELEON. Especially I think about buying MULTIDESK DELUXE from CODEHEAD SOFTWARE. Does anyone have any experience with the combination MiNT plus MULTIDESK? -- I don't want to spend money for a program that is useless for me.

By the way: my good old ramdisk (the LUFTSCHLOSS from the german SCHEIBENKLEISTER book) also fails (it says: "ERROR IN MEMORY ALLOCATION" under MiNT). Is this a problem with the LUFTSCHLOSS, with any ramdisk, or are there any special tricks to avoid such problems?

If someone has any idea how to solve my problems, please post them to comp.sys.atari.st or send email to ahoffman@biolan.uni-koeln.de

Thanks in advance and keep hacking
Andreas Hoffmann

5701. Re: emacs with eight bit ascii?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 10:40:29 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010017@hpbbrd.bbn.hp.com>
Source record: 221530

```
/ hpbbrd:comp.sys.atari.st / MEBEB@LIVERPOOL.AC.UK / 3:26 am May 26, 1992 /
> For that matter, is anyone thinking of uploading a compiled version of the
> new version of Emacs that was mentioned a week or so ago?

Well, if somebody tells me how to get stuff to atari.archive (or any other
server) without direct FTP access ...

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049
------------------------------------------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

5702. Re: More problems with Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 10:45:38 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010018@hpbbrd.bbn.hp.com>
Source record: 221531

/ hpbbrd:comp.sys.atari.st / sundsted@cis.uab.edu (Todd Sundsted) / 9:44 am May 26, 1992 /
> I can succesfully start up emacs, however whenever I try to access a file
> (either writing or reading ^X^F or ^X^S or ^X^W) the program dies and I get a message
> of the following type:
>
> pid 9 (emacs) :BUS ERROR: UserPC=0 (basepage=65c2c)
> BUS ERROR

I also get this message when I start Emacs from the Desktop, but NOT when I
start it from Gulam. Very mysterious.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

5703. Change resolution

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 11:01:55 UTC
From: X - what else? <UK1T@DKAUNI2.BITNET>
Message-ID: <1992Jun1.110155.15370@rz.uni-karlsruhe.de>
Source record: 221492

Hatari!

Well, when I do change resolution on my TT, most times my computer does
only draw 2 or 4 Bombs.

I know, since I use Mortimer, there are more often bombs, but what I
want to do is to change resolution by my own program, without making
a warmstart.

Does anyone know how to do that on a TT? And I would also like to know
how to do it on my ST, just to make only one program.

ThanX, Roland.

* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@KA.maus.de ATARI/NeXT/INGENIUM *

5704. Re: Clock-doublers (was Re: PC's are OK by me)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 11:43:55 UTC
From: dpg@cs.nott.ac.uk
Message-ID: <1992Jun1.114355.18607@cs.nott.ac.uk>
Source record: 221493

In article <1992May28.202429.13610@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <86927.2A21270A@psycho.fidonet.org>
Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>>It really would not give you much of a speed
>>advantage to make the CPU run at 4 times the rate of the external RAM.
>
>I beg to differ; your chip would run 4 times as fast most of the time.
>"Most of the time," of course, is determined (again) by the cache hit
>ratio. The hit ratio could be in the 80-100% range for the 486, or
>it could be lower. I don't know what is typical, but the basic fact
>remains that clock-doubling chips are a Real Good Idea.

But does this encompass the motherboard cache, or just the tiny 8k on-board
cache? No program which really needs that sort of speed advantage is going
to fit into 8k (or even work in 8k, and thus cachable, chunks).

An 8k cahce on my 386 would not go far... (I have 128k cache on motherboard).
--
`Grave' Dave Gymer | ___ Home /\/ THISISONEOFTHOSECONFUSINGHORRIBLEUNR
42 St Mary's Park | / \ Sweet /\/ EADABLENOSPACESALLINUPPERCASEMESSAGES
Louth, Lincs | | RIP | Home /\/ THATPEOPLELIKETOPUTINTHEIRSIGNATURES!!
LN11 0EF, England |_|_____|______/\/____THE_BOTTOM_LINE_____________________

5705. Re: The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 12:15:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A9993@HH2.maus.de>
Source record: 221506

In article <2A268806.3641@noiro.acs.uci.edu> ehood@hydra.acs.uci.edu (Fr, 29.05.92 20:37) (Earl Hood) writes:

>There's been recent posts about RTS/CTS flow control problems in
>TOS and high speed modems. My question is that is the problem
>in all TOS versions? I've been using a 9600 v.32 modem and have
>had no problems with Z-modem transfers. My TOS version is 1.2.
>Does TOS 1.2 require the serial fix that has been posted to a.a or
>is it just for other TOS versions?

Yes, unfortunately every TOS-version is buggy concerning RTS/CTS flow control. Even the latest (2.06 and 3.06) still have bugs which are however not as serious as in the previous versions. I've been working with TOS 1.02, 1.04 and now 2.06, and I neeeded a patch every time. Well, but if you have no problems, that's of course O.K. :-)

Christian

5706. Re: Change resolution

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 12:27:38 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun1.122738.23647@rhrk.uni-kl.de>
Source record: 221497

"X - what else?" <UK1T@DKAUNI2.BITNET> writes:

>Hatari!

>Well, when I do change resolution on my TT, most times my computer does
>only draw 2 or 4 Bombs.
Accessories which install their own system vectors are often the cause for
this (e.g. the EDISON utility).

>I know, since I use Mortimer, there are more often bombs, but what I
>want to do is to change resolution by my own program, without making
>a warmstart.
There is no way to to this with current AES versions.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

5707. Re: STE's undocumented screen modes

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 12:58:38 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Jun1.125838.11748@aisb.ed.ac.uk>
Source record: 221494

In article <1992May31.130332.16560@peponi.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz writes:
>Hello,

Hello,

>Someone else here locally said about software now being developed that
> have 48 colours at once for the STE.... again, is this true or
> just more of those horrible things that travel around... rumors!
> Thanks,
> Craig.

I think you're referring to the STE-only games promised by Atari as
conversions of the exclusive arcade licences they claim to have bought
(ST Format, June edition). Given the quality of Arc s/w so far, I'm not
entirely exited by this news :-)

Sam.

5708. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 13:30:42 UTC
From: dirk@cs.tu-berlin.de
Message-ID: <DIRK.92Jun1153029@aedv.cs.tu-berlin.de>
Source record: 221495

In article <4914@krafla.rhi.hi.is> adamd@rhi.hi.is (Adam David) writes:
aa399@cleveland.Freenet.Edu (Len Stys) writes:
[about Mega ST]
>The power and reset buttons should have been located in the front
>of the machine. I can't imagine why they would put the power switch
>all the way in the back!
For
the same reasons I am against the use of CTRL-ALT-DEL for resetting any
machine with an OS that is designed to stay running. I have allocated less
dangerous combinations as follows: CTRL-ALT-LSHIFT-RSHIFT-UNDO for cold boot
and CTRL-ALT-LSHIFT-RSHIFT-HELP for warm boot. Is there any other
application that uses these or similar enough to hit these by mistake?
Adam David. (adamd@rhi.hi.is)
Yes, there is. I allways use Tempus-Editor to do my type of typing.
I even do diff's with it, since it has a 'compare-text-buffer' function
buildt-in. And it can read 'any' document, even binarys, to show me strings.
Anyway, it can't save them back.
But to come to the point. I often load (Alt-x) and delete (Shift-Alt-Del)
them again quickly in a row. I have lost some hours of editing by hitting
Ctrl-Alt-Del instead of Shift-Alt-Del. I would have lost even more, if
Tempus hasn't had an auto-saving function.
--
Gruss, Dirk
--
Dirk Ahrens TU-Berlin Email: dirk@cs.tu-berlin.de Tel:030-314-{24752,73494}
Informatik Fachgruppe AEDV Sekr 5-5 Franklinstr 28/29 1000 Berlin 10

5709. Re: Clock-doublers (was Re: PC's are OK by me)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 13:36:54 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun1.133654.13517@wam.umd.edu>
Source record: 221496

In article <1992Jun1.114355.18607@cs.nott.ac.uk> dpg@cs.nott.ac.uk (`Grave' Dave Gymer) writes:
>In article <1992May28.202429.13610@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>>In article <86927.2A21270A@psycho.fidonet.org>
Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>>>It really would not give you much of a speed
>>>advantage to make the CPU run at 4 times the rate of the external RAM.
>>
>>I beg to differ; your chip would run 4 times as fast most of the time.
>>"Most of the time," of course, is determined (again) by the cache hit
>>ratio. The hit ratio could be in the 80-100% range for the 486, or
>>it could be lower. I don't know what is typical, but the basic fact
>>remains that clock-doubling chips are a Real Good Idea.
>
>But does this encompass the motherboard cache, or just the tiny 8k on-board
>cache? No program which really needs that sort of speed advantage is going
>to fit into 8k (or even work in 8k, and thus cachable, chunks).
>
>An 8k cahce on my 386 would not go far... (I have 128k cache on motherboard).

Only the on-chip cache. But remember that the whole program doesn't have to fit in the cache at once; that would give you a 100% hit ratio, which is nice but not necessary for the clock-doubling to make a difference. Since the execution of most programs involves staying within local sections for long periods of time (looping at various points, as opposed to constantly jumping wildly about) you often find decent cache hit ratios even with small caches. I expect that 8K chunks of execution are fairly uncommon; that seems quite large, really. To put it in less scientific terms, your entire spreadsheet doesn't have to fit in the cache; just the recalculation loops, drawing loops, etc. (Though it's not really that simple in the real world.)

Still, 8K seems fairly small. In general, though, the basic clock-multiplying principle will work very well in practice with a sufficiently large on-chip cache. Perhaps the 586 will have a larger on-chip cache for this purpose. My original claim was simply that the idea of clock-multiplying seems to make a lot of sense, since it keeps the requirements imposed on the motherboard constant (and therefore nails down everything but the actual chip itself at a nearly constant cost).

Dave Baggett
dmb@wam.umd.edu

5710. Re: Unix-like utilities

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 13:44:34 UTC
From: vince@sci.kun.nl
Message-ID: <1992Jun1.134434.7085@sci.kun.nl>
Source record: 221500

In article <1992May30.001444.8653@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>Anyone know where I can get such unix-like commands, such as ls(.ttp),
>and others? Im running MiNT and Gulam, but I dont like Gulam having
>all the commands built in, and would rather have them as executables
>(so I can run some of the stuff as a MiNT bg process)
>
>Thanx
>

They're in a.a in a zoo called mintutil or something.

>
>--
>Billy D'Augustine | "Wave upon wave of demented avengers march
>...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
>azog@thoth.rent.com | -- Pink Floyd

Sander STOks
vince@sci.kun.nl

5711. Re: Any information on the Atari 2600 Connection ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 14:02:48 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun1.140248.23086@exu.ericsson.se>
Source record: 221551
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.8bit,comp.sys.atari.st

```
The 2600 Connection is a newsletter for Atari 2600 owners and
collectors. It's amazing how much spark that machine still
has in it. Highly recommended.

The 2600 Connection
P.O. Box N 664
Westport, MA 02790

Send $1 for a sample issue. I'm just passing this along,
I don't publish it or anything.
--
James Hague
exuhag@exu.ericsson.se
```

5712. Re: Falcon (noch einmal)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 14:17:02 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Jun1.141702.7464@mnemosyne.cs.du.edu>
Source record: 221498

Just to clear up a point for the record, Bill and I at Atari Interface magazine have been shown the Falcon, and we wrote about it in the May '92 issue, that's available now at bookstores across the US and Canada.

Our address is 3487 Braeburn Circle, Ann Arbor, MI 48108, ph:313-973-8825. We accept MC/Visa.

Pattie Rayl (AIM)

5713. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 14:18:41 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun1.141841.6234@oz.plymouth.edu>
Source record: 221555

In article <92Jun1.032626edt.31003@marvin.cdf.toronto.edu> g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
>
> Hiya all,
>
> There is an action/arcade game out for the PCs called wolf3d (I don't know
>if 'wolf' is short for anything). Would anyone out there know if there's a
It's actually - "Castle Wolfenstein 3D"..... you run around a castle
hunting out Nazi's of various sorts etc. Sort of like Dungeon Master
in looks....
>version out for the ST? Thanks,

I don't remember the guys who make it (the games are at work, I don't have a 386 machine at home) but they seem to ONLY do games for PC's (You should see it on a 10Meg RAM 25MHz 386 machine :-)). The way it works is -> You get the first game as PD/Shareware and if you want the rest of the games in the series (I think there are 4 in this one.) you pay varying amounts.

I'd LOVE to get some of their games for the ST..... so if anyone knows more.....
-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

5714. Re: Bob Brodie (was FALCON)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 14:30:18 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun1.143018.28963@newshost.lanl.gov>
Source record: 221499

In article 4812@kosmos.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:

>Sorry about that "HUTCH" but after the way I have been treated by Atari OZZ
>and the Complete lack of support that we now have been told we are to get here,
>and all the Bull that I got from Bob Brodie I am not in a Atari loving mood..
>
>By the way my pilot lamp is automatic..-:)..

Maybe you should switch to electric. Be a gold medallion netter, maybe? ;-)

Who bummed you out at Atari Oz? Was it Alastair Campion or someone else? I always thought Alastair was OK but I've heard some rumblings...

And Bob Brodie gave you some "bull?" Well, I _do_ hate to hear that as Bob has been one of the few folks from Atari Sunnyvale that you could usually count on to get the straight scoop... as limited as it often is. I don't know of a single occasion when Bob has knowingly lied. That's not to say that what he has said has always panned out, of course. Bob _is_ a company man, to be sure, but so far his reputation has kept him buoyed by most users/dealers/developers and still safely away from Atari's famous "revolving door."

Any specifics? I'd like to hear about 'em via email, please.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5715. Re: PC DITTO.....?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 14:46:21 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun1.144621.737@newshost.lanl.gov>
Source record: 221552

In article 23337@email.tuwien.ac.at, yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:

>Actually, the SuperCharger v1.5 with 1MB RAM is being advertised in Germany
>at 399,- DM, which is about US$ 250...

Well, hey, there you go again. Another example of an Atari peripheral being cheaper in Europe than in the US! All I know is the Rio Computers ad in the April issue of Current Notes, page 73, quoted the SuperCharger at US$450.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5716. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 14:53:33 UTC
From: gipmgr6@sci.kun.nl
Message-ID: <1992Jun1.145333.8473@sci.kun.nl>
Source record: 221554

In <1992May15.203308.9153@sci.kun.nl> bartjan@cs.kun.nl (Bart-Jan Bouwers) writes:

<stuff deleted>

>I always use the mtools package that's installed on our Sparc systems.
>These are a set of msdos-tools that let you perform several functions.
>You should take care that you format your disks on your ST.

It's possible to format a 3.5" floppies on a sparc, write to them and
read them on an ST.
First use fdformat to low-level format the floppy, then use mformat to
write a dos-bootsector, FAT and root-directory.

gipmgr6@sci.kun.nl (Jan-Willem Hubbers)

5717. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 14:57:33 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun1.145733.16964@wam.umd.edu>
Source record: 221553

In article <92Jun1.032626edt.31003@marvin.cdf.toronto.edu> g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
> There is an action/arcade game out for the PCs called wolf3d (I don't know >if 'wolf' is short for anything). Would anyone out there know if there's a >version out for the ST? Thanks,

It's short for Castle Wolfenstein 3-D (Profound Carnage), and it's shareware by Apogee Software. I don't think Apogee writes for any machines but the PC, except for a recent Nintendo adaptation of Commander Keen VI ("Aliens Ate My Babysitter").

Wolfenstein 3-D is a first-person perspective game a la Dungeon Master, but with smooth rotation (i.e., in increments of several degrees instead of 90 degrees). As such I doubt it would run well on a stock 8Mhz ST; the texture mapping needs a lot of speed.

Dave Baggett
dmb@wam.umd.edu

5718. Re: UNIXMODE aware ZOO

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 15:13:52 UTC
From: subiaagb@w350zrz.tu-berlin.de
Message-ID: <FQR33FQ@mailgzrz.tu-berlin.de>
Source record: 221556

In article <1992May24.171955.21905@cis.uab.edu>, sundsted@cis.uab.edu (Todd Sundsted) writes:
|> Does there happen to exist a UNIXMODE aware version of ZOO for the
|> atari ST. I have ZOO21 which I obtained from a.a.

I compiled the sources with GNU C and it works fine when
UNIXMODE ist set. If you don't have gcc, I can send you
a copy of the program.
But note: The program is as double as large as the old version
and runs a little slower. But I will compile it again with the new
and better optimizing version 2.1 of gcc.

--

| Andr'e Pareis, |
| Internet: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |

5719. Re: Bible-software

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 15:15:43 UTC
From: HUTTER@RZMAIN.RZ.UNI-ULM.DE
Message-ID: <1992Jun1.151543.22953@wega.rz.uni-ulm.de>
Source record: 221559

In <707101263.F00001@tdkt.kksys.com>
Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com writes:

> Do you, or does anyone you know, have access to GEnie? If so, look in the
> Religion and Ethics RoundTable. (Page 391 on GEnie, if memory serves).
> There's a file or two there from SpiritWare. (How good is the connection to
> GEnie from Germany, anyways? Cheap enough for file transfer?)

I have no modem for my ST, but do my hacking from a VAX with a ST as
terminal (with UniTerm). So I really can't tell you how cheap it is. As
to GEnie itself: I heard about it, but am not sure as to what it really
is. Maybe the simplest way is to get in touch with SpiritWare w/o the
net and get something by snail mail.

But thanks anyway...

Wolfgang <><

<><--------><---------><--------><---------><--------><---------><>
Wolfgang Hutter I Internet: hutter@rzmain.rz.uni-ulm.de
Abt. Chem. Physik I Bitnet: hutter@dulruu51.bitnet
Universitaet Ulm I X.400: S=hutter;OU=RZ;P=uni-ulm;A=dbp;C=de
W-7900 Ulm, Germany I Tel.: (49)731-502-2829

5720. Re: Unix-like utilities

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 15:22:58 UTC
From: subiaagb@w350zrz.tu-berlin.de
Message-ID: <OQR3YQQ@mailgzrz.tu-berlin.de>
Source record: 221557

In article <1992May30.001444.8653@thoth.rent.com>, azog@thoth.rent.com (Billy D'Augustine) writes:
|> Anyone know where I can get such unix-like commands, such as ls(.ttp),
|> and others? Im running MiNT and Gulam, but I dont like Gulam having
|> all the commands built in, and would rather have them as executables
|> (so I can run some of the stuff as a MiNT bg process)

Use tcsh or another and the futils. You may also get the futils
separately and run them under Gulam. But then you must set to run
them.

--

| Andr'e Pareis, |
| Internet: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |

5721. Re: UNIXMODE

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 15:25:53 UTC
From: subiaagb@w350zrz.tu-berlin.de
Message-ID: <RQR3FWQ@mailgzrz.tu-berlin.de>
Source record: 221558

In article <1992May27.190404.4556@cs.tu-berlin.de>, wong@opal.cs.tu-berlin.de (Wolfgang Jung) writes:

|> Is there a Dokumentation around, which tells the usage of the UNIXMODE
|> flags ?
|>
|> It would be nice to know which flag does what.

UNIXMODE docs are available from the GNU distibution.
In libsrc??.zoo is a file unixmode.doc containing a
complete decsription.

--

| Andr'e Pareis, |
| Internet: pareis@cs.tu-berlin.de |
| subiaagb@w350zrz.zrz.tu-berlin.de |

5722. Re: need help with uniterm

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 15:28:12 UTC
From: gipmgr6@sci.kun.nl
Message-ID: <1992Jun1.152812.8866@sci.kun.nl>
Source record: 221560

In <1595@sheoak.bcae.oz.au> i921652@redgum.ucnv.edu.au (THE MALPRACTICIONER) writes:

>Just a small problem here. What must I name the setup and telephone
>files in order to not have to load them manually?

You should name them uniterm.set and uniterm.tel.

janwh@sci.kun.nl (Jan-Willem Hubbers)

5723. POPULOUS II

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 15:48:57 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun1.154857.6754@newshost.lanl.gov>
Source record: 221561

Well, I received POPULOUS II on Friday afternoon and my family didn't see me again until _late_ Sunday night. I am not an avid gamer but I love this one.

What can I say except BUY it! It works with the new TOS (on my MegaSTe, anyway), it's not physically copy protected so it's easy to make a backup, comes with an install utility for the hard disk, and it hasn't crashed on me once! I have the 1Mb version which supposedly has better animation.

Too bad it doesn't have the Amiga version's music track but I'm not complaining. If you liked POPULOUS and mourned the fact that it would not work with the new TOS (2.05 and 2.06), then you'll be quite happy with POPULOUS II.

Thought you might like to know. Anyway, it's great to see a new product for the Atari from Electronic Arts and congratulations to the gang at Bullfrog!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5724. Re: MiNT and Megamax Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 15:51:21 UTC
From: cb@informatik.uni-kiel.dbp.de
Message-ID: <9435@snoopy.informatik.uni-kiel.dbp.de>
Source record: 221563

In <1992May31.202753.27371@bdt.com> BING_SIN@bdt.COM writes:

>It is your fault. If you read the docs that comes with Mints. You will note
>it say that MiNTS does NOT run GEM program. Just TOS and TTP ONLY!!!

Perheaps I didn't make things really clear: I do NOT want to run a
GEM program in the background, or two of them at the same time!

I just wanted to start them with a doubleclick from the desktop
(which - by the way - is a GEM program itself).

Besides, I found among the demos a program which calls the fileselector
and terminates. It runs under MiNT.

5725. Re: AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 15:53:33 UTC
From: gipmgr6@sci.kun.nl
Message-ID: <1992Jun1.155333.9269@sci.kun.nl>
Source record: 221562
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992May27.160408.9076@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:

[...]

>Regarding PC emulators, most of those who responded
>recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.

>For those of you who have used one or more of the
>above -- what's the good news, and what's the bad news?
>I welcome any and all information, opinions, factoids
>and rumors.

[...]

I have an AT-SPEED at 8MHz. It works fine, except for harddisk acces. Once every few minutes (using turbo pascal 6.0) a read error occurs. I don't know where the errors are coming from. I suspect that the driver software tries to read through SCSI, without retrying itself. I never have problems like that using TOS. (I use ICDBOOT 5.3.0, and a Quantum drive.)

janwh@sci.kun.nl (Jan-Willem Hubbers)

5726. hEY

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 16:26:25 UTC
From: moon!cyberden!mace@well.sf.ca.us
Message-ID: <qi8oLB1w164w@cyberden.uucp>
Source record: 221566

I'm putting together a bunch of ST's, and I need some parts.
What I am specifialy looking for is:
o 2 Power supplys
o 2 Keyboards
o 2 disk drives (SS or DD)
o Mice

New, used or broken, just don't epxect $35.00 for a borken
mouse...:-). I also take junker ST's. Call me at 609-546-6167.
Thanks!

```
--------------------------------------------------------------------------
| / |\
| H E \ Y B E R |/ E N [ moon!cyberden!mace@well.sf.ca.us ]
```

5727. Re: Unix-like utilities

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 16:56:52 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun1175652@solb1.essex.ac.uk>
Source record: 221564

In article <1992Jun1.134434.7085@sci.kun.nl> vince@sci.kun.nl (V.G.J.M. Stoks) writes:
>In article <1992May30.001444.8653@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>>Anyone know where I can get such unix-like commands, such as ls(.ttp),
>>and others? Im running MiNT and Gulam, but I dont like Gulam having
>>all the commands built in, and would rather have them as executables
>>(so I can run some of the stuff as a MiNT bg process)
>>
>They're in a.a in a zoo called mintutil or something.

try atari/gnustuff/tos/futils/futils-2.0/fu2-bin.zoo.

--
email: okes@essex.ac.uk
#
##
##
#
"God I hate floppies" - Karl Brandt.

5728. Re: Cannot read atari-720KB discette on IBM-AT ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 17:33:11 UTC
From: Keith Jackson <kjackson@cix.compulink.co.uk>
Message-ID: <1992Jun01.173311.4919@demon.co.uk>
Source record: 221568

In article <1992May30.041700.21141@usenet.ins.cwru.edu>, as327@cleveland.Freenet.Edu (Roy Bixler) writes:
>
>In a previous article, stucki@math.fu-berlin.de (Christoph von Stuckrad) says:
>
>>Both cases (two Users did ask me personally) were 720KB
>>Diskettes, formatted on IBM, then written on ATARI,
>>there readqble, now unreadable on IBM.
>>
>>The mentioned Diskettes ARE FORMATTED on IBM !!!
>>(Otherway round it really didnt work !!!)
>
>Even with TOS 1.06, I ran into problems like this also. I "solved" the
>dilemma by formatting the diskettes with DC (Double Click) format on the
>Atari using 80 sectors, 9 tracks in skewed mode.
>
I think that most people are aware now that there really is no such thing as a standard PC-formatted disk. Different compatibles cannot always read one another's disks!

One possible answer to this specific problem is that of drive-head width. We had this at work when we had both 720k and 1.44M 3.5in drives on various machines. Some machines would read any disks but some were more finniky. We came to the conclusion that some heads were to one side of where they should have been, though still within spec, and those which were as far out in the other direction missed the data. 5.25 in drives were worse. Writing to a single-density disk with a high-density drive was guaranteed to produce problems.

I have TOS 1.04 and my sysop's compatible reads a disk formatted by TOS without any trouble. The Tandon's and Dell's at work often don't.

Keith

5729. Wanted: Disk versions of all TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 17:46:39 UTC
From: selick@csa.bu.edu
Message-ID: <87455@bu.edu>
Source record: 221570

Following the uploading of the program QUICKTOS.LZH to terminator, I am looking for disk versions of all different TOS versions. If you have a disk version of tos 1.0, 1.2, 1.4, 1.6, or 2.06, please e-mail them to me in a uuencoded, arc (or lharc) mail.
Thanks,
Steve <selick@csa.bu.edu>

5730. FZTD212.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 17:55:00 UTC
From: cs902117@juno.ariel.yorku.ca
Message-ID: <1992Jun1.175500.8314@newshub.ariel.yorku.ca>
Source record: 221586

Recently, my disk with FZT v2.01 got fried (I didn't upgrade to 2.04) so I wanted to get a copy of at least 2.01... Found 2.12 from terminator.cc.umich.edu, downloaded it at 2400 baud... Tried to extract the files... BAD CRC. Downloaded it again, extract... BAD CRC. I am assuming it was a corrupted file. Anyone else have the same problem? The file was FZTD212.LZH.

____
/ o n y.

5731. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 17:56:53 UTC
From: pete@introl.introl.com
Message-ID: <1992Jun01.175653.20343@introl.introl.com>
Source record: 221569

In article <1992May29.224842.8112@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>pete@introl.introl.com (Pete Ikusz) writes:
>
>>In article <1992May29.011344.1209@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>>>
>>>(personally, if I had $1k, I would go for it!)
>
>>Hell for 1k you can almost buy a real machine. (Used unix box)
>
>I already own one. Its the machine I am posting to now. I dial into
>it thru my STe. Along side my VAXen, which to me, is more 'real' than
>the ST or PC. But that is MHO...

Watch your language :-> are you implying that I own / like PeeCee's?
I own a DECstation (my idea of a real machine) and a '85 ST.

The only reason I would purchase a 386, etc. would be if NeXTstep
is resonably functional/ fast on one..

>
>Once again, all IMHO. If a clueless person were to ask me what kind of
>computer to buy, I would point him at a 386SX...

I guess that is the real point that I was trying to make...
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

5732. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 18:45:09 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bp6K39.LyH@newcastle.ac.uk>
Source record: 221575

What about all us poor students who cann't afford GEnie access ?????
Wonderful as it may be, I think it should be made available FTP & PD library....

CRAIG GRAHAM

5733. Re: STACY

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 18:54:55 UTC
From: eggert@lclark.edu
Message-ID: <1992Jun1.185455.18744@lclark.edu>
Source record: 221571

Actually, a Stacy should be worth more than an STfm. I've seen brand new Stacy 2 machines advertised for about $1350 mail order. This is rather disappointing considering that the Stacy 4 retailed for $2995 just 1 1/2 years ago. With the STBook due out, the Stacy machines have gone down in value a lot. I did recently sell my Stacy 4 for $1100 over the net though. It's a lousy price considering what I paid for it, but not bad, considering the new technology.

5734. Re: AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 19:02:00 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jun1.150200.23473@newstand.syr.edu>
Source record: 221581
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun1.155333.9269@sci.kun.nl> gipmgr6@sci.kun.nl (gipmgr cursus) writes:
>In <1992May27.160408.9076@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
>>Regarding PC emulators, most of those who responded
>>recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.
>>For those of you who have used one or more of the
>>above -- what's the good news, and what's the bad news?
>>I welcome any and all information, opinions, factoids
>>and rumors.
>
>I have an AT-SPEED at 8MHz. It works fine, except for harddisk
>acces. Once every few minutes (using turbo pascal 6.0) a read
>error occurs. I don't know where the errors are coming from.
>I suspect that the driver software tries to read through SCSI,
>without retrying itself. I never have problems like that using
>TOS. (I use ICDBOOT 5.3.0, and a Quantum drive.)
>janwh@sci.kun.nl (Jan-Willem Hubbers)
>
Jan,
Are you using an ms-dos disk cache? That is a definate no-no
for ATSpeed. I've got the 8mhz version and have no problems
with it at all...other than certain hardware-access problems,
like disk caches, which must be avoided...Oh, yeah, I cannot
seem to configure Kermit to work with my mainframe properly,
but that is most likely NOT a problem with ATSpeed (as others
have told me they can use terminal programs on it).
--Gerry
ggreenbe@rodan.acs.syr.edu

5735. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 19:15:11 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun1.191511.29339@ucsu.Colorado.EDU>
Source record: 221574

In article <1992Jun1.145733.16964@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>In article <92Jun1.032626edt.31003@marvin.cdf.toronto.edu> g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
>> There is an action/arcade game out for the PCs called wolf3d (I don't know
>>if 'wolf' is short for anything). Would anyone out there know if there's a
>>version out for the ST? Thanks,
>
>It's short for Castle Wolfenstein 3-D (Profound Carnage), and it's
>shareware by Apogee Software. I don't think Apogee writes for any
>machines but the PC, except for a recent Nintendo adaptation of
>Commander Keen VI ("Aliens Ate My Babysitter").
>
>Wolfenstein 3-D is a first-person perspective game a la Dungeon Master,
>but with smooth rotation (i.e., in increments of several degrees
>instead of 90 degrees). As such I doubt it would run well on a stock
>8Mhz ST; the texture mapping needs a lot of speed.
>
>Dave Baggett
>dmb@wam.umd.edu

But not as smooth as Ultima Underworld for the PC.

5736. Help with subdirectories in LHARC?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 19:20:56 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun1.192056.4303@chinet.chi.il.us>
Source record: 221600

Whenever I try to restore an archive that has subdirectories on either of 2 STs (Mega 4 with TOS 1.2 and Stacy with TOS 1.4) I get a bus error. This is from either the desktop or Mark Williams msh. Either plain e as a command, or e /x or e -x or e /x+. Only programs resident on both machines are the 'classic' control panel and Atari HDX (v 3.? on the Stacy, 5.0 on the Mega). I presume I must be doing something so idiotic that nobody would bother to warn against it. This is with gen-you-wine T. Quester LHARC versions 2.1e and <whatever the latest one is on GEnie>. I also tried a version of arcgsh on the Mega (4.2? Whatever it was ran only in medium rez).

Anyway, will somebody please set me straight. I have 2 .lzh archives I can pull this trick with, and both claim to use LH5 compression and to pass integrity tests, so I suspect me and my setup rather than the archives.
Steve saj@chinet.chi.il.us

5737. Re: Wanted: Disk versions of all TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 19:23:01 UTC
From: lsmichae@immd4.informatik.uni-erlangen.de
Message-ID: <1992Jun1.192301.3715@informatik.uni-erlangen.de>
Source record: 221576

Isn't copying of any TOS versions illegal?

---------------------------- cut here ----------------------------
---------------------------- cut here ----------------------------
Larry

+---+----------------------+
| lsmichae@immd4.informatik.uni-erlangen.de | IRC: Pit (Mr. GIF) |
| Lars "Larry" Michael +---+----------------------+
| Graduate Student of Computer Science | Live's a piece of shit, |
| at University of Erlangen/Germany | when you look at it. |
+---+----------------------+

5738. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 19:35:40 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l2kv0clNNiqq@aludra.usc.edu>
Source record: 221572

In article <1992May29.233958.8715@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
[stuff deleted]
>Your price for a new Mega STe with 80 megs is good, where can I get this
>new at for less than $1000.00?
>

Try looking in just about any Atari mags. Toad sells a MegaSTe for about $750, and there are others (I don't have a mag with me now to tell you) that sell for less, just look around. This may be without the drive, but then you should be able to pick up a 80MB drive in computer shopper or Micro Times, etc., for around$250.

Of course this price may be WITH the 50MB drive...

-Mike

5739. Re: The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 19:41:23 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l2kvb3INNj4j@aludra.usc.edu>
Source record: 221573

In article <1992May30.135946.4813@kosmos.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>Its in ALL TOSES, its a software hardware problem, this new fix SERIALFX
>is the first that I know of to Fix the hardware fault...

I'm pretty sure that TOS 1.2 (1.02) did have that fixed (that was why people were understandably upset when the bug resurfaced in TOS1.4(1.04) and TOS 1.6. I wonder though, wasn't that one of the bug fixes in 1.62?

BTW, whatever happened to TOS[2,3].07? Did they ever release it? Is it available with the TEC board? Or did they scrap it and just put all the fixes into MultiTOS so that (and I would agree) people wouldn't have to buy a cheap fix, only to turn around and buy another one....?

>
>Atari still have there head in the sand on that one...:-)..

No comment. :)

>
>Roger........ sheppard_r@kosmos.wcc.govt.nz
>

-Mike

5740. VideoKey & 1200 baud modem have been sold

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 19:49:07 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun1.194907.2249@ucsu.Colorado.EDU>
Source record: 221577

```
The VideoKey and 1200 baud modem have been sold. Thanks to all who were
interested.
Thanks,
Jonathan
krakover@spot.colorado.edu
```

5741. WANTED: Z-KEYS or other IBM keyboard interface

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 19:52:34 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun1.195234.2649@ucsu.Colorado.EDU>
Source record: 221578

I just got ahold of 2 IBM keyboards and would like to hook them into my
atari, so I'm looking for Z-keys or other IBM keyboard interfaces, let
me know what your asking price is, or will trade for hardware (for instance,
one of the IBM keyboards).
Thanks,
Jonathan
krakover@spot.colorado.edu

5742. 1/2 meg RAM upgrade for sale!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 20:32:03 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jun1.163203.1@vaxr.sscl.uwo.ca>
Source record: 221579

I have a sodlerless, plug-in memory upgrade for sale (1/2meg -> 1meg). I changed to a SIMMS set up so I no longer need this. Actually I changed a while ago and just haven't gotten around to selling it...along comes spring cleaning and I need the drawer space...okay my spring cleaning is late too, sue me!!! Any *REASONABLE* offer will be entertained. I'm not looking for a profit here, if someone gives me a sob story and a decent price it's theirs, i just figure it's taking up space anyway :^)

E-mail me or phone me at home (6-11pm EST *PLEASE*)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-----------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+---------------------------------------+ +--------------------------------+

5743. Re: A request.. to those nice people who port GCC

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 21:14:39 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun01.211439.41248@bas-a.bcc.ac.uk>
Source record: 221592

In article <GJH.92May29115706@ghiggins.hpl.hp.com> gjh@hplb.hpl.hp.com (Graham Higgins) writes:
>In article <1992May28.142028.41897@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>
>++ I grabbed GCC 2.1 from A.A a couple of days ago, I set it up.. it works fine
>++ except for a few niggles...
>
>++ if GCC were compiled using the MiNT libraries, it would also have made them
>++ useful when the MultiTOS filesystem comes on the scene. A mod to ld to try
>++ to set the executable permission would be a good idea too.
>
>Seeing as how you have a TT running minix, perhaps you could download the
>several megabytes of GNU sources, apply all the update patches, make the mods
>to ld and compile up the binaries using the MiNT libraries and then upload the
>binaries to A.A.

I don't actually have Minix running on my TT.. but I do have a 13MB Minix partition on one of my hard drives (a left-over from when the drive was connected to my ST). 13MB is nowhere near enough to get the GNU stuff working. I could (can) recompile the GCC 2.1 C pre-processoor (which is the most important) and gcc-as and the linker.. I'll have a go at thhem, but I doubt that my port will be the same as the original (though I will try to make it so).

>
>I'm sure that that would be a valuable addition to A.A.'s archives.
>
>Cheers.
>--
>Graham Higgins
><< gjh@hplb.hpl.hp.com || gjh@hplb.hp.co.uk || gjh@hplb.uucp >>
><< My opinions above are exactly that: my own, and opinions. >>

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

5744. TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 21:14:48 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707531472.F00001@royaljok.fidonet.org>
Source record: 221355

In a message of 30 May 92 23:33:38, William Magro wrote:

WM> Again, Alan Hourihane's TAPEBIOS and GTAR packages are wonderful.
WM>
WM> FINALLY TAPE DRIVES WORK ON THE ST!

I agree! I just bought a 250Mb Tandberg drive. Backing up the 210Mb and 2 65Mb drives is now a breeze. Takes about 45 minutes for the 210Mb, and another 28 or so minutes for the other (2nd tape). MUCH easier than stupid floppies!

"MICRO"

5745. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 21:19:05 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun1.211905.3425@wam.umd.edu>
Source record: 221580

In article <1992Jun1.191511.29339@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>But [Castle Wolfenstein 3D is] not as smooth as Ultima Underworld for the PC.

True, and Wolf 3D doesn't do lighting, true 3D rooms (e.g., ramps, jumping about, etc.), or water movement (not to mention levitation :>). And if you look carefully, you'll also notice that you always see the same side of an object regardless of what angle you look at it from. The tables with chairs around them are particularly obvious examples.

Whereas Ultima Underworld is a "dungeon flight simulator" computed in true 3D and with textures mapped onto "real" 3D surfaces, Castle Wolfenstein is really a 2D game with a 3D-ish front end. Wolf also isn't much on gameplay, while UU is fairly complex. Then again, Wolf is shareware, while UU took 20 programmers 2 years to produce and is US$60.

Still, for anyone interested in fantasy genre games, the latter is a must-see.

Dave Baggett
dmb@wam.umd.edu

5746. Re: The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 21:19:53 UTC
From: ken@isgtec.com
Message-ID: <2636@isgtec.isgtec.com>
Source record: 221512

In article <2A268806.3641@noiro.acs.uci.edu> ehood@hydra.acs.uci.edu (Earl Hood) writes:
> I've been using a 9600 v.32 modem and have
> had no problems with Z-modem transfers. My TOS version is 1.2.

My experience is that the problem wouldn't show up in z-modem, which is
inherently self-correcting. A guaranteed way to reveal any flow control
problems is to log on some machine and cause a lot of text to be scrolled
by on your screen. Example - log onto a Unix box and do an "ls -l" on a
very large directory (several hundred files). This identified the problem
for me, and TurboCTS fixed it.
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

5747. Re: Wanted: Disk versions of all TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 21:44:39 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun1.214439.23555@newshost.lanl.gov>
Source record: 221583

In article 87455@bu.edu, selick@csa.bu.edu (Steven Selick) writes:
>Following the uploading of the program QUICKTOS.LZH to terminator, I am
>looking for disk versions of all different TOS versions. If you have a
>disk version of tos 1.0, 1.2, 1.4, 1.6, or 2.06, please e-mail them to me
>in a uuencoded, arc (or lharc) mail.
>Thanks,
>Steve <selick@csa.bu.edu>

Uh, sorry to rain on your parade Steve, but what you asked is illegal. All TOS programs, whether on disk or in ROM, are copyrighted programs owned by Atari Corporation. You need special permission (aka a license) to distribute Atari TOS for any purpose. Even though TOS 1.0 and 1.4 are somewhat widely available on disk due to their initial introduction in that format, it's still not legit by Atari. Contact Bob Brodie at Atari for the straight scoop.

Sorry, but I know you don't want to break any laws (even the dumb ones). ;-)

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5748. Logitech Mouse is nice

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 21:47:52 UTC
From: davea@col.hp.com
Message-ID: <1992Jun1.214752.21413@col.hp.com>
Source record: 221582

I came across a Logitech Mouse that interfaces very nicely to the 520-ST.
Is much smoother than my (old) Atari mouse and quicker.

This seems to be of interest from time to time, so here's the info. It's a
Logitech P7-3F-AO that came with an Apollo/HP workstation (Apollo A1630-82009).
Don't know if that's generally available, but suspect it is. Has a 9-pin male
connector of the rs-232 sort. It has three buttons, so just ignore the
middle one. You can make an adaptor using two female connectors or replace
the mouse's male connector with a female. Connections are:

Atari	Logitech	Signal
1	4	left-right
2	5	left-right
3	3	up-down
4	2	up-down
5	-	(not used)
6	9	left-button
7	1	+5v
8	6	gnd
9	8	right-button
-	7	middle-button (not used)

dave allen, colorado springs

5749. Re: AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 21:59:56 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jun1.215956.16862@pbhya.PacBell.COM>
Source record: 221584
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>In <1992May27.160408.9076@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson)
writes:
>
>[...]
>
>>Regarding PC emulators, most of those who responded
>>recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.
>
>>For those of you who have used one or more of the
>>above -- what's the good news, and what's the bad news?
>>I welcome any and all information, opinions, factoids
>>and rumors.

I have used the super charger for about a year. It works fine with most
programs. It occasionally locks up when a program tries to use com1:. You
see, com1 is the mouse, and it just doesn't work well as a modem.

I also (occasionally) get a repeated character at the com port. No idea
why.

The good news: I have successfully coded, compiled and tested C programs
that were to be used for telecommunications in a MS-DOS environment. Hundreds
of users never knew it was compiled on an Atari 1040 STe. :-)

Dan Suthers, Technology Consultant, PCS & IN Development Lab, Pac Bell
(510) 671-1325
UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

5750. Re: MiNT and Megamax Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 22:03:33 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun1.180333.1425@uwovax.uwo.ca>
Source record: 221585

In article <1992May31.202753.27371@bdt.com>, BING_SIN@bdt.COM writes:
> It is your fault. If you read the docs that comes with Mints. You will note
> it say that MiNTS does NOT run GEM program. Just TOS and TTP ONLY!!!

I think you misunderstood the docs. MiNT will quite happily run most
GEM programs (including the desktop). However, only *1* GEM program
can run at a time, because GEM uses variables in a fixed location in RAM
to keep track of things.

The problems with Megamax Modula-2 stem from some incompatibilities in
Megamax's library.
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

5751. Re: programs for TT only

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 22:36:22 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.AuTJ1B_wYO_@marsu.tynet.sub.org>
Source record: 221417

In <1992May30.090122.19555@ugle.unit.no>, Erling Henanger writes:
> Hello world.
>
> I have ported a bunch of programs for mint+tt, mostly gnustuff.
> Well, not actually ported all of them, some are only recompiled
> with mintlibraries, others I grabbed from the unixdistribution and
> compiled without diffs at all :-)
> As you can probably guess these programs fill up quite a few megabytes,
> and I don't think it is much point in wasting bandwidth/diskspace if
> there are only very few people with TT's that are interested.
>
> Send me mail, and if I get enough interest I'll upload the binaries.

Very very big interest, indeed! It is worth the traffic, of course -
saves lots of reinvented wheels by other TT users out there (speaking
for myself, too :-)

Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Thou shalt not mess with memory thou ownest not." *

5752. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 22:43:08 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun1234308@solb1.essex.ac.uk>
Source record: 221588

In article <1992Jun1.141841.6234@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
I don't remember the guys who make it (the games are at work, I don't
>have a 386 machine at home) but they seem to ONLY do games
>for PC's (You should see it on a 10Meg RAM 25MHz 386 machine :-)).
Typical PC game producers. Assume everyone has a fast machine, and if somebody doesn't then they're not worth supporting.

>I'd LOVE to get some of their games for the ST..... so if anyone
>knows more.....
>The way it works is -> You get the first game as PD/Shareware and if
>you want the rest of the games in the series (I think there are 4 in
>this one.) you pay varying amounts.
Yeah, I'd love to see this kind of game for the ST... but it won't happen, because the kind of programmers who write games for the kind of PC you mentioned above have no idea of how to write a game to fit into a real computer. They seem to believe that everyone has 20 megs of disk space going spare and a fast machine on their desk. Well, I for one _don't_.

--
email: okes@essex.ac.uk
#
##
##
#
80% of statistics are wrong.

5753. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 22:44:23 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun1.224423.21427@ucsu.Colorado.EDU>
Source record: 221589

In article <1992Jun01.175653.20343@introl.introl.com> pete@introl.introl.com (Pete Ikusz) writes:
>In article <1992May29.224842.8112@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>>pete@introl.introl.com (Pete Ikusz) writes:
>>
>>>In article <1992May29.011344.1209@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>>>>
>>>>(personally, if I had $1k, I would go for it!)
>>
>>>Hell for 1k you can almost buy a real machine. (Used unix box)
>>
>>I already own one. Its the machine I am posting to now. I dial into
>>it thru my STe. Along side my VAXen, which to me, is more 'real' than
>>the ST or PC. But that is MHO...
>
>Watch your language :-> are you implying that I own / like PeeCee's?
>I own a DECstation (my idea of a real machine) and a '85 ST.
>
>The only reason I would purchase a 386, etc. would be if NeXTstep
>is resonably functional/ fast on one..
>
>>
>>Once again, all IMHO. If a clueless person were to ask me what kind of
>>computer to buy, I would point him at a 386SX...
>
>I guess that is the real point that I was trying to make...
>-Pete
>--
>---
>Pete Ikusz Introl Corporation pete@introl.com

NeXTStep is not going to be available for 386s, but for 486 and above.

5754. What makes a disk version of tos different?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 22:44:32 UTC
From: selick@csa.bu.edu
Message-ID: <87500@bu.edu>
Source record: 221587

I am considering an upgrade from tos 1.6 to 2.06. I would very much like to take the version 1.6 that's in my machine and make it into a disk version so that when I put in the new roms, I can still go back to 1.6 if necessary with the quicktos program on terminator. What makes an image of tos different from a disk version of tos? Can I simply make an image of my tos and run it from hard drive later?
Steve <selick@csa.bu.edu>

5755. Does an english version of Megamax Modula-2 exist?

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 23:23:19 UTC
From: n8742883@rowlf.cc.wwu.edu
Message-ID: <n8742883.707440999@rowlf>
Source record: 221591

I got information about Megamaxes' Modula-2 from a gentleman
on the net, but he said the documentation is only in english.

Does anyone know if an english version exists? If so, what's
the price on it?

Any additional comments / opinions / criticisms / etc. about
Megamaxes' Modula-2 is welcome. Right now I'm using TDI's M-2, and
that company went out of buisiness about 3 years ago and I'm looking
for a more current modula-2.

Thanx,

5756. OXYD 2 - perhaps it doesn't work because...

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 23:28:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8157@uqcspe.cs.uq.oz.au>
Source record: 221590

I have tried to run Oxyd, Oxyd2, and Spacola.

None of them worked.

But over the weekend, I wanted to show a friend the cool look-sound-and-feel
of Oxyd2. I (again) tried to install it - this time I tried using floppies
rather than HD.

Guess what?

It fits **EXACTLY** onto a standard floppy format.

I'm suspicious. Perhaps it is not working because some file in the
archive is truncated. Has anyone actually got it to work? I'll be
sending my DongleWare money as soon as I'm sure there isn't some
German-machine-specific code or something being used.

Warwick.
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5757. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 23:30:44 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun1.233044.26031@ucsu.Colorado.EDU>
Source record: 221595

In article <l2kv0cINNiqq@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992May29.233958.8715@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU
JEFFREY) writes:
>[stuff deleted]
>>Your price for a new Mega STe with 80 megs is good, where can I get this
>>new at for less than $1000.00?
>>
>
> Try looking in just about any Atari mags. Toad sells a MegaSTe for
>about $750, and there are others (I don't have a mag with me now to tell you)
>that sell for less, just look around. This may be without the drive, but then
>you should be able to pick up a 80MB drive in computer shopper or Micro Times,
>etc., for around$250.
>
> Of course this price may be WITH the 50MB drive...
>
>-Mike

I checked out some mags already the $750 Mega STe are w/o HD, and only with
2 megs I do believe.(Even though memory are now fairly cheap.) But
adding all the cost together, your $1000.00 Mega STe is over $1000.00.
And adding a new monitor makes it even more.

5758. Re: IBM Keyboard on a ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-01 23:46:54 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <73223@ut-emx.uucp>
Source record: 221599

In article <59920@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>About using IBM keyboards on an ST..

[Various complaints about keyboard adapters and associated costs deleted.]

There is a small (~1K) driver on atari.archive (in a file called deckey I think) which allows the use of a DEC LK201 keyboard (and presumably compatibles) through the serial or midi ports of the ST. Using the midi port requires a small hardware mod. New LK201's are expensive, but you might be able to pick up a used one, or a cheap compatible.

I have used an DEC keyboard through my midi port for a couple of years now with only one small problem--the software driver doesn't handle MiNT's cntl-alt-key sequences. Anyone with a little knowledge of assembly could probably fix this.

Tim Gallivan
timg@landau.ph.utexas.edu

5759. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 00:02:07 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun2.000207.29156@peponi.wcc.govt.nz>
Source record: 221593

In article <92Jun1.032626edt.31003@marvin.cdf.toronto.edu>, g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
>
> Hiya all,
>
> There is an action/arcade game out for the PCs called wolf3d (I don't know
>if 'wolf' is short for anything). Would anyone out there know if there's a
>version out for the ST? Thanks,

Good game.. it stands for wolfenstine (sp???), a German prision.
You go around a maze (3d) of corrodors & rooms (brick walls beside you),
and shoot the guards & dogs etc before they get you.
Not the sort of game you'd want kids to get their hands on, blood splurts
out of the people/dogs when you shoot / stab them!

It's a shareware game for the PC, so if it is out on the ST i'd love a copy.
If not, maybe someone could contact the author & do a conversion for the ST?
(It runs in VGA on the IBM)

Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

5760. Re: Cannot read atari-720KB discette on IBM-AT ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 00:22:30 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Jun2.002230.11197@newshub.ariel.yorku.ca>
Source record: 221596

I haven't been keeping close attention on the thread about Atari disks not being readable on an IBM, but I not-too-long-ago picked up a file called "IBMSTUFF.ARC" from an ftp site (I think it was terminator...) and the docs claim to format a disk in IBM format or fix a disk that an IBM claims is unreadable. I haven't tried it yet, though...

____
/ o n y.

5761. Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 00:52:18 UTC
From: cs902117@juno.ariel.yorku.ca
Message-ID: <1992Jun2.005218.11464@newshub.ariel.yorku.ca>
Source record: 221598

I recently got a file from a German FTP site (site name escapes me right now) called amiga_emu.arc. I extracted it, executed it and it reported it was an Amiga emulator, and it was loading workbench 1.2. Next thing I know is after WB 1.2 is loaded, I get at the top "23 bytes free". First of all, I am assuming this is not some kind of demo program (but it looked a little different from the way I remember WB on the Amiga) and I guess it needs more memory. If anyone else tried it and got it working on a 520 (doubt it) or a 1040 (23 bytes free), speak up!

/ o n y.

5762. Re: Any information on the Atari 2600 Connection ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 01:45:28 UTC
From: moon!cyberden!phbill@well.sf.ca.us
Message-ID: <HeXPLB5w164w@cyberden.uucp>
Source record: 221508
Cross-posted to: rec.games.video,rec.games.misc,comp.sys.atari.8bit,comp.sys.atari.st

Hello! (G'day, actually! ;)) Anyways- I am a member of the Atari Video Club (AVC)- they publish _The_Atari_Zone_ newsletter (for a sec, I thot it was the 2600 connection- nope) if you are interested. The pres. is Dan Iacovelli-
1411 N 36th
Melrose Park IL 60160-2726

I believe the price is $7 a year. (!?!?)

Damn! Guess I DON'T have any info on the 2600 connection. Sorry. Hmm

_____________9_year_veteran_ ||| __
PhBill: Bill Kendrick / | \
moon!cyberden!phbill@well.sf.ca.us

____
June 1, 1992

5763. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 02:00:58 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1992Jun1.210059.1198@drycas.club.cc.cmu.edu>
Source record: 221597

In article <A1505499327@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
> Atari Corp. may or may not have released FontGDOS for general
> distribution. Read on and see if you can figure it out.
>
>
> If you've read this far, you may be wondering what FontGDOS is.
> It is not the long-expected FSMGDOS, which works with outline fonts.
>
> FontGDOS is a bitmap font management system like the original GDOS
> and its imitators. It manages memory differently by limiting the amount of
> font data that will be held in RAM at any given moment. If you need a font
> and the RAM cache is full, FontGDOS will discard something in order to
> load the new font. The original GDOS, by contrast, loaded all the fonts
> into memory at once.
>

Steve , with FSMGDOS waiting in the wings why is Atari coming out with
this FontGDOS? It seems to me to be a waste of time and money? Just more
hassles for users and developers to put up with when FSM ships and
people switch over.

Scott Corley

spice@drycas.club.cc.cmu.edu

5764. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 02:48:09 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun2.024809.24120@oz.plymouth.edu>
Source record: 221502

In article <OKES.92Jun1234308@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:

>Typical PC game producers. Assume everyone has a fast machine, and if
>somebody doesn't then they're not worth supporting.
Actually, as far as I know it's NOT necessary to have the kind of
machine I mentioned to run WOLF-3D :-). It just makes it faster and
more enjoyable.

>>The way it works is -> You get the first game as PD/Shareware and if
>>you want the rest of the games in the series (I think there are 4 in
>>this one.) you pay varying amounts.
>Yeah, I'd love to see this kind of game for the ST... but it won't happen,
>because the kind of programmers who write games for the kind of PC you
>mentioned above have no idea of how to write a game to fit into a real
>computer. They seem to believe that everyone has 20 megs of disk space going spare and a
fast machine on their desk. Well, I for one _don't_.
Well..... at home I have an ST & I don't (usually) play games at work
(I'm too busy fixing other pples computer problems (of the
networking/Appletalk sort) and trying to figure out why a certain
antiquated device is losing its mind.))

I hope I didn't seem to imply that I (personly) have the use of the PC
I mentioned above for my own use. It's one of the tools used by my
little part of the world here. Personnaly, (I'll never get that spelled
correctly!) I use a Mac that is (VERY) underpowered for the tasks it
does.
& I MUCH prefer trying to figure out my DecMate II w/64k to any 386
beastie.

I think I've run overlong in this........

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

5765. : Favorite Atari mail order outlet wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 03:05:18 UTC
From: v_white@xraylith.wisc.edu
Message-ID: <1992Jun2.030518.22458@xraylith.wisc.edu>
Source record: 221504

Ahoy,
I presently live in an anti-atari region of the country, and
no longer live 5 miles from a good atari store. I need official
atari-st hardware, and would like to mail order some stuff.

I'd appreciate the phone number and address. of a favorite outlet or
two.

Thank you much,

Victor White
v_white@xraylith.wisc.edu

5766. Unarcing Crackart.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 03:10:55 UTC
From: jamesw@cs.athabascau.ca
Message-ID: <2274@aupair.cs.athabascau.ca>
Source record: 221501

What archiver do you use to unarchive Crackart.lzh ?

I have tried UNLZH11.PRG and UHXLARC.TTP, but neither of them work.

Thanks.

James

5767. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 03:15:56 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8161@uqcspe.cs.uq.oz.au>
Source record: 221503

spice@drycas.club.cc.cmu.edu writes:
>steve@thelake.mn.org (Steve Yelvington) writes:
>>
>> It is not the long-expected FSMGDOS, which works with outline fonts.
>> FontGDOS is a bitmap font management system like the original GDOS

>Steve , with FSMGDOS waiting in the wings why is Atari coming out with
>this FontGDOS? It seems to me to be a waste of time and money? Just more
>hassles for users and developers to put up with when FSM ships and
>people switch over.

Maybe it's a FSMGDOS Light - some people don't neef outline fonts.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / aisled deasil /
/ * <-- Computer Science Department, / eliads ideals /
_.-._/ University of Queensland, / ladies sailed /
v Brisbane, Australia. / ------ ------ /

5768. Re: Wanted: Disk versions of all TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 03:45:42 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jun2.034542.4365@actrix.gen.nz>
Source record: 221505

For a start, the Disk-TOS versions are all copyrighted, and so you
could get into trouble for doing that.

And secondly, they are pretty huge to send through E-Mail as UUencoded files

Try going to a local Atari Dealer and asking them if they could lay
their hands on a copy / copies for you.
--

____
__________/ Nil Mortifi Sine Lucre __________

5769. Official Atari logo bitmap?

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 05:15:41 UTC
From: sourada@iastate.edu
Message-ID: <sourada.707462141@vincent1.iastate.edu>
Source record: 221507

Does Atari have an official bitmap (or outline) of thier logo? Barring
this, is there a good unofficial one out there?

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu

5770. Re: More problems with Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 06:28:14 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010019@hpbbrd.bbn.hp.com>
Source record: 221412

(Following up on myself at last ...)

After some debugging yesterday evening, I'm proud to announce that at least
this bug is fixed. It was caused by a missing NULL pointer check in fileio.c.

Here are two patches - one will fix the bug, the other will let you compile
fileio.c with patchlevel 20 of the MiNT library (some error numbers seem to
have changed). Note that I didn't try to recompile everything with PL 20 ...

```
---8<-----------------------------------------------------------------8<---
diff -c orig/fileio.c src/fileio.c
*** orig/fileio.c Mon Jun 1 21:34:18 1992
--- src/fileio.c Mon Jun 1 21:46:34 1992
***************
*** 2104,2110 ****
--- 2104,2117 ----
{
/* If the file doesn't exist now and didn't exist before,
we say that it isn't modified, provided the error is a tame one. */
+ /**
+ ** (jjk++) ### FIX THIS: MiNT lib PL 20 doesn't have ENOTDIR
+ **/
+ #ifdef atarist
+ if (errno == ENOENT || errno == EACCES)
+ #else
if (errno == ENOENT || errno == EACCES || errno == ENOTDIR)
+ #endif
st.st_mtime = -1;
else
st.st_mtime = 0;
***************
*** 2360,2367 ****
** (sjk)++
**/
#ifdef atarist
! _dos2unx(homedir,unxdir);
! homedir = unxdir;
#endif

if (homedir != 0
--- 2367,2379 ----
** (sjk)++
**/
#ifdef atarist
! if (!homedir)
```

```
! homedir = "\001"; /* no file name should start with this */
! else
! {
! _dos2unx(homedir,unxdir);
! homedir = unxdir;
! }
#endif

if (homedir != 0
---8<----------------------------------------------------------------------8<---
```

Hope this helps,

Jens.

--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

5771. Re: Emacs 18.57 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 06:36:21 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010020@hpbbrd.bbn.hp.com>
Source record: 221413

/ hpbbrd:comp.sys.atari.st / ASI503@DJUKFA11.BITNET (Erik Sodtke) / 3:37 am May 31, 1992 /

Two solutions:

- Put your terminal description into the TERMCAP variable (instead
of the termcap file name). This would make your TERMCAP look like

TERMCAP="st52|Atari ST running MiNT:li#25:co#80:...:"

- Remove all the CR characters from the termcap file. Emacs doesn't
like them.

Good luck,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

5772. Re: Wanted: Disk versions of all TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 07:00:42 UTC
From: manu@lira.unice.fr
Message-ID: <1992Jun2.070042.1586@taloa.unice.fr>
Source record: 221510

In article <87455@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
> Following the uploading of the program QUICKTOS.LZH to terminator, I am
> looking for disk versions of all different TOS versions. If you have a
> disk version of tos 1.0, 1.2, 1.4, 1.6, or 2.06, please e-mail them to
me
> in a uuencoded, arc (or lharc) mail.
> Thanks,
> Steve <selick@csa.bu.edu>

I'd like to have them to :
Emmanuel <manu@ecu.unice.fr>

5773. Re: Change resolution

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 08:19:48 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jun2.081948.13756@unix.brighton.ac.uk>
Source record: 221518

seimet@rhrk.uni-kl.de (Uwe Seimet [Chemie]) writes:
> >I know, since I use Mortimer, there are more often bombs, but what I
> >want to do is to change resolution by my own program, without making
> >a warmstart.
> There is no way to to this with current AES versions.
>

Okay it's unlikely to work on a TT, but there _IS_ a (X?) BIOS call to
set screen rez + phys & logical address etc and I have written a perfect
(.TOS) utility that saves colours, changes rez printes on the screen,
get a keypress, changes back to the right rez and then makes sure the colours
are as before - all using TOS calls - so no flames about poking I/O etc

This works on my STFM and as it uses only TOS calls it should (better had)
work on a TT.

mail me for the source if you are doubtfull.

Dom De Vitto

5774. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 09:01:19 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Jun2.090119.17454@news.uni-stuttgart.de>
Source record: 221521

In <1992Jun1.210059.1198@drycas.club.cc.cmu.edu> spice@drycas.club.cc.cmu.edu writes:

> Steve , with FSMGDOS waiting in the wings why is Atari coming out with
> this FontGDOS? It seems to me to be a waste of time and money? Just more
> hassles for users and developers to put up with when FSM ships and
> people switch over.
>

Because FontGDOS requires less memory. It`s for the users with the old ST`s
and ~ 1 MB RAM.

Gerd

5775. Re: MiNT and Megamax Modula-2

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 09:30:55 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92154.103055MEBEB@LIVERPOOL.AC.UK>
Source record: 221422

In article <1992May31.202753.27371@bdt.com>, BING_SIN@bdt.COM says:
>
>It is your fault. If you read the docs that comes with Mints. You will note
>it say that MiNTS does NOT run GEM program. Just TOS and TTP ONLY!!!
>
> Bing
Not true at all, unless my version of Mint has developed a strange mutation.
I can happily run Gem programs under Mint (though the shell doesn't always
do everything it should). I've never tried to suspend a window based program,
but I've quite happily suspended programs that use other aspects of the AES,
and the VDI

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

5776. IMG-File save routine wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 09:42:00 UTC
From: hansen@ikki.informatik.rwth-aachen.de
Message-ID: <hansen.707478120@ikki>
Source record: 221519

Hello there!

I recently got in charge of improving the software package "ImageLab" which is being used for picture processing.

One thing I'd like to change is the the routine that is responsible for saving IMG-pictures. In it's current state, there is no compression, so the pictures are quite large.

Does anyone have a clever subroutine or algorithm which does proper saving of compressed IMG-pictures? Oh, by the way, the programming language is Pure C (Turbo C), of course.

Thanks in advance

Oliver

hansen@messua.informatik.rwth-aachen.de

5777. PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 09:51:48 UTC
From: Bill.Jones@f370.n231.z1.royaljok.fidonet.org
Message-ID: <707531473.F00001@royaljok.fidonet.org>
Source record: 221360

PI> Your "FACTS" are not correct. Allow me to make corrections.
PI> If we have to compare oranges to oranges....
PI> I have found a comperable no name audio board for $150, VGA monitor 225,
PI> vga card for 75, 80 meg drive w/ controller for 300. Windows for < 100$.
PI> Tack this on a 286-16 and you will have almost 2ce the speed of an 8MHz ST
PI> and a wider range of software.
PI> Benchmarks will prove the speed increases.

You're leaving out a lot here - to get the DMA sound of an STe, you'll need SoundBlaster or SoundBlaster/Pro - $199/$299 respectively (not used prices - gee, I can get a used 520ST for <$100 now). I can get an 80 meg with controller for the ST as well for $300. I'll give you Windows for < $100 (providing you get in on the "jump the OS/2 ship" deal), but then your speed increases just went right out the door... not to mention your HD and memory space.

No, the older STs are not "state of the art", but 7 years after their introduction, they're still comparable. In 1985, when the ST was introduced, most 7 year old designs were sitting in a closet collecting dust (my old TRS-80 model I comes to mind). MS/Dos clones are just catching on to "point and click" and contiguous memory addressing, and those machines are still over the $2000 mark.

5778. swiprolog

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 09:55:23 UTC
From: yegerleh@magellan.ecn.purdue.edu
Message-ID: <1992Jun2.095523.1263@noose.ecn.purdue.edu>
Source record: 221511

Dear Netters,
At an archive at Uni Darmstadt, I think, there's the source
for swiprolog. There's also a readme file that says that it
runs on STs. Does anyone know if the ST binaries are available
for ftp, and if so, where?
Thanks
Jim

--
__ __ | |
\ / __ __ __ __ | __ |__ __ __ __ Jim Yegerlehner
\/ |--'| ||--'| ||--'| || ||--'| 1132 Hawkins Graduate House
| `-- `--|`-- | |`-- | || |`-- | W. Lafayette IN 47906

5779. Re: PC DITTO.....?

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 10:05:56 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun2.100556.2619@email.tuwien.ac.at>
Source record: 221509

hutch@bellman.lanl.gov (John Hutchinson) writes:

>>Actually, the SuperCharger v1.5 with 1MB RAM is being advertised in Germany
>>at 399,- DM, which is about US$ 250...

>Well, hey, there you go again. Another example of an Atari peripheral being
>cheaper in Europe than in the US! All I know is the Rio Computers ad in the
>April issue of Current Notes, page 73, quoted the SuperCharger at US$450.
>---

I think the SuperCharger price dropped to 400 DM from 600 DM very
recently. I wish I could buy a harddisk here at the price they are sold
in the USA...

M.Yannikos

5780. wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 10:09:57 UTC
From: karloey@aahs.no
Message-ID: <"469*.S=karloey.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 221520

David M. Baggett writes:
>In article <1992Jun1.191511.29339@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU
> (CHU JEFFREY) writes:
>>But [Castle Wolfenstein 3D is] not as smooth as Ultima Underworld for the PC.

A couple of friends of mine are playing UW and Wolf 3d on the PC's
right behind my back, so I couldn't help commenting. Running on 486's,
Wolf is definitely faster than UW, graphics are slicker, perspective
is not distorted as it is in UW, and a bunch of other things as well.

>True, and Wolf 3D doesn't do lighting, true 3D rooms (e.g., ramps,
>jumping about, etc.), or water movement (not to mention levitation :>).
>And if you look carefully, you'll also notice that you always see the same
>side of an object regardless of what angle you look at it from. The
>tables with chairs around them are particularly obvious examples.

Wolf 3D is less advanced, but what can you expect for nothing? ;-)
The non-rotating object don't matter really much, since all nearly
all objects are round (tables are round, barrels are round, lamps
etc.). Besides, using bitmapped objects generally looks better, and
using 3D vector objects is bound to slow down the system too much
(see UW, there aren't all too many 3D objects, are there?)

>Whereas Ultima Underworld is a "dungeon flight simulator" computed in
>true 3D and with textures mapped onto "real" 3D surfaces, Castle
>Wolfenstein is really a 2D game with a 3D-ish front end. Wolf also
>isn't much on gameplay, while UU is fairly complex. Then again, Wolf
>is shareware, while UU took 20 programmers 2 years to produce and is US$60.

I'll grant you that; Wolf is a shoot'em-up (much like Eagles Nest in 3d),
while UW is a crossing of Dungeon Master in Real 3d and Castle Master...
Still, I don't find UW quite as addictive as DM (nor as difficult), and
I'll give Wolf 3D max. two days of interest.

>Still, for anyone interested in fantasy genre games, the latter is a must-see.

Definitely. Run it on a 486 and watch the PC come to life... It's
quite impressive, and rather impossible on a vanilla ST. (A TT or
the yet-to-come Falcon, though...)

Still, let's keep PC games discussions off c.s.atari.st, shall we?
After all, there are dedicated lists for this.

>Dave Baggett
>dmb@wam.umd.edu

/Karl Anders Oygard

5781. Picture conversion to POSTSCRIPT

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 11:07:55 UTC
From: SELDMARC@HASARA11.BITNET
Message-ID: <92154.110755SELDMARC@HASARA11.BITNET>
Source record: 221400

Hi,

I'm looking for a program that converts a picture like Degas or a
.IMG file to a PostScript or .GIF file.

I have been trough index of atari.archive but found nothing.

Any info would be appriciated.

*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*
X \ / Real live: - Marc Heida X
*>- SELDMARC@HASARA11.BITNET -< - Sara Amsterdam *
X / \ - The Netherlands X
*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*
X " For a price I'd do about anything - Queensryche X
* Except pull the trigger - Operation : Mindcrime *
X For that I'd need a pretty good cause " - Anarchy - X X
*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*
X These are my own opinions - SARA doesn't know what i'm doing X
*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*

5782. Re: Emacs 18.57 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 12:21:06 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Jun2.122106.9214@daimi.aau.dk>
Source record: 221524

ASI503@DJUKFA11.BITNET (Erik Sodtke) writes:

>I tried to install emacs v18.57 from a.a. gnustuff/tos directory. Creating
>a dumped version of emacs works fine on my system (Mega STE 4, Gulam Shell),
>but the dumped emacs obviously has problems with the termcap file. Regardless
>of the setting of the evironment variable TERM it issues the message:
> 'terminal not powerful enough to run emacs'
> '... terminal does not support positioning of cursor'
>I did not edit or otherwise change the termcap file. Could anybody post the
>correct setting of TERM? Did I make any obvious fault during installation?
>Thanks in advance.

This sounds very much like a problem I had once. Try to look at the termcap file. Look for a capability (the little two-chars things) that change (or rather imports) the termcap entry for another terminal. This makes for nice modular termcap files, but emacs apparently can't handle them. The fix to try is to take all relevant definitions and combine into one entry. Should be fairly obvious, once you got the file.

Another problem I once ran into, was continued lines. Here I had to put all definitions into one long line. Don't really remember though if that had anything to do with emacs (and what version if it was).

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

5783. Re: A320: problems with NAV1

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 12:40:48 UTC
From: lezo@syma.sussex.ac.uk
Message-ID: <1992Jun2.124048.13530@syma.sussex.ac.uk>
Source record: 221540

May be that your keyboard is different. Try the key next to the 'z'
perhaps on your keyboard it's not the '\' or '|' key.

I found out about the NAV2 setup by trial and error.

I'm still having problems with the pilot's log getting trashed. Anyone
else experiencing similar problems?

Lez

P.S. I've now purchased (not particularly for using with A320) the real
official Royal Air Force En Route High/Low Altitude Maps - 523 and
510E/W respectively - for the UK. And not only is the UK covered on
only one sheet but they are also much better than the supplied
Jepperson (sp?) maps. (You (ie. anyone) can also get these for the
other parts of Europe the A320 covers)

I can supply the address of the RAF if anyone's interested.

--
Lez Oxley, Administration, University of Sussex, Brighton, BN1 9RH, UK
Tel: +44 273 606755 x3808 Fax: +44 273 678335 JANET: lezo@uk.ac.sussex.syma
ARPA: lezo%syma.sussex.ac.uk@nsfnet-relay.ac.uk
BITNET: lezo@syma.sussex.ac.uk UUCP: lezo@syma.uucp

5784. ** Is there something else then A.A. **

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 13:50:44 UTC
From: groenweg@phil.ruu.nl
Message-ID: <groenweg.707493044@groucho.phil.ruu.nl>
Source record: 221525

```
Hello there,

I would like to know if there are any other ftp-sites for atari (and esp. for
the Portfolio) then A.A.

Please e-mail me,

e-mail: groenweg@phil.ruu.nl

Thanx in advance,

Gerard
```

5785. Re: What makes a disk version of tos different

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 14:14:13 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun2.141413.27543@newshost.lanl.gov>
Source record: 221522

In article 87500@bu.edu, selick@csa.bu.edu (Steven Selick) writes:
>I am considering an upgrade from tos 1.6 to 2.06. I would very much like
>to take the version 1.6 that's in my machine and make it into a disk
>version so that when I put in the new roms, I can still go back to 1.6
>if necessary with the quicktos program on terminator. What makes an
>image of tos different from a disk version of tos? Can I simply make an
>image of my tos and run it from hard drive later?
>Steve <selick@csa.bu.edu>

It's not quite that easy, Steve. I'm not a hardware person so I can't give you any better technical description other than it doesn't always work. :) Maybe other hardware gurus on the net can explain. I'm not familiar with quicktos but most of the other PD disk-based-TOS loaders didn't work with anything other than TOS 1.0 or 1.4. Don't know why.

Why don't you just take the easy way out and buy one of Codehead's TEC boards with the optional adapter that let's you use both your old TOS and the supplied TOS 2.06? The adapter does not work with all machines, however.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5786. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 14:23:56 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun2.142356.28802@newshost.lanl.gov>
Source record: 221532

In article 4816@kosmos.wcc.govt.nz, sheppard_r@kosmos.wcc.govt.nz () writes:
>
>I think you will find that FSMGDOS has been droped because of Legal rangles,
>but why can't they come clean and post it to the net..??

Hmmmm. I asked Atari Sunnyvale about FSMGDOS yesterday and was told the delay was due to tech problems (but there may be more than a hint of truth to what you say about legal problems, though). Supposedly, Font GDOS is a subset of FSMGDOS so that if the latter ever comes out, drivers written for Font GDOS should work without modification. That's OK. If Font GDOS is as good as the specs lead one to think, I'll be quite happy with it for the time being!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5787. Re: Bible-software

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 14:27:54 UTC
From: don@milton.u.washington.edu
Message-ID: <1992Jun2.142754.20852@u.washington.edu>
Source record: 221523

In article <1992Jun1.151543.22953@wega.rz.uni-ulm.de> HUTTER@RZMAIN.RZ.UNI-ULM.DE (Wolfgang Hutter) writes:
>
>I have no modem for my ST, but do my hacking from a VAX with a ST as
>terminal (with UniTerm). So I really can't tell you how cheap it is. As
>to GEnie itself: I heard about it, but am not sure as to what it really
>is. Maybe the simplest way is to get in touch with SpiritWare w/o the
>net and get something by snail mail.
>

I have attempted to mail a response to you several times, but it always bounced back.

SpiritWare has both English and German versions of the Bible available for use with our concordance programs. The German versions (Luther '84 and Revised Elberfelder) can be obtained in Germany, but I don't have the names and addresses with me right now.

The English versions can be obtained directly from SpiritWare at:

SpiritWare
Fifteenth Avenue Bible Church
15211 15th Avenue N.E.
Seattle, WA 98155

Version 2.2 of the concordance is $10.00
The KJV Bible is $20.00
The NIV Bible is $30.00

Version 3.0 will be out in July along with the Greek New Testament.

Don Clifton
SpiritWare

5788. Re: Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 14:30:42 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun2.143042.29377@newshost.lanl.gov>
Source record: 221534

In article 11464@newshub.ariel.yorku.ca, cs902117@juno.ariel.yorku.ca (Tonester) writes:
>I recently got a file from a German FTP site (site name escapes me right now)
>called amiga_emu.arc. I extracted it, executed it and it reported it was an
>Amiga emulator, and it was loading workbench 1.2. Next thing I know is after
>WB 1.2 is loaded, I get at the top "23 bytes free". First of all, I am
>assuming this is not some kind of demo program (but it looked a little
>different from the way I remember WB on the Amiga) and I guess it needs more
>memory. If anyone else tried it and got it working on a 520 (doubt it) or
>a 1040 (23 bytes free), speak up!

If I'm not mistaken, Tony, the "Amiga Emulator" is a joke. It doesn't do
anything other than what you just said. The same thing is "available" for PC's
as well and every bit as functional as the one you have. :) If there really
is such a thing, I'd like to hear about it, but I have grave doubts. The
Amiga has so many custom chips for graphics and sound that it would be tough.

Interestingly enough, I've been told by one of our customers that there _is_ a
functional Atari ST emulator available for the Amiga. In fact, he bought our
software to use on the Amiga with ST emulator! I don't know if this is a true
commercial product or how they got the TOS code (stolen, perhaps?).

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5789. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 14:51:01 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Jun2.145101.15989@aisb.ed.ac.uk>
Source record: 221404

In article <1992Jun1.210059.1198@drycas.club.cc.cmu.edu> spice@drycas.club.cc.cmu.edu writes:
>In article <A1505499327@thelake.mn.org>, steve@thelake.mn.org (Steve Yelvington) writes:
>
>Steve , with FSMGDOS waiting in the wings why is Atari coming out with
>this FontGDOS? It seems to me to be a waste of time and money? Just more
>hassles for users and developers to put up with when FSM ships and
>people switch over.
> Scott Corley

2 good reasons seem to be: FSMGDOS requires a meg, whereas FGDOS
works on any system, and allows you to use far more fonts than GDOS 1.1
by font caching (sp?), and secondly, it's far cheaper than FSM, which
not everybody may require. Maybe that's three reasons... anyway, I don't
think it's a bad idea really, though distributing FSM at the same price
would have been an even better move !

Sam.

5790. Re: Change resolution

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 15:02:44 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun2.150244.24366@rhrk.uni-kl.de>
Source record: 221449

ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:

>seimet@rhrk.uni-kl.de (Uwe Seimet [Chemie]) writes:
>> >I know, since I use Mortimer, there are more often bombs, but what I
>> >want to do is to change resolution by my own program, without making
>> >a warmstart.
>> There is no way to to this with current AES versions.
>>

>Okay it's unlikely to work on a TT, but there _IS_ a (X?) BIOS call to
>set screen rez + phys & logical address etc and I have written a perfect
>(.TOS) utility that saves colours, changes rez printes on the screen,
>get a keypress, changes back to the right rez and then makes sure the colours
>are as before - all using TOS calls - so no flames about poking I/O etc

But you cannot change the current resolution and expect the AES to work
correctly after that. That's what I had in mind. If it is only for TOS
programs there are no major problems.

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

5791. Re: ranarama and STe's

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 17:10:13 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun2181013@solb1.essex.ac.uk>
Source record: 221538

In article <DFyaLB1w164w@acme.gen.nz> dogbowl@acme.gen.nz (Alan Brown) writes:

>I've just been given some STfm software, and I'm having problems getting
>Ranarama running. I get the title screens OK, but as soon as the game
>starts, it comes up with 2 bombs.
>Is this a TOS incompatability problem? It works OK on a TOS 1.2 machine.

There was a big fuss about this when the STe was released. Ranarama was one of
the bundled games, and it won't even run on an STe.

>I know that Ranarama is an old program, but I'm wondering if there's a
>patch around that will get it going.

Not that I know of.

--
email: okes@essex.ac.uk
#
##
##
#
80% of statistics are wrong.

5792. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 17:30:59 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun2.173059.23671@ucsu.Colorado.EDU>
Source record: 221548

In article <"469*.S=karloey.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS> karloey@aahs.no (Karl Anders Oygard) writes:
>David M. Baggett writes:
>>In article <1992Jun1.191511.29339@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU
>> (CHU JEFFREY) writes:
>>>But [Castle Wolfenstein 3D is] not as smooth as Ultima Underworld for the PC.
>
>A couple of friends of mine are playing UW and Wolf 3d on the PC's
>right behind my back, so I couldn't help commenting. Running on 486's,
>Wolf is definitely faster than UW, graphics are slicker, perspective
>is not distorted as it is in UW, and a bunch of other things as well.
>
>>True, and Wolf 3D doesn't do lighting, true 3D rooms (e.g., ramps,
>>jumping about, etc.), or water movement (not to mention levitation :>).
>>And if you look carefully, you'll also notice that you always see the same
>>side of an object regardless of what angle you look at it from. The
>>tables with chairs around them are particularly obvious examples.
>
>Wolf 3D is less advanced, but what can you expect for nothing? ;-)
>The non-rotating object don't matter really much, since all nearly
>all objects are round (tables are round, barrels are round, lamps
>etc.). Besides, using bitmapped objects generally looks better, and
>using 3D vector objects is bound to slow down the system too much
>(see UW, there aren't all too many 3D objects, are there?)
>
>>Whereas Ultima Underworld is a "dungeon flight simulator" computed in
>>true 3D and with textures mapped onto "real" 3D surfaces, Castle
>>Wolfenstein is really a 2D game with a 3D-ish front end. Wolf also
>>isn't much on gameplay, while UU is fairly complex. Then again, Wolf
>>is shareware, while UU took 20 programmers 2 years to produce and is US$60.
>
>I'll grant you that; Wolf is a shoot'em-up (much like Eagles Nest in 3d),
>while UW is a crossing of Dungeon Master in Real 3d and Castle Master...
>Still, I don't find UW quite as addictive as DM (nor as difficult), and

Try Eye of the Beholder VGA with SoundBlaster on the PC, or even DARKMOON,
seen the version on AMIGA, nothing that compares to the PC version though.
I have DM and DM II, liked it alot, but then when EOB came out, I had to
buy it after experiencing DM and DM II on my ST.
UW is a good game and it is like CASTLE MASTER in away, but about several
factors better in graphics. I of course took it off since it took quite
a chunk of HARDDRIVE space. EOB though takes about 2 megs so its worth
having on the HD.

5793. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 19:15:33 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jun2.191533.5543@sfu.ca>
Source record: 221528

```
In article <8161@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>spice@drycas.club.cc.cmu.edu writes:
>>steve@thelake.mn.org (Steve Yelvington) writes:
>>>
>>> It is not the long-expected FSMGDOS, which works with outline fonts.
>>> FontGDOS is a bitmap font management system like the original GDOS
>
>>Steve , with FSMGDOS waiting in the wings why is Atari coming out with
>>this FontGDOS? It seems to me to be a waste of time and money? Just more
>>hassles for users and developers to put up with when FSM ships and
>>people switch over.
>
>Maybe it's a FSMGDOS Light - some people don't neef outline fonts.
>

Actually, FontGDOS comes with FSMGDOS. It's an improvement on the original
GDOS (as described in an earlier post) and is included for backward
compatibility with older software. I didn't bother installing it, myself
(I HATE the supplied bitmap fonts -- ew, yuck, ugly ugly ugly :-) ).

>
>--
>Warwick
>--
> _-_|\ warwick@cs.uq.oz.au / aisled deasil /
> / * <-- Computer Science Department, / eliads ideals /
> \_.-._/ University of Queensland, / ladies sailed /
> v Brisbane, Australia. / ------ ------ /

--------------------------------------------------------------------------------
Gordon Farrell e-mail:gfarrell@sfu.ca
Computing Science Major gfarrell@cs.sfu.ca
Simon Fraser University
Burnaby, B.C., Canada
```

5794. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 19:28:31 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun2.192831.15448@beaver.cs.washington.edu>
Source record: 221543

In article <1992Jun2.193740.4816@kosmos.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>
>In article <1992Jun1.210059.1198@drycas.club.cc.cmu.edu>, spice@drycas.club.cc.cmu.edu writes:
>>>
>>
>> Steve , with FSMGDOS waiting in the wings why is Atari coming out with
>> this FontGDOS? It seems to me to be a waste of time and money? Just more
>> hassles for users and developers to put up with when FSM ships and
>> people switch over.
>>
>> Scott Corley
>>
>> spice@drycas.club.cc.cmu.edu
>
>I think you will find that FSMGDOS has been droped because of Legal rangles,
>but why can't they come clean and post it to the net..??
>

Hmm, I would like to know where you get this idea, Roger. Especially since people already have it along with Wordflair II. Atari U.S. has made no announcement of this sort and it seems to me this is just another rumor. It's sad that some legal hassle has to get in the way of such a good program (I'm not saying there haven't been any legal hassles at all), but for Atari to drop it entirely because of this would be a little odd, don't you think?

>
>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

Ben Gilbert
bgilbert@cs.washington.edu

5795. Re: FZTD212.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 19:30:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun2.193025.4815@kosmos.wcc.govt.nz>
Source record: 221513

In article <1992Jun1.175500.8314@newshub.ariel.yorku.ca>, cs902117@juno.ariel.yorku.ca (The ToneSTer) writes:
> Recently, my disk with FZT v2.01 got fried (I didn't upgrade to 2.04) so I
> wanted to get a copy of at least 2.01... Found 2.12 from terminator.cc.umich.edu, downloaded it at 2400 baud... Tried to extract the files... BAD CRC.
> Downloaded it again, extract... BAD CRC. I am assuming it was a corrupted
> file. Anyone else have the same problem? The file was FZTD212.LZH.

> / o n y.

I do hop you Used LZH201* to extract this archive, preasent version is LZH201L I can post this on A.A. if you need it, there are older versions there...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5796. Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 19:36:02 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun2.193602.15659@beaver.cs.washington.edu>
Source record: 221526

Does anyone know if the Atari Explorer Online is being posted
to atari.archive? I have tried to find issue #3 there with no
luck. I am on the mailing list but I haven't received the 3rd one
yet.... Perhaps the mailer is late?

Thanks,

Ben

bgilbert@cs.washington.edu

5797. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 19:37:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun2.193740.4816@kosmos.wcc.govt.nz>
Source record: 221514

In article <1992Jun1.210059.1198@drycas.club.cc.cmu.edu>, spice@drycas.club.cc.cmu.edu writes:
>>
>
> Steve , with FSMGDOS waiting in the wings why is Atari coming out with
> this FontGDOS? It seems to me to be a waste of time and money? Just more
> hassles for users and developers to put up with when FSM ships and
> people switch over.
>
> Scott Corley
>
> spice@drycas.club.cc.cmu.edu

I think you will find that FSMGDOS has been droped because of Legal rangles,
but why can't they come clean and post it to the net..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

5798. Re: More problems with Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 19:45:20 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jun2.194520.28265@cis.uab.edu>
Source record: 221527

After a significant period of hair pulling I have managed to get
Emacs 1857 up and running on my ST. And there are definitely a few tricks
to the whole process... Since the whole (arggggg...) experience is
fresh in my mind (and Emacs is such a wonderful editor which everyone should
be able to use) I thought I'd describe what I learned...
0) start off in gulam, or bash, or some other friendly shell (the
whole process doesn`t seem to work from Neodesk - at least not with me) and
make sure your hard drive has got a bunch of free space
1) unzoo the zoo file with UNIXMODE turned on (/.,rELAHdb)
This gets you the long filenames which all of the emacs lisp files seem to want
(and prevents you from having to edit the loadup.el file)
2) setenv all of the environment variables, I had the best luck
with things like:
setenv EMACSDOC /dev/e/etc
setenv EMACS...
note the directions of the slashes and the strange method of specifying
drive e! Emacs seems to want things this way.
3) do dumpemac (and wait)
4) set your terminal stuff
I used:
setenv TERM atari
setenv TERMCAP /dev/e/etc (or where ever it is)
Unlike most ST programs, Emacs handles screen output through the use of an
entry in the termcap file. This step is important (and make sure you set
the path correctly... I lost wads of hair figuring this one out)
5) now try running the thing. I suggest just typing _emacs_ because
there is nothing in the emacs.rc file you really need (as a matter of fact, go
ahead a delete it for the time being)
6) if you are not running MiNT everything should be just fine...
load, save edit... but be careful, Emacs likes UNIXMODE being set. I have
found that it will happily create .dir files and long file names
whether or not UNIXMODE is set. This isn`t necessarily a problems
(I don`t know what it is - a feature I guess).
If you want to use MiNT, I suggest 0.94 (it works for me) with all
of the same settings. The shell is the tricky part. I have tried tcsh,
mintshel and bash under MiNT. The only one I got emacs to work correctly
with was tcsh (which is very strange because several other people have
had similar problems but wound up with a different shell which worked --
one guy could only get it to work with mintlshel, another with bash). I
guess you just have to try them all. I've never found any common
denominator. It main problem seems to be the inability to load or save
files (^X^F or ^X^S). A file will load correctly from the command line?!?
7) other things -- setenv SHELL .... and ^Z will created a new shell
and allow you to do a few things and then get back into emacs.

Try these things and see what happens. If anyone figures out the
MiNT ^X^F problem I`d sure like to know what it is (as would several other
people).
Todd

5799. Re: Help with subdirectories in LHARC?

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 19:49:32 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun2.194932.4817@kosmos.wcc.govt.nz>
Source record: 221515

In article <1992Jun1.192056.4303@chinet.chi.il.us>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
> Whenever I try to restore an archive that has subdirectories on either of 2
> STs (Mega 4 with TOS 1.2 and Stacy with TOS 1.4) I get a bus error. This
> is from either the desktop or Mark Williams msh. Either plain e as a
> command, or e /x or e -x or e /x+. Only programs resident on both
> machines are the 'classic' control panel and Atari HDX (v 3.? on the Stacy,
> 5.0 on the Mega). I presume I must be doing something so idiotic that
> nobody would bother to warn against it. This is with gen-you-wine T. Quester
> LHARC versions 2.1e and <whatever the latest one is on GEnie>. I also tried
> a version of arcgsh on the Mega (4.2? Whatever it was ran only in medium rez).
>
> Anyway, will somebody please set me straight. I have 2 .lzh archives I can
> pull this trick with, and both claim to use LH5 compression and to pass
> integrity tests, so I suspect me and my setup rather than the archives.
> Steve saj@chinet.chi.il.us

Well just Type the file name, this is a feature of LZH201*, or use this
x -xhm filename or some times x -xkhm filename the k it to skip incompatible
headers, the latest version is LZH201L...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

5800. pushing a label value onto the stack in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 20:24:22 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Jun2.202422.21935@gmuvax2.gmu.edu>
Source record: 221425

I just got Prospero's "Developer's Toolkit", and have been playing around with the assembler. I have been unable to get something along the lines of the following to work:

```
...
move.l #string,-(a7)
...
string dc.b "This is a test",0
```

What I'm trying to do is push the address of the string onto the stack. The assembler won't let me do this, claiming that "#string" evaluates incorrectly, or some such message. How do I do this? My understanding is that I don't want to use

```
move.l string,-(a7)
```

as that would push what is at the location 'string' (namely, the value "This") onto the stack.

Thanks in advance for in advice.

-Steve

5801. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 21:04:54 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1992Jun2.210454.28536@usenet.ins.cwru.edu>
Source record: 221536

In a previous article, gfarrell@fraser.sfu.ca (Gordon James Farrell) says:

>In article <8161@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Actually, FontGDOS comes with FSMGDOS. It's an improvement on the original
>GDOS (as described in an earlier post) and is included for backward
>compatibility with older software. I didn't bother installing it, myself
>(I HATE the supplied bitmap fonts -- ew, yuck, ugly ugly ugly :-)).

Well, I for one was not very impressed with FontGDOS. The 400K+
distribution on GEnie was missing the INSTALL.PRG and I couldn't get
the thing to run without bombing (maybe because I had no EXTEND.SYS
without the install). Many have been complaining that FontGDOS doesn't
work with anything. Someone went as far as to ask if FontGDOS worked
with anything at all.

Atari will not permit the full FontGDOS to be reposted outside
of GEnie, so most of the online community can't get it (not that it
is worth paying to download something that doesn't work)

With the CPXs and all, it looks like it could be a good program,
if the problems could be worked out.

Later,

--
Doug Wokoun |
(aa384@cleveland.Freenet.Edu) | Evolution: little more than a fairy tale
- - - | for adults
Atari S I G |

5802. Assist needed using downloaded files

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 21:16:24 UTC
From: grs00196@stat.appstate.edu
Message-ID: <1992Jun2.171624.2341@stat.appstate.edu>
Source record: 221539

One problem that any atari-ite will have using the internet to post messages is how exactly to use the ftp process to download software. If you are likeme, where Iuse an IBM or MAC system at a mojor university and do not use your atari for your interneting, then what do you do. The diskett is formatted for IBM or MAC usage, right. So, how do you get that, say, Umich.archive stuff to your atari if you are in my situation. I have checked out The Well out of SF and even they don't do FTP stuff yet. Am I studk using another internet acceess system, paying for both toll calls and the monthly service feel and telephone usage time, or is there another approach. Remember, at home all I have is a 1200 baud modem, some wp software, and a modem program. Any help yould be helpful and appreciated. . D. Atari-Man, PO Box 5026, Boone, NC 28608.

5803. MIST Atari Fest IV

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 21:25:54 UTC
From: Dan.Ward@f370.n231.z1.royaljok.fidonet.org
Message-ID: <707617873.F00001@royaljok.fidonet.org>
Source record: 221246

```
**********************************************************************
MIST Atari Fest IV MIST Atari Fest IV MIST Atari Fest IV
**********************************************************************

All systems are go for MIST Atari Fest IV in Indianapolis on July
25th, 1992!

Vendor response has been fantastic and far exceeds last year's
interest as of June 1st. The following list represents ALL
CONFIRMED vendors who will be attending MIST Atari Fest IV.

Bob Brodie (Atari Corp.)
Branch Always Software (GEMulator)
Clear Thinking (EdHak)
Codehead Technologies (Calligrapher, Warp 9, TEC)
D.A. Brumleve (Kid Progs)
Electronic Spinster Graphics (clip art)
ICD (power peripherals)
INAGM (Atari sales and service)
Mars Merchandising (Atari ET, Lynx, 8-bit software)
Maxwell CPU (Silhouette and a BRAND NEW product)
Megatype (fonts)
Missionware Software (Flash II)
MP Graphics Systems (consulting)
MS Designs (fonts and clip art)
Rising Star (software)
User Groups:
ASCII
BLAST
Cin'tari
LCACE
STAR

Others who have expressed an interest in MIST Atari Fest IV but
have not confirmed are:

Gribnif
Joppa Computer
Lexicor Software
Paul's Computer Service
Step Ahead Software
Synergy Resources

MIST Atari Fest IV promises to be another success, with some new,
special twists to make your visit to Indianapolis more fun,
enjoyable, and profitable.
```

Exhibitors (upon request) be will driven to and from Indianapolis International Airport and their hotel rooms. Vendors will receive a 3.5" disk containing a listing of all attendees and prize winners. All vendors are invited to a post-event dinner the evening of the show. MIST will also provide someone to watch your booth so you can take a break from counting all that money and go to the bathroom, get something to eat, or just wander around the floor.

The first 250 individuals through the doors will receive a free 3.5" Maxell SSDD diskette containing text, data, and picture files promoting the Atari community in central Indiana. A special priced "MIST User Group Membership" will be offered to all individuals. Several new and different seminars, geared toward "Joe User" are being planned. Lynx and MIDI Tournaments will be offered with prizes to the top players. Several styles of "unique" limited edition T-shirts will be for sale (there's one we really think you'll like). And as usual, a spectacular assortment of raffle prizes will be given away throughout the day. MIST has also contracted with the Quality Inn Castleton Suites to provide single and double rooms at a reduced rate ($55 a night) for the those attending the show. They can be reached at (317) 841-9700. Make sure to mention MIST Atari Fest IV to get the special rate.

We will be uploading directions to MIST Atari Fest IV in the next few days, or you can request that directions be sent to you by leaving a message to Dan Ward on GEnie (D.WARD10) or by calling (317) 254-0031. If you have any other questions or concerns feel free to contact Dan about those as well.

MIST looks forward to seeing you!!!

MIST Atari Fest IV
Saturday, July 25, 1992
10:00 am to 5:00 pm
Castleway Conference Center
6385 Castleplace Drive
Indianapolis, Indiana

5804. MIST Atari Fest IV

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 21:26:36 UTC
From: Dan.Ward@f370.n231.z1.royaljok.fidonet.org
Message-ID: <707617873.F00002@royaljok.fidonet.org>
Source record: 221247

****
ATTENTION ATTENTION ATTENTION ATTENTION ATTENTION
****

Due to the unexpected reduction in domestic air fares Mid-Indiana ST has extended the deadline to register as a vendor for MIST Atari Fest IV in Indianapolis, Indiana on July 25, 1992.

The new deadline is July 3, 1992.

If you were interested in attending MIST Atari Fest IV, but the cost of air fare to Indianapolis was keeping you from committing, then now is you chance to participate in "one of the best one day shows in the nation".

MIST will help you keep costs low by only charging $50.00 for a single booth, providing special hotel accommodations at just $55.00 per night, and by providing transportation to and from the airport.

Contact Dan Ward at (317) 254-0031 or on GEnie at D.WARD10 to receive a registration packet and to reserve a booth at MIST Atari Fest IV.

5805. HORIZON

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 21:37:39 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun2.213739.14005@ucsu.Colorado.EDU>
Source record: 221529

Well seems that HORIZON computers is back again, too bad. Like I indicated before, they are a rip off!!! Of course they take the advantage and monopolize on being the only ATARI dealer locally.

By the way does anyone think POPULOUS II for $54.00 is steep? That's the price they quoted me. If there is a cheaper place through mail-order, let me know, thanks.

Jeff

5806. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 21:43:15 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <707521394.24922@minster.york.ac.uk>
Source record: 221405

In article <1992Jun2.090119.17454@news.uni-stuttgart.de>
CASTAN@bonnie.physik.uni-stuttgart.de writes:
>In <1992Jun1.210059.1198@drycas.club.cc.cmu.edu> spice@drycas.club.cc.cmu.edu writes:
>
>> Steve , with FSMGDOS waiting in the wings why is Atari coming out with
>> this FontGDOS? It seems to me to be a waste of time and money? Just more
>> hassles for users and developers to put up with when FSM ships and
>> people switch over.
>
>Because FontGDOS requires less memory. It`s for the users with the old ST`s
>and ~ 1 MB RAM.

And because FSMGDOS has now been "in the wings" for the past 2 years and
shows no sign of being released in my lifetime!

I would guess that the Atari people cannot comment on it because they have
signed a non-disclosure agreement. Can they disclose whether they've signed
the agreement though?!

>Gerd

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
Summer: lodge%alsys@uknet	-- Blackadder II

5807. help with FLASH!

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 22:00:11 UTC
From: grs00196@stat.appstate.edu
Message-ID: <1992Jun2.180011.2342@stat.appstate.edu>
Source record: 221541

```
user of Flash would like assistance from atari users who are
experienced in downloading files from their computer to bulletin boards.
```

5808. Re: Bible-software

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 22:10:24 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Jun02.221024.120295@rrz.uni-koeln.de>
Source record: 221414

In <1992Jun2.142754.20852@u.washington.edu> don@milton.u.washington.edu (Don Clifton) writes:

>In article <1992Jun1.151543.22953@wega.rz.uni-ulm.de> HUTTER@RZMAIN.RZ.UNI-ULM.DE (Wolfgang Hutter) writes:
>>
>>I have no modem for my ST, but do my hacking from a VAX with a ST as
>>terminal (with UniTerm). So I really can't tell you how cheap it is. As
>>to GEnie itself: I heard about it, but am not sure as to what it really
>>is. Maybe the simplest way is to get in touch with SpiritWare w/o the
>>net and get something by snail mail.
>>

>I have attempted to mail a response to you several times, but it always
>bounced back.

>SpiritWare has both English and German versions of the Bible available for
>use with our concordance programs. The German versions (Luther '84 and
>Revised Elberfelder) can be obtained in Germany, but I don't have the names
>and addresses with me right now.

>The English versions can be obtained directly from SpiritWare at:

>SpiritWare
>Fifteenth Avenue Bible Church
>15211 15th Avenue N.E.
>Seattle, WA 98155

>Version 2.2 of the concordance is $10.00
>The KJV Bible is $20.00
>The NIV Bible is $30.00

The following addresses have been published in a report on SpiritWare
that appeared in the German magazine ST Computer, issue nov. '91:

Bezugsadresse:
Bruno Zimmerli
Leipziger Platz 2a
W-8755 Alzenau

Infos bei:
Pfarrer K. R. Klein
Tel.: (0 67 32) 33 67

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |

----=< hierarchical systems are for files, not for humans >=-----

5809. *** ATARI STfm COMPLETE SALE ***

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 22:50:20 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun2.225020.20032@ucsu.Colorado.EDU>
Source record: 221419

I have the following complete system forsale. THE SYSTEM IS CURRENTLY
compatible with ST software, PC software, and is ready for MAC emulation,
and ATARI transformer. READS AND WRITES 720K PC/AT disks, and ST formats
also.

*ATARI 520STfm with 1 meg RAM, 720K internal Drive
With internal clock and calender, keyboard
anti-static pad, 9 pin extender for easy access, and
TopCase Cooling FAN (LOW NOISE) for the POWER SUPPLY
SPECS:
MC68000-8Mhz 32 BIT/16 BIT arch.
MIDI IN/OUT
VIDEO card built in for low, medium, and high rez.
Emulates MAC with GCR 30% faster than the MAC
(GCR not included)

*BEST MOUSE (2-button oval shape) w/pad

*External 360K drive

*RGB color monitor ATARI 1124 w/ swival monitor stand

*External HardDrive Case with Power Supply (Ready for HD)

*about 400 3 1/2" 720K floppies with case holders.
Many titles that still have original boxes.

Such Titles as:

PC-Ditto software.
SPACE ACE
WAR IN THE MIDDLE EARTH
FIRST WORD
SHADOWGATE
BAAL
WAR CONSTRUCTION SET
OGRE
OBLITERATOR
and more...

*BOOKS such as GEM programmers reference from ABACUS
MANUALS, MAGAZINES, AND ORIGINAL BOXES are included.

BUYER GETS EVERYTHING ... $650.00

EMAIL me if interested:
chuj@horton.colorado.edu
chuj@spot.colorado.edu

5810. Re: Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-02 23:54:44 UTC
From: cs902117@ariel.yorku.ca
Message-ID: <1992Jun2.235444.18965@newshub.ariel.yorku.ca>
Source record: 221544

I have heard from one person that it was a joke file (although the person does take a liking to insult inquisitive people...) while 2 others are interested in the file. I don't know if it is a joke file or not...

Especially if there is an Atari ST emulator out there for the Amiga. I can almost assure you that one exists as a friend of mine was asking for a copy of TOS if I had it on floppy to load in the ST emulator on his Amiga. At the time he had a copy of TOS 2.06 on floppy, but it didn't work (bad copy of the TOS). Well, with such an emulator for the Amiga, why can't there really be one Amiga emulator for the ST?

____
/ o n y.

5811. FTP Site: tolsun.oulu.fi (Was RE: Amiga emulator?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 00:23:50 UTC
From: cs902117@juno.ariel.yorku.ca
Message-ID: <1992Jun3.002350.19183@newshub.ariel.yorku.ca>
Source record: 221546

I remembered the ftp site of that file that was supposedly an Amiga emulator.

tolsun.oulu.fi

Goto the pub/atarist/2 directory and you should find it (above the file "atari800.arc")

____
/ o n y.

There were no docs and a few replies from some that the file is a hoax, so see for yourself...

5812. Re: : Favorite Atari mail order outlet wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 01:24:31 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Jun3.012431.26927@mnemosyne.cs.du.edu>
Source record: 221533

Victor,

Pick up a copy of Atari Interface magazine at one of three stores in
Madison: Pic-A-Book on State St., Waldenbooks in E. Town Mall or the

Waldensoftware in the E. Town Mall. The Mail order firms in there
are highly recommended.

Pattie Rayl (AIM)
PS, Will I be seeing you at the Milwaukee show on the 14th?

5813. GCC 2.1 -- don't have crt0.o or gcrt0.o ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 02:09:51 UTC
From: morrison@ee.ualberta.ca
Message-ID: <morrison.707537391@ee.ualberta.ca>
Source record: 221549

Okay, I downloaded nearly infinite files for GCC 2.1, unzooed, put in the proper directories, set up the appropriate environment variables (as supplied to me by helpful people who answered my last post), and wrote the first simple 'hello.c' that is in all the textbooks, and I am told that 'crt0.o' is not available. I look. Lo, it is not available. It was not in any of the archives I got.

One person told me that I would need this file, and another called 'gcrt0.o' but I assumed that they would be in one of the library archives. Not so. He suggested (this He is Bob Malay, who has been extremely helpful), that they might be found in 'crt0fils.zoo' at a.a, but there is no such archive. So, I ask, where are they. If they are not anywhere, how do I make them? I am so close I can taste it, but I need help. HELP.

Thanks.

~~~~~~
| Robert Morrison morrison@bode.ee.ualberta.ca |
| Edmonton, Alberta, Canada |
| Ph: (403) 439-9372 |
~~~~~~

5814. RE: FALCON (NOCH EINMAL)

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 03:18:01 UTC
From: frecks@bluemoon.rn.com
Message-ID: <qcwRLB1w164w@bluemoon.rn.com>
Source record: 221403

>
> DS> I think Atari did right sticking with the 1040 case.
>
>
> Personally I see nothing wrong with the 1040 case, and I don't see the
> problem people have with it.
>
>
> Dennis
Well, for one thing, it's an oven & so is the TT case from wot
I've heard... It would be nice to have an Atari case that doesnt require
outside ventalation, especially with the power supplies being internal
these days...

I like to sautee mushrooms and squid on
the rear left corner of my STe, how about you?...

This is from
frecks@bluemoon.rn.com
who doesn't have their own obnoxious signature yet

5815. An Cool Demo problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 03:25:20 UTC
From: gpinzone@TASHA.POLY.EDU
Message-ID: <9206030325.AA26480@tasha.poly.edu>
Source record: 221535

I'm having problems loading the "An Cool Demo" fully. It gets stuck after
the main title screen.

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@tasha.poly.edu ])}>:+
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

5816. Re: An Cool Demo problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 04:09:54 UTC
From: charlie@mudhoney.micro.umn.edu
Message-ID: <1992Jun3.040954.3314@news2.cis.umn.edu>
Source record: 221537

In <9206030325.AA26480@tasha.poly.edu> gpinzone@TASHA.POLY.EDU (Gerard Pinzone) writes:

>I'm having problems loading the "An Cool Demo" fully. It gets stuck after
>the main title screen.

>Yours truly,
> ___ ___
> /) /) /)
> / ___ _ __ __ __ _// /__/ _ _ _ _
> ___/_</_/ (_(_/_/ (_(_/__ / _/_/)_/)_(_)_/)_</__
>)
>
Try booting it in 50 Hz.

5817. Re: Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 04:16:56 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Jun3.041656.5915@murdoch.acc.Virginia.EDU>
Source record: 221427

In article <1992Jun2.193602.15659@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>
> Does anyone know if the Atari Explorer Online is being posted
>to atari.archive? I have tried to find issue #3 there with no
>luck. I am on the mailing list but I haven't received the 3rd one
>yet.... Perhaps the mailer is late?

I have yet to receive the magazine from either of my sources. I have been getting zillions of new subscriptions, though.

5818. Write-on and BJ10e

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 04:55:19 UTC
From: marshall@cs.uq.oz.au
Message-ID: <8185@uqcspe.cs.uq.oz.au>
Source record: 221354

I have just got the STFormat Write-on - yes, it comes a month late down
under :(
What printer should I select, for the BJ10e? What dip switch settings are
needed? Or, better still, does anyone have a driver for the BJ10e that is
PD/Sharware and could be emailed to me? Thanks.

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

5819. Re: HORIZON

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 05:01:40 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jun03.050140.37982@yuma.acns.colostate.edu>
Source record: 221428

In article <1992Jun2.213739.14005@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>Well seems that HORIZON computers is back again, too bad. Like I
>indicated before, they are a rip off!!! Of course they take the
>advantage and monopolize on being the only ATARI dealer locally.

The Horizon as I understand is not quite the same old Horizon.
There new partner in the venture, and that new partner won't like to rip Atari User off. Also isn't it nice to have a local dealer?
>
>By the way does anyone think POPULOUS II for $54.00 is steep?
>That's the price they quoted me. If there is a cheaper place
>through mail-order, let me know, thanks.
>
By lokng at the price given in the recent Current note by the rising star, the Populous II is $46 from there, so a local store of $54 isn't unreasonable.
Keep in mind a local store does not have a large customer base and it have to keep a store front. The overhead is larger.
There is at least three Atari dealer in Colorado, Horizen in Denver, Run PC in Fort Collins, and there is one in Colorado Spring. And I think Horizen is aware of that fact.
The Run PC at Fort Collins isn't the cheapest place, but it sure is nice to be able to walk into the store and try out the software before buying it. Chat with them about software and some hardware.
>
> Jeff

Well, just my personal view in term of having local dealer. Keep in mind one thing: A dealer can't survive by not make enough for living.
Tang
sytang@lamar.colostate.edu

5820. Re: HORIZON

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 05:32:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <1992Jun3.053200.22962@well.sf.ca.us>
Source record: 221542

The basenote talks, unfavorably, of the reopening of Horizon Computers, in Denver, Colorado (where I live).

Horizon has reopened *under new management*, with two people I wish we had more of as Atari dealers at the moment. Right now they're struggling with setting up a store essentially from scratch.

Wouldn't it be more fair to give them a chance to see what they can do instead of immediately labelling them a "rip-off"?

The nearest other Atari store is Run/PC in Fort Collins; they are working (very) co-operatively with the new management at Horizon.

Give 'em a chance, ok?

-- thanks, Dave / Gadgets

5821. Re: HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 06:28:42 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.uOa7ddWi6zQ@jonh.wimsey.bc.ca>
Source record: 221430

In <H.K8&4uPXDSKg@yonder.equinox.gen.nz>, Craig Shore writes:
>In <1992May26.160823.8084@teleride.on.ca>, Brian Taylor writes:
>>
>>Jon Clarke suggested I drop a note here to see if some kind soul
>>could pass me a copy of English documentation to Hermes.
>>
>
>Brian,
> I don't think there can be any. I've posted messages here asking before
> and got absolutly no response :-(, I also wrote to Martin (the guy
> that wrote the software) and got no reply from him about it (probably
> because I haven't registered I guess).

I thought m postings were making it out, but in case you missed one,
I have also told people there are no english docs, however, If you look
at the docs for Mercury, which are in English, and run the Hermes docs
through a German to English translation program, and read a few RFC's, you
shouldn't find it too hard to figure out. You should read the config.sys
file, and the xhostd file. These are the keys.

Martin has a job which keeps him on the road a lot, so he's not
ignoring people, just really busy.

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5822. Re: ** Is there something else then A.A. **

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 06:55:10 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jun3085457@alaspin.cs.tu-berlin.de>
Source record: 221547

> I would like to know if there are any other ftp-sites for atari

archive.cs.ruu.nl (131.211.80.5)
ATARI-ST/ Email: mail-server@cs.ruu.nl

faui43.informatik.uni-erlangen.de (131.188.1.43)
cyber/atari/

ftp.cs.uni-sb.de (134.96.252.31)
pub/atari/ Email: ftp@cs.uni-sb.de

ftp.informatik.rwth-aachen.de (137.226.112.31)
pub/atari/

ftp.thp.uni-koeln.de (134.95.64.1)
pub/atari/

ftp.cs.tu-berlin.de (130.149.17.7)
pub/atari/

ftp.uni-kl.de (131.246.9.95)
pub/atari/

ftp.uni-muenster.de (128.176.120.210)
pub/atari/

ftp.uni-paderborn.de (?.?.?.?)
pcsoft/atari/

ftp.uni-passau.de (132.231.20.10)
pub/atari/ (132.231.10.1)

ftp.uni-stuttgart.de (mirrored kl) (129.69.1.12)
soft/atari/ Email: mail-server@rusmv1.rus.uni-stuttgart.de

star.cs.vu.nl (?.?.?.?)
atari/
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

5823. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 07:01:20 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60016@cup.portal.com>
Source record: 221545

Here's a message from CompuServe's Atari Forums, from Charles F. Johnson
of Codehead Software regarding the recent release of "FontGDOS" ...

#: 63330 S8/Hot Topics
02-Jun-92 11:04:03
Sb: #63323-FONT GDOS
Fm: CodeHead Software 76004,2232
To: bob wilson 72355,1637 (X)

We've gotten several inquiries from people asking if they should now replace
their copy of G+PLUS with the recently released FONTGDOS. Well, despite the
comment in the FONTGDOS documentation about how much "better" it is than the
"GDOS clones" on the market, here's our perspective on FONTGDOS:

There's absolutely no reason to switch from G+PLUS to FONTGDOS; in fact,
there are some very good reasons NOT to switch.

1) FONTGDOS does some really screwy things; without getting too technical
about it, essentially with FONTGDOS, Atari has abandoned their own workstation
structures. Information that was formerly placed in these structures is now
... NOT placed in these structures. (This kind of stuff makes me crazy.) As a
result, since Warp 9 relies heavily on these workstation structures, and the
data it needs is NO LONGER THERE when FONTGDOS is installed, Warp 9's
acceleration effect is cut just about in half when it's used with FONTGDOS.
Argh and double argh. And there is NO WAY to fix this in Warp 9. If you
continue using G+PLUS instead of FONTGDOS, Warp 9 will operate almost twice as
fast.

2) FONTGDOS does not allow you to change fonts without rebooting your
computer. The CPX they call a "Font Manager" is really just an "ASSIGN.SYS"
manager -- all it does is manipulate the ASSIGN.SYS file. If you change your
installed fonts, you have to reboot to actually use the new font setup. G+PLUS
is _still_ the only GDOS replacement that lets you change fonts without
rebooting.

3) FONTGDOS slows down overall system speed by about 10%, which _is_ better
than the old GDOS (although not by much). G+PLUS, on the other hand, slows
things down by no more than 3% ... so G+PLUS is _still_ significantly faster.

4) FONTGDOS is NOT compatible with "every program that uses GDOS" as the
documentation states. In fact, I've been reading messages on GEnie complaining
about _many_ GDOS programs that will not run with FONTGDOS.

FONTGDOS does have a couple of features that G+PLUS doesn't. One is a new
bezier curve drawing function (that no program currently on the market uses),

the other is a font caching mechanism (and all programs that need this sort of thing have long since found their own ways to do it). It simply isn't worth giving up the speed and compatibility of G+PLUS just for these unused features. If you're a G+PLUS owner, stick with it; you made the right choice when you bought it, and it's _still_ the right choice.

5824. Re: Write-on and BJ10e

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 07:15:20 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun3.071520.12753@peponi.wcc.govt.nz>
Source record: 221550

In article <8185@uqcspe.cs.uq.oz.au>, marshall@cs.uq.oz.au (Marshall Harris (G.M.)) writes:

>I have just got the STFormat Write-on - yes, it comes a month late down
>under :(

You're not going to the right shop then.
We get it here on time (before the month starts) from a big
nationwide stationeer here in NZ called Whitcoulls. They get it
off some place over your way in Australia.

Oh yeah, it costs more this way, the other shops still get it late at
the cheaper rate, but a lot of people here must like getting it
early even if they have to pay more, the place sells out quite a lot.

The April issue cost me NZ$21.00 (roughly US$11)

Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

5825. RE: RTS/CTS program.

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 07:16:51 UTC
From: heszar@skcla.monsanto.com
Message-ID: <1992Jun3.071651.1@skcla.monsanto.com>
Source record: 221415

Does anyone know where I can find the program SERIALFX to correct
the RTS/CTS flow?

I've looked on atari.archive.umich.edu, and I can't find it there.

Or if someone can mail me the uucoded file.

Thanks!

Henry Szarmach
VAX mail TIN::"heszar@skcla.monsanto.com"

5826. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 07:17:52 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun3.071752.12855@peponi.wcc.govt.nz>
Source record: 221401

In article <707531472.F00001@royaljok.fidonet.org>,
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
>In a message of 30 May 92 23:33:38, William Magro wrote:
>
>WM> Again, Alan Hourihane's TAPEBIOS and GTAR packages are wonderful.
>WM>
>WM> FINALLY TAPE DRIVES WORK ON THE ST!
>
> I agree! I just bought a 250Mb Tandberg drive. Backing up the 210Mb and 2 65Mb drives is now a breeze. Takes about 45 minutes for the 210Mb, and another 28 or so minutes for the other (2nd tape). MUCH easier than stupid floppies!
>

What do these tape backup machines cost???

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

5827. ZX Spectrum EMULATOR how to get Software ????

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 07:56:55 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <1992Jun3.075655.2809@informatik.uni-erlangen.de>
Source record: 221402

Hi all !

Well I got the Specci Emulator for my TT an it works very fine.

But can someone tell me how to get Software from my casettes to
the HD of my TT ? I spent 5 hours by typing a small game for
the Specci (3163 Byte - I remember each). But I want these 48K
Games and don't know how to get them over.

HEEEEEEEEEEEEELP !!!

Ciao
Atarico

5828. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 08:22:16 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <TFasLB1w164w@ersys.edmonton.ab.ca>
Source record: 221435

sheppard_r@kosmos.wcc.govt.nz writes:

> In article <1992Jun1.210059.1198@drycas.club.cc.cmu.edu>, spice@drycas.club.c
> >>
> > Steve , with FSMGDOS waiting in the wings why is Atari coming out with
> > this FontGDOS? It seems to me to be a waste of time and money? Just more
> > hassles for users and developers to put up with when FSM ships and
> > people switch over.
> >
> > Scott Corley
> >
> > spice@drycas.club.cc.cmu.edu
>
> I think you will find that FSMGDOS has been droped because of Legal rangles,
> but why can't they come clean and post it to the net..??
>
>
> Roger.............. sheppard_r@kosmos.wcc.govt.nz
>

Why would they drop FSM GDOS after they finish it? The developer kit
documentation has a users' guide to FSM GDOS, and a guide for programmers
as well. FontGDOS is a scaled down version of FSM GDOS. It doesn't do
the fancy things that FSM GDOS does, but it does a lot more than the
traditional GDOS from the sound of things.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>
<< "A penny saved is a penny to squander!" >>
<< -- >>

5829. Re: The RTS/CTS flow control / TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 08:31:26 UTC
From: micha@moko.saar.de
Message-ID: <H.nF2wyG2rb1I@moko.saar.de>
Source record: 221377

Is there any software fixing the RTS/CTS-bug of serial ports 2-4 (existing only in Atari TT) ???

RS232ENC works only on port 1.

Bye, Michael

--

EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

5830. Re: FZD Term -- Printing problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 09:07:50 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.6qYE_GVL6v_@yonder.equinox.gen.nz>
Source record: 221406

In <1992May26.144929.3085@mnemosyne.cs.du.edu>, John Bunch writes:
>lombardo@odin.unomaha.edu (Thomas J. Lombardo) writes:
>
>>Has anyone been sucessfull in getting FZD Term Version 2.12 to print
>>an ascii text file on an epson compatible printer? For some reason,
>>if I try to print a text file using the built in Print Text File
>>on the Disk Commands screen, it doesn't send a LF to the printer, and
>>it prints over and over, and then finally gets a LF, and then prints
>>over itself again!
>
>
>I have also had provblems.. It kept say waiting for printer to catch
>up.. It nev printed anything I could read.. ;-) I have not had
>problems with any other software and my printer...

That's one of the reasons I still use version 2.10, it doesn't
have this problem!!
It seems that with every new version we get a few new bugs to go with
the facilities that used to work fine! It's a shame really, it's such
a brillient piece of software except for the bugs.

BTW: How many people have crashed while transfering data from the
scrollback to the editor??? A few of us here have on many occasions.

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5831. Neat 'n' Nifty Software

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 09:08:13 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.vu5rf758Dfw@yonder.equinox.gen.nz>
Source record: 221407

Hi,
I was just wondering if anyone knows the phone number of the BBS
run by the programers of Neat 'n' Nifty Software.

It's run by 2 guys in Canada somewhere in the
dialing area of 519

Or even their address or something if someone has some of their
software that has the shareware message in it?

Thanks,
Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5832. Re:DMA / Atari's service down-under

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 09:08:33 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.neZjobeTlmk@yonder.equinox.gen.nz>
Source record: 221408

In <1992May26.135358.4797@kosmos.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

>Craig I don't think you understand trade laws here, these machines are New
>under warranty, so they must go back to the warranty holder,
>that is Dick Smiths, not Software Supplies or any one else.

Oh, I didn't realise they were still under warranty... I would have
thought that all the STE's with faulty DMA's would have been sold
well before now... some people must have big loads of old machines!!

>There are no longer any Atari dealers in the lower North Island, thats how bad
>it is..

It's not that bad... after you're last message about the doom & gloom here
our user group president phoned up the guy from software suppliers,
they are definetly not giving up on the Atari. He didn't want to say
what is going on, but that's understandable, all big business is like that,
because if your competitors found up what every move you make is going
to be then they would get in before you and do something to make it
fail.

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5833. Re: HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 09:08:51 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.K8&4uPXDSKg@yonder.equinox.gen.nz>
Source record: 221409

In <1992May26.160823.8084@teleride.on.ca>, Brian Taylor writes:
>
>Jon Clarke suggested I drop a note here to see if some kind soul
>could pass me a copy of English documentation to Hermes.
>
>Thanks Jon and to the kind souls out there ...

Brian,
I don't think there can be any. I've posted messages here asking before
and got absolutly no response :-(, I also wrote to Martin (the guy
that wrote the software) and got no reply from him about it (probably
because I haven't registered I guess).

I've got it going by trial and error to a major extent...and help from
the sysop here... but then again, I still haven't got it going
properley yet.

Craig.

--
~~*~

5834. Re: Wanted: HD Backup Utility

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 09:09:07 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H._EUvfts6ahE@yonder.equinox.gen.nz>
Source record: 221410

In <1992May25.230845.4359@highspl>, David Burris writes:

>I would appreciate if someone could send me a hard disk backup
>utility for the ST.

I'm interested in this area as well at the moment.

Could someone please review the programs available & post it here?

Thanks,
Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5835. Re: ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 09:10:15 UTC
From: shore@yonder.equinox.gen.nz
Message-ID: <H.X9BqXsb1b2k@yonder.equinox.gen.nz>
Source record: 221411

In <82916.2A17ECA0@psycho.fidonet.org>, Timothy Miller writes:

>Post it? I have it. I wrote it! If anyone would like to get ANSITERM
>my mail, please send a stamped, self-addressed envelope to:
>
>Timothy Miller
>7519 Winging Way Drive
>Tampa, FL 33615-1519
>U.S.A.
>
>The new version should be out in a couple of days.

A few questions Tim...

1. Does it flicker ?
2. Is the ANSI Full ansi? Very few ST term programs are (Uniterm
is the only one i've found that is) i.e. support windowing the text on
screen to scroll only part of the screen either way (up or down),
and update the rest of a line that is being edited. There's probably
more to it than that, but these are the 2 things that really annoy
me.
3. Does it strip the ansi codes out when using the capture buffer?

Craig.

--
~
* Craig Shore Internet:shore@yonder.equinox.gen.nz *
* ChCh, SLNET: 250:700/1266 *
* New Zealand. FIDO: 3:770/120 *
~~~~~~
* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
~

5836. Re: ** Is there something else then A.A. **

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 09:36:00 UTC
From: rjwalsh@maths.tcd.ie
Message-ID: <1992Jun3.093600.10008@maths.tcd.ie>
Source record: 221439

In <HESCHE.92Jun3085457@alaspin.cs.tu-berlin.de> hesche@cs.tu-berlin.de (Herwig Schelauske) writes:

> > I would like to know if there are any other ftp-sites for atari

>archive.cs.ruu.nl (131.211.80.5)
>ATARI-ST/ Email: mail-server@cs.ruu.nl

[loads more sites removed...]

Here's a few more to add to the last list:

NAME IP ADDRESS

archive.umich.edu 141.211.164.153
atari.archive.umich.edu 141.211.164.8
athene.uni-paderborn.edu 131.234.2.32
aupair.cs.athabascau.ca 131.232.4.1, 131.232.10.8
cs.uni-sb.de 134.96.7.254
dsrbg2.informatik.tu-muenchen.de 131.159.0.110
dsrgsun.ces.cwru.edu 129.22.16.2
forwiss.uni-passau.de 132.231.1.10, 132.231.20.10
ifi.informatik.uni-stuttgart.de 129.69.211.1
irisa.irisa.fr 131.254.2.3
isca01.isca.uiowa.edu 128.255.16.175, 128.255.19.175
jyu.fi 128.214.7.5
mars.ee.msstate.edu 130.18.64.3
nic.funet.fi 128.214.6.100
rusmv1.rus.uni-stuttgart.de 129.69.1.12
star.cs.vu.nl 192.31.231.42, 130.37.24.6
um.cc.umich.edu 35.1.1.43
wuarchive.wustl.edu 128.252.135.4
--
rjwalsh@maths.tcd.ie \ The above comments are not Trinity's.
Robert Walsh \ Hell, they're not even mine!
Advanced Development Group \
Trinity College, Dublin. \

5837. Re: ZX Spectrum EMULATOR how to get Software ????

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 09:40:45 UTC
From: rjwalsh@maths.tcd.ie
Message-ID: <1992Jun3.094045.10186@maths.tcd.ie>
Source record: 221442

In <1992Jun3.075655.2809@informatik.uni-erlangen.de>
rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek) writes:

>Hi all !

>Well I got the Specci Emulator for my TT an it works very fine.

>But can someone tell me how to get Software from my casettes to
>the HD of my TT ? I spent 5 hours by typing a small game for
>the Specci (3163 Byte - I remember each). But I want these 48K
>Games and don't know how to get them over.

>HEEEEEEEEEEEELP !!!

If you have a sound digitizer, you could always play the casette
into a mic. and interpret the stuff as it comes in. I know of at
least one Amiga (paah) Speccy emulator that does that. I'm not
too sure how the speccy stores the information on tape (anyone
know this?), but...

Where is the emulator anyway? Will it run on an ordinary ST?

Robert.
--
rjwalsh@maths.tcd.ie \ The above comments are not Trinity's.
Robert Walsh \ Hell, they're not even mine!
Advanced Development Group \
Trinity College, Dublin. \

5838. Re: pushing a label value onto the stack in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 10:05:24 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Jun3.100524.478@cs.nott.ac.uk>
Source record: 221364

```
In article <1992Jun2.202422.21935@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile)
writes:
>I just got Prospero's "Developer's Toolkit", and have been playing around
>with the assembler. I have been unable to get something along the lines
>of the following to work:
>
> ...
> move.l #string,-(a7)
> ...
>string dc.b "This is a test",0
>
>What I'm trying to do is push the address of the string onto the stack. The
>assembler won't let me do this, claiming that "#string" evaluates incorrectly,
>or some such message. How do I do this? My understanding is that I don't
>want to use
>
> move.l string,-(a7)
>
>as that would push what is at the location 'string' (namely, the value "This")
>onto the stack.
>

If I'm not mistaken, the move.l #string,-(a7) should work..You could try

lea string,a6
move.l a6,-(a7)

This should work no matter what....
```

5839. ZX Spectrum EMULATOR how to get software ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 10:56:23 UTC
From: karloey@aahs.no
Message-ID: <"481*.S=karloey.O=aahs.PRMD=uninett.ADMD=..C=no."@MHS>
Source record: 221440

>>Hi all !
>>Well I got the Specci Emulator for my TT an it works very fine.

>>But can someone tell me how to get Software from my casettes to
>>the HD of my TT ? I spent 5 hours by typing a small game for
>>the Specci (3163 Byte - I remember each). But I want these 48K
>>Games and don't know how to get them over.

>>HEEEEEEEEEEEELP !!!

>If you have a sound digitizer, you could always play the casette
>into a mic. and interpret the stuff as it comes in. I know of at
>least one Amiga (paah) Speccy emulator that does that. I'm not
>too sure how the speccy stores the information on tape (anyone
>know this?), but...

A friend of mine wrote a spectrum tape loader for the ST.
Works nicely most of the time - we ported a few games, and
the worked perfectly. I don't think he's made a public
version yet, but you could write him at:

Gard E. Abrahamsen
PO Box 71
N-6092 Eggesbones
Norway

He won't be on the net until after the holiday, so you'll have
to use regular mail.

>Where is the emulator anyway? Will it run on an ordinary ST?

Runs on >512KB STs, and executes at .5 - 1 times the speed of the
original thing (Manic Miner plays nicely on regular ST's, and is
identical to the real thing on MSTE's). TT owners gets added
compatibility (flashing and stuff).

It's not 100% compatible (more like 99.9%) - I was pretty disappointed
to find that Jet Set Willy woudn't work. It got to the opening screen,
but wouldn't start the game. Shame.

/Karl Anders - karloey@aahs.no

5840. Re: TOS

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 11:43:51 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1629@sheoak.bcae.oz.au>
Source record: 221447
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Could someone please tell me which versions of TOS are available on
disk? Where can I get them?
Also, on which FTP sites are Atari programs/files available (apart from
a.a.umich)

Replies by e-mail to
i921652@redgum.ucnv.edu.au
(Hope it works properly)

Thanks in advance,

Jared

5841. need some more help with Prospero's Developer's Toolkit

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 12:24:12 UTC
From: scoile@gmuvax2.gmu.edu
Message-ID: <1992Jun3.122412.14132@gmuvax2.gmu.edu>
Source record: 221416

First of all, thanks to everyone who's responded to my last couple of questions, you've been a great help!!!

However...

I still need some help understanding this assembler provided with Prospero's Developer's Toolkit. I find the included manual severely lacking in decent explaination (althought admittedly, I'm new to the assembly programming realm).

What is the OFFSET directive for? How does one use it effectively? WHY would I want to use it?

What are SECTIONs used for? What should they be named? The book implies that the main program should go in a section called .CODE. Is this correct? If I don't put something in the .CODE section, do I specifically need to JMP to the section? What is the .ATAB section for? When would I use .ATAB instead of .CODE?

What kind of start-up code do I need include to create an executable file? Compute!'s Technical Reference Guide on TOS, as well as the example program provided with the Toolkit (only ONE assembler example????) do some playing with the stack before actually moving on to the meat of the program. Is this necessary? I would have assumed that the stack would be correctly set up (i.e. aligned on a word boundry at a valid location in memory allocated to the process), but it doesn't appear that way.

Are there any books anyone would suggest for getting started with assembly language programming on the ST?

Any and all help is GREATLY appreciated. Thanks!

Steve "Stevers!" Coile scoile@gmuvax[{.BITNET|[2].gmu.edu}]
"Maturity is knowing when and where to act immature"

5842. Re: Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 12:33:09 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bp9s7A.73G@newcastle.ac.uk>
Source record: 221421

The Amiga emulator is only a p*ss take....it doesn't really work.

I did once however,have a software Mac emulator which WAS real (even if not very good) but this was later declared illegal and withdrawn from the PD.

And I deleted my copy ('coz I'm a good boy).

CRAIG GRAHAM

5843. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 13:04:20 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Jun3.130420.3277@aisb.ed.ac.uk>
Source record: 221418

In article <1992Jun2.210454.28536@usenet.ins.cwru.edu> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:

>In a previous article, gfarrell@fraser.sfu.ca (Gordon James Farrell) says:

> Well, I for one was not very impressed with FontGDOS. The 400K+
>distribution on GEnie was missing the INSTALL.PRG and I couldn't get
>the thing to run without bombing (maybe because I had no EXTEND.SYS
>without the install). Many have been complaining that FontGDOS doesn't
>work with anything. Someone went as far as to ask if FontGDOS worked
>with anything at all.

Don't you think you're damning FGDOS a little prematurely ? It's the distribution that's lousy, not the program (when you get all of it !). You're right, it will bomb without EXTEND.SYS - try creating an ascii file containing the line : BITCACHE=100000 (or whatever number of bytes you want the cache to be).

The Extend.sys file normally contains a line for FSM parameters, but hopefully FGDOS will not need this bit.

Hope this helps,

Sam.

P.S. I've got FGDOS to work with Degas, EasyDraw and Timeworks DTP so far, but not Hyperpaint !

5844. Re: Write-on and BJ10e

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 13:09:02 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Jun3.130902.3413@aisb.ed.ac.uk>
Source record: 221429

In article <8185@uqcspe.cs.uq.oz.au> marshall@cs.uq.oz.au writes:
>I have just got the STFormat Write-on - yes, it comes a month late down
>under :(
>What printer should I select, for the BJ10e? What dip switch settings are
>needed? Or, better still, does anyone have a driver for the BJ10e that is
>PD/Sharware and could be emailed to me? Thanks.

Compo sell a BJ Write On driver as an 'extra' for 5 pounds (see the advert in ST Format on the page that offers the manual too). It's a bit of a con, but then the WP came cheap ! I use the Deskjet driver and the output is very good indeed.

Sam.

5845. Re: Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 13:19:12 UTC
From: steve@thelake.mn.org
Message-ID: <A1113987267@thelake.mn.org>
Source record: 221423

[In article <1992Jun2.193602.15659@beaver.cs.washington.edu>,
bgilbert@cs.washington.edu (Benjamin Gilbert) writes ...]

> Does anyone know if the Atari Explorer Online is being posted
> to atari.archive? I have tried to find issue #3 there with no
> luck. I am on the mailing list but I haven't received the 3rd one
> yet.... Perhaps the mailer is late?

Publication was delayed by a week. Issue #3 is dated May 30.

There's some confusion about distributability. Issue #3 includes
a file (FontGDOS) that is clearly marked as not to be posted on
BBSes, circulated on user group disks, or otherwise redistributed
without the express written permission of Atari Corp.

I've asked for clarification, and the folks at Atari Corp. don't
seem to know the answer.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5846. Re: ** Is there something else then A.A. **

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 13:23:43 UTC
From: atari@cs.ruu.nl
Message-ID: <1992Jun3.132343.24850@cs.ruu.nl>
Source record: 221426

In <HESCHE.92Jun3085457@alaspin.cs.tu-berlin.de> hesche@cs.tu-berlin.de (Herwig Schelauske) writes:

> > I would like to know if there are any other ftp-sites for atari
>
>archive.cs.ruu.nl (131.211.80.5)
>ATARI-ST/ Email: mail-server@cs.ruu.nl
>

We had to change the address of our FTP server.
The new address is 131.211.80.17.

Ate Brink
--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (archive.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

5847. Re: Assist needed using downloaded files

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 13:24:14 UTC
From: steve@thelake.mn.org
Message-ID: <A1124538563@thelake.mn.org>
Source record: 221424

[In article <1992Jun2.171624.2341@stat.appstate.edu>,
grs00196@stat.appstate.edu writes ...]

> One problem that any atari-ite will have using the internet to post messages is
> how exactly to use the ftp process to download software. If you are likeme,
> where Iuse an IBM or MAC system at a mojor university and do not use your atari
> for your interneting, then what do you do. The diskett is formatted for IBM or
> MAC usage, right. So, how do you get that, say, Umich.archive stuff to your
> atari if you are in my situation.

You just copy it to a disk and stick the disk in your Atari.

The ST can read/write 3.5-inch disks formatted on the PC. Current versions
of TOS can format disks that are 100% compatible using the Desktop format
option. Old versions of TOS require that you use a formatting utility.

All current Macintoshes come with drives that can read/write Atari/DOS
formats. Look for the Apple File Exchange program. It's probably buried
in the system folder.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5848. LOTUS 2 .MOD music from Am*ga on ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 13:28:21 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Jun3.142821.1@neptune.kingston.ac.uk>
Source record: 221448

Are Software houses trying to kill off the ST in respect to games.
I received the other day a soundtracker tune called LOTUSII.MOD
When loading it into a PD soundtracker found the music to be
literally identical to the Amiga music on Lotus Turbo Challenge II.
I can distinctively remember the fact that the ST version has got
a horrible loud beepy tune (alright abnormally beepy) and the Amiga
owners get a thumping soundtracker tune which could have been put in
the ST version as it was only 82 K ! (and not packed)
I am quite sure that Lotus 2 disk is not jam full and could n't fit in this
82 K module so why did they leave it out ????

The only logical reason is that Gremlin Graphics did n't want ST owners
to have this music with their game ! Bastards.

-Simon

5849. Re: Emacs 18.57 Problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 13:59:46 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60771@aurs01.UUCP>
Source record: 221431

In article <86010020@hpbbrd.bbn.hp.com> jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:
>/ hpbbrd:comp.sys.atari.st / ASI503@DJUKFA11.BITNET (Erik Sodtke) / 3:37 am May 31, 1992 /
>
> - Remove all the CR characters from the termcap file. Emacs doesn't
> like them.
>
Speaking of the termcap file, does anyone have an ST termcap file that doesn't map the backspace key to <ctrl-H>? I hate reflexively hitting the backspace key to delete the previous character and always calling up the help window! I would like to map the backspace key to do the same thing as the delete key, and I don't want to assign ctrl-H to delete-previous-char! So how do I tell the termcap file that my backspace key and delete key are identical?

I've gotten most of my emacs functions working on my ST now, including YOW and dired, but I don't know what files I need in order to get the spell checker working. Has anyone gotten this to work on their ST?

Finally, does anyone have any tips to get emacs 18.57 to run a bit faster on the ST? The whole thing seems very sluggish.

Just FYI, I run emacs under gulam.

Thanks!

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

5850. Backing Up Minix Partitions

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 14:17:32 UTC
From: malay@sae.com
Message-ID: <1992Jun3.141732.10094@sae.com>
Source record: 221434

Is it possible to back up a Minix partition from TOS - I've tried BackupST and DiamondBack II and neither seem to recognize that there is data on the partition. If this isn't possible - how do you back up the Minix partition from Minix? Tar doesn't handle multiple volumes.

Bob Malay

5851. tos206 image reader program wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 14:33:38 UTC
From: selick@csa.bu.edu
Message-ID: <87662@bu.edu>
Source record: 221437

If anybody has a program that created a successful tos206.img file for use with tos206.prg, please e-mail me a uuencoded executable of it so that I can create the .img file correctly for use with this program. I have a 1040 ste.
Thanks,
Steve <selick@csa.bu.edu>

5852. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 14:37:26 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun3.143726.7458@newton.ccs.tuns.ca>
Source record: 221445

In article <707531472.F00001@royaljok.fidonet.org>
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
>In a message of 30 May 92 23:33:38, William Magro wrote:
>
>WM> Again, Alan Hourihane's TAPEBIOS and GTAR packages are wonderful.
>WM>
>WM> FINALLY TAPE DRIVES WORK ON THE ST!
>
> I agree! I just bought a 250Mb Tandberg drive. Backing up the 210Mb and 2 65Mb drives is now a breeze. Takes about 45 minutes for the 210Mb, and another 28 or so minutes for the other (2nd tape). MUCH easier than stupid floppies!
>

This sounds very interesting! I've always been wanting to hook up a tape drive
to my MEGA. I have a 85MB hard drive, while not huge, still would take more
than 100 floppies to back it up. I have an ICD Mirco adapter with my HD
inside my MEGA. Is the tape drive easy to install? Can you treat it as a
HD installation and simply plug it into a host adapter?

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

5853. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 14:38:05 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92155.143805ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 221420

In article <60016@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
>Here's a message from CompuServe's Atari Forums, from Charles F. Johnson
>of Codehead Software regarding the recent release of "FontGDOS" ...
>
>---------------------------------
>
>
>#: 63330 S8/Hot Topics
> 02-Jun-92 11:04:03
>Sb: #63323-FONT GDOS
>Fm: CodeHead Software 76004,2232
>To: bob wilson 72355,1637 (X)
>
>
> We've gotten several inquiries from people asking if they should now replace
>their copy of G+PLUS with the recently released FONTGDOS. Well, despite the
>comment in the FONTGDOS documentation about how much "better" it is than the
>"GDOS clones" on the market, here's our perspective on FONTGDOS:
>
> There's absolutely no reason to switch from G+PLUS to FONTGDOS; in fact,
>there are some very good reasons NOT to switch.
>
> 1) FONTGDOS does some really screwy things; without getting too technical
>about it, essentially with FONTGDOS, Atari has abandoned their own workstation
>structures. Information that was formerly placed in these structures is now
>... NOT placed in these structures. (This kind of stuff makes me crazy.) As a
>result, since Warp 9 relies heavily on these workstation structures, and the
>data it needs is NO LONGER THERE when FONTGDOS is installed, Warp 9's
>acceleration effect is cut just about in half when it's used with FONTGDOS.
>Argh and double argh. And there is NO WAY to fix this in Warp 9. If you
>continue using G+PLUS instead of FONTGDOS, Warp 9 will operate almost twice as
>fast.
>

This really shows one thing: WARP9 uses undocumented system structures.
Use another screen speeder (like NVDI) instead.

> 2) FONTGDOS does not allow you to change fonts without rebooting your
>computer. The CPX they call a "Font Manager" is really just an "ASSIGN.SYS"
>manager -- all it does is manipulate the ASSIGN.SYS file. If you change your
>installed fonts, you have to reboot to actually use the new font setup.
>G+PLUS
>is _still_ the only GDOS replacement that lets you change fonts without
>rebooting.

>

But only if no program has loaded them at that moment (like an accessory
that does load fonts).

> 3) FONTGDOS slows down overall system speed by about 10%, which _is_ better
>than the old GDOS (although not by much). G+PLUS, on the other hand, slows
>things down by no more than 3% ... so G+PLUS is _still_ significantly faster.
>

This is only true for VDI functions with large trap dispatcher overhead.

> 4) FONTGDOS is NOT compatible with "every program that uses GDOS" as the
>documentation states. In fact, I've been reading messages on GEnie
>complaining
>about _many_ GDOS programs that will not run with FONTGDOS.
>
> FONTGDOS does have a couple of features that G+PLUS doesn't. One is a new
>bezier curve drawing function (that no program currently on the market uses),

Wrong. SciGraph uses it.

>the other is a font caching mechanism (and all programs that need this sort of
>thing have long since found their own ways to do it). It simply isn't worth
>giving up the speed and compatibility of G+PLUS just for these unused
>features.

Wrong. All programs that use vst_load_fonts() benefit from this change.

>If you're a G+PLUS owner, stick with it; you made the right choice when you
>bought it, and it's _still_ the right choice.

Let the customers decide :-) Don't forget that you have to _pay_ for G+PLUS.

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

5854. Re: pushing a label value onto the stack in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 14:42:00 UTC
From: brian1@laforge.cs.byu.edu
Message-ID: <1992Jun3.144200.21836@hamblin.math.byu.edu>
Source record: 221432

```
In article <1992Jun3.100524.478@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:
>In article <1992Jun2.202422.21935@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile)
writes:
>>I just got Prospero's "Developer's Toolkit", and have been playing around
>>with the assembler. I have been unable to get something along the lines
>>of the following to work:
.... stuff deleted ...
>>
>
>If I'm not mistaken, the move.l #string,-(a7) should work..You could try
>
> lea string,a6
> move.l a6,-(a7)
>
>This should work no matter what....

Wouldn't Push Effective Address (PEA) be better? One instruction
instead of two?
Also, is there a chance that there is a problem because the label
'string' is a forward reference? Try moving the declaration of 'string'
up before the first reference. A decent two-pass assembler should have
no trouble with this, but I don't know what Prospero's limitations are.
--
coope@bert.cs.byu.edu
bcc@eyring.com
uunet.uu.net!lanai!bcc
```

5855. MNTOS - Possible X-Windows?

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 14:42:09 UTC
From: woocm@essex.ac.uk
Message-ID: <3655@sersun1.essex.ac.uk>
Source record: 221444

Netters,
Just a quick question while thinking about this new
version of TOS, MNTOS, or whatever it's called. Will we be
able to see X-windows and other client-server wonders
coming to the Atari range in the near future. I know that
one of the wish's in the MiNT distribution is this, does
anybody know if it'll be possible?

Thanks,

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

5856. Re: pushing a label value onto the stack in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 15:25:10 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun3.152510.3122@email.tuwien.ac.at>
Source record: 221433

mjb@cs.nott.ac.uk (M J Brownlow) writes:

>In article <1992Jun2.202422.21935@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
>>I just got Prospero's "Developer's Toolkit", and have been playing around
>>with the assembler. I have been unable to get something along the lines
>>of the following to work:
>>
>> ...
>> move.l #string,-(a7)
>> ...
>>string dc.b "This is a test",0
>>
>>What I'm trying to do is push the address of the string onto the stack. The
>>assembler won't let me do this, claiming that "#string" evaluates incorrectly,
>>or some such message. How do I do this? My understanding is that I don't
>>want to use
>>
>> move.l string,-(a7)
>>
>>as that would push what is at the location 'string' (namely, the value "This")
>>onto the stack.
>>

>If I'm not mistaken, the move.l #string,-(a7) should work..You could try

> lea string,a6
> move.l a6,-(a7)

>This should work no matter what....

That's extremely inefficient though!
Why not just use

pea string

...

Marinos Yannikos

5857. Re: pushing a label value onto the stack in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 15:41:49 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Jun3164149@serdlc14.essex.ac.uk>
Source record: 221443

In article <1992Jun3.100524.478@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:
| In article <1992Jun2.202422.21935@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile) writes:
| >I just got Prospero's "Developer's Toolkit", and have been playing around
| >with the assembler. I have been unable to get something along the lines
| >of the following to work:
| >
| > ...
| > move.l #string,-(a7)
| > ...
| >string dc.b "This is a test",0
| >
| >What I'm trying to do is push the address of the string onto the stack. The
| >assembler won't let me do this, claiming that "#string" evaluates incorrectly,
| >or some such message. How do I do this? My understanding is that I don't
| >want to use
| >
| > move.l string,-(a7)
| >
| >as that would push what is at the location 'string' (namely, the value "This")
| >onto the stack.
| >
|
| If I'm not mistaken, the move.l #string,-(a7) should work..You could try
|
| lea string,a6
| move.l a6,-(a7)
|
| This should work no matter what....

What's wrong with pea string?

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

5858. Re: FontGDOS released by Atari USArrr

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 17:11:56 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1992Jun3.121157.1220@drycas.club.cc.cmu.edu>
Source record: 221438

In article <1992Jun2.193740.4816@kosmos.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>
> In article <1992Jun1.210059.1198@drycas.club.cc.cmu.edu>, spice@drycas.club.cc.cmu.edu writes:
>>>
>>
>> Steve , with FSMGDOS waiting in the wings why is Atari coming out with
>> this FontGDOS? It seems to me to be a waste of time and money? Just more
>> hassles for users and developers to put up with when FSM ships and
>> people switch over.
>>
>> Scott Corley
>>
>> spice@drycas.club.cc.cmu.edu
>
> I think you will find that FSMGDOS has been droped because of Legal rangles,
> but why can't they come clean and post it to the net..??

Roger, do you really know if Atari dropped FSMGDOS or are you just repeating a rumor? I never bought Atari's line as to why FSMGDOS hasnt shipped yet (It doesnt take a year or more to package a program) but I dont have any alternative explanations. You mention that Atari's having legal hassles regarding FSMGDOS. I havent heard about these problems but that could explain the delays. Could you please explain about the legal problems in e-mail?

Scott Corley

spice@drycas.club.cc.cmu.edu

>
> Roger..... sheppard_r@kosmos.wcc.govt.nz
>

5859. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 17:30:09 UTC
From: spice@drycas.club.cc.cmu.edu
Message-ID: <1992Jun3.123009.1222@drycas.club.cc.cmu.edu>
Source record: 221441

> In article <1992Jun2.090119.17454@news.uni-stuttgart.de>
CASTAN@bonnie.physik.uni-stuttgart.de writes:
>>In <1992Jun1.210059.1198@drycas.club.cc.cmu.edu> spice@drycas.club.cc.cmu.edu writes:
>>
>>> Steve , with FSMGDOS waiting in the wings why is Atari coming out with
>>> this FontGDOS? It seems to me to be a waste of time and money? Just more
>>> hassles for users and developers to put up with when FSM ships and
>>> people switch over.
>>
>>Because FontGDOS requires less memory. It`s for the users with the old ST`s
>>and ~ 1 MB RAM.
>

Ok, I understand one of the reasons Atari decided to ship FontGdos though
I still think its wrong. What I dont understand now is why Atari simply
didnt license G+ from the CodeHeads instead of coming out with FontGdos.

Scott Corley

spice@drycas.club.cc.cmu.edu

5860. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 17:46:08 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun3.174608.4324@ucsu.Colorado.EDU>
Source record: 221362

In article <707531473.F00001@royaljok.fidonet.org>
Bill.Jones@f370.n231.z1.royaljok.fidonet.org (Bill Jones) writes:
>
>You're leaving out a lot here - to get the DMA sound of an STe, you'll need SoundBlaster or SoundBlaster/Pro - $199/$299 respectively (not used prices - gee, I can get a used 520ST for <$100 now). I can get an 80 meg with controller for the ST as well for $300. I'll give you Windows for < $100 (providing you get in on the "jump the OS/2 ship" deal), but then your speed increases just went right out the door... not to mention your HD and memory space.
>
You're pricing for SB/SB pro is old. I myself brought SB locally last year for
$169.00 and now they are for $100.00, but why get SB when you can buy SB
compatible for $79.99 locally. SB pro was just purchased by my friend for
$189.99.
520ST is useless with out a drive, monitor. An 80 meg with controller eh?
Go ahead get the 80 meg with controller, but you'll need a case with power
supply with that. You must also be getting SCSI host adapters cheaper than
I am since they run me $72.99 which means it would cost me about $342.99 for
a 80 meg HD with controller/host but w/o casing.
As for OS/2 v2.00, you are wrong about speed, the speed is quite fast even
on SX machines, but memory hogging it is. Windows 3.0 w/ mouse is $89.99.
OS/2 upgrade for DOS is $99.99 from IBM, you don't need windows unless you
want the $49.99 upgrade price.
>No, the older STs are not "state of the art", but 7 years after their introduction, they're still comparable. In 1985, when the ST was introduced, most 7 year old designs were sitting in a closet collecting dust (my old TRS-80 model I comes to mind). MS/Dos clones are just catching on to "point and click" and contiguous memory addressing, and those machines are still over the $2000 mark.

COMPARABLE, ST are like 80286 running between CGA and EGA res. I will give
that ST were ahead of it's time for certain things, but todays tech. it's
lacking in departments.

5861. Kermit and STalker 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 17:46:40 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun3.174640.5291@pellns.alleg.edu>
Source record: 221450

Does anybody know how to use the Kermit protocol and STalker 3.0 together?
I have no problem using Kermit with Vanterm or anything else but STalker
does not seem to allow it?

Thanks,
Jason Heideloff
heidelj@alleg.edu

5862. Re: HORIZON

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 17:48:20 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun3.174820.4532@ucsu.Colorado.EDU>
Source record: 221363

In article <1992Jun3.053200.22962@well.sf.ca.us> dsmall@well.sf.ca.us (David Small) writes:
>
>The basenote talks, unfavorably, of the reopening of Horizon Computers, in
>Denver, Colorado (where I live).
>
> Horizon has reopened *under new management*, with two people I wish
>we had more of as Atari dealers at the moment. Right now they're struggling
>with setting up a store essentially from scratch.
>
> Wouldn't it be more fair to give them a chance to see what they can
>do instead of immediately labelling them a "rip-off"?
>
> The nearest other Atari store is Run/PC in Fort Collins; they are
>working (very) co-operatively with the new management at Horizon.
>

That's fine, I didn't exactly give them a chance did I? I guess I had some bad dealings with them in the past. I use to like COMPUTER REPEATS in BOULDER (ATARI dealer), but they're gone.

5863. ask for a ROMable object C Compiler

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 17:56:20 UTC
From: marre@tls-cs.cert.fr
Message-ID: <262@tls-cs.cert.fr>
Source record: 221446

I'm lookinf for a C compiler which can product a ROMable object code
i.e locable at some predefinite adresses.
I'll appreciate information about public or private products.

Thank's.

Daniel.

5864. 3010 emulation for ST?

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 18:15:23 UTC
From: remyh@cco.caltech.edu
Message-ID: <1992Jun3.181523.16654@cco.caltech.edu>
Source record: 221356

I'm trying to connect to Tymnet, using a 2400 baud modem. I currently use Uniterm, and I can't seem to get it to work. When I log in, there seems to be a really strange translation table error. When I was shown how to log in, the person was using a PC, with a term package called bit-something. Anyway, he was using 3010 or 3101 emulation (don't recall exactly). Anybody have any clues on this? It's supposed to be 2400, 8-N-1. What else could give odd errors?

Thanks,
Remy Hathaway

--

/--\
| Remy A. Hathaway | "If you were right, |
| Goat Dancer Extraordinaire | I'd agree with you." |

5865. Fixing hardware with software (Was: The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 18:23:20 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <BpA8Ey.Gz6@math.waterloo.edu>
Source record: 221357

In article <1992May30.191525.13810@usenet.ins.cwru.edu> as327@cleveland.Freenet.Edu (Roy Bixler) writes:

| Fixing hardware with software? What a novel idea!

Not novel at all. I remember a print head for a high quality printer that came with an e-prom attached. It was supposedly hard to manufacture the printing element so that the pins went to exactly the right spot. The print head was analyzed before shipping, and the e-prom programmed to compensate by timing for any mis-placement, so that the pins to hit exactly where they were needed.

I thought this was a good use of software to solve a hardware problem.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

5866. Re: pushing a label value onto the stack in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 18:26:38 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <z5ykbxpy@csv.warwick.ac.uk>
Source record: 221359

```
In article <1992Jun3.100524.478@cs.nott.ac.uk> mjb@cs.nott.ac.uk (M J Brownlow) writes:
>In article <1992Jun2.202422.21935@gmuvax2.gmu.edu> scoile@gmuvax2.gmu.edu (Steve Coile)
writes:
>>I just got Prospero's "Developer's Toolkit", and have been playing around
>>with the assembler. I have been unable to get something along the lines
>>of the following to work:
>>
>> ...
>> move.l #string,-(a7)
>> ...
>>string dc.b "This is a test",0
>>
>>What I'm trying to do is push the address of the string onto the stack. The
>>assembler won't let me do this, claiming that "#string" evaluates incorrectly,
>>or some such message. How do I do this? My understanding is that I don't
>>want to use
>>
>> move.l string,-(a7)
>>
>>as that would push what is at the location 'string' (namely, the value "This")
>>onto the stack.
>>
>
>If I'm not mistaken, the move.l #string,-(a7) should work..You could try
>
> lea string,a6
> move.l a6,-(a7)
>
>This should work no matter what....

What is the matter with:
PEA string(PC)
?
```

5867. Re: LOTUS 2 .MOD music from Am*ga on ST ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 18:34:38 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun3.183438.4381@beaver.cs.washington.edu>
Source record: 221352

In article <1992Jun3.142821.1@neptune.kingston.ac.uk> bd_g710@neptune.kingston.ac.uk writes:
>
>Are Software houses trying to kill off the ST in respect to games.
>I received the other day a soundtracker tune called LOTUSII.MOD
>When loading it into a PD soundtracker found the music to be
>literally identical to the Amiga music on Lotus Turbo Challenge II.
>I can distinctively remember the fact that the ST version has got
>a horrible loud beepy tune (alright abnormally beepy) and the Amiga
>owners get a thumping soundtracker tune which could have been put in
>the ST version as it was only 82 K ! (and not packed)
>I am quite sure that Lotus 2 disk is not jam full and could n't fit in this
>82 K module so why did they leave it out ????
>
>The only logical reason is that Gremlin Graphics did n't want ST owners
>to have this music with their game ! Bastards.
>
>-Simon

This is probably because the Amiga I believe has built in hardware to play DMA while the ST does not. If you have a normal ST you have probably noticed that playing digitized sounds (which are a big part of Noisetracker, no?) takes up lots of processor time. So, if they put mod playing in the background of the game, they would not be able to make the game itself very fast. However, what they should have done was make it STe aware so that if you had an STe or TT you would get the sound -- these machines can play pretty cool mods in the background with little or no effect on the majority of the processing time.

Ben Gilbert
bgilbert@cs.washington.edu

P.S. - I am not positive that the Amiga has hardware cappacity similar to the STe's DMA sound, but I think it does, after all Noisetracker is from the Amiga.

5868. Re: MNTOS - Possible X-Windows?

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 18:41:55 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun3.184155.4654@beaver.cs.washington.edu>
Source record: 221351

In article <3655@sersun1.essex.ac.uk> woocm@essex.ac.uk writes:
>Netters,
> Just a quick question while thinking about this new
>version of TOS, MNTOS, or whatever it's called. Will we be
>able to see X-windows and other client-server wonders
>coming to the Atari range in the near future. I know that
>one of the wish's in the MiNT distribution is this, does
>anybody know if it'll be possible?
>
> Thanks,
>
> C.W.
>

Well, Atari has demonstrated X-windows running on a TT, but
this was under ASV, the Unix which runs on the TT. I am not sure how
this all ties in with Multi-TOS... Seems to me X-windows and Unix
pretty much go hand in hand, so perhaps the only way to do it will be
if you are running Unix, on a TT for example. For the most part, you
don't need to run X-windows for your own personal use, why not just use
the Atari desktop because it would be much faster. (although X-windows
does make a really really cool terminal... :-)

>---
>Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
>University Of Essex. | (Shakespeare) |
>woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

Ben Gilbert

5869. Bards tale

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 18:45:15 UTC
From: pwp@iuvax.cs.indiana.edu
Message-ID: <1992Jun3.184535.22363@news.cs.indiana.edu>
Source record: 221353

Does anyone know how to run Bard's tale so that the picture disk is on a hard disk? Also when I run Bard's tale, reads of the picture disk don't work about 10 percent of the time. After lots of retries the program goes on but without bring up the picture correctly. Does anyone know whether this problem is related to using TOS 1.4 or does it occur on any ST? Any suggestions for avoiding the problem would be appeciated.

5870. Atari Falcon Proyect....

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 18:56:23 UTC
From: ICARUS@PUCING.PUC.CL
Message-ID: <167FBB5F7.ICARUS@PUCING.PUC.CL>
Source record: 221436

Hello, everybody
I'm looking for info about the falcon proyect(I'm not sure if it's a proyect
or a real thing), price, about architecture, etc.
If somebody can help me I'll be gratefull

virtually
Eduardo.
ICARUS@PUCING.PUC.CL

5871. Re: Contacting author of Gulam

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 19:30:49 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <BpABJD.26u@math.waterloo.edu>
Source record: 221369

In article <1992May30.165504.297@debug.cuc.ab.ca> Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:
>Hi, I'm trying to contact two people:
>
>1) The author of Gulam. Mail to his internet address bounces.

The main architect is Professor Prabhaker Mateti, who is now at
Wright State University in Dayton, Ohio. His e-mail address is:
pmateti@cs.wright.edu

An important contributor to the work was Jwahar R. Bammi when he
was a graduate student at Case Western Reserve University in
Cleveland, Ohio. Now Dr. Bammi works at Cadence Design Systems,
and may be reached at:
bammi@cadence.com
71515.155@compuserve.com

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

5872. ZX Spectrum software to ST via MIDI

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 19:38:45 UTC
From: au215@cleveland.Freenet.Edu
Message-ID: <1992Jun3.193845.19828@usenet.ins.cwru.edu>
Source record: 221358

I've just emailed off a small(ish) archive to weiner@atari.archive.umich.edu which allows programs to be transferred from the Spectrum to the ST via the MIDI port. Obviously, you should have a MIDI interface at the Spectrum end. A MIDI lead might help too. You can only transfer unprotected programs less than about 41K - you'll have to hack the others yourself.

zxupload.arc ought to appear in the emulators/ directory of atari.archive within a couple of weeks, with a bit of luck. Please don't mail me asking "What is Atari Archive?", not least because I won't be around to answer from about a week hence.

The Spectrum interface for which the program is written is the RAM Music Machine, which uses the same ACIA (6850) as the ST, as luck would have it. A short type-in listing is included for the Spectrum side of things, with a .TOS file for the ST.

All the source code is in the archive, although modifications should only be necessary for those with a different interface. Even if the ACIA is the same (which is very probable), the I/O ports used might be different. Transmission speed with my setup seems to be about 38Kbaud and I have yet to see a single transmission error (not having tried anything stupid like injecting maple syrup into the MIDI ports beforehand).

Now, about that emulator.. (the following is included in the archive)

If you rename a Spectrum program file on disk, you'll have to take a disk editor to it or the emulator won't be able to find it. The name within the file (byte 0 is file-type, bytes 1-11 are name (padded with spaces)) must correspond to the name of the file on disk.

The documentation claims full implementation of Interrupt Mode 2. This is a teensy fib, because in that case even the most complex programs should run. They don't - Turbo Esprit and Match Day both freeze mysteriously. In the latter case, I went through the code disabling stuff left, right and centre, but only got as far as having the teams running (er, strolling) out.

The R register isn't implemented properly. Many games use this as a primitive kind of random number generator - like Glass and Jetpac. I had to write my own for the latter game (couldn't be bothered with Glass though).

Binary Coded Decimal has been kludged somewhat. The DAA instruction always rounds up, instead of taking the Add/Subtract flag into account. This meant the on-screen timer in Arcadia counted down to 90 and then back to 96!

The only keyboard ports read are those mentioned in the orange manual. Manic Miner and Jetset Willy both use undocumented ports.

Finally, I found that if you hack games and remove all their sound routines, you can speed them up quite dramatically. I had Manic Miner running at about 90% of the speed of the original (this on a plain 1Mb STE) and Horace Goes Skiing actually running faster.

Stephen

5873. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 19:51:19 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1992Jun3.195119.20423@usenet.ins.cwru.edu>
Source record: 221361

In a previous article, samm@aisb.ed.ac.uk (Sam Marshall) says:

>In article <1992Jun2.210454.28536@usenet.ins.cwru.edu> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>
>>In a previous article, gfarrell@fraser.sfu.ca (Gordon James Farrell) says:
>
>> Well, I for one was not very impressed with FontGDOS. The 400K+
>>distribution on GEnie was missing the INSTALL.PRG and I couldn't get
>>the thing to run without bombing (maybe because I had no EXTEND.SYS
>>without the install). Many have been complaining that FontGDOS doesn't
>>work with anything. Someone went as far as to ask if FontGDOS worked
>>with anything at all.
>
>Don't you think you're damning FGDOS a little prematurely ?

I doubt it.

>It's the
>distribution that's lousy, not the program (when you get all of it !).
>You're right, it will bomb without EXTEND.SYS - try creating an ascii
>file containing the line : BITCACHE=100000 (or whatever number of bytes
>you want the cache to be).

I managed to get the ACC of FSM (The FSM.CPX file I got is mangled
and does not install) to create an EXTEND.SYS file. Still couldn't use it
with Gemini. It said not enough cache memory, even with BITCACHE=600000!
Anytime I tried to start GEMME.PRG (GEM microemacs): BOMB, BOMB. This
was on a clean system, too.

The really lovable thing about FontGDOS is that as soon as anything
goes wrong, the system locks or bombs.

--
Doug Wokoun |
(aa384@cleveland.Freenet.Edu) |
- - - |
Atari S I G |

5874. Problems with Zoo

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 20:01:16 UTC
From: eugene@cs.athabascau.ca
Message-ID: <2279@aupair.cs.athabascau.ca>
Source record: 221365

I tried to post the following message to <larserio@ifi.uio.no>
the author of protect6 (an anti-virus prgram), but my mail was
returned.

Could someone possibly respond to my question regarding problems I
have been having with ZOO21.TTP and a message that I get from
PROTECT6.PRG.

I have just installed protect6 in my auto folder. It appears to be
operating correctly (for example, I get a message whenever I use CAL6.2
(my appointment calendar) that the program is trying to modify
CAL6.2.PRG, since that it the way data is stored in that program.

However, whenever I use ZOO21.TTP, I usually get a message that the
program is attempting to modify a program that is being unarchived.
It doesn't seem to be modifing any of the text or resource files that
are being removed from the zoo archive... just the XXX.PRG files.

Is this likely a link virus? Or does ZOO.PRG interact with zoo
archives in some way that protect6 then identifies.

This is somewhat frustrating to me, since ZOO21.TTP is necessary to
open most newer zoo archives. Thank you....

| |
| Eugene Rubin <eugene@cs.athabascau.ca> Box 10,000 |
| Centre for Distance Education Athabasca , Alberta |
| Athabasca University CANADA T0G 0R0 |
| 403-675-6308 |
| FAX 403-675-6431 |
|_____|

5875. Re: AT-SPEED...PC-SPEED...SUPERCHARGER...?

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 20:53:07 UTC
From: ma_hende@csd.brispoly.ac.uk
Message-ID: <1992Jun3.205307.12076@csd.brispoly.ac.uk>
Source record: 221379
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

|> In <1992May27.160408.9076@unlinfo.unl.edu> ganderso@unlinfo.unl.edu (gary anderson) writes:
|>
|> [...]
|>
|> >Regarding PC emulators, most of those who responded
|> >recommended either AT-SPEED, PC-SPEED or SUPERCHARGER.
|>
|> >For those of you who have used one or more of the
|> >above -- what's the good news, and what's the bad news?
|> >I welcome any and all information, opinions, factoids
|> >and rumors.
|>
|> [...]

I have had AT-SPEED C16 (16mhz version of AT-SPEED) for about six months, its very fast, if you want to run Windows3/3.01 in VGA MONO on an SM124 it has no problem with that at all, it even runs it at a usable speed. The VGA emulation is a bit unpredictable with most other software that tries to run in it- I have yet to find a PC game which will run in VGA or EGA mode, sometimes you just get a blank screen, other serious type software (NDD and some virus killer utils that run in Graphics Mode give a sort of 'ghosty' picture- not unlike what you see when you load a Degas/Neo lo-res picture to a HiRes screen by mistake!)

Thats the only bad news, but unless you really want to play games- let alone ones for PC's its rock solid. I supports EXtended memory on an ST bigger than 1meg (4MEG ste gives nearly 3meg XMS) and works fine with my ICD SCSI Harddisk, in fact if you get the interleave on the hard disk right (under GEM) the hard disk access times under MSDOS are a might faster than TOS's, sound is a bit of a joke- but then again so is the PC's. with 2MEg+ you can call it as a Desk acc.

Stange Quirks: TC++ crashes at random during a make if it is allowed to use XMS for compilation.

Keyboard repeat seems to ignore MODE.COM so you're stuck with a bit of a slow keyboard.

It is handy being able to call it from a desk acc, but if you can sacrifice the task switching you gain the memory used by the frozen Desktop, and its about 1/3 faster.

Well thats enough waffle- hope this is of use to someone.

Any replies/questions by email as I'm on study leave for exams..

ma_hende@uk.ac.brispoly.chef

Martyn.

5876. SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 21:25:40 UTC
From: zmathews@isis.cs.du.edu
Message-ID: <1992Jun3.212540.22571@mnemosyne.cs.du.edu>
Source record: 221366

> From: Terry King <tak1@ukc.ac.uk>

What are your views on SHAREWARE ?

I am currently writing two games :

SLAYER - horizontal shoot'em up, smooth scrolling, lots of varied
aliens and LOTS of action and power ups with 'almost'
constant 17 fps.

GRIBBLYS NIGHTMARE - platform game come adventure (early stages so far),
rasters, samples, 25 fps, smooth animation
and foreground masking (walk behind objects).

I really want to know how successful a good game can be as SHAREWARE
(Jeff Minter apparently made 10,000 pounds from LLAMATRON !!).
I have heard many stories of how little people have made from their efforts.
Is this because :

a) The software is crap (sorry.... not very good i mean)
b) It has not been circulated enough.
c) People are dishonest by not paying up (as if !)
d) People do not know how to go about paying in foreign currency.

I want a little discussion on these subjects and would like to know your views,
such as do you use any SHAREWARE software ?, have you paid ??, what is the
right price ?
Also what kind of incentives should there be for paying, such as a pat
on the back, a better version or an extra piece of software ?

Thanks for reading,
Terry

Please reply to news, or to me if you want to know about the games.

- tak1@ukc.ac.uk University of Kent -
- Computer Systems Engineer, final year(no job!) Canterbury, England -
---

5877. NOTICE :: Emacs 18.58

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 21:31:00 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jun3.163100.1@vaxc.stevens-tech.edu>
Source record: 221380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I decided to make this post because of the recent flood of posts concerning the Emacs 18.57 that I ported late last year. It seems that a great many people have a very hard time getting it up and running. The major problems seem to be with termcap entries, environment variables, and UNIXMODE settings.

I have a MUCH improved emacs 18.58 in beta right now. It has the folowing improvements over the old emacs:

1. Screen ouput speed is 3x faster. (Really!)
2. The flow control (^s/^q) problem when text was scrolling has been fixed.
3. External command that are involked from emacs, (like in dired) are search for along the PATH.
4. A termcap file does nopt have to exist. There is a default termcap entry compiled in! If a valid termcap file is found and the TERM environment is set properly, emacs will use the termcap file. This is especially useful for those who run second terminals off the ST through the serial port under MiNT. Personally I have a VT220 attached to my ST :)
5. The "M-x compile" command now works great, it does not need to spawn a second shell, it writes its output to the correct buffer, and one can step though the compiler error messages with "M-x next-error".
6. A generic external process interface is in place, since we are still single tasking, no external input is allowed, but if something (like grep/ls/fgrep/gcc, etc...) runs to completion with no input, then these may be convienently launched with ouput going to a buffer.

These are the highlights! There are numerous subtle changes also. I will try to put together some sort of decent TeX documentation on installation and dumping, then package it up and send it out. Look for it in about 1-2 weeks.

Cheers,
Scott Kolodzieski

5878. Re: JPEG on the st

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 21:55:41 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun03.215541.4810@convex.com>
Source record: 221370

In article <l1qojpINNf6r@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>>I tried them on a large GIF, and when I djpeg'ed it, giffer.ttp
>>said that the resulting file was not in GIF format!!!

check if djpeg creates GIF87a or GIF89a files and if giffer can do '89 files.
i found this out when i took a .jpg file thru xv to make a gif. i was able
to change the magic number to GIF87a with a binary editor and it worked fine
(with mgif).

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

5879. HELP: need docs for installing 4 meg upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 21:57:12 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun3.215712.27723@ucsu.Colorado.EDU>
Source record: 221371

I just purchased a 4 meg upgrade board made by PC Technologies, I got a good deal on it since, it doesn't have any instuctions on how to install it. Could someone help me out here, also is there any software needed to configure/install it.

Thanks,
Jonathan
krakover@spot.colorado.edu

5880. Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-06-03 22:58:50 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <707790675.F00001@royaljok.fidonet.org>
Source record: 221245

If you are looking for a GREAT deal for a tape drive, to keep from having to do those deaded floppy backups, check this out...

Computer Service Experts (CSE) is selling Tandberg 3660 tape drives (used) for only $199. Thier Address is: 1920-G Lafayette St., Santa Clara, CA 95050-3956. Thier phone # is: 408-988-8492.

I ordered a drive last wednesday afternoon COD, and it arrived on Friday. I modified (had to add yet another SCSI connector) my SCSI cable, pulled the block jumper of parity, and stuck in on the ID address so that it was set for ID#4. Hooked up the power (this is all in a tower case), and powered it up. The only hardware problem was the little mechanism that keeps stupid people from putting a tape in backwards. I had to slightly flatten it with a pair of pliers, and now it works perfect.

Of course you need to get some software to drive it. I called up a European ST BBS (14.4 weekend) and DL'ed TAPEBIOS and the GTAR zoo files, unzoo'ed them, and installed the TAPEBIOS.PRG in the autofolder allong with it's SCSI ID file. Simple!

Next, to try it out.. I slipped in a 3M DC6252 tape (512Mb but will work just as good as a DC6250 - just higher density particles). I tried out the dump program (with TOS) and achived about 5Mb/min backing up my 213Mb Maxtor MX213S. I then tried out the tar program (without compression - again with TOS) and achived about 1.9Mb/min. Not bad for a 250Mb QIC tape drive (and a 8Mhz Mega ST - come on GBS ;^).

Although I have no problem with CLI commands (been using Unix for quite some time), average users may not care for the "cryptic" interface (I like it ;-). So... I am planning on using the C source code for TAR and slightly modifying it (understand drive devices without Mint/Multitos), add inline compression, as well as a nice GUI for the non-cli types.

What can I say.. For $207 (with COD and shipping), I am VERY pleased with this purchase. It is a pretty silent drive, at least compared to some of the ones at work, and is reasonably quick. It sure beats floppies! Just set it to back up your HD and walk off until it is finished.

"MICRO"

5881. Re: Backing Up Minix Partitions

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 00:10:50 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun4.001050.21060@oz.plymouth.edu>
Source record: 221262

In article <1992Jun3.141732.10094@sae.com> malay@sae.com writes:
>
>Is it possible to back up a Minix partition from TOS - I've tried BackupST and
Never tried it from there....

>If this isn't possible - how do you back up the Minix partition from Minix?

What I use (since I don't have a tape drive)..... [page 121 in the
Minix Ref. manual]

backup -mvt source_directory destination

m = prompt for new disk when the current one is full
v = verbose (not necessary)
t = preserve time stamp on files
z = compress files as they are copied

works for me..... just remember to mount & unmount the disks as you go...

>Bob Malay

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

5882. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 01:44:18 UTC
From: steve@thelake.mn.org
Message-ID: <A2777225411@thelake.mn.org>
Source record: 221390

[In article <1992Jun3.195119.20423@usenet.ins.cwru.edu>,
aa384@cleveland.Freenet.Edu (Doug Wokoun) writes ...]

>
> I managed to get the ACC of FSM (The FSM.CPX file I got is mangled
> and does not install) to create an EXTEND.SYS file. Still couldn't use it
> with Gemini. It said not enough cache memory, even with BITCACHE=600000!
> Anytime I tried to start GEMME.PRG (GEM microemacs): BOMB, BOMB. This
> was on a clean system, too.
>
> The really lovable thing about FontGDOS is that as soon as anything
> goes wrong, the system locks or bombs.

I had similar problems. The error-handling of FontGDOS is about on the
level of micro software that you might have encountered in 1982. When it
gets confused, it crashes (sometimes after giving you the courtesy of an
error message, and sometimes not).

I recall somebody saying recently that GDOS fonts come in two flavors,
Motorola and Intel, and that real GDOS won't digest one of those flavors
while AMCGDOS isn't so picky. If that's the case, it might account for the
case in which FSMGDOS gives that error message about not enough cache
memory. It does not account for the bombing -- that's just unacceptable
program behavior.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5883. Re: Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 03:59:27 UTC
From: qngo@ZIMMER.CSUFRESNO.EDU
Message-ID: <9206040359.AA12988@CSUFresno.EDU>
Source record: 221367

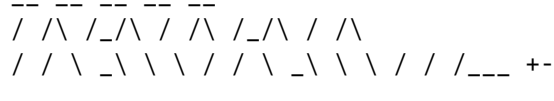
>In article 11464@newshub.ariel.yorku.ca, cs902117@juno.ariel.yorku.ca (Tonester) writes:
>>I recently got a file from a German FTP site (site name escapes me right now)
>>called amiga_emu.arc. I extracted it, executed it and it reported it was an
>>Amiga emulator, and it was loading workbench 1.2. Next thing I know is after
>>WB 1.2 is loaded, I get at the top "23 bytes free". First of all, I am
>>assuming this is not some kind of demo program (but it looked a little
>>different from the way I remember WB on the Amiga) and I guess it needs more
>>memory. If anyone else tried it and got it working on a 520 (doubt it) or
>>a 1040 (23 bytes free), speak up!

>If I'm not mistaken, Tony, the "Amiga Emulator" is a joke. It doesn't do
>anything other than what you just said. The same thing is "available" for PC's
>as well and every bit as functional as the one you have. :) If there really
>*is* such a thing, I'd like to hear about it, but I have grave doubts. The
>Amiga has so many custom chips for graphics and sound that it would be tough.

>Interestingly enough, I've been told by one of our customers that there _is_ a
>functional Atari ST emulator available for the Amiga. In fact, he bought our
>software to use on the Amiga with ST emulator! I don't know if this is a true
>commercial product or how they got the TOS code (stolen, perhaps?).
>---

There are 2 versions of Atari ST emulator available for the Amiga:
a German version and an English version. I used to have both of them.
I think 2 versions function the same; the difference is just the text.
They emulates 3 resolutions (Low (color), Med (color), and Hires (mono))
on an Amiga screen. When they boot up, a simple menu comes up with
3 options of 3 resolutions. Since they come with TOS 1.2a as soon as
you click one of the options Atari comes right up for you. These emulators
work about 80% of the Atari software. Unfortunately, most of the commercial
games wont work; however, some applications work fine. I downloaded a whole
bunch of PD stuff including games; they work fine (most of them). The
speed ,I would think, is about 75-80% of an ST520 (I used to have one
of these). When the emulator is running, the Amiga drives become
Atari DD drives; they read/write Atari formatted disks (I tested this).
No sound is supported nor the serial/parallel lines. Too bad that these
emulators only run on an 68000 with 2 drives.

>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____



/_/ /\ \ /_/\ \ \/_/ /\ \/_/_\ \/_/ /_/ / | Name : Quang Ngo |
\ \ _\ \\ \ _\ \ \ \/\ \ \ __ \ \ _\ \ | Email: qngo@zimmer.csufresno.edu |
\ \ \/ _/\ \ \/ /\ \ _\/\ \ _\/\ \ \/ / | Phone: (209) 251-9359 | 278-3052 |
\ \ / \ \ / \ \ \ \ \ \ \ \ / +---------------------------------+
_\/ _\/ _\/ _\/ _\/

5884. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 04:51:27 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun4.045127.19784@wam.umd.edu>
Source record: 221368

>> From: Terry King <tak1@ukc.ac.uk>
>I really want to know how successful a good game can be as SHAREWARE

Blox, which has been on atari.archive for several months, has gotten one registration. You may draw your own conclusions. One thing that can be said, though, is that that one person has my utmost respect and appreciation. I will buy that person dinner next time I'm in Europe. :-)

>(Jeff Minter apparently made 10,000 pounds from LLAMATRON !!).

I think this is an exaggerated account, but even if it is true, it's not a good idea to use the absolute maximum as an index. The minimum is zero.

>I have heard many stories of how little people have made from their efforts.
>Is this because :
>
> a) The software is crap (sorry.... not very good i mean)
> b) It has not been circulated enough.
> c) People are dishonest by not paying up (as if !)
> d) People do not know how to go about paying in foreign currency.

I invite speculation on a, b, and c with respect to Blox, since I'm obviously a bit biased. In my experience American ST users will not pay for shareware, so I doubt d is a problem. (Again, *in my experience*. Don't get huffy; your milage may vary.)

>Also what kind of incentives should there be for paying, such as a pat
>on the back, a better version or an extra piece of software ?

Since you raised this discussion in the context of games, I'll mention a few specific things about shareware games in particular: Games are the worst things to do as shareware, because there's no concept of a useful upgrade. If the game is fun, who needs the upgrade? If it's not fun, who will register? I tried the upgrade approach with Blox and it obviously has had little effect.

If you have high hopes, shareware is depressing in the ST world. In my experience, you're damn lucky if you get a single email note of appreciation for something you release as shareware (or even freeware). My impression is that most people just don't really give a crap about the person who wrote the software they like, as long as they can get the software for free and it does the job. Shareware and freeware is really taken for granted. Note that I'm not making any kind of moral judgement here.

If you go into this expecting to make any money, you will end up disappointed if you're lucky, and bitter if you're not. And the worst part is that if you, as a shareware author, complain that you're not getting registrations, you'll get a barrage of excuses and accusations from the user community. I read a column in some Atari magazine a while back where the author actually had the gall to blame shareware authors themselves for the ridiculous lack of registrations in the ST community. The claim was that shareware authors don't "get excited enough about their products and don't promote them well enough." What a load of crap. My opinion is this: you download, you like it, you pay for it. Or you don't, if you're not someone who believes in paying for shareware. But it's the number of people in the latter category that determine the success of shareware in the market. Shareware authors should not be expected to buy ads or run toll-free tech support lines just to get registrations.

The other kind of abuse that grousing about lack of registrations will get you is the "well your programs suck; Jeff Minter's made 10,000 bucks so obviously it's a problem with YOU." This usually doesn't make for constructive argumentation. :-) The real problem with the Jeff Minter cases is that they mislead unsuspecting shareware authors into thinking they'll actually get compensated for their time, or that they'll actually make money. Then they're disillusioned when they put their program up and don't get any registrations.

My advice: always assume that when you write something that's shareware you're working for free. And make a mental check of where you stand on the issue from time to time; there's a point beyond which writing professional-quality or near-professional-quality software for free becomes almost demeaning. Until you reach that point; i.e., as long as you're enjoying the programming itself (and not just reveling in the fantasies about all the money you think you'll make), you'll love writing things and putting them out there. That point is surely determined by personal factors. Beyond that point writing shareware is probably just going to make you feel used.

Dave Baggett
dmb@wam.umd.edu

5885. TIGERCUB.ARC uploaded to A.A

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 07:00:36 UTC
From: takem_b@pyramid.unr.edu
Message-ID: <3877@equinox.unr.edu>
Source record: 221372

I've just uploaded the Tigercub demo to atari.archive (TIGERCUB.ARC)
so it should soon be appearing to the newitems directory pretty soon.

TIGERCUB.ARC is a KCS Tiger Cub Demo. It can give users an idea on how
the MIDI interface with TIGERCUB (a scaled down version of TIGER and
the KCS environment) looks and feels. It should be fully functional
except for any save options... Remember that it is only a part of the
KCS environment and the full blown editor / recorder.

Remember to Experiment with holding down the Ctrl, Lshift, Alt, Rshift
keys when moving the note stems with the mouse (or other keys). Other
key combos react differently and when you use them, you actually have a
LOT more editing power. Play with it for awhile and take a few days to
get used to it... ^^^^^^^^^^

KCS Level II has a lot more and it is different, but this will give you
a feel (that's somewhat close) to what the KCS II stuff looks like.

Have fun!

PS. Remember that you can't save with this version since it is a
demo, but it'll at least give you an idea of what is going on
with the KCS stuff. BTW, does anybody have or know of a demo
for Cubase?
---
takem_b@pyramid.cs.unr.edu or ucbvax.berkley.edu!pyramid.cs.unr.edu!takem_b
#include <sig.h> /* unfriendly control codes with ascii self-portrait */
Anything that can go wronx3%se Pnews: segmentation violation. core dumped.
This was my first attempt at posting a file at a.a. Hope it all went well!

5886. Re: POPULOUS II

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 07:17:50 UTC
From: monsoon@cats.ucsc.edu
Message-ID: <36460@darkstar.ucsc.edu>
Source record: 221381

In article <1992Jun1.154857.6754@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>... I have the 1Mb version which supposedly has better animation...

Where did you find that version anyway? Right now I only have the
half-meg version and I'd like to see the my 1 meg put to good use...

--

Len Alinea DeJesus (monsoon@cats.ucsc.edu)
University of California at Santa Cruz
"Two wrongs don't make a right, but three lefts do..."

5887. Re: Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 07:40:05 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60064@cup.portal.com>
Source record: 221373

TONY D'ALFONSO asks, regarding emulators:

> Well, with such an emulator for the Amiga, why can't there really
>be one Amiga emulator for the ST?

The problem is, the Atari ST is a fairly simple computer. It can
be emulated in a rather straightforward manner.

On the other hand, the Amiga is rather complex, being built around
a custom IC chip set, similar to the Atari 800 series.

It's very difficult to "emulate" the functions of separate
coprocessor chips like the Amiga uses in software alone.

It might be done, but running on a normal 8 Mhz ST, it would be
so slow as to be useless...

BobR

5888. Re: TIGERCUB.ARC uploaded to A.A

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 07:46:50 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jun4.074650.24123@elroy.jpl.nasa.gov>
Source record: 221375

I guess it was an OK program (I bought it last year) but its copy protection is flaky as all hell. I installed it on my hard drive, following their instructions. Even with this installation you need the original floppy to run the program. Fine. But, at one point when I tried to start it up, it flashed an obnoxious message about how I should be ashamed of pirating their program and it promptly started writing on both my floppy and hard drives.

Ahem. I bought the damn program, and was running with the original disk. Since the stupid license agreement told me it would be illegal for me to make my own backup, and I had to buy a backup disk from them, I had not made a backup copy prior to using it. This fucking program had started deleting not only the stuff on the floppy drive but also on my hard drive.

As a MIDI program it seemed pretty capable. But that bogus copy-protection shit has got to go. As far as I know it decided to eat my drives just because the rotational speed on my floppy drive was a little off. Hell if I know why it would decide that the original disk was a pirated copy. The program also wouldn't run when the floppy was write-protected, so there's no way to protect myself at that end. What a bunch of crap.

After recovering from my initial shock and outrage, I was able to restore the contents of my hard drive and pull out a sector editor to examine the stupid floppy. Looked like it only trashed the boot sector, and left the subdirectories and actual file data intact. Or maybe I just hit reset fast enough to prevent total destruction. At any rate, since I had paid $100 for it I wasn't about to be shafted another $10 for a backup disk. I made a sector copy of the disk and managed to recreate a boot sector and most of the FAT and root directory on that.

Ironically, I now can only run the program off my copy, the original disk seems completely trashed. What utter rot. TigerCub was my first Dr. Ts purchase, and it is certainly going to be my last.
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

5889. Re: Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 07:47:19 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60066@cup.portal.com>
Source record: 221374

To add to the "confusion about distributability", the supposably "restricted to GEnie" AEOnline files have allegedly also turned up on Bob Brodie's personal "ZNET" BBS... in apparent violation of the agreement with ST Format and GEnie..

Unless of course, Bob has the "express written permission of Atari Corp"... and guess who at Atari Corp would be involved in giving that "express written permission"...?

Can anyone here say "Conflict Of Interest"...?

I thought you could...

BobR

5890. Re: What is the best GIF viewer?

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 07:55:45 UTC
From: hyc@hanauma.jpl.nasa.gov
Message-ID: <1992Jun4.075545.24541@elroy.jpl.nasa.gov>
Source record: 221376

In article <87534.2A228AAC@psycho.fidonet.org> Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>I've seen the abbreviation IMHO a number of times on this net. Could someone please tell me what it means?
>
IMHO = "In My Humble Opinion"

Somewhat on the original topic - I've taken the source to mgif35 and made it compatible with Overscan. Now I don't have to miss the bottom 80 pixels of those 640x480 GIFs. Unfortunately, I have yet to iron out all my difficulties with it in GCC, so it hasn't been the most stable program for me. But it is a fair bit faster when compiled with GCC than whatever it was originally done with...
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

5891. Re: pushing a label value onto the stack in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 08:01:31 UTC
From: wd@pcsbst.pcs.com
Message-ID: <wd.707644891@tukan>
Source record: 221396

mjb@cs.nott.ac.uk (M J Brownlow) writes:

> lea string,a6
> move.l a6,-(a7)

>This should work no matter what....

What about

pea string

???

Wolfgang

==
Name : Wolfgang Denk (+49)-89-68004-288
Company : PCS GmbH, Pfaelzer-Wald-Str. 36, 8000 Munich, Germany.
UUCP : ..[pyramid ;uunet!unido]!pcsbst!wd (PYRAMID PREFERRED!!)
DOMAIN : wd@pcsbst.pcs.[COM From rest of world; DE From Europe]

##
"UNIX was not designed to stop you from doing stupid things,
because that would also stop you from doing clever things."
-- Doug Gwyn
##

5892. Re: JPEG on the st

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 08:02:09 UTC
From: allan@cs.UAlberta.CA
Message-ID: <allan.707644929@kitscoty>
Source record: 221378

rosenkra@convex.com (William Rosenkranz) writes:

>In article <l1qojpINNf6r@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>>>I tried them on a large GIF, and when I djpeg'ed it, giffer.ttp
>>>said that the resulting file was not in GIF format!!!

>check if djpeg creates GIF87a or GIF89a files and if giffer can do '89 files.
>i found this out when i took a .jpg file thru xv to make a gif. i was able
>to change the magic number to GIF87a with a binary editor and it worked fine
>(with mgif).

I don't know if you checked this, but did you use the -G option when
using djpeg? The default format for djpeg is to put everything in ppm
format; the -G option tells it to put it into gif format.

5893. Re: Backing Up Minix Partitions

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 08:08:52 UTC
From: hsg@uni-paderborn.de
Message-ID: <1992Jun4.080852.26541@uni-paderborn.de>
Source record: 221392

malay@sae.com (Bob Malay) writes:

>Is it possible to back up a Minix partition from TOS - I've tried BackupST and
>DiamondBack II and neither seem to recognize that there is data on the partition.
>If this isn't possible - how do you back up the Minix partition from Minix? Tar
>doesn't handle multiple volumes.

>Bob Malay
I make backup's from my minix-partition under mint.
The best way to do this is:
boot your computer with mint and minix-filesystem driver
and then use your favorite Backup-Program (like BackupST or DiamondBack II).

My computer always run with mint and minix and i don't have any trouble.
I have one Partition normal TOS to boot the computer and start mint,
all other Partiones (i have 3 Partitions on a 60 MB Harddrive) are minix
Partitions. So i can use long-Filenames and normal UN*X-like file-modes.
(I use the multiuser enviroment).
I must say: it's great!!

Greetings
Joerg

--
/ ---- ---- Joerg Hoyer
/___ /___ /___/ Universitaet Gesamthochschule Paderborn, FB17
/ / / / Warburger-Str. 100, W-4790 Paderborn, GERMANY
/ / ___/ /__/ email: hsg@uni-paderborn.de

5894. Re: Kermit and STalker 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 10:13:06 UTC
From: lohse@rhrk.uni-kl.de
Message-ID: <1992Jun4.101306.2480@rhrk.uni-kl.de>
Source record: 221386

heidelj@alleg.edu (Jason Heideloff) writes:

>Does anybody know how to use the Kermit protocol and STalker 3.0 together?
>I have no problem using Kermit with Vanterm or anything else but STalker
>does not seem to allow it?

I think your problem is how to start Kermit from STalker. The solution is
quite simple. You can start Kermit with a Backtalk routine called
run_program (). Compile the Backtalk script and install it in the Backtalk
menu. I think this should work.

Regards Frank

--
Frank Lohse
Universitaet Kaiserslautern
lohse@rhrk.uni-kl.de

5895. Re: ask for a ROMable object C Compiler

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 10:17:25 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun4.101725.18362@aber.ac.uk>
Source record: 221382

In article <262@tls-cs.cert.fr> marre@tls-cs.cert.fr (Daniel Marre) writes:
>
> I'm lookinf for a C compiler which can product a ROMable object code
> i.e locable at some predefinite adresses.
> I'll appreciate information about public or private products.
>
> Thank's.
>
> Daniel.
I think Lattice C5.5 allows one to do this with their S-Record support.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

5896. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 10:19:24 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun4.101924.18507@aber.ac.uk>
Source record: 221383

I've been following the FSMGDOS saga for the last, must be almost 3
years, and along with many people I am growing more impatient by the
day. *Every* other platform has a decent font-handling-output
mechanism, except Atari. So I thought I'd write in some information I
have (from a legit source) on FontGDOS and FSMGDOS and a possibly
interesting alternative to our problem.

First the info:

The following list of new VDI calls for FontGDOS and FSMGDOS may
go some way to enable people to differentiate between the two:

GDOS+FontGDOS+FSMGDOS calls:

v_pgcount (set number of copies for laser printer)
vq_gdos (get GDOS version number)

FontGDOS + FSMGDOS calls:

v_bez (draw bezier curve)
v_bez_con (control bezier facilities)
v_bez_fill (draw filled bezier curve)
v_bez_qual (set bezier quality)
v_set_app_buf (reserve bezier workspace)
vqt_devinfo (inquire device status info)
vqt_f_name (get font name and index)
vst_error (set FSM error mode)
vst_scratch (set FSM scratch allocation mode)

FSMGDOS only calls:

v_flushcache (flush FSM font cache)
v_getoutline (get FSM outline)
v_killoutline (kill FSM outline)
v_loadcache (load FSM font cache from disk)
v_savecache (save FSM font cache to disk)
vqt_advance (inquire FSM advance vector)
vqt_cachesize (inquire FSM font cache size)
vqt_f_extent (find size of graphics text)
vqt_get_table (get pointer to GASCII tables)
vst_arbpt (select arbitrary point size)
vst_setsize (set cell width to arbitrary point size)
vst_skew (set FSM font skewing angle)

Clearly there is a close relationship between FontGDOS and FSMGDOS, so
let's not all be so disappointed with FontGDOS. However, having said
that I have to admit I've not tried FontGDOS, I hope in the next few

months to have a go with the bezier stuff. ST Club seem to be distributing FontGDOS as far as I can tell.

Now for the alternative solution:

The big problem is we *still* don't have outlined fonts. There is one package in the UK (and I believe now also is the USA) that does support outlined fonts and that is Calligrapher -- the word-processor. I don't have a copy of this myself but as they are improving the program month by month I am beginning to get interested, for the following reasons:

1: Calligrapher uses a form of GDOS that can handle outlined fonts.

2: There are *loads* of fonts available.

3: They supply many drivers which work with the special GDOS....

4: .....including a postscript driver, I am to believe that Calligrapher has the first Postscript driver for 'GDOS'?

5: From various reviews etc, people say that the output quality is excellent from Calligrapher.

What would be really neat is if we could all hook into Calligrapher's special GDOS so as to gain access to the outlined font etc technology.

My question is how? Perhaps it's impossible but it wouldn't it be great not to be dependent on Atari junkware/vapourware.

If anybody has any other info on this topic or I've got completely the wrong idea, then do let me know.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

5897. .zoo atari->vms and vice versa

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 10:57:55 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun4.105756.25278@urz.unibas.ch>
Source record: 221384

Hi,

I want to transfer atari zoo-archives to vms-vax and use the files there
and vice versa, use vms zoo-archives on my atari.
But the only thing that happens when uncrunching a message saying
that a corrupt archive is beeing used.
Atari zoo: V2.01b (or 2.1b I not sure) date: dunno
vms zoo : V2.1 date: 91/07/09 02:10:34

So much for compatibility, or what ?

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

5898. news-net on my home atari ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 11:00:38 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun4.110038.25279@urz.unibas.ch>
Source record: 221385

Here is another question I have:

I am using NEWS-NET on a vms-vax.
Now I want to use it on my atari at home - is it possible ?
If yes, what terminal progs (modems) are useful (necessary) for this ?

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

5899. Re: NOTICE : : Emacs 18.58

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 11:18:13 UTC
From: tcsmith@ais1.bal.mmc.com
Message-ID: <1992Jun4.111813.16142@iplmail.orl.mmc.com>
Source record: 221387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Thanks!

tom

5900. ZX Spectrum EMULATOR how to get Software ????

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 11:29:03 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010021@hpbbrd.bbn.hp.com>
Source record: 221258

/ hpbbrd:comp.sys.atari.st / rjwalsh@maths.tcd.ie (Robert Walsh) / 3:40 am Jun 3, 1992 /

> If you have a sound digitizer, you could always play the casette
> into a mic. and interpret the stuff as it comes in. I know of at
> least one Amiga (paah) Speccy emulator that does that. I'm not
> too sure how the speccy stores the information on tape (anyone
> know this?), but...

I managed to hook up a cassette drive to the Centronics port (used the BUSY input) and to retrieve about 5% of my Spectrum software with a hacked-together tape loader. The other 95% wouldn't load, either because the tape drive didn't work (it's a wreck) or because I didn't get the sync pulse recognition right. If anybody is interested, I could supply the tape loader source code.

I'd simply *love* to play ALIEN 8 again. Not much luck there, it's copy-protected and I didn't keep a cracked version :(

Sigh,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

5901. Re: MNTOS - Possible X-Windows?

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 12:40:54 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.SJwt75h14p2@jonh.wimsey.bc.ca>
Source record: 221266

In <1992Jun3.184155.4654@beaver.cs.washington.edu>, Benjamin Gilbert writes:
>In article <3655@sersun1.essex.ac.uk> woocm@essex.ac.uk writes:
>>Netters,
>> Just a quick question while thinking about this new
>>version of TOS, MNTOS, or whatever it's called. Will we be
>>able to see X-windows and other client-server wonders
>>coming to the Atari range in the near future. I know that
>>one of the wish's in the MiNT distribution is this, does
>>anybody know if it'll be possible?
>>
> For the most part, you
>don't need to run X-windows for your own personal use, why not just use
>the Atari desktop because it would be much faster. (although X-windows
>does make a really really cool terminal... :-)
>

I'm not experienced in programming X windows, but from a few books
I glanced through on the subject, it would seem, given the posted specs
for the new Falcon, that a X emulator using the VDI would be possible,
given the better resolution and colour. Whether it would be fast enough
I guess remains to be seen.
Would the 56001 dsp be usable as a blitter/graphics co-processor? Is
there any way it could be connected in the machine in such a way that it
could not handle graphics tasks?

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

5902. ST emulator for the Ameagre.

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 12:47:19 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Jun4.134719.1@neptune.kingston.ac.uk>
Source record: 221388

There is no Amiga emulator available for the ST at the moment
because as someone mentioned it has so many custom chips inside
that it would be almost to difficult. Why emulate the Amiga anyway ?

There is a fully functional ST emulator in PD for the Amiga. It is
German and I think is a complete copy of TOS disassembled and re-written
to be more compatable. I think its for 1 meg machines and you need an
external disk drive.
There is quite alot of software that still works with it. I think it
is mainly GEM applications such as Autoroute (but thats VERY slooooowww)
also it does show some of the spectrum 512 slideshows as well for some
reason !

-Simon

5903. Re: NOTICE :: Emacs 18.58

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 13:30:33 UTC
From: chu@acsu.buffalo.edu
Message-ID: <BpBply.2zA@acsu.buffalo.edu>
Source record: 221389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun3.163100.1@vaxc.stevens-tech.edu> skolodzieski@vaxc.stevens-tech.edu writes:
> 6. A generic external process interface is in place, since we are
> still single tasking, no external input is allowed, but if
> something (like grep/ls/fgrep/gcc, etc...) runs to completion
> with no input, then these may be convienently launched with
> ouput going to a buffer.

That reminds me, is there a port of emacs for the ST out there somewhere that take full advantage of MiNT? (Or if someone has a bunch of diffs for the standard distribution, or source with diffs already applied, I guess that's ok too.)

Please respond by e-mail and I'll post a summary back to the newsgroup.

Thanks.

john
chu@acsu.buffalo.edu

5904. 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 13:55:29 UTC
From: rost@rgb.dec.com
Message-ID: <1992Jun4.135958.5355@ryn.mro4.dec.com>
Source record: 221259
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Now that Mega Stes are available with 1.44 M floppy drives, I have a question that someone who has used one may be able to answer:

I have heard all kinds of stories about compatibility between 720K and 1.44 M floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may not be readable on a 720K drive. I currently have no dire need for the 1.44M drive (in fact I can save about $100 by buying a Mega with a 720K drive instead) but am thinking of the future. If it will cause compatibility problems with the 720K drive in my 1040 then I'll pass.

Comments?

Brian Rost @rgb.enet.dec.com

508-568-6115

```
**************************************************
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
**************************************************
```

5905. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 14:01:32 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun4.140132.7952@chinet.chi.il.us>
Source record: 221281

When I did the first port of umoria to the ST, I asked for postcards an got a fairly encouraging bunch of them. When I did an update, I included the same note, and got a lot less. One amusing point is that both efforts got picked up by magazines for freebie collections, and the notes were included, but nobody mentioned the magazines on the postcards.~r I guess the moral, if any, is that magazine (and I suspect PD disk library) distribution is unlikely to be the part of shareware distribution that gives you the best response. GEnie and the networks are probably more likely to be rewarding. I would guess that ftp archives are going to be particularly unrewarding because so few people with actual money have easy access (ftp is one place where students get a worthwhile break).

Steve saj@chinet.chi.il.us

5906. Re: Atari Game Publisher Wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 14:09:55 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun4.140955.25570@newshost.lanl.gov>
Source record: 221391

In article 6174@jato.jpl.nasa.gov, wjr@pacific.uucp (Joe Rhea) writes:
>Are there ANY software publishing houses left in the USA that would
>publish a US-made Atari computer game ?

Your email address got kicked back to me, Joe. Send me email with a
description of your game and let's talk.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5907. Re: Problems with Zoo

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 14:26:20 UTC
From: steve@thelake.mn.org
Message-ID: <A1263147204@thelake.mn.org>
Source record: 221251

[In article <2279@aupair.cs.athabascau.ca>,
eugene@cs.athabascau.ca (Eugene Rubin) writes ...]

> I have just installed protect6 in my auto folder. It appears to be
> operating correctly (for example, I get a message whenever I use CAL6.2
> (my appointment calendar) that the program is trying to modify
> CAL6.2.PRG, since that it the way data is stored in that program.
>
> However, whenever I use ZOO21.TTP, I usually get a message that the
> program is attempting to modify a program that is being unarchived.
> It doesn't seem to be modifing any of the text or resource files that
> are being removed from the zoo archive... just the XXX.PRG files.
>
> Is this likely a link virus? Or does ZOO.PRG interact with zoo
> archives in some way that protect6 then identifies.

It's not a virus; it's just PROTECT6 warning you that an executable
file is being modified. The modification is being performed by ZOO,
so all you need to do is strike a key so ZOO can proceed.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5908. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 14:29:45 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun4.142945.28273@newshost.lanl.gov>
Source record: 221393

> From: Terry King <tak1@ukc.ac.uk>

> What are your views on SHAREWARE ?

<< all other stuff deleted >>>

Terry, read Dave Bagget's response to your query. Then read it again. Dave catches a lot of flack in this newsgroup for expressing his straightforward viewpoints but he's really captured the essence of the shareware problem in this reply. If there are users out there who take offense (offence in U.K.), well, I'm sorry if the truth hurts but we (as users) have brought such hard times upon ourselves.

Terry, I'll "ditto" everything Dave said but let me add one more thing: If you think your games are commercially viable and of high quality when compared to the current crop of commercial offerings and you feel you have simply invested too much work into them to _give_ them away, then market them commercially. A shortcut way to do this is to try to sell the software to one of the European magazines with a cover disk, like ST Format. You don't get paid much but it's quick and easy. Unfortunately, with the death of Start, US Atarians have no such outlet. If you want to sell your software, you can either do it all yourself (tremendous workload and start-up expenses) or license it to someone else (minimal work on your part but less income potential).

Send me email with a description of your games and let's talk. I can at least give you some advice (take it or leave it... it's free) or send you in the right direction, at least.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5909. Re: POPULOUS II

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 14:37:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun4.143705.29508@newshost.lanl.gov>
Source record: 221397

For the general interest of all in this newsgroup who have posted queries about where to find the 1Mb version of POPULOUS II, I got mine at:

Microcomputer Depot
224 O'Neil Ct, Suite 14
Columbia, SC 29223
800-845-3070 or 803-788-5165

I think the US retail for the 1Mb version is about $60, but discounts abound. Other dealers may well have it in stock now as well.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5910. Re: ST emulator for the Ameagre.

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 14:44:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun4.144451.618@newshost.lanl.gov>
Source record: 221398

In article 1@neptune.kingston.ac.uk, bd_g710@neptune.kingston.ac.uk () writes:
>There is no Amiga emulator available for the ST at the moment
>because as someone mentioned it has so many custom chips inside
>that it would be almost to difficult. Why emulate the Amiga anyway ?
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

Ah, c'mon Simon. I know LOTS of people who would be very interested in an inexpensive Amiga emulator for the ST for no other reason than to play some of the great games available on that platform. The problem is, the reason why manyof those games are great is because of those custom graphics & sound chips in the Amiga's guts which no one is going to emulate via software and still be
(a) fast enough,
(b) legal, and
(c) inexpensive enough to entice sufficient Atarians to buy it.

You can bet the ST emulator for the Amiga is _not_ licensed for Atari's TOS!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5911. Is it worth upgrading to Pure C?

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 14:54:03 UTC
From: Arthur_Leung@mindlink.bc.ca
Message-ID: <12468@mindlink.bc.ca>
Source record: 221394

I bought Turbo C (ver 2.03 I think) from Gribnif last year. Now they are offering Pure C upgrade. What's the difference between Turbo C and Pure C? Are the documentations/manuals in English? $175 is quite a bit of money for an upgrade.

Thanks in advance for any help.

Arthur

5912. Re: TIGERCUB.ARC uploaded to A.A

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 15:25:10 UTC
From: bobhays@spss.com
Message-ID: <1992Jun04.152510.3577@spss.com>
Source record: 221395

In article <1992Jun4.074650.24123@elroy.jpl.nasa.gov>, hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
> I guess it was an OK program (I bought it last year) but its copy protection
{Various junk and wasted flames deleted that are WRONG today}
> -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

Howard, I've read lots of your flames in this forum, so now it is time for me to clear up some misconceptions.

First, I am sorry that you had problems with V. 1.0 of Tiger Cub.

Second, I don't work for Dr. T's and am not related to them in any way save that I use Tiger Cub, which has just been released at V. 2.0.

The new release of Tiger Cub is not copy protected. NOT COPY-PROTECTED. NOT COPY-PROTECTED.

And, did you actually call Dr. T's when all this went on? What did they say to you? When I've called them, they have been very nice. Once I wrote them and they responded quickly with a nice (but not the answer I wanted to hear at the time:-) response.

The new release doubles the sequencer tracks available, adds sys-ex editing and also allows the sequencer to sync to MIDI time code and Song Position Pointer. A program to view and print sequence data in sheet music form is included (I haven't used the new version of this yet, but the old one was very handy twice, once to pass some music on to a violinist friend of mine and once to clean up a "very difficult passage" in a piece I was writing:-).

I've used Dr. T's products for a long time now (since I bought my ST back in '86 or '87) - I've had some problems but they have almost always been very helpful (the only time I had problems was trying to get their file format so that I could write some tools to fix some files I had purchased from them - I dumped some files and figured it out for myself, something I've done a lot over the ages - I wish vendors would simply document their file formats directly).

To correct something said earlier (by the originator of this thread), Tiger Cub is not part of KCS or even related. Tiger is the graphic editor for KCS; Tiger Cub is a standalone sequencer that runs in the MPE environment (this allows you to run multiple programs from "inside" one - a context switching scheme which can also share memory for sequence and other data). Tiger Cub replaced the MIDI Recording Studio (TM) from Dr. T's - MRS was the Dr.s entry-level sequencer based on the original KCS technology (editing music like a word processor - for some kinds of things it is great, but for most a

graphic environment is better IMHO).

I upgraded my Tiger Cub to V. 2.0 as soon as I got my notice in the mail. I am really, REALLY satisfied with this release - it does exactly what I want and need it to do. The only thing I wish it would do is convert old MRS files done at the default 24 steps-per-beat resolution to the new default resolution of Tiger Cub - perhaps I can do that via Standard MIDI Files (anyone have such a program? I've considered writing the code based on the converters between text and Standard MIDI File formats posted recently to the archives).

Anyway, just wanted to clear the air on both of the above counts.

Have fun! - Bob

--

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The opinions expressed above are those of the author and not SPSS, Inc.
bobhays@spss.com Phone: (312) 329-3529 | "There is no dark side of the
Bob Hays Fax: (312) 329-3657 | moon really ...." - Pink Floyd

5913. C

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 15:25:28 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun4.152528.12761@pellns.alleg.edu>
Source record: 221257

Can someone email and let me know of any good books to learn C from?

Also, can anyone point me in the right direction for a good C programming language (commercial or PD)?

Thanks,
Jason Heideloff
heidelj@alleg.edu

5914. Re: .zoo atari->vms and vice versa

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 15:37:01 UTC
From: nollert@nova.tat.physik.uni-tuebingen.de
Message-ID: <nollert.707672221@nova>
Source record: 221255

minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:

>I want to transfer atari zoo-archives to vms-vax and use the files there
>and vice versa, use vms zoo-archives on my atari.
>But the only thing that happens when uncrunching a message saying
>that a corrupt archive is beeing used.
>Atari zoo: V2.01b (or 2.1b I not sure) date: dunno
>vms zoo : V2.1 date: 91/07/09 02:10:34

>So much for compatibility, or what ?

The problem comes from the various file types which are possible in
VMS, not from the archives or ZOO itself.

We have a VMS cluster and a UN*X cluster here, with DECstations
running ULTRIX in the UN*X cluster. The DECstations can talk to the
machines in the VMS cluster via DECNET. I can pack a ZOO archive on the
VMS cluster and transfer it to the UN*X cluster using DECNET copy in
binary mode. The archive can then be used without problems by any of
the machines in the UN*X cluster. The whole thing also works the other
way around. It does NOT work via ftp, binary mode or not.

Once I've managed to get the ZOO archive correctly transferred to the
UN*X cluster, I can use a SONY workstation in the cluster to copy the
archives on a 3.5'' floppy. I can then use them normally on my Atari
Mega ST at home.

This doesn't help you a lot if you don't have a setup like the above
available. I have not managed to transfer ZOO archives directly from
Atari to VMS or vice versa using Kermit (the one built into Uniterm).
I just want to point out that this is due to ZOO and Kermit using
different file types on the VAXen. It's quite possible that another
transfer program, which might use a file type compatible to the one
used by ZOO, would work. It might also be possible to convert the file
from one type to another, but so far I've not figured out how.

As an aside: When I ftp an archive from a file server to a VMS
machine, it might not be possible to use it there, but after
transfering it to my atari it's perfectly OK!

Good luck!

Hans-Peter
--
Lehr- und Forschungsbereich Theoretische Astrophysik (TAT),
Universitaet Tuebingen, Auf der Morgenstelle 10, D-7400 Tuebingen, Germany
Tel.: 49-7071-295921 Telefax: 49-7071-295400 Telex: 726 2867 UTNA D

nollert@tat.physik.uni-tuebingen.de PSI%45050260314::NOLLERT

5915. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 15:40:59 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1992Jun4.154059.15275@mnemosyne.cs.du.edu>
Source record: 221279

I have registered 3 of the shareware programs I use alot.. I haven't seen blox yet. Is it any good??

John

P.S. What is the best/easy way to register something from germany?

--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

5916. Re: HORIZON

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 16:01:05 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <1992Jun4.160105.15404@uwm.edu>
Source record: 221399

In article <1992Jun03.050140.37982@yuma.acns.colostate.edu> sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
>In article <1992Jun2.213739.14005@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>>By the way does anyone think POPULOUS II for $54.00 is steep?
>>That's the price they quoted me. If there is a cheaper place
>>through mail-order, let me know, thanks.
>>
> By lokng at the price given in the recent Current note by the rising star, the
> Populous II is $46 from there, so a local store of $54 isn't unreasonable.
> Keep in mind a local store does not have a large customer base and it have to
> keep a store front. The overhead is larger.

What is the difference between Populous II and Populous, The Promised Land? I've seen the latter advertised for $19 in Rising Star. Is it like Lemmings II, in that if you have the original you only need a data disk, but if you don't you can still get a complete version of the sequel game?
--
= Andrew Krieg | =
= krieg@titan.med.ge.com| Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

5917. Re: ZX Spectrum EMULATOR how to get Software ????

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 16:29:12 UTC
From: bd_g710@neptune.kingston.ac.uk
Message-ID: <1992Jun4.172912.1@neptune.kingston.ac.uk>
Source record: 221254

>>Hi all !
>
>>Well I got the Specci Emulator for my TT an it works very fine.
>
>>But can someone tell me how to get Software from my casettes to
>>the HD of my TT ? I spent 5 hours by typing a small game for
>>the Specci (3163 Byte - I remember each). But I want these 48K
>>Games and don't know how to get them over.
>
>>HEEEEEEEEEEEELP !!!
>
> If you have a sound digitizer, you could always play the casette
> into a mic. and interpret the stuff as it comes in. I know of at
> least one Amiga (paah) Speccy emulator that does that. I'm not
> too sure how the speccy stores the information on tape (anyone
> know this?), but...

Have n't heard of it that way before.

> Where is the emulator anyway? Will it run on an ordinary ST?

Yes.

There are two floating about. One with Jetpac and the other with poole.
They both are German I think and use different methods of transfering
software, one gives instructions on how to build a dongle to transfer
information via a tape recorder. One of the emulators is for 1 meg
machines only for some reason !

Both are available in PD but I don't know their ftp location address.

5918. Re: ask for a ROMable object C Compiler

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 16:31:51 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <df1kb1fl@csv.warwick.ac.uk>
Source record: 221252

In article <262@tls-cs.cert.fr> marre@tls-cs.cert.fr (Daniel Marre) writes:
>
> I'm lookinf for a C compiler which can product a ROMable object code
> i.e locable at some predefinite adresses.
> I'll appreciate information about public or private products.
>
> Thank's.
>
> Daniel.

That's really a matter for the linker rather than the compiler.
I don't know of a linker that can do this, but the way I would approach
it would be to get the relocatable program from a normal linker and write
a program to relocate it at the required address (Exectuable file formats
have been posted recently) and then save it for putting onto ROM later.
The startup code would have to be changed to do things like copy the
variable data section (I forget it's name) into Malloced RAM instead of
Mshrinking.
If you are thinking of making a cartridge then these have a special
format which I have seen (badly) descibed in ST Internals.

- Leo Hendry

5919. Re: pushing a label value onto the stack in assembly

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 16:56:22 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <6f1kblbm@csv.warwick.ac.uk>
Source record: 221253

```
In article <wd.707644891@tukan> wd@pcsbst.pcs.com (wd) writes:
>mjb@cs.nott.ac.uk (M J Brownlow) writes:
>
>> lea string,a6
>> move.l a6,-(a7)
>
>>This should work no matter what....
>
>What about
>
> pea string
>
>???
>
>Wolfgang

It would be nice if people checked that there wasn't already 200 replies
to an item saying exactly the same thing before writing their own (Not
getting at Wolfgang in particular).
By the way, I still maintain that PEA string(PC) is the best way since
PC relative addressing is two bytes shorter (and consequently faster).

- Leo Hendry
```

5920. Heros Quest by Sierra On-Line

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 17:13:08 UTC
From: tonyl@status.gen.nz
Message-ID: <L9NVLB1w164w@status.gen.nz>
Source record: 221256

I have an Atari ST with 1 meg and a Casio CZ 1000 synth. The driver for the Casio with Heros Quest locks on my machine when I try to enter the Magic Shop screen. I have found that if I use the Casio driver from Space Quest III the problem is solved. Hope this helps any others who have had the same problem. By the way Heros Quest is an EXCELLENT game.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

5921. Re: .zoo atari->vms and vice versa

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 18:19:01 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Jun4.151901.6034@ac.dal.ca>
Source record: 221264

In article <1992Jun4.105756.25278@urz.unibas.ch>, minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
> Hi,
>
> I want to transfer atari zoo-archives to vms-vax and use the files there
> and vice versa, use vms zoo-archives on my atari.
> But the only thing that happens when uncrunching a message saying
> that a corrupt archive is beeing used.
> Atari zoo: V2.01b (or 2.1b I not sure) date: dunno
> vms zoo : V2.1 date: 91/07/09 02:10:34
>
> So much for compatibility, or what ?
>
>
> --
> Alexander <minidis@urz.unibas.ch>
> ---
> -- Scotty, beam me up, there`s no intelligent life down here! --
> -- (Capt. J.T. Kirk, USS Enterprise) --
> ---

It could be that you're encountering the record format problem. VMS ZOO is expecting the file format to be Stream-LF, whereas if you ftp to a Vax the file is quite likely to end up in 512-byte binary record format. Zoo should have come with a program called bilf, which you can run on your vms file (syntax: 'bilf l foo.zoo') to convert it to stream-lf. I have found that if you're just going to d/l to an ST this step is unnecessary; i.e. the ST version of zoo handles it either way.
Hope this helps.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

5922. Re: POPULOS II (was HORIZON)

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 18:38:39 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun4.183839.986@newshost.lanl.gov>
Source record: 221263

In article 15404@uwm.edu, ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>
>What is the difference between Populous II and Populous, The Promised Land?
>I've seen the latter advertised for $19 in Rising Star. Is it like Lemmings
>II, in that if you have the original you only need a data disk, but if you
>don't you can still get a complete version of the sequel game?

Populous II is a totally new game based on the general theme of God-like powers of the original version but greatly expanded to include numerous new capabilities and much improved graphics and animation. It's available in both 512K an 1Mb versions and I'm told the 1Mb version graphics are much better, but I can't vouch for that since I have not seen the 512K version in play.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5923. Re: Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 18:48:35 UTC
From: ekrimen@wet.UUCP
Message-ID: <3976@wet.UUCP>
Source record: 221269

In article <A1113987267@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:
>
>Publication was delayed by a week. Issue #3 is dated May 30.
>
>There's some confusion about distributability. Issue #3 includes
>a file (FontGDOS) that is clearly marked as not to be posted on
>BBSes, circulated on user group disks, or otherwise redistributed
>without the express written permission of Atari Corp.
>
>I've asked for clarification, and the folks at Atari Corp. don't
>seem to know the answer.

I'm fairly certain that Ron Kovacs of Z-Net cleared up the confusion on GEnie. The answer is that AEO #3 and the FONTGDOS archive contained within it can definitely be distributed and posted on BBSs. The separate FONTGDOS archive (the one that's 400K) cannot be distributed; you must get it from GEnie.

Hey, I know it's confusing, and they (AEO editors) regret the problems. It's a new magazine with some new ideas, so give 'em a little slack. :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

5924. The state of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 19:01:49 UTC
From: pcbdoc@solbourne.com
Message-ID: <BpC4v2.2n3@solbourne.com>
Source record: 221261

I have been out of the loop on Atari for awhile. Whats going on?

I have a 520st that I've had for four years. Its been collecting dust for almost 2 of those years because I just could not get excited about a seemingly dead product by a seemingly dead computer company. Plus I've had a Sun sparc-station clone at home for those two years and it has been a much more exciting computer to play with.

Anyway A few weeks ago I powered up my ST and actually had fun writing a GFA application. Now that I've discovered fun in my old system again I was wondering whats new in the Atari world, like....

Whats the latest hardware offering?

Are there any upgrades to the 520St that are worth anything?

Does Atari have multi-tasking yet?

What rev is GFA basic at? (I have 3.1)

Does Atari still treat folks like sh*t?

Where is the Atari focus these days?

Any other news thats note worthy?

Thank you for the halp

Steve Matson....
++++++++++++++++++++++++++<< Live Free Or Die >>++++++++++++++++++++++++++
+ Things that suck | | Things that are cool +
+ Big 3 execs | To Hell With D.C. | Fishing a stream +
+ Congress critters | Lets Secede!! | Summer Nights +
+ Gun grabbers | /\ | Abrams tanks +
+ Things that slither| /_/ _ | My childs delight +
++++++++++++++++++++++++++++++/COLORADO\++++++++++++++++++++++++++++++

5925. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 20:03:12 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60782@aurs01.UUCP>
Source record: 221267

I'm a big fan of shareware, and several of my most often used programs
are shareware. They include:

Little Green File selector
Pinhead
HotSaver
DTerm
Llamatron
Arcshell

and yes, I've registered for all of them (twice for Arcshell!).

I've written several "free" instrument profiles for Dr.T's X-oR MIDI
system exclusive/patch editor/librarian program, and have been thinking
about distributing my next one as shareware. It's occurred to me to
"cripple" it, or put a big, nasty text box in the corner stating that
this profile hasn't been registered, but I'm not sure I want to deal
with the abuse...

Frankly, when I see how many people with ST's use pirated software, it's
not much of a surprise to find out that few register for shareware. A
shame really, because how many other products can you fully try out for
as long as you want before you decide that they are worth paying for?
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

5926. Re: TIGERCUB.ARC uploaded to A.A

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 20:19:13 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60783@aurs01.UUCP>
Source record: 221273

In article <1992Jun4.074650.24123@elroy.jpl.nasa.gov> hyc@hanauma.jpl.nasa.gov (Howard Chu) writes:
>I guess it was an OK program (I bought it last year) but its copy protection
>is flaky as all hell.

[Howard's ordeal with Tiger Cub's copy protection deleted]

>Ironically, I now can only run the program off my copy, the original disk
>seems completely trashed. What utter rot. TigerCub was my first Dr. Ts
>purchase, and it is certainly going to be my last.

It seems the market has spoken...people objected to the copy protection,
and the manufacturer removed it. You gonna continue to boycott them out
of general principles?

I'd think that users would do well to support companies that respond
constructively to customer feedback. Dr.T's has always been very
responsive to user feedback, and as a result every software upgrade has
shown intelligent improvements. Last week I spent over 80 hours using
my KCS Omega/X-oR/Phantom setup without a single glitch, and I've got
all kinds of desk accessories, screen accellerators and AUTO programs
installed. Even the "elite" sequencers (Cubase and Notator) can't boast
that kind of compatibility.
****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

5927. Atari User Group Meeting - Wed June 10/92

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 20:23:20 UTC
From: daroloso@math.waterloo.edu
Message-ID: <BpC8Mx.2o6@math.waterloo.edu>
Source record: 221260
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In June, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting with the spotlight on
the ST Library.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well as our own newsletter "The Hard Copy", we will also give
attendees the May (& perhaps June) issue of AtariUser.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, June 10, 1992
DCS Course Room, Room 2009 (2nd floor)

Call 579-3695 for more information.

Hope to see you there,
Dani Roloson

5928. Tiger Cub Demo

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 20:23:27 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun4.202327.15583@pellns.alleg.edu>
Source record: 221271

Who ever uploaded the Tiger Cub Demo on atari.archive.umich.edu, can you please tell me where you uploaded it to? I can't seem to find it. Also, what did you call it?

Thanks,
Jason Heideloff
heidelj@alleg.edu

5929. Re: The state of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 20:27:18 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun4.202718.28321@wam.umd.edu>
Source record: 221265

In article <BpC4v2.2n3@solbourne.com> pcbdoc@solbourne.com (PCB Documentation - Steve Matson) writes:
> I have been out of the loop on Atari for awhile. Whats going on?

Basically the usual. Atari Corp. continues to head straight for Chapter 11 in terms of earnings. Users are still religious about their machines, and there are still regular Amiga vs. Atari squabbles here. Good software is still limited to niche markets. Shareware development utilities are usually better than their commercial counterparts. The GNU stuff gets ported quickly, and runs under MiNT, so most Unix types among us are still happy.

> Does Atari still treat folks like sh*t?

Good Lord, if you only knew...

There is some rumored new hardware. Of course, we've heard this all before, but who knows. In general, there hasn't been nearly as much activity within the Atari community these past two years as in 1987 or so.

Dave Baggett
dmb@wam.umd.edu

5930. Synthesizers

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 20:27:54 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun4.202754.15700@pellns.alleg.edu>
Source record: 221272

Is there any midi freak out there who can reccomend a not too expensive ($200.00 or less) but decent synthesizer? I am interested in getting into midi.

Thanks,
Jason Heideloff
heidelj@alleg.edu

5931. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 20:58:34 UTC
From: vicb@clark.edu
Message-ID: <1992Jun4.205834.16857@clark.edu>
Source record: 221270

In article <1992Jun3.212540.22571@mnemosyne.cs.du.edu> zmathews@isis.cs.du.edu (zak mathews) writes:
> c) People are dishonest by not paying up (as if !)
>I want a little discussion on these subjects and would like to know your views,
>such as do you use any SHAREWARE software ?, have you paid ??, what is the
>right price ?
>Also what kind of incentives should there be for paying, such as a pat
>on the back, a better version or an extra piece of software ?
>
>Thanks for reading,

Well, I have so far registered two programs: Llamatron and Revenge of the Mutant Camels, both by Jeff Minter. The currency problem was solved easily since Llamasoft takes Mastercard, although I would have found a way around that if I had to (calling at 2AM local time was the biggest hassle in that area :-) I registered them because there was incentive: they sent me a piece of software for each registration (Andes Attack and Gridrunner, I'm glad I did it...) I understand that Jeff has another title coming out soon and I do plan on looking at it. I will register if it's good even if there is no 'incentive' because I have come to appreciate this guy by the quality of his stuff, plus his newsletter is a kick in the pants to read also. I think that the 'better version, this is just a demo' approach and the other software approach are almost necessary or people just won't, I know I probably wouldn't have.
I will be registering things in the future, as Llamasoft made this a good experience so I won't be as reluctant to for a good piece of software.
I think that once people get started registering things they will continue to, that's the case with me (Freeze Dried will be registered to me very soon now.) I think $5-$15 is fair for most programs, more than that is too hard to get from folks, and the extra volume will make up for the smaller fee.

Just my viewpoint.

Victor Bruhn
vicb@clark.edu

5932. July ST Format

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 21:17:22 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Jun4.211722.420@aisb.ed.ac.uk>
Source record: 221268

Just got the new ST Format, with Kumana's K-Spread2 on the cover disk. It looks OK, though I think it's rather outdated now isn't it ? (spread-sheets ain't my speciality). Shame they sold-away their souls and can't give games away anymore.

Interesting snippet in the news section - Moriarty software claim to have produced a screen emulator for all 3 TT resolutions that works on a bog-standard ST using a scrolling window - bet that fair zips along :-)

I also had a chuckle at the audacity of Commodore - they have a 2 page advert for the Amiga 600, offering 'the computer you always dreamed of' !

The main feature is '50 ways to upgrade your ST' - most of it is the usual 'comprehensive round-up' drivel that they churn out every 3 months, though there are some interesting areas on expensive hardware bits - Overscan, Crazy Dots and the like.

Next month's extra disk is supposed to be 'Something to get you writing games' - I hope it's not that bleedin' awful 'Animaster' thing they produced, and I doubt it's STOS...SEUCK would be pretty good though (rumour mongering again !)

Sam.

5933. LZH201?

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 21:30:58 UTC
From: cs902117@juno.ariel.yorku.ca
Message-ID: <1992Jun4.213058.4495@newshub.ariel.yorku.ca>
Source record: 221276

Which ftp site is the latest version of LZH? I got a version lzh201i.lzh, which came from terminator.cc.umich.edu, and I had a problem extracting it last time... Will try extracting it again... Lately I have been having problems with software from that site... Hmmm...

/ o n y.

P.S - Lately my machine has been acting weird... The mouse would occasionally screw up that when I pull up, the mouse cursor goes down, and vice versa.

5934. Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 21:33:23 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <707701211.F00001@tdkt.kksys.com>
Source record: 221277

In a message of <Jun 03 00:54>, TONY D'ALFONSO (1:282/31) writes:
>From: cs902117@ariel.yorku.ca (TONY D'ALFONSO)
>Newsgroups: comp.sys.atari.st

>I have heard from one person that it was a joke file (although the person
>does take a liking to insult inquisitive people...) while 2 others are
>interested in the file. I don't know if it is a joke file or not...

There are two 'amegia emulators' floating around. Both unfortunatly have the same name, which is the cause of much confusion. One is indeed a joke, try anything and the 'guru' pops up. The other is only a joke if you try to do anything. It "bombs" a LOT! I deleted my copy about a day and a half after I got it. Things run, just not for very long, and for disk I/O you're limited to

the 'standard' IBM/Atari scheme.

>Especially if there is an Atari ST emulator out there for the Amiga. I
>can almost assure you that one exists as a friend of mine was asking for a
>copy of TOS if I had it on floppy to load in the ST emulator on his Amiga.
There are (or were) three different ST emulators for the Amiga. All three are/were illegal. Atari notified all the makers to 'cease and desist' threatening them with legal action if they continued. One, if memory serves, 're-worked' their code so that it ran off of TOS ROM chips instead of a TOS on disk, and that was the last it was ever heard of. In most circles anyways.

* Origin: FlightLine PointNet (1:282/47.1)

5935. HORIZON

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 21:41:31 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <707701211.F00002@tdkt.kksys.com>
Source record: 221278

In a message of <Jun 02 22:37>, CHU JEFFREY (1:282/31) writes:
>From: chuj@horton.Colorado.EDU (CHU JEFFREY)
>Newsgroups: comp.sys.atari.st

>Well seems that HORIZON computers is back again, too bad. Like I
>indicated before, they are a rip off!!! Of course they take the
>advantage and monopolize on being the only ATARI dealer locally.

Huh? I was there not too long ago. I was in Denver on business, saw the sign, and stopped in. Even bought something there! I had a nice long talk with one of the owners, rather pleasent, really. I didn't think their prices were out of line... Heck, they've got more _on_hand_ then most places! Racks and racks of stuff! I even brought back a discount offer from them for the local Atari group here in Minnesota! (We have a local store and want to keep it, so..., but it was nice of them to offer it.)

* Origin: FlightLine PointNet (1:282/47.1)

5936. Re: Picture conversion to POSTSCRIPT

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 22:35:04 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun4.223504.26979@aber.ac.uk>
Source record: 221275

In article <92154.110755SELDMARC@HASARA11.BITNET> SELDMARC@HASARA11.BITNET writes:
>Hi,
>
>I'm looking for a program that converts a picture like Degas or a
>.IMG file to a PostScript or .GIF file.
>
>I have been trough index of atari.archive but found nothing.
>
>Any info would be appriciated.
>
>
>*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*X*
>X \ / Real live: - Marc Heida X
>*>- SELDMARC@HASARA11.BITNET -< - Sara Amsterdam *
>X / \ - The Netherlands X
>
I've got a program that will do that but I've absolutely no idea how
to send stuff to a.a, if some will tell me...I'll do it.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

5937. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-04 23:04:35 UTC
From: eggert@sun.lclark.edu
Message-ID: <1992Jun4.230435.24043@lclark.edu>
Source record: 221274

For sale: $500 Takes all, or split up as follows...

Atari 1040 STf - $200
1 meg RAM
with Atari mouse
Atari SC1224 - $100
Screen bows at top and bottom. This is
apparently due to a burned out capacitor.
Should be an easy fix.
Atari SM124 - $100
Still in perfect condition.
VideoKey - $50
Use a TV or VCR with your ST.
Works great!
IMG Scanner - $20
Scanner connects to print head of
dot matrix printers.

Software -
Laser C compiler. . . . $50| or both for
Laser C Debugger package. . . $25| $65
GST C Compiler $15
Personal Pascal $15
Quantum Paint $10
BBS Express! ST $30
Copy II ST $10
Universal Military Simulator . . $15
Falcon $20
Bloodwych $20
Dungeon Master . . . . $20| or both for
Dungeon Master II: Chaos Strikes Back . $20| $30
Chrono Quest $20
Carrier Command $20
Gone Fishin' $10

I also have many disks with public domain and shareware files, and quite a
disks from magazines such as STart. These would go with the computer if sold.

Again, all of this could be had for $500. I will pay shipping on any of this
assuming it is pre-paid. I will ship c.o.d. if desired, but I ask that the
buyer pays for that.

Jonathan Eggert
(503) 390-8629
eggert@lclark.edu
3628 Rivercrest Dr. N.

Keizer, OR 97303

5938. Calligrapher demo? (was: FontGDOS released by Atari USA)

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 01:20:15 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1992Jun5.012015.18179@ccu.umanitoba.ca>
Source record: 221280

In article <1992Jun4.101924.18507@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>
>The big problem is we *still* don't have outlined fonts. There is one
>package in the UK (and I believe now also is the USA) that does support
>outlined fonts and that is Calligrapher -- the word-processor. I don't
>have a copy of this myself but as they are improving the program month
>by month I am beginning to get interested, for the following reasons:

I think Calligrapher is being distributed in the U.S. by Codehead.
The last issue of Atari Explorer Online mentioned that a demo was
available on Genie, under the name of "CALDEMO.LZH". Does anyone have
it, and if so, could you upload it to atari.archive for the benefit of
those who don't have Genie access? Thanks,
BBB
--
Bob Bright | E-mail: bright@ccu.umanitoba.ca
Dept. of Philosophy | FAX: (204) 261-0021
University of Manitoba | Voice: (204) 474-9105
Winnipeg, Man R3T 2M8 |

5939. Re: C

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 01:20:36 UTC
From: root@artech.UUCP
Message-ID: <282@artech.UUCP>
Source record: 221282

In article <1992Jun4.152528.12761@pellns.alleg.edu>, heidelj@alleg.edu (Jason Heideloff) writes:
> Can someone email and let me know of any good books to learn C from?
>
> Also, can anyone point me in the right direction for a good C programming
> language (commercial or PD)?
>
> Thanks,
> Jason Heideloff
> heidelj@alleg.edu

A C Primer,

Sozobon. Easiest (get version 2.X) to set up, requires FAR less memory
than GCC.

5940. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 04:21:07 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun5.042107.13530@peponi.wcc.govt.nz>
Source record: 221291

In article <1992Jun4.045127.19784@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>>> From: Terry King <tak1@ukc.ac.uk>
>>I really want to know how successful a good game can be as SHAREWARE
>
>Blox, which has been on atari.archive for several months, has gotten
>one registration. You may draw your own conclusions. One thing
>that can be said, though, is that that one person has my utmost
>respect and appreciation. I will buy that person dinner next
>time I'm in Europe. :-)

I have a copy of your game here... I ran it once, and can say that
it's quite good. As i'm not a game player, I haven't registered it,
and don't use it. I have still got a copy, and always will, the
reason for this is that if anyone ever asks me if i've heard of
it, i'll give it to them.

As for registering in General, Sadly I must say I haven't ever done it.
There is some software I intend to register, Hermes UUCP software
is on the top of the list if I can ever get it going !
Paying a foreign currency is a pain, it adds about $10 to the price,
if only more shareware authors accecpted credit cards (that only
adds $0.05 to the price), and made themselves available on major
networks.,... then users could just email them their credit card
number, and the author would be available to help users.

>
>>(Jeff Minter apparently made 10,000 pounds from LLAMATRON !!).
>
>I think this is an exaggerated account, but even if it is true, it's
>not a good idea to use the absolute maximum as an index. The minimum

I too, think this is exagerated... but then again, he is a famous case,
so maybe that gave more people the incentive to go out and send him
their credit card number (yes, he takes cards!)

BTW: I think Llamatron is crap, I don't know why so many people like
it!

Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

5941. Keyboard remapper?

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 04:28:19 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jun5.002820.24240@newstand.syr.edu>
Source record: 221153

I was wondering if there is a "keyboard-remapper" for the ST...you know, something that will allow me to remap the characters to my keyboard. So, for example, if I want to have my ST type an "A" when I type a "J", I just remap the "J" key to type "A".
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

5942. An Cool demo and Chaos demo

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 04:51:35 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jun5.045135.20010@usenet.ins.cwru.edu>
Source record: 221283

I'm having problems with the following two demos on a.a.u.e:

An Cool Demo:

The opening screen comes up fine, then locks up after
it loads the next screen. Someone sugested to put the computer
in 50 Hz, but how can I do that with a boot disk?

Chaos demo:

Doesn't load up at all.

Aybody have similar results?
--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

5943. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 06:51:15 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60127@cup.portal.com>
Source record: 221293

A reply from Charles F. Johnson...

Date: 04-Jun-92 17:55 EDT
From: Charles F. Johnson [76004,2232]
Reply to: FONT GDOS

On second thought, Bob -- here are some responses to the points made by Mr. Reschke. If you'd upload these comments, I would appreciate it.

=-=-=-=-=-=-=-=-=-=-=-=

>> This really shows one thing: WARP9 uses undocumented system
>> structures. Use another screen speeder (like NVDI) instead.

Sorry, it's not as black and white as you picture it. The pointer to the current workstation attributes is documented in Atari's SALAD document. The structures themselves are not documented, but the pointer IS, and developers have typically needed to fill in many of the blanks in Atari's documentation. The use of these structures is one reason why Warp 9 beats NVDI in all real-world speed tests -- i.e., tests of scrolling, dialog box drawing, etc.

In response to my point that G+PLUS allows the loading of new font sets without rebooting, Mr. Reschke states:

>> But only if no program has loaded them at that moment (like an
>> accessory that does load fonts).

According to Atari, desk accessories are _strongly_ discouraged from using Malloc() -- and vst_load_fonts() calls Malloc() for every font it loads. This is a strange response from someone who was, in the sentence before, crying about how Warp 9 uses undocumented techniques. Desk accessories should not call vst_load_fonts().

In response to my point that G+PLUS is faster than FONTGDOS, Mr. Reschke states:

>> This is only true for VDI functions with large trap dispatcher
>> overhead.

Wrong. When an application is using evnt_multi() there are _tons_ of VDI calls coming through the system _constantly_. Any program that introduces additional overhead into the trap #2 handler has a drastic effect on _overall_ system speed. G+PLUS minimizes this effect; FONTGDOS does not, and the difference is quite noticeable.

In response to my point that no program on the market uses the new bezier curve call, Mr. Reschke states:

>> Wrong. SciGraph uses it.

OK, I stand corrected. One program uses it.

In response to my point that many programs will not work properly with the caching mechanism of FONTGDOS, Mr. Reschke states:

>> Wrong. All programs that use vst_load_fonts() benefit from this
>> change.

You're the one who is wrong. There are several programs that use GDOS and have implemented their own caching techniques; Calligrapher is one, Timeworks Desktop Publisher is another. The method used in FONTGDOS conflicts badly with these programs.

In response to my point that current G+PLUS owners should stick with it instead of switching to FONTGDOS, Mr. Reschke states:

>> Let the customers decide :-) Don't forget that you have to _pay_ for
>> G+PLUS.

I would hope that current G+PLUS owners HAVE already paid for the program.

- Charles @ CodeHead Tech

5944. Re: Atari Explorer Online

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 08:02:01 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60128@cup.portal.com>
Source record: 221294

Ed Krimen writes:

>I'm fairly certain that Ron Kovacs of Z-Net cleared up the confusion on
>GEnie. The answer is that AEO #3 and the FONTGDOS archive contained within
>it can definitely be distributed and posted on BBSs.

From following the discussion between CompuServe and Ron Kovacs,
the ONLY way AEO #3 can be posted anywhere other than GEnie is
for someone to download it.. (and where is it ONLY available..?)
then unARC it and REMOVE the FontGDOS files that are covered
under the exclusive arrangement between ST Format magazine and
Bob Brodie "of GEnie", then reARC the remaining part of the files
and ONLY THEN can AEO issue #3 be uploaded anywhere else...

Wonderful treatment by Atari Corp for the non-Genie using portion of
their userbase, eh..? (NO distribution on Atari.Archive either)

Incidentally.. I'm now informed that the "offending" GEnie-only files
are no longer available on Bob Brodie's personal Z*Net BBS.

BobR

5945. Wanted informations about memory extension on TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 08:23:09 UTC
From: charles@aurora.unice.fr
Message-ID: <1992Jun5.082309.21204@taloa.unice.fr>
Source record: 221297

Hi all...

I own a TT 2MO and I would like to know if someone has ever try to
update TT memory (ST RAM) to 4MO without using the atari extension.
I'v heard about a solution which consist to exchange current memory
composant by others...??? or may be it would be nice to use
simms.......

Thanks a lot....

--

A	Anthony CHARLES	"Life is boring..........
T *** ***	ESSI one student	.....buy a TT.....!!!!!"
A * *	2, place Mejane	E-mail (first prefered)
R * *	06560 SOPHIA ANTIPOLIS	charles@essi.cerisi.fr
I	Tel : 92 96 00 26	charles@aurora.unice.fr

5946. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 08:51:51 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun5.105151@disuns2.epfl.ch>
Source record: 221292
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun4.135958.5355@ryn.mro4.dec.com>, rost@rgb.dec.com (My name is Brian Rost) writes:
: Now that Mega Stes are available with 1.44 M floppy drives, I have a question
: that someone who has used one may be able to answer:
:
: I have heard all kinds of stories about compatibility between 720K and 1.44 M
: floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may not
: be readable on a 720K drive. I currently have no dire need for the 1.44M drive
: (in fact I can save about $100 by buying a Mega with a 720K drive instead) but
: am thinking of the future. If it will cause compatibility problems with the
: 720K drive in my 1040 then I'll pass.
:
: Comments?

I'got an old 520ST (upgraded of course) and when I decided to upgrade
I bought a 1.44M floppydisk (instead of 360K) cause I thought I could
get the FDC to work at 16MHz and this way use 1.44 floppies. Bad luck:
my FDC can't! but anyway I still have a 1.44M floppy and always use it
with 720K disks: I NEVER had any problems with other floppydisks when
exchanging with friends or when reading on any PC !

So no problem, use 1.44M !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est jolie et son nom c'est .. Bonnie ! -----
----- ... -----

5947. Re: Getting Good 16 color GIFs

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 10:23:06 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A2F408A.21595@noiro.acs.uci.edu>
Source record: 221299

In article (THE MALPRACTICIONER) writes:
>I currently use viewgif to convert gif pictures into spectrum format.
>Viewgif also gives excellent results using dithered grey scales,
>bringing out much more detail than any colour representations I have
>been able to obtain.

Among the GIF to Spectrum converters out there the best one I have
come across is DMJGIF 3.0. Viewgif comes in maybe second.
DMJGIF provides 4 color dither options and one grayscale, and will
automagically choose what it deems the best dither option (you can
change it if you like). It will save it in .TNY or Degas or Neo
format if # colors permit and saves in SPC not SPU format (saving
space). It gives total control over scaling (magnifying and
shrinking) and uses the best scaling method (color averaging) of all
the PD/Shareware converters. It also allows fragments or pieces of
GIFs to be converted.
Another neat thing is that it allows the entire STE palette to be
used in a Spectrum conversion and DMJGIF comes with a program that
will simulate most of the STE colors (3375 of them) in a Spectrum
picture on a standard ST. It comes with conversion utilities to
convert SPU to SPC, SPC to PI1, and SPC to PI3.
Oh, and it does batch conversions. What a wonderful thing to be
able to walk away while your computer does a number of GIF to SPC
conversions. I'm sure there are more features that I've missed. For
a $15 shareware fee the author will send you a version that is twice
as fast, and he plans to upgrade the program to include Amiga .IFF and
Prism Paint formats conversions amongst other things.
This program by far beats BGIF, GIFSPC, and ViewGIF for GIF to
Spectrum conversions. The conversions are the best of any PD program
that I have seen. And I do Megabytes of GIF conversions.

It's on Atari.Archive at: atari/graphics/dmjgif3.lzh

Support your Shareware authors.
--
Joachim Vance
^~^~^~

5948. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 11:14:07 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92157.111407ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 221151

In article <60127@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com says:
>
>A reply from Charles F. Johnson...
>
>---
>Date: 04-Jun-92 17:55 EDT
>From: Charles F. Johnson [76004,2232]
>Reply to: FONT GDOS
>
> On second thought, Bob -- here are some responses to the points made by
>Mr. Reschke. If you'd upload these comments, I would appreciate it.
>
> Sorry, it's not as black and white as you picture it. The pointer to
>the current workstation attributes is documented in Atari's SALAD
>document. The structures themselves are not documented, but the pointer
>IS, and developers have typically needed to fill in many of the blanks in
>Atari's documentation. The use of these structures is one reason why Warp
>9 beats NVDI in all real-world speed tests -- i.e., tests of scrolling,
>dialog box drawing, etc.
>

While it might be true that there are some benchmarks in which NVDI is
slower (I don't think so, but I don't have the benchmarks here), this
is definitively not the reason. Warp 9 patches the current VDI, this is
why it has to fiddle around with undocumented variables. NVDI replaces
the ROM VDI completely and thus can organize it's internal variables
exactly as it wants to.

Note that I have no connection to the NVDI developers, indeed I normally
don't use it because I don't need it on my machine.

> In response to my point that G+PLUS allows the loading of new font sets
>without rebooting, Mr. Reschke states:
>
> >> But only if no program has loaded them at that moment (like an
> >> accessory that does load fonts).
>
> According to Atari, desk accessories are _strongly_ discouraged from
>using Malloc() -- and vst_load_fonts() calls Malloc() for every font it
>loads. This is a strange response from someone who was, in the sentence
>before, crying about how Warp 9 uses undocumented techniques. Desk
>accessories should not call vst_load_fonts().
>

In fact. They documented that last year, when there already were a lot
of programs doing that.

There are other situations where the problem can arise:

(1) Using a shell program that _does_ load fonts (like Gemini). A *LOT* of
people use Gemini over here.
(2) Using a multitasking GEM like MultiGEM II, Mag!X or MultiTOS.

> In response to my point that G+PLUS is faster than FONTGDOS, Mr. Reschke
>states:
>
> >> This is only true for VDI functions with large trap dispatcher
> >> overhead.
>
> Wrong. When an application is using evnt_multi() there are _tons_ of
>VDI calls coming through the system _constantly_. Any program that
>introduces additional overhead into the trap #2 handler has a drastic
>effect on _overall_ system speed. G+PLUS minimizes this effect; FONTGDOS
>does not, and the difference is quite noticeable.
>

OK, I didn't intend to make FontGDOS better than it is. It's really too
slow (AMCGDOS is much faster, but I bet you know this :-).

> In response to my point that no program on the market uses the new
>bezier curve call, Mr. Reschke states:
>
> >> Wrong. SciGraph uses it.
>
> OK, I stand corrected. One program uses it.

At least one :-)

>
> In response to my point that many programs will not work properly with
>the caching mechanism of FONTGDOS, Mr. Reschke states:
>
> >> Wrong. All programs that use vst_load_fonts() benefit from this
> >> change.
>
> You're the one who is wrong. There are several programs that use GDOS
>and have implemented their own caching techniques; Calligrapher is one,
>Timeworks Desktop Publisher is another. The method used in FONTGDOS
>conflicts badly with these programs.
>

If a program uses vst_load_fonts() and 'own caching techniques' it's
obviously doing undocumted things. If a program merely calls vst_load_fonts()
and uses the documented VDI calls to access these fonts, it _does_ benefit
from FontGDOS improvements.

> In response to my point that current G+PLUS owners should stick with it
>instead of switching to FONTGDOS, Mr. Reschke states:

>
> >> Let the customers decide :-) Don't forget that you have to _pay_ for
> >> G+PLUS.
>
> I would hope that current G+PLUS owners HAVE already paid for the
>program.

Of course. I sure hope that everybody has paid for commercial software
(including shareware) (s)he's using.

>
>- Charles @ CodeHead Tech

_____ cut here _____
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
_____ correct me if I'm wrong _____

5949. Re: .SPS files? What viewer can handle them?

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 11:38:57 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A2F5251.22776@noiro.acs.uci.edu>
Source record: 221300

In article Steven.Wells@bbs.actrix.gen.nz writes:
>
>.SPS stands for 'Spectrum Smooshed' files.

Unfortunately, there are two file types with the .SPS extension, both Spectrum related. One is Spectrum Smooshsed as already mentioned (viewable via SPSLIDEX). The other is 'Spectrum Sequence' which is an animation of Spectrum pictures created by Unispec. These animations can be viewed by Anispec.prg (available at atari.archive as anispec.lzh).
Luckily, the WhatIs program can distinguish between the two. The easy way to distinguish them is file size. 'Spectrum Sequences' tend to be rather large. I wish I had seen a good animation in this format though.

> [SPSLIDEX] can save A LOT of disk-space (up to 50%
> compression of the file size on .SPC pictures!!)

The savings that I get are closer to 5-10k per .SPC picture (usually closer to 5k). I've never hit 50% but it is still a signficant savings. The only problem I have with the .SPS format is that many programs don't recognize it, such as DSLIDE which can be used to display many picture formats with one program. This necessitates unsmooshing pictures (and then only to .SPU when using SPSLIDEX, unfortunately).
But I still keep all my Spectrum pics in .SPS format.

--
Joachim Vance
^~^~^~

5950. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 11:51:28 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jun5.115128.22354@Informatik.TU-Muenchen.DE>
Source record: 220867
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun4.135958.5355@ryn.mro4.dec.com>, rost@rgb.dec.com (My name is Brian Rost) writes:
|> Now that Mega Stes are available with 1.44 M floppy drives, I have a question
|> that someone who has used one may be able to answer:
|>
|> I have heard all kinds of stories about compatibility between 720K and 1.44 M
|> floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may not
|> be readable on a 720K drive. I currently have no dire need for the 1.44M drive
|> (in fact I can save about $100 by buying a Mega with a 720K drive instead) but
|> am thinking of the future. If it will cause compatibility problems with the
|> 720K drive in my 1040 then I'll pass.
|>
|> Comments?

There are NO incompatibilities ('cause the 1.44 drives operate as 720k drives
if the hole is missing.

==
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==

(* = Maerchen aus 1001 Nacht

5951. Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 11:59:11 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun5.125911.25283@urz.unibas.ch>
Source record: 221298

Hi,

a comp.friend in Zuerich (Switzerland) supposedly bought a

SOFTWARE-SPECTRE-EMULATOR !

I never have a chance to get there and naturally copying is out of
questions (it is commercial product).
Somehow I can't believe it!
Sounds like this AMIGA-emulator, which is simply a joke-prog.

Anyone who knows more about this ??

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

5952. Re: LZH201?

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 12:56:31 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jun5145617@centime.cs.tu-berlin.de>
Source record: 221152

Hy

> Which ftp site is the latest version of LZH? I got a version lzh201i.lzh,

ftp.cs.tu-berlin.de (130.149.17.7, pub/atari/archiver). The newest
version is 2.01l, I can take a look at the english version, here is
the german version (but that should no problem, when you know how to
handle LHarc).

Bye
Herwig

--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

5953. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 13:07:25 UTC
From: vince@sci.kun.nl
Message-ID: <1992Jun5.130725.1248@sci.kun.nl>
Source record: 221156

I guess it all depends on what you intend to get form your release. Money? I doubt it. Appreciation or even fame? Maybe. Look at Eric R. Smith for example, Mr. MiNT. As soon as I downloaded MiNT, I sent for my ST to be upgraded to 3 meg. Only for MiNT. And as soon as I have it back (There were some problems...) I will send the rest of my money (well, at least part of it) to him. And I think Eric has become a highly respected Atarian. Personally, I think MiNT would even be a good reason to buy an Atari in the first place. I don't know how much Eric has earned from Atari licensing MiNT for MultiTOS but I'm sure there must have been something in it for him. (Personally I'd be satisfied only to have thousands of Atarians see my name in the DESK-dialog...) And, as we're talking examples here, what about Donald E. Knuth, Mr. TeX? Hhe might be one of the most famous programmers out there today. And TeX is completely PD. (And it's not just A good typesetting program, it's THE BEST typesetting program. No doubt.)

Now, if it would be easier to pay (the difficulties of paying in foreign currencies have already been mentioned) and there wouldn't be a minimum amount (If you use a GIF-viewer only to view three pictures a year, you don't want to pay the full amount for it. If you play a game every day from 16:00 to 3:00, you might be willing to pay more for it) I'm sure SHAREWARE can work.

Just MHO, of cause.

Sander STOks
vince@sci.kun.nl

5954. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 13:15:47 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Jun5.131547.17939@cs.unca.edu>
Source record: 221154

Shareware? I don't like it -- there are so many good free programs
that it isn't necessary!

Plus the whole concept bothers me -- it tells you to distribute as
many copies to everyone as you can, and get them to pay -- I don't
want to be the advertising for people. And most of the shareware for the
atari I've seen is worthless anyway -- crashes and bugs and other
things. The name really bothers me too "share"ware -- it *isn't* share, it
is *pay*ware. Truth in advertising, folks!

There are plenty of great free games -- nethack, tetris...

And editors -- micro Emacs (for those of us without a
gigabyte to run GNU emacs) and mg are both better than any shareware
(or over the counter :)) editors I've ever seen.

So putting programs out as shareware doesn't seem a very lucrative
option to me. Not with the competition of free programs you're up
against!

Scott

5955. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 13:24:28 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Jun5.132428.18039@cs.unca.edu>
Source record: 221155

zmathews@isis.cs.du.edu (zak mathews) writes:
: SLAYER - horizontal shoot'em up, smooth scrolling, lots of varied
: aliens and LOTS of action and power ups with 'almost'
: constant 17 fps.

Yawn. Seriously, I have tetris with all this action & more, and NetHack
for intellectual stimulation. :)

: GRIBBLYS NIGHTMARE - platform game come adventure (early stages so far),
: rasters, samples, 25 fps, smooth animation
: and foreground masking (walk behind objects).

One thing I hate about games in general is that people are so hung
up on the bells and whistles (samples, graphics) that the basic
underlying concept of the game is ignored. One reason tetris is so
captivating is that it is just a great concept.

: a) The software is crap (sorry.... not very good i mean)

Generally, this is true. I can't even count the times a shareware
program I was looking at has caused me to have to re-boot.

: b) It has not been circulated enough.

I doubt this is a factor. With FTP and the idiotic "advertise this
for me: upload it to BBSes, give it to your friends" types of
pleading on the software, and anonymous FTP should get it out.

: c) People are dishonest by not paying up (as if !)

Well, that's true -- if the software actually is worth anything. Most
of it I've seen *isn't*.

: d) People do not know how to go about paying in foreign currency.

I can't even *get* foreign currency in my town! None of the banks have
it.

Shareware, other than being a HUGE turn-off to me in general, is
the embodiment of the "more trouble than it's worth" phillosophy.
Especially when you can get such great free things as the
Sozobon C compiler, gulam, microEmacs....

: I want a little discussion on these subjects and would like to know your
: views,
: such as do you use any SHAREWARE software ?,

I think I have 2 or three shareware programs on my hard disk collecting
dust (or whatever programs collect), which I seldom if ever use. One is

a pretty bad GIF viewer -- nothing I'd pay for -- one is a "programmers editor" (NOT!!) I like to keep to remind me how great Emacs is.

:have you paid ??,

No, I haven't found anything I liked well enough to fork over money.

:what is the right price ?

Free.

: Also what kind of incentives should there be for paying, such as a pat
: on the back, a better version or an extra piece of software ?

Quality software that does its job well, without crashes, bugs, or disasters.

Scott

5956. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 13:42:17 UTC
From: vince@sci.kun.nl
Message-ID: <1992Jun5.134217.1710@sci.kun.nl>
Source record: 221160

In article <1992Jun5.125911.25283@urz.unibas.ch> minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
>Hi,
>
>a comp.friend in Zuerich (Switzerland) supposedly bought a
>
> SOFTWARE-SPECTRE-EMULATOR !
>
>I never have a chance to get there and naturally copying is out of
>questions (it is commercial product).
>Somehow I can't believe it!
>Sounds like this AMIGA-emulator, which is simply a joke-prog.
>
>Anyone who knows more about this ??
>

If I get it right we're talking about a mac-emulator-emulator here?
I can tell you I have seen a software mac-emulator called ALADIN which looked really impressive to me at the time -- but then again, I had never seen a real mac then. It wasn't 100% compatible and couldn't read those silly mac-disks, but it was nice playing around with it. I remember I saw pagemager running on it (does this deserve an "!" ?), MacDraw, MacProject and some more. I also remember it needed continuous disk-swapping to get an application running, couse it kept on asking for the system disk.
(And the irritating patronizing beep whenever I forgot a Mac doesn't allow you to eject your disks yourself made me quite mad...)

So you see, it IS possible.

>--
>Alexander <minidis@urz.unibas.ch>
>---
>-- Scotty, beam me up, there`s no intelligent life down here! --
>-- (Capt. J.T. Kirk, USS Enterprise) --
>---

BTW, I remeber an ad in a german mag about a hardware Amiga emulator for about DM150. Never heard oof it since. Anybody?

Sander STоks
vince@sci.kun.nl

5957. Re: Kermit and STalker 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 13:45:11 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Jun5.134511.13649@netfs.dnd.ca>
Source record: 221158

In article <1992Jun3.174640.5291@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:
>Does anybody know how to use the Kermit protocol and STalker 3.0 together?
>I have no problem using Kermit with Vanterm or anything else but STalker
>does not seem to allow it?

As Frank Lohse has pointed out, the way to invoke an "external" program using STalker 3 is to use the script call "run_program". I don't have the docs handy, but the syntax is something like:

```
exit_status = run_program("program", "params", TRUE/FALSE);
```

where the last parameter controls whether or not stdio should be redirected to the serial port for the program (ex. if you want to run a CLI program remotely the way the remote-mode mini-BBS script does).

One word of caution however: we've recently discovered that running another program from an ACC is risky. It seems to work reliably if you're currently at the desktop, but if you're in another program (say a word processor) and get STalker to launch a TOS/TTP program, you'll crash when the main program tries to exit back to the desktop. You're safe if STalker is a PRG, or if MiNT is running, or if NeoDesk is the current program (because STalker.ACC will ask Neo to run the program for it).

Of course, if your Kermit utility is a GEM program, then ignore all of this advice :-) Simply run STalker as an ACC, then fire up the Kermit utility when it's time to do the transfer. Depending on how the Kermit utility uses GEM, you'll probably have to "disable" STalker with Alt-K so that it doesn't try to read the serial port while Kermit is doing its thing.

BTW, I'd be interested in getting a pointer to some good shareware/whatever Kermit utility. If anyone knows of a good kermit.tos please point me to it; we'll include it on the distribution disk in the shareware folder if the author allows it.

Eric
--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

5958. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 13:45:54 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jun5.134554.6049@digi.lonestar.org>
Source record: 221157
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun4.135958.5355@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:
>
>I have heard all kinds of stories about compatibility between 720K and 1.44 M
>floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may not
>be readable on a 720K drive.

I haven't used one *but* I just read in one of the online magazines (I think it was Atari Explorer On-line but can't remember for sure) that Atari said some Mega STEs have "escaped" with TOS 2.05 and the 1.44 MB drive. The Atari rep (Townsend maybe?) said that TOS 2.05 does NOT format the 1.44 MB disk in a manner compatible with IBM PCs. However, TOS 2.06 will do the job correctly. The summary is that anyone having a Mega STE with the high density drive that wants to interchange disks with an IBM PC compatible MUST have TOS 2.06.

If you don't care about PC compatibility, than apparently TOS 2.05 works fine with 1.44 MB drives on Ataris and is compatible with other Ataris.

Regards,
Roy C. Gosewehr

5959. FB Patch V2.0

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 13:48:48 UTC
From: rost@rgb.dec.com
Message-ID: <1992Jun5.175231.13886@ryn.mro4.dec.com>
Source record: 221174
Cross-posted to: comp.sys.atari.st,rec.music.synth

I'm curious about a program called FB Patch that was written for the ST back in 1987. It was a patch editor fro the Yanmaha FB01 synthesizer. The release notes I have for V1.1 state that a V2.0 was to be forthcoming, with some enhancements that I would like to have. Does anyone know if V2.0 was ever released? Does anyone actually *have* it that cares to comment on whether it's worth registering to get it (assuming the author is still alive and still gives a &%$# about the program)?

Brian Rost @rgb.enet.dec.com

508-568-6115

****
* *
* The above does not reflect the opinions of *
* my employer. *
* *
* If music is outlawed, only outlaws will be *
* musicians. *
* *
****

5960. Need: Alice Atari Pascal Docs

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 14:15:10 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <BpDM9B.EIr@watserv1.waterloo.edu>
Source record: 221159
Cross-posted to: uw.general,kw.general,comp.sys.atari.st,comp.lang.pascal

I received a set of original Alice Pascal disks for Atari STs
from a friend. He did not have any docs (apparently lost in a move).
Does anyone out there either have a copy I can have or know where I can
get one? Thanks.

Brett Maraldo

ps. Help, Brad...

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

5961. Re: The state of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 14:33:36 UTC
From: steve@thelake.mn.org
Message-ID: <A1278351557@thelake.mn.org>
Source record: 221162

[In article <BpC4v2.2n3@solbourne.com>,
pcbdoc@solbourne.com (PCB Documentation - Steve Matson) writes ...]

> I have been out of the loop on Atari for awhile. Whats going on?

Pretty much the same thing that was going on four years ago.

Products are slow to arrive, or don't arrive at all, and they're
slowly becoming less competitive in terms of price/performance.
The basic STE is not a bad deal when compared with other machines
in its performance class, but the higher-end offerings are priced
relatively high.

> Whats the latest hardware offering?

TT030: 68030, 32mHz, little VME slot.
Mega STE: 68000, 16mHz, little VME slot.
STE: 68000, 8mHz, similar to ST but takes SIMMs.
STBook: notebook 68000, 8mHz.

Atari has shown a single-board 68030 computer with a reportedly low price
tag, and has shipped models to developers. A 68040 workstation is said to
be in the works.

> Are there any upgrades to the 520St that are worth anything?

Memory, 68K accelerators, and a couple of boards that let you run TOS
2.06 (many enhancements including a new Desktop).

> Does Atari have multi-tasking yet?

>From Atari or from third parties? There was third-party multitasking when
you bought your machine -- Micro RTX, OS/9, etc. Now there's also Minix,
MiNT (a free TOS extension) and -- if you have a TT -- Unix SVr4. Atari
has shown something called MultiTOS that combines MiNT with changes to GEM
to allow multiple GEM applications to multitask, but it has not been
released.

> What rev is GFA basic at? (I have 3.1)

Eeeeeeuuuuuww! :-)

> Does Atari still treat folks like sh*t?

Depends on what you expect and what you're looking for. Atari is still
slow to get new products into the market, doesn't advertise what it has,
doesn't have a good dealer network and doesn't keep the distribution
pipeline filled with product. Any developer of software or hardware for
the ST is in for a rough time because the market, particularly in North

America, is in a shambles.

But treat folks like sh*t? I've never been treated poorly. In my experience, Atari Corp. personnel have been courteous and helpful. They answer questions. But you *must* have a GEnie account to reach them; nobody at Atari Corp. is reading Usenet at the moment.

> Where is the Atari focus these days?

Mostly music. Publishing is a secondary focus. There are some impressive high-end publishing systems in the European market that are based on Atari hardware.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5962. Atari 1040ST FORSALE ****

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 14:36:47 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9695@vice.ICO.TEK.COM>
Source record: 221164
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale,misc.forsale.computers

```
==========================

Atari 1040ST
with Monochrome Monitor
*** asking $275 ***

Comes with cords and cables and mouse.
In excellent working condition.

Shipping costs are negotiable

Keith
keithr@icogem3.ICO.TEK.COM
```

5963. Re: Calligrapher demo? (was: FontGDOS released by Atari USA)

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 14:53:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1320360133@thelake.mn.org>
Source record: 221163

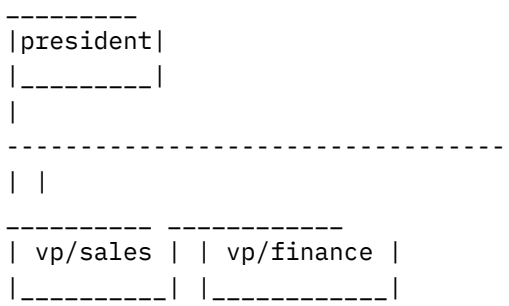
[In article <1992Jun5.012015.18179@ccu.umanitoba.ca>,
bright@ccu.umanitoba.ca (Bob Bright) writes ...]

> I think Calligrapher is being distributed in the U.S. by Codehead.
> The last issue of Atari Explorer Online mentioned that a demo was
> available on Genie, under the name of "CALDEMO.LZH". Does anyone have
> it, and if so, could you upload it to atari.archive for the benefit of
> those who don't have Genie access? Thanks,
> BBB

I have it, but I can't upload it to a.a. -- thelake.mn.org is not actually on the Internet. I could mail it to someone with Internet access, but it's 373K bytes before uuencoding, so if anybody on the net already has a copy, please put it on a.a. and speak up.

I found the demo frustrating. The key to the usefulness of the program is its ability to scale outline fonts for printing. The demo is crippled so that it can't save, but it also won't print and it doesn't even use outline fonts. It requires a proprietary version of GPlus+ that forced me to spend half an hour dinking around with my system software just to load the demo, only to find that I couldn't perform the tests that I wanted.

The most impressive feature of the demo is the outliner. An outline can be hot-linked to a document. The outline appears as a series of linked boxes containing brief text tags -- sort of like a corporate table of organization:



... et cetera. You can move the boxes around with the mouse and the associated sections of the document are rearranged. If you start with an outline before you create a document, the outliner can generate a more traditional text outline in your document window using any of several conventions.

Calligrapher lets you freely mix graphics and text in various fonts. It's not a publishing program or a drawing program, but it can create fairly complex documents if you use it in conjunction with other

tools. It does not appear to use the GEM clipboard. :-(

The demo version has a spelling checker that can be used interactively (it beeps if you type an unknown word) or to batch-check an entire document. The interactive use seemed to introduce a delay every time I reached the end of a word.

Scrolling is slow and feels clumsy. I wouldn't use Calligrapher for extensive writing and editing.

The expensive version of Calligrapher is said to have a grammar-checker and a thesaurus. I don't know how well they work; they were not present in the demo.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

5964. Re: The state of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 15:37:11 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun5.153711.20295@newshost.lanl.gov>
Source record: 221167

In article 2n3@solbourne.com, pcbdoc@solbourne.com (PCB Documentation - Steve Matson) writes:
> Whats the latest hardware offering?

Latest available is the 16MHz MegaSTe and of course, the 68030 TT. Rumors are flying and hopes are being held high for a low-cost 68030 called `Falcon' which is _supposed_ to be released late summer/early fall. We shall see, eh?

> Are there any upgrades to the 520St that are worth anything?

Yeh. It's called the 1040STe. Dump the 520 or give it to the kids and buy an STe with 4Mb RAM for around $400. Upgrading the 520 ain't worth it. Atari's new TOS (2.06) is a worthy upgrade, however.

> Does Atari have multi-tasking yet?

Officially, no. MiNt is available for download and MultiTOS (based on MiNt) is supposed to ship with the Falcon. Again, wait and see.

> What rev is GFA basic at? (I have 3.1)

Latest English version is 3.6 which included support for TT's but it was so buggy that GFA is no longer shipping it. We are all holding out for 3.7 which is to be the 'bug-free' (ha!) full-TT support version. No word on when 4.0 is coming. So the latest workable version is still 3.5e.

> Does Atari still treat folks like sh*t?

Dave Baggett addressed this comment quite elegantly already.

> Where is the Atari focus these days?

Same as usual, the $.

> Any other news thats note worthy?

No news, only rumors. And there are enough of those without my help.

And welcome back to the fold. Even with all Atari Corp's fumblings, it's nice to know the hardware can still be fun, eh?

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5965. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 15:41:31 UTC
From: craig@hadrian.uk.sun.com
Message-ID: <13121@texsun.Central.Sun.COM>
Source record: 221166

Hi

I've only just started reading this newsgroup, what software is available for the ST to use a quick 150 SCSI tape device, is it PD and how can I get it.

Thanks in Advance

Craig

5966. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 15:58:05 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun5.155805.22069@newshost.lanl.gov>
Source record: 221168

In article 18039@cs.unca.edu, mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:

>I think I have 2 or three shareware programs on my hard disk collecting
>dust (or whatever programs collect), which I seldom if ever use.

If you seldom if ever use them, Scott, then why do you still have them?

>No, I haven't found anything I liked <shareware> well enough to fork over
>money.

And from your expressed attitude towards shareware in general, I doubt you ever will. Makes me wonder what _else_ is on your hard disk.

I don't understand this illogical aversion to shareware. If you don't like it, you don't pay for it. What could be fairer than that? Just because some folks feel the need to ask for a tiny amount of reimbursement for the time they spend coding and supporting their shareware offerings, is that a crime? Sure, there are lot's of good freeware offerings out there. But a lot of good shareware exists which is really bargain priced, IMHO.

What about Little Green File Selector? Pinhead? Arcshell? DCSHowit? Do you consider _these_ gems as trash, too? Few others would agree with you.

But like the man sez, "You pays yer money and you takes yer choice."

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5967. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 16:11:30 UTC
From: dba@jet.uk
Message-ID: <1992Jun5.161130.4889@jet.uk>
Source record: 221188

In <Bp384H.JLL@ux1.cso.uiuc.edu> wmagro@roma.uiuc.edu (William Magro) writes:

>Someone recently posted asking what it would take to make their tape
>drive work on the ST. They asked the recent 'reviewer' of tape
>software to respond. I guess that is me.

>Again, Alan Hourihane's TAPEBIOS and GTAR packages are wonderful.
>To install the tape driver (TAPEBIOS) you just plop it in your
>AUTO folder, and edit a text file (TAPEBIOS.INF) to point to the
>SCSI address of your tape drive. My drive is a normal 1/4" cartridge
>drive, like those that come on workstations. I had no problems.

>The GTAR package is the usual god-like 'tar' program that we know
>and love from Unix world (why do people write Un*x? it is too
>wonderful to mock). The tar is mint aware and backgrounds quite
>nicely. The tape driver doesn't seem to let go of the CPU very
>often, so that backing up to tape in the background isn't very
>effective--I usually type "tar cf '=tape' /dev/c /dev/d /dev/e"
>and then go to sleep.

>All this should be available on atari.archive.umich.edu. If not,
>I can upload it.

>FINALLY TAPE DRIVES WORK ON THE ST!

Tried to email you on this but the domain roma.uiuc.edu isn't known.
Where on atari.archive.umich.edu is TapeBIOS? I downloaded GTAR but
can't find the other package.

Emailed weiner but i think he has been turned into dev/null???

I have a TDC3660 which i would love to get working (ICD utilitys recognise
it on the scsi interface).

So if TapeBIOS hasn't made it to the atari.archive could you please post!!

regards
dennis

--

_. .________________________. .____
_| |___. .__. ._____. .____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

5968. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 16:13:15 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun5.161315.24309@newshost.lanl.gov>
Source record: 221169

In article 25283@urz.unibas.ch, minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
>Hi,
>
>a comp.friend in Zuerich (Switzerland) supposedly bought a
>
> SOFTWARE-SPECTRE-EMULATOR !

Do you mean this is a software-only version of the Spectre GCR Mac emulator by Gadgets by Small? If so, I assure you it's not legal and I certainly hope it is NOT a commercial product. Maybe it's something else (Spectrum perhaps?) but if it's a GCR copy, I'm sure Dave Small would be _most_ interested!!!

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

5969. Re: .zoo atari->vms and vice versa

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 16:18:24 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun5.161824.23670@news2.cis.umn.edu>
Source record: 221170

In article <1992Jun4.105756.25278@urz.unibas.ch>, minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
>I want to transfer atari zoo-archives to vms-vax and use the files there
>and vice versa, use vms zoo-archives on my atari.
>But the only thing that happens when uncrunching a message saying
>that a corrupt archive is beeing used.
>Atari zoo: V2.01b (or 2.1b I not sure) date: dunno
>vms zoo : V2.1 date: 91/07/09 02:10:34

VMS ZOO files must be in stream-LF mode in order to be read. Otherwise, you get the "corrupted" message.

Rahul Dhesi provided a program called BILF in order to convert from stream-LF to fixed-length 512-byte binary format and back. The ZOO program is released on the VAX with a copy of the BILF program (at least it is released that way on the VAX/VMS DECUS tape releases I have).

You need a copy of this program to successfully list/extract from a downloaded ZOO archive. It's worked nicely for me for the past several years...

-- David Paschall-Zimbel

5970. 520st

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 16:25:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <BpDpIq.9w2@acsu.buffalo.edu>
Source record: 221165

```
For sale: Atari 520st
SS disk drive
color monitor
epson printer
some software

$300 or Best offer

v5914ane@ubvmsd.cc.buffalo.edu
```

5971. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 16:31:12 UTC
From: vatec@sun.pcl.ac.uk
Message-ID: <1992Jun5.163112.9824@sun.pcl.ac.uk>
Source record: 221181

I would very much like to throw in my humble views here. Don't jump on me if you disagree, but by all means make a counter-argument. I think the best description of what shareware is, and its replated concepts can be found in the documentation file for 'llamatron' by that oh-most-zarjaz fella Jeff Minter. It really is people like him who keep the software scene alive.

I take the point about being a lot of free software about. No doubt that is a good thing, BUT I think that shareware can, if properly upheld by us, the users, fill a niche in the software strata, being of better quality than most freebies, and yet not charged at the exhorbitant prices extracted by many software houses. In the many, many pointless to-and-fro arguments about piracy, and wether or not it is turning developers away from the ST scene, nobody seems to consider shareware as a viable alternative.

Forgive me if I indirectly quote a few Jeff Minterisms here, but I think he gets the point across better than anyone else I ever saw, and imitation *is* the sincerest for of flattery. Like it or not, shareware is pirate-proof. BY *asking* that their software be copied, 'piracy' can do no more than improve the authors chance of reaching an appreciative audience. Basically, any amount of total junk can flood out in the name of shareware. Fine. If you don't like the software you use, don't pay the asking price for it. However, those pieces of software that prove popular willa ctually make the author money, not through any advertising or marketing, but on the strength of his talent alone.

This seem to me to be the best system. The money coming in is an incredible morale booster to the author, encouraging him, and others around him to make more contributions to the software libraries. Don't get me wrong, it's not an easy process, and survival of the fittest will be the rule, but sub-standard 'shareware' software will soon become scarcer, simply because the author won't get the positive feedback he would for decent code.

Also, shareware authors generally offer an upgraded version of their work to those who send in any money. This often is extended to regular upgrades. I appreciate that there are exceptions to every rule, eg Sozobon, but by and large, free software is 'as is' and often has no upgrade path to it. At least you have a channel of communication to a shareware author, and you can tell him what you would like to see done, either to existing software he has written, or in the way of new work.

Anyways. I think that shareware is the way forward. Take the money away from large software houses, and give it to the people who do what they do thorugh the love of it, and provide good software. Don't pay if you don't like it, but if you do, send the guy his money - he has worked long and hard on it, and you are reaping the benefit, so why not give a little back. Thats sharing.

Edd Deegan
vatec@uk.ac.pcl.sun

PS: I heard that Jeff Minter made 10,000 pounds out of llamatron ...

--
/ | / \ \ _-~~~~~ / \ |
if (| ______(~~~) (two_descs)) ============= ( ) . |Edd Deegan
\ . |________/ \ / / ~-_____ \ / , |vatec@uk.ac.pcl.sun

5972. Re: ask for a ROMable object C Compiler

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 16:33:02 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jun5.163302.24610@ugle.unit.no>
Source record: 221171

```
> In article <262@tls-cs.cert.fr> marre@tls-cs.cert.fr (Daniel Marre) writes:
> >
> > I'm lookinf for a C compiler which can product a ROMable object code
> > i.e locable at some predefinite adresses.
> > I'll appreciate information about public or private products.
> >
> > Thank's.
> >
> > Daniel.
>

Pure C can do this.

Stig Vidar Hovland - stigvi@lise.unit.no
```

5973. IBM keyboard pinouts?

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 17:02:38 UTC
From: Jeff McWilliams <JJMCWILL@MTUS5.BITNET>
Message-ID: <92157.120238JJMCWILL@MTUS5.BITNET>
Source record: 221161
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Can anyone help me? I need the pinouts of the 5 pin din connector on an IBM keyboard. E-mail me if possible. Thanks.

Jeff McWilliams
jjmcwill@mtus5.cts.mtu.edu

5974. 1040 ST (s), peripherals and software

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 17:42:52 UTC
From: aw@caesun6.harris-atd.com
Message-ID: <1992Jun5.174252.8814@trantor.harris-atd.com>
Source record: 221172

FOR SALE:

PRODUCTIVITY SOFTWARE:

PC Ditto
Interlink ST
FLASH
LDW Power Spreadsheet
VIP PROFESSIONAL
Word Perfect 4.2
DAC EASY
Timeworks Word Writer ST
Partner ST
DataManager ST
EASY DRAW W/Super Charger
CAD 3D 2.0
HiSoft Basic Professional
GFA BASIC
Athena II
Personal Pascal
TRIMbase
VALUE TIME
PRINT MASTER
ST Ledger
DEGAS ELITE

SOFTWARE GAMES:

greg norman's ultimate golf
world class leader board
High Roller (Harrier Simulator)
silent service
after burner
star glider
autoduel
rogue
hardball
flight simulator II
hippo computer almanac
leader board
carrier commander
hacker
10th frame
joust
world games

SOFTWARE EDUCATIONAL:

spinnaker homework helper (Math word problems)
Fraction Action
speller bee

SOFTWARE UTILITIES:

UTILITIES:
NEO DESK 2.0
TURBO KIT
SUPRA HARD DRIVE
CODEHEAD
HOTWIRE
MAXI FILE
G+PLUS
MULTIDESK
TURBO ST
THE JUGGLER
A&D SELECTOR
J DISK
ST COPY
GFA COMPANION DISK
CORNERMAN
CALENDAR
all START magazines and disks
some INFO magazine disks
some COMPUTE disks
Other titles (Public Domain)

Books:

ManualS for above
Kids and the Atari
The Atari ST Book

Hardware:

I.B. 5 1/4 drive
atari 3 1/2 drive
1040st tos 1.0
1040st tos 1.4 2.5Meg
45 Meg Supra Hard Drive
old style color monitor
new style color monbitor
mono monitor
disk to disk copy cable
multisync connector
2 monitor connector
gemini 10x printer
joysticks
NAVARONE TIME KEEPER
holders for disks

oak stand for monitor
power strip

Only known problems - (1) hard drive sometimes "sticks"
upon turn on. If toggle off and on a couple of time
it is ok. Sometimes next day same problem, other times
2 months no problem (last year of activity). Self
parking disk. (2) Period button on 1M 1040st number pad
is down (does not work). Remainder of keyboard fine.

Want to sell all, but will sell sets or part out pieces

Super Price:

everything *** $ 950 ***

Seperate Price:

Color Monitor $ 150
1040st & Color Monitor $ 290
1040st 2.5M, HD & Color Monitor $ 690
with most of the software
either external drive $ 70
multisync adapter $ 35
anything else or combo Make Offers

Alex Walton, GaTech '79\\ INTERNET : aw@epg.harris.com | _ _ |
Harris Corporation \\ UUCP : ...!uunet!x102a!awalton |_| |_| | |
Engr. Productivity Group \\ CCMAIL : AWalton |==============|_/\/\/\|_|

5975. Atari Explorer Online confusion

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 17:51:24 UTC
From: ekrimen@wet.COM
Message-ID: <3982@wet.UUCP>
Source record: 221202

Yesterday I replied to a message about the AEO confusion. Well, it turns out I was wrong. :^) Only the AEO issue, AEO_9203.ASC, may be distributed. The FONTGDOS.LZH contained in the AEO_9203.LZH file may not be, unless you have permission.

The following is a message from Ron Kovacs from Z*Net and AEO.

Conf : Z*Net Echoes Conference
Msg# : 9533 Lines: 17 Read: 2
Sent : Jun 4, 1992 at 6:03 AM
To : Rick
From : Ron Kovacs at Z*Net News Service - NJ (Node #593)
Subj : AEO_9203.LZH

In reply to:

> Bob, I downloaded AEO_9203.LZH and as usual, I posted it on my board
> before even reading it myself. After unLZHing the file I read the docs
> for FONTGDOS and it states that the FONTGDOS files may not be uploaded t
> any BBS. Am I to take it that the entire AEO_9203.LZH package cannot be
> posted on my board? Do I need to extract just the AEO_9203.ASC file and
> LZH it for posting. I have removed the entire 9203 package from my BBS
> pending the final word from you.
> I am posting this msg here instead of Email so other SysOps will not b

You can post the issue but NOT THE file. You are correct about the documentation and need written permission tp post it on your system. To get the permission, you should contact Bill Rehbock at Atari Corporation.

Please unarc the file and place the issue out for download.

5976. 520ST working?

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 18:03:09 UTC
From: mitch@giesy.mitch.b17a.ingr.com
Message-ID: <MITCH.92Jun5130309@giesy.mitch.b17a.ingr.com>
Source record: 221173

I have an Atari 520. I'd like to know if it is working. It is an early model, with no built in floppy drive. I hooked it up to a tv and got a white screen with a sparse scattering of multi-colored speckles. Should the thing have something in ROM, or do I need to get a floppy drive and an OS disk to bring up the GEOS-type of environment I seem to remember seeing on the ST when it first came out? I don't know much about this machine. Any help would be appreciated.

Thanks,
Mitch
--
Mitch Giesy | WK: (205) 730-6873 | DISCLAIMER:
Intergraph Corp. | EMAIL: | When all is said and done,
1 Madison I.Pk | mitch@giesy.b17a.ingr.com | its your fault if you done
Huntsville, AL | uunet!ingr!b17a!giesy!mitch | what I said. :-)

5977. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 18:37:29 UTC
From: timg@ccwf.cc.utexas.edu
Message-ID: <73461@ut-emx.uucp>
Source record: 221178

In article <1992Jun5.042107.13530@peponi.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz writes:

>Paying a foreign currency is a pain, it adds about $10 to the price,
> if only more shareware authors accecpted credit cards (that only
> adds $0.05 to the price), and made themselves available on major
> networks.,... then users could just email them their credit card
> number, and the author would be available to help users.

I had a friend in Japan who sent me money (I loaned him the money for
the flight to Japan) in the states regularly. He just stuck an American
Express travelers check in an envelope and sent it via registered mail.
Does this not work well from the US to other countries?

The registered mail was a safety precaution, since travelers checks are
like cash, but is not totally necessary.

-Tim Gallivan

5978. Re: The state of Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 18:39:07 UTC
From: aeg03@rrz.uni-koeln.de
Message-ID: <1992Jun05.183907.153946@rrz.uni-koeln.de>
Source record: 221175

In <A1278351557@thelake.mn.org> steve@thelake.mn.org (Steve Yelvington) writes:

> > What rev is GFA basic at? (I have 3.1)

>Eeeeeeuuuuuww! :-)

What's your problem man? Can't you say "GFA basic 3.62"? :-)
(This was the official latest version at the CeBIT '92, I dunno
about version 3.7 that is said to be out for beta testing.

+- Jan Kim -- X.400: S=kim;OU=vax;O=mpiz-koeln;P=mpg;A=dbp;C=de -+
| Internet: kim@vax.mpiz-koeln.mpg.dbp.de |
| |
----=< hierarchical systems are for files, not for humans >=-----

5979. Re: POPULOS II (was HORIZON)

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 18:50:55 UTC
From: n8742883@janice.cc.wwu.edu
Message-ID: <n8742883.707770255@janice>
Source record: 221177

hutch@bellman.lanl.gov (John Hutchinson) writes:

>In article 15404@uwm.edu, ultron@csd4.csd.uwm.edu (Andrew H Krieg) writes:
>>
>>What is the difference between Populous II and Populous, The Promised Land?
>>I've seen the latter advertised for $19 in Rising Star. Is it like Lemmings
>>II, in that if you have the original you only need a data disk, but if you
>>don't you can still get a complete version of the sequel game?

>Populous II is a totally new game based on the general theme of God-like powers
>of the original version but greatly expanded to include numerous new capabilities
>and much improved graphics and animation. It's available in both 512K an 1Mb
>versions and I'm told the 1Mb version graphics are much better, but I can't vouch
>for that since I have not seen the 512K version in play.

Populous, the Promised Lands is an additional graphics disk
that requires you to own Populous I beforehand. It has four different
graphic types: Western world, France world, Computer World (Different
models of ST's vs. Commodores for the buildings!) and a 'silly' world
that has very interesting geometric shapes for the worlds.

Hope this helps,

Perry

5980. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 18:51:55 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun5.185155.8305@exu.ericsson.se>
Source record: 221176

Scott McMahan writes:
>
>One thing I hate about games in general is that people are so hung
>up on the bells and whistles (samples, graphics) that the basic
>underlying concept of the game is ignored. One reason tetris is so
>captivating is that it is just a great concept.

Well, I agree with you 100%. You can support this view by
not buying games which fit this description.

>Shareware, other than being a HUGE turn-off to me in general, is
>the embodiment of the "more trouble than it's worth" phillosophy.
>Especially when you can get such great free things as the
>Sozobon C compiler, gulam, microEmacs....

And how much support do you get when you find a bug in microEmacs?
Freeware implies a lack of commitment--that the author is willing to
let other people use his program but not to have to worry about
compatibility with new versions of TOS or bug fixes, etc. I would not
want to use such a "dead end" program. (For games and such I realize
that it is a different story.)

Me, I actually have registered some shareware and not just out of pity
for a struggling programmer. But it still feels good to register and
get a note of thanks from the author.
--
James Hague
exuhag@exu.ericsson.se

5981. Sozobon

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 19:31:04 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun5.193104.24476@pellns.alleg.edu>
Source record: 221179

Can someone tell me where I can get this? Or the things that I need for
it to start programming in C?

Thanks,
Jason Heideloff
heidelj@alleg.edu

5982. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 19:33:56 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun5.193356.4822@kosmos.wcc.govt.nz>
Source record: 221295

In article <1992Jun2.192831.15448@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>>
>>I think you will find that FSMGDOS has been droped because of Legal rangles,
>>but why can't they come clean and post it to the net..??
>>
> Hmm, I would like to know where you get this idea, Roger. Especially
> since people already have it along with Wordflair II. Atari U.S. has made no
> announcement of this sort and it seems to me this is just another rumor.
> It's sad that some legal hassle has to get in the way of such a good
> program (I'm not saying there haven't been any legal hassles at all), but for
> Atari to drop it entirely because of this would be a little odd, don't you
> think?
>>
>>Roger.............. sheppard_r@kosmos.wcc.govt.nz
>>
> Ben Gilbert
> bgilbert@cs.washington.edu

This was posted to the Net, and was to do with Compugraphics, FSMGDOS
is no longer being ship with Wordflair II, and I think that came
from Bob Brodie.

I do try not to post false info to the Net, I do read a lot
of BBS information, like Atari Advantage/ST-Report/GEnie Lamp and
Z-Net South Pacific and of cause Usenet.

I have just repeated what I have read here and there..??

May be you nead to read some more..:-).

Roger.......... sheppard_r@kosmos.wcc.govt.nz

5983. Re: Wanted: HD Backup Utility

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 19:42:19 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun5.194220.4823@kosmos.wcc.govt.nz>
Source record: 221296

In article <H._EUvfts6ahE@yonder.equinox.gen.nz>, shore@yonder.equinox.gen.nz (Craig Shore) writes:
> In <1992May25.230845.4359@highspl>, David Burris writes:
>
>>I would appreciate if someone could send me a hard disk backup
>>utility for the ST.
>
> I'm interested in this area as well at the moment.
>
> Could someone please review the programs available & post it here?
>
> Thanks,
> Craig.
>
> --
> *~*~*~*

5984. Wanted: DB Master One

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 19:51:10 UTC
From: heavy@z.eecs.umich.edu
Message-ID: <1992Jun5.195110.16422@zip.eecs.umich.edu>
Source record: 221180

I am not sure if this post was getting out from my other
account, so here it goes again:

I am looking for DB Master One, it is a database program and
I believe it is PD. I downloaded once, but cannot seem to
find it, could someone please tell me where I could find it.

Richard Hall
--

Standard disclaimer: I am not me, I am who you think you are...
so don't blame me.

5985. Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 20:52:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <99.50.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 221204

Could you possibly upload the AMIGA emulator to an EDMONTON BBS? The one that works? Or let me know where you got it from. I have the GURU meditation one, and it sucks... I would REALLY like the Working (semi-working) version.

5986. Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 20:52:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <99.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 221338

Could you possibly upload the AMIGA emulator to an EDMONTON BBS? The one that works? Or let me know where you got it from. I have the GURU meditation one, and it sucks... I would REALLY like the Working (semi-working) version.

5987. Re: ZX Spectrum EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 21:02:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <100.50.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 221205

Could someone please F-Mail me this Program on an EDMONTON BBS? Such as
TEMPLE of DOOM or somewhere like that?

5988. Re: ZX Spectrum EMULATOR

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 21:02:00 UTC
From: jeff.molofee@outlan.ersys.edmonton.ab.ca
Message-ID: <100.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 221339

Could someone please F-Mail me this Program on an EDMONTON BBS? Such as
TEMPLE of DOOM or somewhere like that?

5989. odd problems...

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 21:08:57 UTC
From: laird@think.com
Message-ID: <10ol59INNb6h@early-bird.think.com>
Source record: 221182

I'm having massive problems with my system. I hope someone here can help. Let me explain...

I started with a very old 520ST with 1 Mb RAM and TOS 1.1 (whatever the first ROM version was), running a BBS reliably for *years*. The serial port was a bit flaky (didn't do hardware handshaking properly, causing high-speed networking to hang periodically, despite testing the hardware and installing various bits of software).

I bought a used 1040STf, with TOS 1.4, hooked it up to the hard drive, modem, etc., and started things up. Everything appeared to work, but later files began to be corrupted. I tracked this down to my use of Atari's hard drive software version 3, and upgraded to verison 5 (the latest I could find). I also installed a TOS 1.4 patch, a new FOLDRXXX.PRG, and MACCELL from Atari, removing all of my old files in the AUTO folder except one that sets the system clock from the clock on my BMS 100 hard drive interface. No more files are being corrupted, at least that's the appearance. But now the system is having other odd problems. The corrupted directory structures are of course causing some trouble, and I haven't found a good tool to fix this. But more ominously, programs that used to run fine now claim to be running out of memory. Programs (including a promising-looking disk repair program) fail to find their resource files. Checking memory available using a DA tells me that my 1040ST, from the GEM desktop, has around 300K free. The BBS itself seems to run OK, but most "door" programs run out of memory.

Does anyone have any ideas as to what could be grabbing all the memory? Or what I could do to see if there's a physical problem with the RAM?

Right now I can choose between running a BBS that can't network, or running a BBS that can network but not run any door programs. Combining that with the directories *all* being corrupted is making me a very frustrated Sysop.

--
- Laird Popkin, Thinking Machines

Connection Machine: Massively parallel supercomputer. Also a cool black cube with more blinking lights than you can shake a stick at.

5990. GCR and Microsoft Flight Simulator 4.0

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 21:35:18 UTC
From: ric@microware.com
Message-ID: <1992Jun5.213518.11644@microware.com>
Source record: 221183

Folks,

Has anyone gotten Microsoft's Flight Simulator v4.0 to work under
Spectre GCR?

I have 2.3 Meg free and installation was completely successful.

When run, it fills a window with LA (I think) and leaves my mouse
pointer in the shape of a watch.

I tried the same version on a real Mac and it had no problem.

Thanks for any help you can offer.
Ric

-=-=-=

5991. Epic

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 23:08:16 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jun5.230816.22706@mits.mdata.fi>
Source record: 221184

I'd have a few questions about this game, since the manual isn't the modt accurate in the world :

1) The Pilot Controls card has the loading instructions. They say as follows for the Atari ST :

Switch on power to computer and disk drive, then insert disk 1 into drive A. If you have two disk drives, insert disk 1 into drive A and disk 2 into drive B. This program will then load automatically. Follow on screen instructions. For the Arcade Game insert the Disk into the disk drive abd turn on the computer, The Arcade game will then load automatically.

So, according to that, there would be two different game modes, one arcade and one that is not ? I have tried loading the game both ways, and have noticed no difference. So does anybody have an idea about what that is supposed to mean?

2) What is the Entry Code good for? (The one that is entered at the same time as the name and the callsign) I have completed two missions and have got no entry codes so that I could return to that mission later (the manual doesn't say anything about the entrycode).

3) How do I use the tractorbeam? The manual talks about it, and in several mission descriptions there reads that a tractor beam is fitted to the starcraft, but they left out the instructions how to use it.

Thanx in advance to all potential answerers!!

5992. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 23:10:26 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun5.231026.3815@wam.umd.edu>
Source record: 221186

In article <1992Jun5.163112.9824@sun.pcl.ac.uk> vatec@sun.pcl.ac.uk (Edward Deegan) writes:
> However, those pieces of
>software that prove popular will actually make the author money, not through
>any advertising or marketing, but on the strength of his talent alone.
>
>This seem to me to be the best system. The money coming in is an incredible
>morale booster to the author, encouraging him, and others around him to make
>more contributions to the software libraries.

I don't mean this to sound obnoxious, but that bit about "the money coming in is a big morale booster" made me laugh out loud. Here is the fallacy: "If a program is popular, it will actually make the author money." This is, in fact, false, which is why I think shareware doesn't work. I'll give you an example that I'm personally familiar with: about a year ago, I posted "Unnkulian Unventure" to the net on behalf of D. A. Leary, the author. Soon after, I was flooded with email asking for hints, saying the game was just wonderful, etc. Leary got a fairly small number of registrations (although the registration instructions were prominently featured in the program and docs, and were mind-numbingly simple); after about 6 months he had around 20.

I didn't really know how to put this into perspective until I found an Internet FTP site that measured the number of downloads for various archived programs. Unnkulian had 1500, far more than any similar game. Just from that one site alone. And using Archie, I found that Unnkulian had made its way to over 50 archives on the net. (Those were just the ones that happened to be listed in the Archie database, too!) Not only that, but the game generated quite a bit of traffic in rec.games.misc and other groups. So I don't think the common argument that "it sucks" applies here at all.

The upshot: It's luck, and a lot of it. I don't know why so many people register Llamatron, but suffice it to say that we don't have simple "survival of the fittest" here. Jeff Minter's experience was very, very lucky. (One thing I do know about Llamatron: it got on the cover of several British ST magazines. I expect that made a huge difference.)

And what's the real result of this situation? It's not "the good software weeds out the bad," but instead, "the good software becomes commercial." There probably aren't going to be any more shareware Unnkulian games. Who are the real losers? The users: they'll now have to pay 2, 3, or 5 times as much for the same software.

Don't get me wrong: It's not that I think the user base is rotten for not paying up. In fact I think that the shareware concept in general is idealistic and impractical. In a society where everyone works for the good of the community, shareware would probably work well. But in the current climate it's a lot less effective.

Dave Baggett
dmb@wam.umd.edu

5993. Re: IBM Keyboard on a ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 23:14:08 UTC
From: kawakami@ocf.berkeley.edu
Message-ID: <44387@ucbvax.BERKELEY.EDU>
Source record: 221185

This is a response to BobR's anti-deka post:

I got a DEKA and right now, it works pretty well with the Keytronic keyboard I got for $55+tax. I really like the feel of the keyboard and I can type about 45wpm on it. I was typing around 35wpm with the regular ST keyboard, and I can get past 50wpm on the regular Mac Plus keyboard (but I poop out faster...)

The Deka was $89+PH, and out of the box it did not work right. Keys would get "stuck" because the computer never got the message that I let the key up. The mouse would click randomly. Omnimon sent me a bulletin with instructions on the fix: it involves soldering some resistors onto the ICs.\
\
Overall, I'm pretty happy with the setup, but the hassles I went thru to get it fixed are, in my mind, unreasonable.

Any other notes on the Deka?

--
John Kawakami kawakami@ocf.berkeley.edu
ucbvax!ocf.berkeley.edu!kawakami

5994. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-05 23:49:13 UTC
From: Terry_C._Wells.ES_AE@XEROX.COM
Message-ID: <".5-Jun-92.16:49:13.PDT".*.Terry_C._Wells.ES_AE@Xerox.com>
Source record: 221187

I couldn't manage to decode a working e-mail address from your original note, so I'm sending this to the whole distribution.

Well, those stories are close, but not quite right. Double Density (DD) floppies formatted at 720K on a High Density (1.44M) floppy drive have no compatiblity problems whatsoever with real DD (720K) drives.

Where the problem apprears is if you try to use HD floppies in a DD drive, even if it's formatted in 720K mode. The media of a HD floppy is not quite the same as a DD floppy and the DD drive can't deal with it. I've tried it before, and I couldn't even get a HD floppy to format on my DD drive, let alone read data off a preformatted disk.

The secret lies within the HD drive mechanism itself. If the drive senses the extra hole punched in the case of a HD floppy, it uses a different head bias (or something like that) to be compatible with the different media type. When I replaced my stock Atari DD drive with a HD capable drive mech, I could format, read, and write HD floppies just fine in 720K mode (my controller only supported DD). Once I replaced my controller with a HD chip, I could then format, read, and write in HD mode.

A bit of warning. I don't know if you'll have a problem, since you're looking at an STe (probably >= TOS 2.06), but when I first installed my HD floppy drive, I was running TOS 1.2. I found that I had problems reading the second half of a HD floppy that was written by an MS-DOS PC. While 1.44M floppies formatted on the ST worked just fine, the ST couldn't read the 1.44M MS-DOS FAT correctly. When I upgraded to TOS 1.4, the problem went away.
Terry

"Any technology distinguishable from magic is insufficiently advanced."

TWells:ES AE:Xerox
TWells.ES_AE@xerox.com
(310)333-5839
Message: Bell:ES AE:Xerox (165.25220325666.0)
Call: KC6VCL

5995. NEC LC800 Laser-Printer.

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 01:26:35 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jun6.012635.17626@actrix.gen.nz>
Source record: 221190

I have the opportunity to get the above printer for a very low price,
and was wondering:

Does the 'NEC LC-800 Laser Printer' operate okay on an Atari 1040STFM
with TOS 1.2 (Soon to upgrade to TOS 1.4)

What emulations does it have (Epson, Pro-Printer.....)

Does it use the Hard-Drive, or standard Printer Port??

If anyone could tell me this information ASAP, I'd be most grateful.....
--

_____
__________/ Nil Mortifi Sine Lucre _____

5996. Is the Atari Hard Disk Software that bad?

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 03:20:58 UTC
From: rdo@kynes.bison.mb.ca
Message-ID: <H.E7T3Kj8YbY2@kynes.bison.mb.ca>
Source record: 221191

I've been comparing the performance of a 1040STe with a MegaSTe and discovered some interesting results.

I ran the gcc compiler (v2.1) with the optimize option on a sufficiently complex C source (i.e. gcc -O -c something.c). Both computers took the same length of time to complete the compile (2 mins 6 secs). I double checked the Mega and it was running at 16Mhz with cache. Hmmmm.....I thought the Mega would be about twice as fast. So what gives?????

The big difference I noticed was the time it took for the initial read of all the needed files from the hard disk.

1040STe: 6 secs
MegaSTe: 1 min, 10 secs

Yes, the program compiled faster on the MegaSTe (about 56 secs compared to 2 mins). But, the terrible hard disk performance cancels out this gain.

The two hard disks are:
1040STe MegaSTe
HD Type: Quantum LPS 105 Pro Seagate ST157N
Size: 105Meg 50Meg
Seek Time: 22ms 34ms
Host Adapter: ICD Advantage Plus whatever Atari Uses for a built-in HD
HD Driver: ICD HD Driver AHDI

Am I correct in blaming this terrible hard disk performance on AHDI?

I tried formating the Mega's internal drive with ICD's formatter, but it says "Can't find ICD Host Adaptor" :-). If I put both hard disks on the Mega, I seem to remember reading somewhere that I could then format the internal hard disk with ICD's formatter. (If you have an ICD adaptor "somewhere" in your system, that's good enough). But both drives are SCSI ID 0 so I can't do this right now.

Any suggestions on ways to improve the Mega's hard disk performance?
--


```
_____________________________________________________________________________
| _ /| | Russell Ochocki
| \`o.0' | rdo@kynes.bison.mb.ca
| =(___)= |-------------------------------------------------------------
| U | We'll fall off that bridge when we come to it!
|_________|_____________________________________________________________
```

5997. Re: An Cool demo and Chaos demo

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 04:23:30 UTC
From: charlie@mudhoney.micro.umn.edu
Message-ID: <1992Jun6.042330.28016@news2.cis.umn.edu>
Source record: 221193

In <1992Jun5.045135.20010@usenet.ins.cwru.edu> al885@cleveland.Freenet.Edu (Gerard Pinzone) writes:

>I'm having problems with the following two demos on a.a.u.e:

>An Cool Demo:

> The opening screen comes up fine, then locks up after
>it loads the next screen. Someone sugested to put the computer
>in 50 Hz, but how can I do that with a boot disk?

>Chaos demo:

> Doesn't load up at all.

>Aybody have similar results?
>--
> _______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
> / ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
> / ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
>/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

There is a program called BOOTA50H.PRG that when run will boot the computer in 50 Hz. It is real useful for Eurodemos and some games. If you can't find it on the archive, mail me and I'll send it to you.

-Chuck

5998. Re: Is the Atari Hard Disk Software that bad?

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 04:30:13 UTC
From: may-j@tortoise.cis.ohio-state.edu
Message-ID: <1992Jun6.043013.12570@cis.ohio-state.edu>
Source record: 221192

In article <H.E7T3Kj8YbY2@kynes.bison.mb.ca> rdo@kynes.bison.mb.ca writes:
>I've been comparing the performance of a 1040STe with a MegaSTe and
>discovered some interesting results.
>
>I ran the gcc compiler (v2.1) with the optimize option on a sufficiently
>complex C source (i.e. gcc -O -c something.c). Both computers took the same
>length of time to complete the compile (2 mins 6 secs). I double checked
>the Mega and it was running at 16Mhz with cache. Hmmmm.....I thought the
>Mega would be about twice as fast. So what gives?????
>
>The big difference I noticed was the time it took for the initial read of
>all the needed files from the hard disk.
>
> 1040STe: 6 secs
> MegaSTe: 1 min, 10 secs
>
>Yes, the program compiled faster on the MegaSTe (about 56 secs compared to
>2 mins). But, the terrible hard disk performance cancels out this gain.
>
>The two hard disks are:
> 1040STe MegaSTe
>HD Type: Quantum LPS 105 Pro Seagate ST157N
>Size: 105Meg 50Meg
>Seek Time: 22ms 34ms
>Host Adapter: ICD Advantage Plus whatever Atari Uses for a built-in HD
>HD Driver: ICD HD Driver AHDI
>
>Am I correct in blaming this terrible hard disk performance on AHDI?
>
>I tried formating the Mega's internal drive with ICD's formatter, but it
>says "Can't find ICD Host Adaptor" :-). If I put both hard disks on the
>Mega, I seem to remember reading somewhere that I could then format the
>internal hard disk with ICD's formatter. (If you have an ICD adaptor
>"somewhere" in your system, that's good enough). But both drives are
>SCSI ID 0 so I can't do this right now.
>
>Any suggestions on ways to improve the Mega's hard disk performance?
For one thing, if memory serves me, the Seagate only tranfers at
550 Mb/sec while the Quantum tranfers at over 1,000 Mb/sec. Also,
are you using a cache with both? The ICD has it as an "automatic" option
but with AHDI you have to use cachexxx.

--Jeff

```
>--
>_____________________________________________________________________________
>| _ /| | Russell Ochocki
>| \`o.0' | rdo@kynes.bison.mb.ca
>| =(___)= |-------------------------------------------------------------------
>| U | We'll fall off that bridge when we come to it!
>|_________|___________________________________________________________________
```

5999. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 05:09:32 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun6.050932.23571@peponi.wcc.govt.nz>
Source record: 221196

In article <1992Jun5.131547.17939@cs.unca.edu>, mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes:

>And most of the shareware for the
>atari I've seen is worthless anyway -- crashes and bugs and other
>things.

Just the same as the commercial stuff that we pay mega $ for ay!!

Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6000. Llamatron, (was:SHAREWARE discussion)

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 05:17:07 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60173@cup.portal.com>
Source record: 221194

Craig Shore writes:

>BTW: I think Llamatron is crap, I don't know why so many people like
>it!

I know that different people like different things in games, but I'm
wondering what in particular you didn't like about Llamatron to dislike
it this much..?

BobR

6001. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 05:32:07 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun6.053207.23817@peponi.wcc.govt.nz>
Source record: 221197

In article <73461@ut-emx.uucp>, timg@ccwf.cc.utexas.edu (Tim Gallivan) writes:
>In article <1992Jun5.042107.13530@peponi.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz writes:
>
>>Paying a foreign currency is a pain, it adds about $10 to the price,
>> if only more shareware authors accecpted credit cards (that only
>> adds $0.05 to the price), and made themselves available on major
>> networks.,... then users could just email them their credit card
>> number, and the author would be available to help users.
>
>I had a friend in Japan who sent me money (I loaned him the money for
>the flight to Japan) in the states regularly. He just stuck an American
>Express travelers check in an envelope and sent it via registered mail.
>Does this not work well from the US to other countries?
>
>The registered mail was a safety precaution, since travelers checks are
>like cash, but is not totally necessary.

The $10 I was talking about it the banks fee on a Bank Draft (sp?).. that's
a cheque made out in the currency of the country it's going to.
With a Travelers cheque, you still have the fees to pay.

The other thing is you take the risk that the author is still at the same
address as when he/she wrote the software.
With a credit card transaction, I get charged a mere $0.05 in fees, the
author gets hit a bit harder than that, depending on what sort of volume
is going through.

Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6002. Re: IBM Keyboard on a ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 05:44:39 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60175@cup.portal.com>
Source record: 221195

John Kawakami writes:

>This is a response to BobR's anti-deka post:

Interesting statement, John... I just went back and re-read my
post regarding my experiences with a D.E.K.A. unit...

I suggest you do the same...

Odd that an accurate reporting of actual experiences with
a product can be twisted into an "anti-anything" post...

BobR

6003. Re: Llamatron, (was:SHAREWARE discussion)

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 06:00:14 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun6.060014.24023@peponi.wcc.govt.nz>
Source record: 221198

In article <60173@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>Craig Shore writes:
>
>>BTW: I think Llamatron is crap, I don't know why so many people like
>>it!
>
>
>I know that different people like different things in games, but I'm
>wondering what in particular you didn't like about Llamatron to dislike
>it this much..?

As someone else here said, some games just have lots of flash colours &
sound, lots of hype, and no real game play.
I feel Llamatron falls in this catagory... especially with the HYPE!,
everyone talks about it being such a great game.
Unless i've played it wrong, all you seem to do is walk aroud the screen
with your fire permanently jammed on and shoot the things that are
on the screen, then it's onto the next screen. Boring if you ask me!

Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6004. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 06:12:30 UTC
From: steve@thelake.mn.org
Message-ID: <A160372934@thelake.mn.org>
Source record: 221200

[In article <1992Jun5.185155.8305@exu.ericsson.se>,
exuhag@exu.ericsson.se (James Hague) writes ...]

>>Especially when you can get such great free things as the
>>Sozobon C compiler, gulam, microEmacs....
>
> And how much support do you get when you find a bug in microEmacs?
> Freeware implies a lack of commitment--that the author is willing to
> let other people use his program but not to have to worry about
> compatibility with new versions of TOS or bug fixes, etc. I would not
> want to use such a "dead end" program. (For games and such I realize
> that it is a different story.)

I think you picked the wrong example in pointing to MicroEMACS as a
``dead end'' program. The Daniel Lawrence version has been upgraded
many times, and bugs *are* fixed. Not only do you get the support of
the author, you get source code, so if you want to modify or repair
something, you can. In addition, you get the collective support of
everybody else who uses the program and fixes bugs. MicroEMACS has
been around longer than any shareware or commercial text editor
that's available for the ST, but longevity doesn't make it a ``dead
end'' program.

Sozobon C is another example. It was offered as a free compiler with
source code available to anybody who wanted a copy. As a result, it
has attracted a lot of bright people who have written C, GEM and
floating-point math libraries, a debugger, various utilities, and a
Desktop-friendly version (Heat and Serve C). A new version is coming
out in the next month or so.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6005. Re: Sozobon

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 06:19:56 UTC
From: steve@thelake.mn.org
Message-ID: <A175904966@thelake.mn.org>
Source record: 221201

[In article <1992Jun5.193104.24476@pellns.alleg.edu>,
heidelj@alleg.edu (Jason Heideloff) writes ...]

> Can someone tell me where I can get this? Or the things that I need for
> it to start programming in C?
>

If you have FTP capability, ftp atari.archive.umich.edu,
cd pub/atari/languages, set your file-transfer type to IMAGE
or BINARY, and get sozo133i.zoo.

If you don't have FTP capability, try the mail server. Send
a message to atari@atari.archive.umich.edu containing the
following line:

send languages/sozo133i.zoo

There are several other versions of the compiler at a.a., but 133i
(Heat and Serve) is the most reliable and easiest to install. The
archive includes the compiler, utilities, libraries, documentation
and a GEM-based auto-installation program. All you need to add is
a text editor and a couple of books on C (K&R recommended).

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6006. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 07:02:59 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jun6.070259.7031@terminator.cc.umich.edu>
Source record: 221199

```
drwxrwxr-x atari 1024 May 31 03:01 .
-rw-rw-rw- ftp 149504 Jun 2 11:03 ./gnustuff/tos/futils/futils-jgj/bin/file31b.zoo
drwxrwxr-x swood 512 Jun 6 00:56 ./portfolio
```

6007. Re: Synthesizers

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 09:03:16 UTC
From: tonyl@status.gen.nz
Message-ID: <6VqyLB2w164w@status.gen.nz>
Source record: 221216

heidelj@alleg.edu (Jason Heideloff) writes:

> Is there any midi freak out there who can reccomend a not too expensive

I am using a Casio CZ1000 which is adequate but old tech now. A similar
keyboard might fill your needs to get started. It is supported by the S
Sierra On-Line Adventures.
> ($200.00 or less) but decent synthesizer? I am interested in getting into
> midi.
>
> Thanks,
> Jason Heideloff
> heidelj@alleg.edu

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

6008. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 10:23:01 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Jun6.102301.26475@rdg.dec.com>
Source record: 221203

In article <1992Jun6.053207.23817@peponi.wcc.govt.nz>,
shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:
>In article <73461@ut-emx.uucp>, timg@ccwf.cc.utexas.edu (Tim Gallivan)
>writes:
>>In article <1992Jun5.042107.13530@peponi.wcc.govt.nz>
>shore_c@kosmos.wcc.govt.nz writes:
>>
>>>Paying a foreign currency is a pain, it adds about $10 to the price,
>>> if only more shareware authors accecpted credit cards (that only
>>> adds $0.05 to the price), and made themselves available on major
>>> networks.,... then users could just email them their credit card
>>> number, and the author would be available to help users.
>>
>>I had a friend in Japan who sent me money (I loaned him the money for
>>the flight to Japan) in the states regularly. He just stuck an American
>>Express travelers check in an envelope and sent it via registered mail.
>>Does this not work well from the US to other countries?
>>
>>The registered mail was a safety precaution, since travelers checks are
>>like cash, but is not totally necessary.
>
>The $10 I was talking about it the banks fee on a Bank Draft (sp?)..
>that's
> a cheque made out in the currency of the country it's going to.
>With a Travelers cheque, you still have the fees to pay.
>
>The other thing is you take the risk that the author is still at the same
> address as when he/she wrote the software.
>With a credit card transaction, I get charged a mere $0.05 in fees, the
> author gets hit a bit harder than that, depending on what sort of volume
> is going through.
>
>
> Craig.

I think that Craig has highlighted upon the two major factors that
discourage shareware registrations from outside the country of origin of the
software, i.e. The overhead costs & 'Is the author still there?'

The costs of obtaining foreign currency is normally a very high
proportion of the registration fee, unless you're changing it in large
quantities or work for a bank, etc. Together with the knowledge that if
you send the author your local currency, he/she'll then have a problem
which'll mean that it may well cost them more to change the cash than
it's worth, it's a significant disincentive. [Luckily, I was working for

a bank when I needed some US$ cash to register things such as SuperBoot, for which I received the latest update]

The other problem that occurs is that with the way software travels around the net, libraries, etc, it may well be quite a few years old by the time it gets downloaded by someone. If they then want to register it, is the author still there. Again from personal experience, when you mail of your cash and hear nothing, you're left wondering, "Did the author get it?". After a couple of occurances it becomes annoying to think that you may well be wasting your money.

If this group ever gets an FAQ list, one section could be a list of shareware products/authors addresses and dates verified, which might go towards helping in some way with the latter problem.

Gwyn
--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

6009. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 11:21:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2111721@overmind.citadel>
Source record: 221217

Dave Baggett (dmb@wam.umd.edu):

I can offer one bit of incentive about BLOX. Personally, I think it <sounds>
like a very good game, and when I read your description of it, I decided that
I would download it as soon as I could...
Unfortunately, though, I have no access to ftp, and so I'm waiting for it to
appear on GEnie, DELPHI, or the like. As yet, I haven't seen it...
I think atari.archive might be a limited distribution medium for the ST
community, since there are few ST users who have access (as compared to, say,
UNIX users who have access). The only way a "normal" (usenet-impaired)
individual such as myself can get them is if someone volunteers their time to
d/l it from a.a and upload it to GEnie...

So would somebody please upload it to GEnie or DELPHI? Unless it's already
there. I could have missed it.

6010. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 12:12:50 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun6.121250.26411@peponi.wcc.govt.nz>
Source record: 221206

In article <1992Jun6.102301.26475@rdg.dec.com>, evansg@uproar.enet.dec.com (Gwyn Evans @ IME) writes:

> I think that Craig has highlighted upon the two major factors that
>discourage shareware registrations from outside the country of origin of the
>software, i.e. The overhead costs & 'Is the author still there?'
>
> The costs of obtaining foreign currency is normally a very high
>proportion of the registration fee, unless you're changing it in large
>quantities or work for a bank, etc. Together with the knowledge that if
>you send the author your local currency, he/she'll then have a problem
>which'll mean that it may well cost them more to change the cash than
>it's worth, it's a significant disincentive. [Luckily, I was working for
>a bank when I needed some US$ cash to register things such as SuperBoot,
>for which I received the latest update]
>
> The other problem that occurs is that with the way software travels
>around the net, libraries, etc, it may well be quite a few years old by
>the time it gets downloaded by someone. If they then want to register it,
>is the author still there. Again from personal experience, when you mail
>of your cash and hear nothing, you're left wondering, "Did the author get
>it?". After a couple of occurances it becomes annoying to think that you
>may well be wasting your money.

Having said all this so far, I still intend to register some of my shareware as soon as I can afford it.
The way I plan to do it is to write to the author first, asking them to reply to me what there address will be in a months time by air-mail. This should take 4 weeks (2 to travel there, then 2 back for their reply). I will then send off the money, and they should send me back some sort of acknoledgement(sp? It's late!!), and I would receive that 4 weeks after sending the money.
That ends up being 8 weeks (2 months) to register something, + the expense of it all. At least i'll know the money is going to the right person, and i'll get a reply... if they don't reply, they don't get their money!

If I did all of the above by surface mail, it would be 8 months!

BTW: The other way some authors do it is to get a distributor in each country that collects the money and hands it on, tht would work better.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6011. Re: High Speed Modem? Can the ST use it?

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 13:12:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun6.131225.4822@kosmos.wcc.govt.nz>
Source record: 221189

In article <707272275.F00007@royaljok.fidonet.org>,
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
> In a message of 27 May 92 06:29:22, Bryan Hall wrote:
>
> BH> Yes, you need to obtain a copy of HS_FIX, the new one that supports
> BH> everything from 1.0 to 3.06. I have it at the below number for DL. The
> BH> only TOS that I have verified in person to handle hardware flow control
> BH> correctly was 1.2. 1.0 has bugs...
>
> I was misinformed. HS_FIX 1.0 does not support version 1.0 of TOS, only 1.4 ("1.2") and
up. For TOS 1.0 you want CTSPATCH.LZH, also available for DL here..
>
> "MICRO"
>

No get SERIALFX works wilh all Atari computers and all TOS's....

Roger..... sheppard_r@kosmos.wcc.govt.nz

6012. MOBZKEY

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 13:46:28 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jun6.094628.25536@newstand.syr.edu>
Source record: 221213

In my search for a keyboard remapper, I came across a
reference to a utility called MOBZKEY, which looks like the
kind of thing I'm looking for.
Does anybody know where it can be found?
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

6013. Re: The RTS/CTS flow control / TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 14:21:08 UTC
From: micha@moko.saar.de
Message-ID: <H.0UFziWiDGzI@moko.saar.de>
Source record: 221225

In <H.nF2wyG2rb1I@moko.saar.de>, Michael Bongartz writes:
> Is there any software fixing the RTS/CTS-bug of serial ports 2-4 (existing
> only in Atari TT) ???

After testing a lot, I think there is nothing to fix on port #2.

Thanx, Michael

--

EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

6014. Re: Mint 0.94B (System Functions - Which are faster?) AND (Memory Mngmt.

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 14:59:13 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <h63kbcnf@csv.warwick.ac.uk>
Source record: 221208

In article <707272275.F00005@royaljok.fidonet.org>
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
>In a message of 25 May 92 11:13:41, Michel Forget wrote:
>
>MF> 1. I have a terminal program that I have just about finished the second
>MF> version of, but after installing MiNT I've noticed that the terminal mode
>MF> is MUCH slower than before. I currently use Crawio() to put text on the
>MF> screen and Bconin() to get text data from the modem. Does the ST have a
>MF> faster output routine than Crawio()? If I would like to continue using
>
> Yes... Use Bconout, raw mode if you don't need screen control, or normal mode if you do.
That is what FIDOdoor uses and it redraws screens very quickly (and works well under
mint/multitos).
>
>"MICRO"
>

Obviously if you use Bconout you lose redirection (although it doesn't matter
in this case).
Also note that using Cconws to print several characters at a time in the
hope of reducing the TRAP overhead is a bad idea because Cconws calls Bconout
though a TRAP call anyway.

- Leo Hendry

6015. Re: Is the Atari Hard Disk Software that bad?

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 14:59:46 UTC
From: as327@cleveland.Freenet.Edu
Message-ID: <1992Jun6.145946.2419@usenet.ins.cwru.edu>
Source record: 221207

In a previous article, rdo@kynes.bison.mb.ca (Russell Ochocki) says:

>The two hard disks are:
> 1040STe MegaSTe
>HD Type: Quantum LPS 105 Pro Seagate ST157N
>Size: 105Meg 50Meg
>Seek Time: 22ms 34ms
>Host Adapter: ICD Advantage Plus whatever Atari Uses for a built-in HD
>HD Driver: ICD HD Driver AHDI
>
>Am I correct in blaming this terrible hard disk performance on AHDI?

It strikes me that the disks are the problem. Your Seagate disk on the
MegaSTe is significantly slower!
--
Roy Bixler
Internet: as327@cleveland.freenet.edu -or- rcb@netcom.com
"Those who are willing to give up a little liberty for a little security
deserve neither liberty nor security" - Ben Franklin

6016. Write On fonts

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 16:03:34 UTC
From: vicb@clark.edu
Message-ID: <1992Jun6.160334.24770@clark.edu>
Source record: 221209

I have been using Write On! for a little while, and I have a question...

I would like to have larger text in some areas of my documents, and the largest font isn't quite large enough. Anyone know if there are any fonts out there that are larger that will work with this word processor? I don't know very much about this sort of thing.

Thanks in advance,
Victor Bruhn
vicb@clark.edu

6017. Re: FontGDOS released by Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 16:08:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A41913@MS.maus.de>
Source record: 221226

Charles F. Johnson states his opinion:

> You're the one who is wrong. There are several programs that use GDOS and
>have implemented their own caching techniques; Calligrapher is one,
>Timeworks Desktop Publisher is another. The method used in FONTGDOS
>conflicts badly with these programs.

Wrong. It's the other way round: Some of the actually used methods in Timeworks
and Calligrapher refuse to run with MultiTOS. Therefore, the programmers _are_
working on clean solutions.

Regards,
Patrick

Abolish the death penalty!

6018. Re: Llamatron, (was:SHAREWARE discussion)

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 16:21:41 UTC
From: vicb@clark.edu
Message-ID: <1992Jun6.162141.25147@clark.edu>
Source record: 221211

In article <1992Jun6.060014.24023@peponi.wcc.govt.nz> shore_c@kosmos.wcc.govt.nz writes:
>In article <60173@cup.portal.com>, Bob_BobR_Retelle@cup.portal.com writes:
>
>As someone else here said, some games just have lots of flash colours &
> sound, lots of hype, and no real game play.
>I feel Llamatron falls in this catagory... especially with the HYPE!,
> everyone talks about it being such a great game.
>Unless i've played it wrong, all you seem to do is walk aroud the screen
> with your fire permanently jammed on and shoot the things that are
> on the screen, then it's onto the next screen. Boring if you ask me!

Well, for the most part your description is correct. I think that the
appeal is in the playability of the game; controls are easy and response
is quick. So many games nowadays are alike (platform, all graphics
and a bitch to control, no playability) but Llamatron (as well as his
other stuff) reminds me of the days of yore when games were playable
and the action was in the playing, not the huge scale animation. As for
all the flash, well, I like it (don't know why,) it reminds me of
all the flash in stuff like Defender and Robotron and a few others- all
games of excellent playability. The object is always the same, true,
but things change quite a bit from screen to screen, so it doesn't get
too monotonous- always a new bad guy to ruin your day :-)

Victor Bruhn
vicb@clark.edu

6019. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 16:29:34 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <12541@mindlink.bc.ca>
Source record: 221212

The Spectre GCR is a Macintosh Emulator that uses Original MAC Plus ROMS to emulate a MAC plus ON an ATARI ST. It also includes Hardware to connect the ROMS to the ST cartridge port and Read & write MAC format floppies.

It works very well, I am using it topost this message.

.

6020. Re: Kermit and STalker 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 17:01:33 UTC
From: bright@ccu.umanitoba.ca
Message-ID: <1992Jun6.170133.5439@ccu.umanitoba.ca>
Source record: 221214

In article <1992Jun5.134511.13649@netfs.dnd.ca>,
rosenqui@ncs.dnd.ca (E. Rosenquist) writes:
>Of course, if your Kermit utility is a GEM program, then ignore all of
>this advice :-) Simply run STalker as an ACC, then fire up the
>Kermit utility when it's time to do the transfer. Depending on how
>the Kermit utility uses GEM, you'll probably have to "disable" STalker
>with Alt-K so that it doesn't try to read the serial port while Kermit
>is doing its thing.
>
>BTW, I'd be interested in getting a pointer to some good
>shareware/whatever Kermit utility. If anyone knows of a good
>kermit.tos please point me to it; we'll include it on the distribution
>disk in the shareware folder if the author allows it.

Um, am I missing something here? I finally upgraded to STalker 3 a
couple of weeks ago (nice work, Eric!; there's a problem with the
shifted F2 function key macro, though--is it fixed it yet?), and my
upgrade disk had a copy of GEM-Kermit in the "Extras" folder. I
haven't used it much, but it seems to work fine. Just run KERMIT.PRG,
invoke the STalker accessory, start up the kermit server on your host,
and "get" and "put" to your heart's content. All of the GEM-Kermit
menus are available while the STalker window is on screen, and you
don't even have to disable STalker with Alt-K.

(GEM-Kermit is by Berhard Nebel. It's been around for ages--ca.
1986--so if it wasn't on your STalker distribution disk, look for it
on a server nearest you.)

BBB
--
Bob Bright | E-mail: bright@ccu.umanitoba.ca
Dept. of Philosophy | FAX: (204) 261-0021
University of Manitoba | Voice: (204) 474-9105
Winnipeg, Man R3T 2M8 |

6021. Casio CZ-230S...

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 19:01:12 UTC
From: jbunch@isis.cs.du.edu
Message-ID: <1992Jun6.190112.22209@mnemosyne.cs.du.edu>
Source record: 221210
Cross-posted to: comp.sys.atari.st,alt.emusic,rec.music.synth

I have recently come to have a Casio CZ-230S, and wouuld like to know how to download sounds to the 4 programable banks? I dont have any docs on the keyboard, and no docs for the program that is downloading the sounds. The program I am using to download the sounds is czphonix.arc from atari.archive. It doesn't seem to talk well to the CZ-230S though? Is there some way to put the keyboard into a program mode? Also I have been using the keyboard with mastertracks pro, and have a couple of problems. When I have mastertracks start playing the keyboard always starts the rythym stuff, and I dont want it to.. Any info would be appreciated..

Please send all replies as email, and I will summarize to the net if there is interest.

John

jbunch@nyx.cs.du.edu
--
John B Bunch * I don't want the world, I just want your
771 Madison Ave Apt.2e. * half.... -TMG
Albany, NY 12208 * jbunch@isis.cs.du.edu
(518) 436-3810 * UUCP: {...}!crdgw1!sixhub!myst!john

6022. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 21:37:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A1276@KI.maus.de>
Source record: 221306

Dennis B Armstrong wrote in <1992Jun5.161130.4889@jet.uk>:

d>Emailed weiner but i think he has been turned into dev/null???

Jeff wrote some weeks ago that he went home for the summer and that he'll be on the net in fall.

d>So if TapeBIOS hasn't made it to the atari.archive could you please post!!

You should try wuarchive.wustl.edu [128.252.135.4]. They're archiving all the usenet-postings. Look in /usenet/comp.binaries.atari.st or /usenet/comp.sources.atari.st.

nils-henner

Nils-Henner Krueger, Waitzstr. 98, 2300 Kiel, Germany
- -
email: nk@ki.maus.de (short text-messages < 16kB, _NO_ binaries) DAILY
nhk@informatik.uni-kiel.dbp.de (long mails, uuencoded files) WEEKLY/2

6023. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-06 23:27:22 UTC
From: wmagro@uiuc.edu
Message-ID: <BpG6Hn.85t@news.cso.uiuc.edu>
Source record: 221215

In article <1992Jun5.161130.4889@jet.uk>, dba@jet.uk (Dennis B Armstrong) writes:

|> Tried to email you on this but the domain roma.uiuc.edu isn't known.
|> Where on atari.archive.umich.edu is TapeBIOS? I downloaded GTAR but
|> can't find the other package.
|>
|> Emailed weiner but i think he has been turned into dev/null???
|>
|> I have a TDC3660 which i would love to get working (ICD utilitys recognise
|> it on the scsi interface).
|>
|> So if TapeBIOS hasn't made it to the atari.archive could you please post!!

Sorry about the roma.uiuc.edu address. My rn is braindead, so I usually
edit my e-mail address by hand, as above.

Due to the overwhelming demand, I have uploaded tapebios.zoo to a.a.
Look for it when the archive managers get around to sorting it.

Oh, and by the way: in light of the recent discussions about incompatible
lzh files and unlzh programs, why don't people do the world a favor and
swear to NEVER USE THE LZH FORMAT AGAIN. Zoo is much nicer, anyway, and it
isn't plagued by these problems.

--Bill

6024. Adventure

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 01:39:08 UTC
From: adingus@magnus.acs.ohio-state.edu
Message-ID: <1992Jun7.013908.24798@magnus.acs.ohio-state.edu>
Source record: 221218

I am having trouble beating Adventure. I can't figure out how to get past
the one Dragon. I have the bridge, but I keep getting stuck...

Any help would be appreciated, thanks.
--
adingus@magnus.acs.ohio-state.edu

6025. CodeHead-->Cart. Port

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 02:09:40 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jun7.020940.15780@msuinfo.cl.msu.edu>
Source record: 221223

Somebody mentioned to me recently there's been some hint that the CodeHeads are gonna release some of their goodies on a cart? Is this possible and, more importantly, is it true?

-MOlin

6026. Wanted: SM 124

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 02:36:26 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun7.023626.14776@ucsu.Colorado.EDU>
Source record: 221220

My Sm 124 blew up, so I need a new one, please send me your asking price.

Also, upon calling Atari and asking for the Specs. they told me to ask my
local dealer about trading in my SM 124 for a SM 147, my local dealer
doesn't know anything about it and Atari wont help me with my SM 124.
Has anybody heard about this?

Thanks,
Jonathan
krakover@spot.colorado.edu

6027. Re: LZH201?

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 02:37:43 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jun7.023743.17122@msuinfo.cl.msu.edu>
Source record: 221222

cs902117@juno.ariel.yorku.ca () writes:

>Which ftp site is the latest version of LZH? I got a version lzh201i.lzh,
>
For those who care... Somebody recently uploaded LZH201M to my BBS,
and while bopping about here in the Atari groups I happened across
some messages from T. Quester himself so I emailed asking what was
the status of v2.01m; he replied that he did NOT release that version,
rather (as I understood it...) he released the source code with that
version # in place, and asking that anyone who were to be making any
changes to the software keep him informed. He stated that he had NOT
received any such info, and that 2.01m was NOT his work.

Somebody may have been tinkering with a sector editor, perhaps, looking
for "upload credits" maybe?

-MOlin

6028. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 02:46:31 UTC
From: azog@thoth.rent.com
Message-ID: <1992Jun7.024631.2603@thoth.rent.com>
Source record: 221233

wmagro@uiuc.edu (Operator) writes:

>Oh, and by the way: in light of the recent discussions about incompatible
>lzh files and unlzh programs, why don't people do the world a favor and
>swear to NEVER USE THE LZH FORMAT AGAIN. Zoo is much nicer, anyway, and it
>isn't plagued by these problems.

Im game. But theres sure to be someone out there to bitch and moan...
I had loads of headaches un-lzhing files, until I got 'the latest'

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

6029. Re: Write On fonts

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 02:51:30 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <60200@cup.portal.com>
Source record: 221219

Well in an effort to prove I know even less <g>. What you may want to try is just using a standard font to type the headings/text, then use the SNAPIT.ACC <sp?> to save the text as an .IMG, now delete the text & import the .IMG, once it's in the doc you can resize & position the .IMG till you get the result you want.

6030. Software for sale...

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 02:54:21 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun7.025421.15455@ucsu.Colorado.EDU>
Source record: 221221

The following software is for sale....
I'm asking $7 a disk plus shipping or will trade for whatever, let me know..
The whole lot for $120 (That's $4 a disk)

All are oringinals and have all their docs, some have their boxes.

-Oids -Spectrum 512
-Shanghai -Personal Pascal
-Gamestar Baseball -Turbo ST
-Skyfox -Label Master
-Captain Blood
-Space Quest
-Phantasie
-Terrorpod
-Obliterator
-Forbidden Quest
-Major Motion
-OGRE
-The Pawn
-Super Cycles
-Temple of Apshai Trilogy
-Xevious
-Chopper X
-Space Quest III
-Barbarian
-Chrono Quest
-Hacker II
-The Crimson Crown
-Rings of Zilfin
-Ultama III

Contact me via E-mail or call me at (303)-494-8079

Thanks,
Jonathan
krakover@spot.colorado.edu

6031. Looking for Data Horizons

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 03:35:00 UTC
From: ohrd!jbruce@cs.toronto.edu
Message-ID: <1992Jun7.033500.4050@ohrd.uucp>
Source record: 221248

A couple of years ago, I bought a genealogy program called AGP from Data Horizons. Recently I tried to contact them to see if any upgrades were available but I couldn't find them. The address and phone number I have are:

Data Horizons
2991 Stillmeadow Drive
Dublin, OH 43017-1752
(614) 792-9029

Does anyone know what happened to this company?

--
Jim Bruce UUCP: torsqnt!ohrd!jbruce@cs.toronto.edu
Ontario Hydro Research Division Telephone: (416) 231-4111 Ex 6733
800 Kipling Ave, KR236
Toronto, Ontario, CANADA, M8Z5S4

6032. Re: CodeHead-->Cart. Port

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 04:00:35 UTC
From: newton@ils.nwu.edu
Message-ID: <1992Jun7.040035.15508@ils.nwu.edu>
Source record: 221224

Don't know if the codeHeads are doing this, but it is certainly possible--
the cartridge port and the format of programs/data stored in it were
discussed in a STart issue I think, I can look it up if anybody is interested.

--
"Do not look where you fell, but where you slipped." -- African Proverb
"Everyone has talent. What is rare is the courage to follow the talent
to the dark place where it leads." -- Erica Jong
Dave Newton (708) 916-0211 Hate me, love me -- are they that different?

6033. GIF viewer is a JPG viewer....

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 05:20:21 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3374IINN6mj@aludra.usc.edu>
Source record: 221227

Hi,

A week or so ago, someone posted saying that a GIF viewer they used
had the undocumented feature of displaying JPGs. Would whoever that was please
repost the name and version of the software you were talking about?

Thanks!

6034. FRAUG June meeting

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 05:29:43 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <1992Jun07.052943.23411@yuma.acns.colostate.edu>
Source record: 221230

Meeting announcement from FRAUG (Front Range Atari User Group)
Date: June 10 (Wensday)
Time: 7:00 PM sharp for door price drawing.
Title: Hard drive recording system (Based on Atari machine)
A local musician (also ST user) will demo the commerical avilible hard drive recording system (based on Atari machine). [Fort Collins MIDI group changed their regular meeting to joint in this special presentation].

Location: Run PC at Fort Collins, 524 West Laurel #2
It's right across Rockwell Hall of CSU campus. 5 blocks west of S. College Ave., 2 blocks south of Mullbery ST.

6035. Re: Keyboard remapper?

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 06:08:06 UTC
From: anamr@cats.ucsc.edu
Message-ID: <36657@darkstar.ucsc.edu>
Source record: 221229

ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:

>I was wondering if there is a "keyboard-remapper" for the
>ST...you know, something that will allow me to remap the
>characters to my keyboard. So, for example, if I want to have
>my ST type an "A" when I type a "J", I just remap the "J" key
>to type "A".
>Thanks,
>Gerry
>ggreenbe@rodan.acs.syr.edu

Well, let me see... hmm...

Ah yes, the old ST Internals Book has the answer.

There is an XBIOS call that allows you to redefine the keyboard layout
it is called keytbl. (sets keyboard table location)

ex:

```
move.l #-1,-(sp) : -1 Leave capslock table alone!
move.l #shift,-(sp) : Pass address of new shifted table
move.l #unshift,-(sp) : Pass address of unshifted table
move.w #16,-(sp) : set keyboard table
trap #14 : Let's do it!
addi.l #13,sp : Clean up the user stack
```

shift: $xxxxxxxx : 32bit address of 128 byte shift keyboard table!
unshift: $xxxxxxxx : 32bit address of 128 byte unshift keyboard table!

If you read back the contents of user (A7) stack after this call, you can
read the address of the ROM vector table for keyboard layout. That is
making the calls with '-1' (true) passed as the three parameters.

The keyboard table works like this:

In the table, the data consists of the ASCII values that represent the keys
pressed. At least that is how I think it works. The table starts with '0',
then key one = the Esc key value (27)

This should be a good start for you.

A while back I wrote a Dvorak keyboard layout program for the ST using this
call...

Good Luck

6036. Freeze Dried Term and Supra 2400+ problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 06:23:07 UTC
From: ehohnbau@Bonnie.ICS.UCI.EDU
Message-ID: <9206062322.aa11203@Bonnie.ics.uci.edu>
Source record: 221228

I can't get FZT to utilize the extra capabilities of my
Suprt 2400Plus modem. The only connection I've been able to get
to work is 2400 baud, no RTS/CTS, no XON/XOFF at all.
When I try anything faster than 2400 with any settings, I get
a connection but nothing but garbage.

Flash allows me to use flow control and simply set the speed to 9600
with no problem and the throughput is pretty nice on the 9600 V.42/bis
line.
However, I would like to use Y/Z modem and so I must eventually
bid farewell to Flash, but I can't get FZT to work well so this may
not be the replacement I'd hoped.

Any ideas would be appreciated.

Eric Hohnbaum

6037. Re: Is the Atari Hard Disk Software that bad?

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 08:47:03 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun7.084703.4703@rhrk.uni-kl.de>
Source record: 221231

rdo@kynes.bison.mb.ca (Russell Ochocki) writes:

>I've been comparing the performance of a 1040STe with a MegaSTe and
>discovered some interesting results.

stuff deleted

>The two hard disks are:
> 1040STe MegaSTe
>HD Type: Quantum LPS 105 Pro Seagate ST157N
>Size: 105Meg 50Meg
>Seek Time: 22ms 34ms
>Host Adapter: ICD Advantage Plus whatever Atari Uses for a built-in HD
>HD Driver: ICD HD Driver AHDI

>Am I correct in blaming this terrible hard disk performance on AHDI?

No, you are not. The Seagate drive is much slower than the Quantum.
Independent on the host adapter you use with the ST157N you get a transfer
rate of appr. 500 KByte/s and with the LPS about 1100 KByte/s (both on the
ST).

```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

6038. TT memory...

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 12:53:19 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun07.125319.11956@bas-a.bcc.ac.uk>
Source record: 221232

Last night I took my TT apart to see exactly what the situation was with the RAM. Here are the results...

On the main circuit board, under the HD, are 16 256Kx1 RAM chips.. 2MB ST RAM These lie inbetween two connectors onto which ges the extra ST RAM board.. The memory on this is provided using DIL packages soldered onto the daughter board.

To the left-front of the main circuit board is another connecctor onto which the TT RAM board is fitted. The TT RAM board itself has a large square format chip (c) Atari 1988 and four ex-SIMMs, I say ex-SIMMMs because they have been soldered onto the main board.. the board itself has all the holes AND diagrams for SIMM sockets, but these are not used! It would be trivial (once you've desoldered the SIMMs) to fit SIMM sockets on this board.

The SIMMs themselves have the word Atari on their backs.. suggesting that they may well not be standard, but they do look it.. they are the correct size and have the holes in the correct places.

On another note.. I can see why the TT costs so much.. It was definitley not designed with easy and quick construction in mind.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6039. Re: Wanted: SM 124

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 17:44:34 UTC
From: ekrimen@wet.UUCP
Message-ID: <3986@wet.UUCP>
Source record: 221235

In article <1992Jun7.023626.14776@ucsu.Colorado.EDU> krakover@spot.Colorado.EDU (KRAKOVER JONATHAN DA) writes:
>
>My Sm 124 blew up, so I need a new one, please send me your asking price.
>
>Also, upon calling Atari and asking for the Specs. they told me to ask my
>local dealer about trading in my SM 124 for a SM 147, my local dealer
>doesn't know anything about it and Atari wont help me with my SM 124.
>Has anybody heard about this?

The SM147 is Atari's new monochrome monitor. I think the person you talked to at Atari was suggesting that you ask your dealer to see if he could arrange a swap plus cash of the SM124 for the SM147. If your dealer doesn't know anything about the SM147, you need to find another dealer. I suggest getting an ST magazine (which you should have already :^) and finding a mail order place. They should be able to help you.

BTW, what actually happened to your SM124? When it blew up, I hope you weren't injured!

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6040. Re: CodeHead-->Cart. Port

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 17:47:00 UTC
From: ekrimen@wet.UUCP
Message-ID: <3987@wet.UUCP>
Source record: 221236

In article <1992Jun7.020940.15780@msuinfo.cl.msu.edu> molin@crs.cl.msu.edu (Michael Olin) writes:
>Somebody mentioned to me recently there's been some hint that the CodeHeads
>are gonna release some of their goodies on a cart? Is this possible and,
>more importantly, is it true?

I haven't heard anything about it on GEnie. I doubt it though; putting stuff on a cart is very expensive for the developer and therefore the user. It wouldn't be worth their time, effort, and money. Needless to say, I would be surprised.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6041. Re: Bards tale

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 18:03:10 UTC
From: ken@isgtec.com
Message-ID: <2658@isgtec.isgtec.com>
Source record: 221250

In article <1992Jun3.184535.22363@news.cs.indiana.edu> pwp@iuvax.cs.indiana.edu (Paul Purdom) writes:
> Does anyone know how to run Bard's tale so that the picture disk is on
> a hard disk? Also when I run Bard's tale, reads of the picture disk don't
> work about 10 percent of the time. After lots of retries the program goes
> on but without bring up the picture correctly. Does anyone know whether
> this problem is related to using TOS 1.4 or does it occur on any ST? Any
> suggestions for avoiding the problem would be appeciated.

Yes, this is exactly what happens when you run B.T. on tos 1.4 or higher.
There are a couple freeware programs that let you run the picture disk
from a ramdisk. When I use this with tos 1.6, B.T. runs perfectly. With
tos 1.4 and higher though, you need 2 meg or more, because all the picture
disk and extra goodies will not fit in 1 meg with tos 1.4 or higher.
I can send you the programs or someone who wants to put this stuff on a.a,
this is becoming a FAQ.
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6042. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 18:30:33 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun7.143033.1447@uwovax.uwo.ca>
Source record: 221234

In article <h63kbcnf@csv.warwick.ac.uk>, cstdxas@warwick.ac.uk (Leo Hendry) writes:
> In article <707272275.F00005@royaljok.fidonet.org>
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
>>In a message of 25 May 92 11:13:41, Michel Forget wrote:
>> Does the ST have a
>>MF> faster output routine than Crawio()? If I would like to continue using
>>
>> Yes... Use Bconout, raw mode if you don't need screen control, or normal mode if you do.
That is what FIDOdoor uses and it redraws screens very quickly (and works well under
mint/multitos).

> Obviously if you use Bconout you lose redirection (although it doesn't matter
> in this case).
> Also note that using Cconws to print several characters at a time in the
> hope of reducing the TRAP overhead is a bad idea because Cconws calls Bconout
> though a TRAP call anyway.

Remember, the original poster was asking for the fastest way to output text
under MiNT. If MiNT is active, then a number of things change:

(1) Bconout is no longer the fastest way to send things to the screen;
Fwrite is, providing of course that you buffer the output (e.g. by
sending as much data as possible in each Fwrite).
(2) Cconws is faster than a series of Bconout calls. Cconws may or may not
eventually call Bconout if MiNT is active, but in any case the task
switching and general MiNT book-keeping overhead would definitely be
incurred only once for the whole Cconws call. (MiNT's Cconws is faster
than TOS's, by the way.)
(3) (Not directly related to the topic of speeding things up, but...
Bconout can be redirected by MiNT. I still recommend using Fwrite,
because it is faster under MiNT.)
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

6043. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 18:33:37 UTC
From: ken@isgtec.com
Message-ID: <2659@isgtec.isgtec.com>
Source record: 221301

In article xxx zmathews@isis.cs.du.edu (zak mathews) writes:
> > From: Terry King <tak1@ukc.ac.uk>
>
> What are your views on SHAREWARE ?

There are several forms of shareware, and IMHO none of them work except one.
The only way you'll get people to register is to make the demo crippled.
Make sure it is broken, non-operable, etc. There are numerous ways to
achieve this - in serious applications, disable print and save, in games,
use timeouts, have only one level in a multi-level game, large missing
features, no music/sound, severe bugs, or several of the above. IMHO the
best is serious missing functionality/level data. Don't include the whole
game and then disable part of it, someone might crack the disabled part.

People are basically dishonest. If they can get something good for free,
and nobody will ever know that they have it, the temptation is too great.
People perceive this as being different than pirating commercial software
somehow. Probably because most shareware isn't as flashy or professionally
done. You have to tease them with a broken version, and MAKE them pay
money to get the real thing. Jeff Minter might get away with sending out
working demos, because he's a big-shot designer, but less well-known
programmers can't get away with it. The ST market is too small, but even
for a big market the crippleware approach will get more registrations.
The drawback, of course, is you have to do some mail-order, copying disks
and mailing stuff.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6044. Re: Freeze Dried Term and Supra 2400+ problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 20:06:48 UTC
From: steve@thelake.mn.org
Message-ID: <A2027428039@thelake.mn.org>
Source record: 221302

[In article <9206062322.aa11203@Bonnie.ics.uci.edu>,
ehohnbau@Bonnie.ICS.UCI.EDU writes ...]

> I can't get FZT to utilize the extra capabilities of my
> Suprt 2400Plus modem. The only connection I've been able to get
> to work is 2400 baud, no RTS/CTS, no XON/XOFF at all.
> When I try anything faster than 2400 with any settings, I get
> a connection but nothing but garbage.

Are you using SERIALFX.PRG? If it's properly installed and you lock
the aux port flow control using the included CPX, you should be able
to use just about any program at 9600 without worrying about flow
control.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6045. Sony 5.25" SMO Drive For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 20:32:53 UTC
From: covert@cactus.org
Message-ID: <1992Jun7.203253.21041@cactus.org>
Source record: 221242
Cross-posted to: comp.sys.atari.st,misc.forsale,misc.forsale.computers,comp.sys.mac.wanted

********** SONY OPTICAL DRIVE FOR SALE **********

1 - Sony SMO-501 650MB external magneto optical drive.
plus 1 removeable optical disk media.

$1100, includes shipping.

Interface: SCSI-1
Average Seek Time: 95ms
Short seek +-64 tracks: 22ms
Read Speed(K/sec): 680
Formatted capacity: 650 MB per disk 325MB per side, need to flip
disk to access full 650MB. Formats to 650MB @ 1K
bytes/sector or 594MB @ 512 bytes/sector.

Form factor: 5.25"

EXTRA!! EXTRA!!! EXTRA!!
I just installed the latest Sony SMO firmware, version 2.22,
in this drive. I also have the complete technical manuals from
Sony Corp for the SONY SMO 501 drive, and the Sony SCSI Controller
card. I will include these manuals FREE!!

A little history of this drive. I originally bought it in April
1991 to be used with my Atari Mega ST computer. The drive came
configured with an ICD Atari-to-SCSI Host adapter, terminated in two
DB-25P connectors on the back of the cabinet. The cabinet is a long
skinny shoebox style cabinet big enough to hold the Sony Optical
Drive, the Sony SCSI Controller board, and the ICD Atari ST Host Adapter
board. I used the drive on my Atari ST for about a year, mainly as a
Macintosh drive with the Atari Mac emulator Spectre GCR. It worked
flawlessly that way.

I was able to afford to buy a new Mac Quadra 700 this spring and wanted
to move the drive to the Mac. I bought a SCSI ribbon cable to connect
the Sony SCSI Controller card to my Quadra 700, but couldn't get the
drive to work on the Mac. After some effort, I gave up on it, and bought
another Sony SMO drive for my Quadra 700.

Once I got the new Sony SMO, I called Sony Corp in California to ask why
my older drive wouldn't work on my Quadra 700, while the newer drive works
fine. It turned out that the older drive had firmware release 2.06, so
I order two new sets of Sony SMO firmware, one for each of my Sony SMO
drives. The new firmware is version 2.22. Once I replaced the older firmware

in my original SMO drive I was able to use it on my Mac. Now I have two
SMO drives, and don't need the second. So, I want to sell my older
SMO drive for the $1100 I mentioned earlier.

So, this drive can be used 'as-is' on an ATari ST computer, or you can
use the SCSI ribbon cable to bypass the Atari interface and use it as a
true SCSI drive on any computer which supports a SCSI drive. I have used
the ICD formatter on the ATari ST to format/partition ST cartridges.
I have used the LaCie Silverlining 5.33 formatter to format/partition
cartridges on my Quadra 700.

For more information please send me email or call
at (512) 251-9892

Richard E. Covert

--
Richard E. Covert covert@cactus.org
CACTUS ..!cs.utexas.edu!cactus.org!covert

6046. IDE adaptor

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 20:40:56 UTC
From: sourada@iastate.edu
Message-ID: <sourada.707949656@vincent1.iastate.edu>
Source record: 221237

Does anyone make an IDE adaptor for the ST's? I think ICD makes
one for the Amigas... With the volume of PC's sold, IDE drives are
very cheap, and since they aren't as intellingent as SCSI, they're
usually cheaper than SCSI drives...

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6047. Bringing back the FAQ...

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 20:49:54 UTC
From: sourada@iastate.edu
Message-ID: <sourada.707950194@vincent1.iastate.edu>
Source record: 221238

I was just thinking, I haven't seen the FAQ for this group in quite
a while. I looked at atari.archive, and the latest one there is June 91.
If there is no one currently maintaining it, (David Paschall-Zimbel was
the last, and I don't know if he's on the net anymore. Contact me if
you are!) I'll be glad to take over.

Please send me encouragement or discouragement about this.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6048. Assembly/"Hacking"

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 20:54:22 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.707950462@odin>
Source record: 221239

Hello!

I am interested in assembly language coding and I have the DevPac ST development package. I have tried learning assembly language on the ST before, but I never quite got the hang of it.

I am mainly interested in coding games and demos, but digitized sound mod players would be really cool to code as well.

Also, if anyone could help me out with "hacking" some demos and games that I have, so I can try ripping the music, effects, and/or graphics out of the programs. I have tried disassembling even my own simple programs, but I can't figure it out!

Would you recommend I buy Clayton Walnums Assembly Language tutorial or is that more concerned with assembly language calls to the OS?

How hard is it to code drawing routines in assembly language? 3d vector graphics? Overscan? Also, how do they perform sine/cosine operations is assembly?

///_ Marc Lombardo ///_
(I know, the heading says Tom!)

P.S. If your reading this, Torbjorn Ose, please reply! I lost your address!

6049. HP Deskjet driver for Spectre

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 21:59:53 UTC
From: wmagro@uiuc.edu
Message-ID: <BpHx3u.3q3@news.cso.uiuc.edu>
Source record: 221240

Has anyone updated the free HP Deskjet driver for the Mac (GCR)
to allow landscape printing? Or does anyone have a deskjet driver
that will allow landscape printing? Please e-mail me. I will
post any positive findings. Thanks.

--Bill Magro

6050. question using sozobon c 2.0

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 22:49:22 UTC
From: hunt@hal.gnu.ai.mit.edu
Message-ID: <1992Jun7.224922.16193@mintaka.lcs.mit.edu>
Source record: 221241

Quick question, I'm hoping someone can point me in the right
direction. I'm using sozobon C with dlibs 1.2, and i can't figure out how to
read a character without hitting return. if someone could point me toward
some source code or give me a quick hint i would be most appreciative.
I think what I want to do has something to do with Bconin, but i don't
know how it works. Anyway, email is preferrable as I rarely read
news.
Thanks,
Tad Hunt
hunt@control.com

6051. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 23:49:51 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Jun7.234951.3509@cs.unca.edu>
Source record: 221244

hutch@bellman.lanl.gov (John Hutchinson) writes:
: What about Little Green File Selector?

Irrelevant with shells.

:Pinhead?

Never heard of this one.

:Arcshell?

Irrelevant with a shell

:DCSHowit?

more, less, etc. work fine

: Do you consider _these_ gems as trash, too? Few others would agree with you.

I'm sure they would... I never said they were trash, but there are also
plenty other alternatives to them. (arcshell is trash -- a clumsy
wrapper to archivers that work a lot easier from a shell)

: But like the man sez, "You pays yer money and you takes yer choice."

Or not, as the case may be :)

Scott

6052. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-07 23:54:24 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Jun7.235424.3572@cs.unca.edu>
Source record: 221243

exuhag@exu.ericsson.se (James Hague) writes:
: And how much support do you get when you find a bug in microEmacs?

You don't really need support if you can fix it yourself :)
I haven't found any -- and I use it often. But with source code
very readily available, you can fix anything you don't like.

: Freeware implies a lack of commitment--that the author is willing to
: let other people use his program but not to have to worry about
: compatibility with new versions of TOS or bug fixes, etc. I would not
: want to use such a "dead end" program.

Are you saying MicroEmacs is a "dead end" program? The same one that has a new
version coming out very often? :) The one someone painstakingly ported to the
atari? I can't think of a *less* dead end program -- except maybe GNU
emacs :)

:(For games and such I realize
: that it is a different story.)

What, games don't need bug fixes? Or freeware games authors have more
commitment than freeware other programs authors?

Scott

6053. Re: Wanted: SM 124

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 02:15:28 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <12569@mindlink.bc.ca>
Source record: 221249

My SM124 also died an ugly death recently & I have replaced it with an SM147.

The SM147 is a Multisync Grey Scale monitor that is VASTLY *INFERIOR* to my old SM124.

It has no speaker so my ST is now silent.

It displays all sorts of interference.

It flickers.

It has warped horozontal lines.

STAY away from the SM147 & try to find a used SM124.

Jim Cruickshank.

6054. The Thieve's Guild BBS

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 03:35:38 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.707974538@odin>
Source record: 221304

Hello once again!

Does anyone here have local access to the Thieves Guild BBS? If so, please email me a message. I would like to talk to you. It is area code 301.

Thanks!

6055. I'm back

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 03:43:20 UTC
From: mal5781@tamuts.tamu.edu
Message-ID: <1992Jun8.034320.17666@tamsun.tamu.edu>
Source record: 221303

I must truly appologize for not returning mail for the last two months. Much has happened since then. I have had a major hard disk failure, lost my UNIX account, started a marketing business, and relocated for the 12th time since 1988 (IBM stands for I've Been Moved, not International Business Machins). Anyway, I promised to update and correct the errors in my TeX Installation Guide. But, CS-TeX 4.0 seems to eliminate any need for the article. CS-TeX 4.0 is self installing and well documented. Only one person expressed interested in the article. Also I have lost all of my backups, thanks to my 1.5 year old son who used my backup disks as non-editble cookies. Only if there is a great interest in using the non-CS-TeX programs will I re-write the TeX installation guide. The only advatage I see to the non CS-TeX programs are that they might run well on a systems with two 720K floppy drives. Since I don't have that configuration, I am stuck as to writting an accurate guide for this configuration.

By the way, CS-TeX 4.0 comes with a greateditor called Xedit 1.70. This editor looks like it is very well suited to TeX. Since I barely know German (I would like to learn but I never have the time) I can't figure out some of the parts to Xedit. Does anyone know what ".FWD" files do?

Mark Lehmann
mal5781@tamuts.tamu.edu
^^^^^^^
My ID has changed from "n160ao" to MAL5781.

6056. Re: Tiger Cub Demo

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 06:48:18 UTC
From: takem_b@pyramid.unr.edu
Message-ID: <3903@equinox.unr.edu>
Source record: 221307

>Who ever uploaded the Tiger Cub Demo on atari.archive.umich.edu, can you
>please tell me where you uploaded it to? I can't seem to find it. Also,
>what did you call it?
>
>Thanks,
>Jason Heideloff
>heidelj@alleg.edu

I uploaded the Tigercub demo to atari.archive (TIGERCUB.ARC) under the
"new" directory. It was my understanding from a past article that all
uploads were to go to that directory. It is unreadable for getting a
directory of, but you can still d/l from it if you know the filename.
This MAY be so the moderators can check out the programs first before
comitting themselves to releasing a possible trojan horse program. I
will keep uploading files to that directory in the future unless some-
one tells me otherwise as I believe that was the correct procedure.

It should soon be appearing to the newitems (and the midi) directories
soon when it does show up.

---

takem_b@pyramid.cs.unr.edu or ucbvax.berkley.edu!pyramid.cs.unr.edu!takem_b
#include <sig.h> /* unfriendly control codes with ascii self-portrait */
Anything that can go wronx3%se Pnews: segmentation violation. core dumped.

6057. Re: Freeze Dried Term and Supra 2400+ problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 07:11:31 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun8.071131.13151@a.cs.okstate.edu>
Source record: 221308

In article <9206062322.aa11203@Bonnie.ics.uci.edu> ehohnbau@Bonnie.ICS.UCI.EDU writes:
>Flash allows me to use flow control and simply set the speed to 9600
>with no problem and the throughput is pretty nice on the 9600 V.42/bis
>line.
>However, I would like to use Y/Z modem and so I must eventually
>bid farewell to Flash, but I can't get FZT to work well so this may
>not be the replacement I'd hoped.
>
I use Flash! with a function key to call Dterm1.0m for Zmodem work. Then I drop
back to Flash! for the capture buffer/scripting/editor when I finish the file
transfers.

jc

6058. Re: Atari Falcon Proyect....

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 08:00:42 UTC
From: klee@isis.cs.du.edu
Message-ID: <1992Jun8.080042.7415@mnemosyne.cs.du.edu>
Source record: 221309

In article <167FBB5F7.ICARUS@PUCING.PUC.CL> ICARUS@PUCING.PUC.CL writes:
>Hello, everybody
>I'm looking for info about the falcon proyect(I'm not sure if it's a proyect
>or a real thing), price, about architecture, etc.

STR had these Falcon specs from a German magazine. The Falcon
seems real because I heard Atari has several thousand of them
in the wings! Anyone heard this too? Heck, the Mega STE
has a great price right now!

It would be cool if it did have the ram cards mentioned in the
specs so software would be somewhat protected. Could multiTOS
have some type of software protection mechanism for disks too?
Then instead of buying software from a store, people could
download commercial software from online services and later buy
some type of soft key to allow the program to be fully funtional.
I would guess each Falcon would have to have a unique identity
provided in ROM or a dongle.

Atari Falcon '030

CPU: 68030 @ 16-33 MHz.
RAM: 1, 4 or 14 mb configurations operating in page mode.
ROM: 512 Kb internal, 128 Kb cartridge port.

Ram: Cards 512k - 5 mb

DSP: 56001 @ 32 MHz, 32 Kwords (96 Kb) of 0 wait state private RAM.
DSP: connector to allow for modem/fax/voice mail/direct to disk,
JPEG/MPEG codecs. External Box w/software-9600bps, (100.00
approx) FPU: Optional (68882)
Internal direct processor slot for 386SX emulation, or other processors.

Super VGA : 640x480 256 colors.
True color 16 bits mode : 320x200 or 640x480, 65536 colors
Accepts external video sync. (Gen Lock & Multi-Media)
15-bit overlay mode for video tiling and special effects.
Programmable overscan
262144 possible colors
Hardware assisted horizontal fine scrolling and BLITTER graphics
coprocessor.

Independant 10 channel 16-bit digital audio DMA record and playback
channels with up to 50 KHz sampling rate. Stereo 16 bit DMA audio output
through a Bitstream 1-bit DAC, 80 times oversampling.
Stereo 8 bit DMA audio input.
RASCAL and SDMA audio signal coprocessors.

SCSI 2 port with internal DMA
High speed LocalTalk compatible LAN port.

Connector for RVB ST or modulator.
2 RS 232C serial port.
Bi-directionnal CENTRONICS port
Cartridge port.
MIDI in and out.

Stereo microphone input.
Stereo audio output.
Two joysticks ports.
Two 15-pin enhanced digital/analog controller connectors.
Integrated Keyboard
1.44mb floppy disk.
Internal 40-80mb (IDE) hard drive.

Anticipated retail cost 700.00 - 900.00

6059. Re: GIF viewer is a JPG viewer....

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 08:02:13 UTC
From: leonp@cs.kun.nl
Message-ID: <1992Jun8.080213.24796@sci.kun.nl>
Source record: 221310

In <l3374lINN6mj@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>
> Hi,

> A week or so ago, someone posted saying that a GIF viewer they used
>had the undocumented feature of displaying JPGs. Would whoever that was please
>repost the name and version of the software you were talking about?

> Thanks!

Hoi, the gif viewer I mentioned, being able to display jpeg files is
GEMVIEW. I have version 1.1g (20 march 1992) which is able to do this,
though this feature isn't documented yet (that's the g in the version perhaps)
Problem is I know it was a german ftp site (some university) I downloaded
it from, but I don't know which. I got the site from some
list that is published regulary here.

I can really recommend the program.

6060. GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 08:27:45 UTC
From: fabrizio@deis64.cineca.it
Message-ID: <1992Jun8.082745.13864@deis35.cineca.it>
Source record: 221311

I am having lot of troubles trying to use GDOS on a TT. What I exacly want to do is using Gemini and other software with GDOS fonts. So far original GDOS, G+PLUS and AMCGDOS gave me just bombs. The only one that can succesfully complete the boot is FONTGDOS but I have problems accessing the fonts.

Can anybody give me some suggestions ? I would like to use AMCGDOS, is there any TT-version around ?

fabrizio@deis.64.cineca.it

6061. Re: Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 09:02:59 UTC
From: marc@hemlock.cray.com
Message-ID: <1992Jun8.040259.11800@hemlock.cray.com>
Source record: 221312

```
|> If you are looking for a GREAT deal for a tape drive, to keep from
|> having to do those deaded floppy backups, check this out...

|> Computer Service Experts (CSE) is selling Tandberg 3660 tape drives
|> (used) for only $199. Thier Address is: 1920-G Lafayette St., Santa
|> Clara, CA 95050-3956. Thier phone # is: 408-988-8492.

Does anyone know of such a great deal for us Atarians in the UK?

[M][a][r][c]
```

6062. Magazines

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 10:30:05 UTC
From: t90adr9@mp.cs.niu.edu
Message-ID: <1992Jun8.103005.20546@mp.cs.niu.edu>
Source record: 221305
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Lots of back issues of Antic, STart, ANALOG, ST Log, and
Atari Explorer for sale. I'm looking for maybe $.50 per issue or
less if purchased in bulk. If you're interested give me a call during
the upcoming week (June 8 '92 - June 12 '92) at (708) 393-2317.
I've collected them from about '83 up until they folded up.
Alan

6063. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 10:34:39 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun8.103439.10899@peponi.wcc.govt.nz>
Source record: 221315

In article <BpG6Hn.85t@news.cso.uiuc.edu>, wmagro@uiuc.edu (Operator) writes:
>
>Oh, and by the way: in light of the recent discussions about incompatible
>lzh files and unlzh programs, why don't people do the world a favor and
>swear to NEVER USE THE LZH FORMAT AGAIN. Zoo is much nicer, anyway, and it
>isn't plagued by these problems.
>
>--Bill

Please get your facts right, its ZOO 2.1 thats is buged not LZH201L, LZH201L
is the envy of any ZOO 2.1 user, try using ZOO 2.1 with floppy drives, does not
have redirection of extracted output, will not generate a folder on demand..!

LZH201L does not have these problems..

It looks like AJR is the way to go from things that I have read..

Roger... sheppard_r@kosmos.wcc.govt.nz

6064. TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 10:53:56 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <708481903.F00001@royaljok.fidonet.org>
Source record: 220981

In a message of 03 Jun 92 07:17:52, Craig Shore wrote:

CS> > I agree! I just bought a 250Mb Tandberg drive. Backing up the
CS> 210Mb and 2 65Mb drives is now a breeze. Takes about 45 minutes for the
CS> 210Mb, and another 28 or so minutes for the other (2nd tape). MUCH
CS> easier than stupid floppies!
CS>
CS> What do these tape backup machines cost???

Just $199 each, plus S&H. The place that has them is:

Computer Service Experts
1920-G Lafayette St.
Santa Clara, CA 95050-3956
(408) 988-8492

They advertised these drives a few months ago in Nuts & Volts magazine.

"MICRO"

6065. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 10:57:29 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <Bplx3u.6sw@newcastle.ac.uk>
Source record: 221313

I think the major reason, Llamatron made money was the extensive amount of adverts that he got due to him first getting on the ST Format disk, then ST Format stated all the way through, support shareware, pay Jeff Minter his fiver and others may follow suit. Jeff gets interviews in ST Format, ST User, Amiga Format, Amiga Computing (may be more) all saying pay up and support shareware, it might encourage cheaper games from the software houses.

This must be about 10,000 pounds worht of free adverts.

I have paid for three shareware programs, Freeze Dried Terminal, (I like it) Two reason for this, It came on the front of ST Format with tips on how to use it, second I could register in England, at the Internet BBS, very useful.

The other two programs are for CIX and save me money, so the 30 quid I spent in registering for this two has saved me at least 30 quid in phone bills (more likely 100 quid by now)

I agree that the idea of shareware is good but don't pin you hope of making a living on it. The truth is the abilty to pay. Some people may be considering paying but can't afford it,(registering for the above programs cleaned me out) after paying more important things like food, gas, electric and rent. I would register (and use) more programs if I had the money. But as the above three are the only one I use often I felt I had to pay.

DMJGIF3.0 is a very nice program, but I don't use it enough to (1 or 2 times a year) pay the shareware contribution, If I did (and I had a hard drive big enough for the pictures) I would more likely than not register

I haven't deleted it, so if a friend asks for it I can give it to him. (Passing on shareware)

Dave

D.M.Johnson@newcastle.ac.uk

6066. Re: Freeze Dried Term and Supra 2400+ problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 11:03:09 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun8.110309.11542@peponi.wcc.govt.nz>
Source record: 221314

In article <9206062322.aa11203@Bonnie.ics.uci.edu>, ehohnbau@Bonnie.ICS.UCI.EDU writes:
>I can't get FZT to utilize the extra capabilities of my
>Suprt 2400Plus modem. The only connection I've been able to get
>to work is 2400 baud, no RTS/CTS, no XON/XOFF at all.
>When I try anything faster than 2400 with any settings, I get
>a connection but nothing but garbage.
>
>Flash allows me to use flow control and simply set the speed to 9600
>with no problem and the throughput is pretty nice on the 9600 V.42/bis
>line.
>However, I would like to use Y/Z modem and so I must eventually
>bid farewell to Flash, but I can't get FZT to work well so this may
>not be the replacement I'd hoped.
>
>Any ideas would be appreciated.
>
>Eric Hohnbaum
>

Get SERIALFX this works with Flash, there is also a patch for Flash
in HISPEED...

I think you will find SERIALFX on A.A. if not I can post it there...

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6067. Re: Keyboard remapper?

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 11:05:42 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun8.110542.11619@peponi.wcc.govt.nz>
Source record: 221316

In article <36657@darkstar.ucsc.edu>, anamr@cats.ucsc.edu (Ana M Rodriguez) writes:
>
>ggreenbe@rodan.acs.syr.edu (Gerald Greenberg) writes:
>
>>I was wondering if there is a "keyboard-remapper" for the
>>ST...you know, something that will allow me to remap the
>>characters to my keyboard. So, for example, if I want to have
>>my ST type an "A" when I type a "J", I just remap the "J" key
>>to type "A".
>>Thanks,
>>Gerry
>>ggreenbe@rodan.acs.syr.edu
>
>Well, let me see... hmm...
>
>Ah yes, the old ST Internals Book has the answer.
>
>There is an XBIOS call that allows you to redefine the keyboard layout
>it is called keytbl. (sets keyboard table location)
>

No need for all of this Get Uniterm, you will find a program
with it called Key Edit, this is all you need...

Roger.......... sheppard_r@kosmos.wcc.govt.nz

6068. Is it worth upgrading to Pure C?

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 11:08:30 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <708481903.F00002@royaljok.fidonet.org>
Source record: 220983

In a message of 04 Jun 92 14:54:03, Arthur Leung wrote:

AL> I bought Turbo C (ver 2.03 I think) from Gribnif last year. Now they
AL> are offering Pure C upgrade. What's the difference between Turbo C and
AL> Pure C?

Mainly, it is a overall better product. The source-code debugger now works on non-ST mono screens (TT, etc), as well as 68030, etc. processors. The help facilities have been improved (you can now make your own english help screens), and now the assembler supports the 68000, 010, 020, 030, and 040 chips as well as the 68881 and 68882.

AL> Are the documentations/manuals in English?

No, still in German. You do have the TurboC Bible from Sams right?

AL> $175 is quite a bit of money for an upgrade.

I agree, but for my use, I needed the 030 compatibility (SST).

"MICRO"

6069. 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 11:13:20 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <708481903.F00003@royaljok.fidonet.org>
Source record: 220982

In a message of 04 Jun 92 09:55:29, My Name Is Brian Rost wrote:

MN> I have heard all kinds of stories about compatibility between 720K and
MN> 1.44 M
MN> floppies on IBM-PCs, mostly that 720K disks formatted on a 1.44M drive may

I have a TEAC 1.44 drive on my Mega ST, which reads/writes and formats 720K disks without any problems. I have traded disks with several people, and have had no problems with reading OLD single-sided disks from an old 520ST. Simply, it works for me!

"MICRO"

6070. Re: Wanted: SM 124

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 11:14:48 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun8.111448.11791@peponi.wcc.govt.nz>
Source record: 221317

In article <12569@mindlink.bc.ca>, Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:
>My SM124 also died an ugly death recently & I have replaced it with an SM147.
>
>The SM147 is a Multisync Grey Scale monitor that is VASTLY *INFERIOR* to my old
>SM124.
>
>It has no speaker so my ST is now silent.
>
>It displays all sorts of interference.
>
>It flickers.
>
>It has warped horozontal lines.
>
>
>
>STAY away from the SM147 & try to find a used SM124.
>
>Jim Cruickshank.

Here in New Zealand there are 2 new mono monitors, one SM145 ? and SM147, the first No. is a guess, but one comes with a speaker for the ST series and one with out, for the TT..

Are you trying to use the TT one on a ST..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

6071. Re: Freeze Dried Term and Supra 2400+ problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 11:21:02 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun8.112102.11877@peponi.wcc.govt.nz>
Source record: 221318

In article <1992Jun8.071131.13151@a.cs.okstate.edu>, cummins@a.cs.okstate.edu (CUMMINS JOHN WILLI) writes:
>In article <9206062322.aa11203@Bonnie.ics.uci.edu> ehohnbau@Bonnie.ICS.UCI.EDU writes:
>>Flash allows me to use flow control and simply set the speed to 9600
>>with no problem and the throughput is pretty nice on the 9600 V.42/bis
>>line.
>>However, I would like to use Y/Z modem and so I must eventually
>>bid farewell to Flash, but I can't get FZT to work well so this may
>>not be the replacement I'd hoped.
>>
>I use Flash! with a function key to call Dterm1.0m for Zmodem work. Then I drop
>back to Flash! for the capture buffer/scripting/editor when I finish the file
>transfers.
>
>jc

Try using GSZRZ19B a very nice Zmodem program, should be on A.A...

I also use it with the ZFlash shell..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6072. Printer codes

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 12:02:24 UTC
From: pate@ra.cs.man.ac.uk
Message-ID: <5002@m1.cs.man.ac.uk>
Source record: 221334
Cross-posted to: comp.periphs.printers,comp.sys.atari.st

I've recently purchased an Oki Microline 182 printer (9 pin). It's a pretty old printer I think, maybe 7 years old (is that old for a printer?). I'm using this printer on an Atari 520 STFM (TOS 1.0, I think).

Anyway, the manual explains all the dip switches and printer escape/control codes, e.g. bold, underlined, changing fonts (actually characters per inch). The problem is the printer codes given are completely wrong! If I use the printer codes shown, they dont work. Only the obvious ones like tab, form feed and vertical tab work (standard ASCII codes).

By trial and error I've found out the following printer codes:

ESC 45 1 Underline on
ESC 45 0 Underline off
ESC 58 Small font (Elite?)
ESC 83 0 Superscript on
ESC 84 1 Superscript off
ESC 83 1 Subscript on
ESC 84 1 Subscript off
14 Large font
15 Tiny font (condensed?)
18 Normal font (Pica?)

(ESC is ASCII code 27, 1b hex)

The dip switches simply select what language your printer uses (and paper length), use 7 or 8 bits, append line feed, and use/not use internal ROM for something or other (if I select using internal ROM, then I just get rubbish printed).

When I do a test printout (holding line feed down while switching on) then the printer says it's IBM compatable.

__Does anyone know what the REAL printer codes are for my printer??!!__

Thanx.

--
%% %% &&&& %%%%% && && %% %% &&&&&& >> ATARI-ST Owner :)
%%%%%%%% && %%% && && %% %% && >>
%% %% %% && %% &&&& %% === && >> pate@cs.man.ac.uk
%% %% && %%% && && %% && && >> csg021@cck.cov.ac.uk
%% %% &&&& %%%%% && && %% &&&& %% >> mleaver@fiveg.icl.co.uk

6073. Using Nintendo auto RF switcher with ST.

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 15:01:28 UTC
From: ehobbs@nmt.edu
Message-ID: <1992Jun8.150128.6524@nmt.edu>
Source record: 221320

I wanted to hook up my STfm to a TV with a 75 ohm coax input. I went and bought one of those auto RF switchers that are used with Sega and Nintendo machines. After hooking it up, I found that the picture was horribly fuzzy. I tried 3 TVs and got various shades of crappy. Can I actually use one of these RF switches? Are the impedences correct? Or is my RF switcher messed up?

Comments?

Eric A. Hobbs
ehobbs@jupiter.nmt.edu

6074. Ghost virus

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 15:49:29 UTC
From: cs902117@juno.ariel.yorku.ca
Message-ID: <1992Jun8.154929.3101@newshub.ariel.yorku.ca>
Source record: 221333

Thanks to everybody who replied and pointed out that I've been hit by the
"Ghost virus". Going to get my hands on a virus killer ASAP!!!

/ o n y.

6075. Re: ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 16:40:26 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <94954.2A34683E@psycho.fidonet.org>
Source record: 221008

In a message of 07 Jun 92 04:59:52, Craig Shore wrote:

CS> From: shore@yonder.equinox.gen.nz (Craig Shore)
CS> Date: 3 Jun 92 09:10:15 GMT
CS> Organization: Equinox Networks, ChCh, New Zealand ||| Node: Yonder
CS> Message-ID: <H.X9BqXsb1b2k@yonder.equinox.gen.nz>
CS> Newsgroups: comp.sys.atari.st
CS>
CS> In <82916.2A17ECA0@psycho.fidonet.org>, Timothy Miller writes:
[...]

CS>
CS>
CS> A few questions Tim...
CS>
CS> 1. Does it flicker ?

Flicker? Well, when blinking text is enabled, the mouse pointer flickers a little.

CS> 2. Is the ANSI Full ansi? Very few ST term programs are (Uniterm
CS> is the only one i've found that is) i.e. support windowing the text on
CS> screen to scroll only part of the screen either way (up or down),
CS> and update the rest of a line that is being edited. There's probably
CS> more to it than that, but these are the 2 things that really annoy
CS> me.

Full vt-100, and as much vt-102 as I could find.

CS> 3. Does it strip the ansi codes out when using the capture buffer?

The capture buffer (recently added to ver. 1.5) has an option to filter ansi codes, or not.

CS>
CS> Craig.
CS>
CS>
CS>
CS> --
CS> *~*
CS> * Craig Shore Internet:shore@yonder.equinox.gen.nz *
CS> * ChCh, SLNET: 250:700/1266 *
CS> * New Zealand. FIDO: 3:770/120 *
CS> *~~~~~~*
CS> * Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
CS> *~*

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

6076. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 17:00:06 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <60793@hydra.gatech.EDU>
Source record: 221319

In article <1992Jun5.231026.3815@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>And what's the real result of this situation? It's not "the good
>software weeds out the bad," but instead, "the good software becomes
>commercial." There probably aren't going to be any more shareware
>Unnkulian games. Who are the real losers? The users: they'll now have
>to pay 2, 3, or 5 times as much for the same software.

I just bought every ST title Sierra had on special earlier this year. The average price per game was $11.50 US. That included postage. This was direct from Sierra. If one can wait a while to get a commercial game, one will often get it for LESS than the asking price of shareware. Also you get the benefit of learning more about the game from other people who have played it to see if it is really worth purchasing. I don't spend much time gaming so I have a huge backlog of commercial games purchased for prices between $1.50 US to $15 US.
I've looked at some shareware games, but spent more time downloading them than I did attempting to play them and then drag them into the trash can. I feel that if any program is commercial quality, it should be commercial. It's better for the user since they not only have support from the publisher, but also from the store they purchased it at.
BTW, I did attempt to register one shareware game. My check returned with no forwarding address. I did the honest thing and deleted all copies of it. It's not always the user who makes the shareware concept impractical.

>
>Dave Baggett
>dmb@wam.umd.edu

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

6077. Re: Wanted: SM 124

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 17:06:15 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun8.170615.8384@aber.ac.uk>
Source record: 221321

In article <12569@mindlink.bc.ca> Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:
>My SM124 also died an ugly death recently & I have replaced it with an SM147.
>
>The SM147 is a Multisync Grey Scale monitor that is VASTLY *INFERIOR* to my old
>SM124.
>
>It has no speaker so my ST is now silent.
>
>It displays all sorts of interference.
>
>It flickers.
>
>It has warped horozontal lines.
>
>
>STAY away from the SM147 & try to find a used SM124.
>
>Jim Cruickshank.
This is what I've been saying all alnong!

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6078. TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 17:12:16 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <708481903.F00004@royaljok.fidonet.org>
Source record: 220980

In a message of 05 Jun 92 15:41:31, Craig Barnes - Sun Uk - Ir N + wrote:

CB> I've only just started reading this newsgroup, what software is available
CB> for the ST to use a quick 150 SCSI tape device, is it PD and how can I
CB> get it.

I have both the tapebios software (low-level driver), as well as the dump and tar programs here for DL/FREQ (not FTP). The number is listed below, and the filenames are: TAPEBIOS.ZOO and GTARBIN.ZOO.

"MICRO"

PS, they are also available up on GEnie.

6079. Re: The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 17:14:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A9357@F.maus.de>
Source record: 221337

>> Is there any software fixing the RTS/CTS-bug of serial ports 2-4 (existing
>> only in Atari TT) ???

>After testing a lot, I think there is nothing to fix on port #2.

Sorry, in the moment thera are no Fix PRG's for the serial Ports >1 of the
Atari MEGA STE and TT.

But if you want's to use the other ports in high-speed-mode you can use the
newest TOS version (2.06 STE or 3.06 TT). In that versions are the RTS/CTS-bug
fixed.

Bye Thomas

/// E-Mail adress: Thomas_Leonhaeuser @ F.maus.de ///
/// Mailbox:Maus Frankfurt=Frankfurt a.M. germany ///

6080. Re: Kermit and STalker 3.0

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 17:31:30 UTC
From: rosenqui@ncs.dnd.ca
Message-ID: <1992Jun8.173130.21475@netfs.dnd.ca>
Source record: 221325

In article <1992Jun6.170133.5439@ccu.umanitoba.ca> bright@ccu.umanitoba.ca (Bob Bright) writes:
>In article <1992Jun5.134511.13649@netfs.dnd.ca>,
> rosenqui@ncs.dnd.ca (E. Rosenquist) writes:
>>BTW, I'd be interested in getting a pointer to some good
>>shareware/whatever Kermit utility. If anyone knows of a good
>>kermit.tos please point me to it; we'll include it on the distribution
>>disk in the shareware folder if the author allows it.
>
>Um, am I missing something here? I finally upgraded to STalker 3 a
>couple of weeks ago (nice work, Eric!; there's a problem with the
>shifted F2 function key macro, though--is it fixed it yet?), and my
>upgrade disk had a copy of GEM-Kermit in the "Extras" folder. I
>haven't used it much, but it seems to work fine. Just run KERMIT.PRG,
>invoke the STalker accessory, start up the kermit server on your host,
>and "get" and "put" to your heart's content. All of the GEM-Kermit
>menus are available while the STalker window is on screen, and you
>don't even have to disable STalker with Alt-K.
>
>(GEM-Kermit is by Berhard Nebel. It's been around for ages--ca.
>1986--so if it wasn't on your STalker distribution disk, look for it
>on a server nearest you.)

I guess I'm the one who's missing something Bob. I've only seen the 3.00 distribution disk, so I wasn't aware that Gribnif had thrown a Kermit program on to the more recent ones. Good for them!

The Shifted-F2 screwup is a problem in the 3.01 .RSC file. You can fix it yourself if you have a resource editor (set the template and text fields to match the other fkey text objects). It's fixed in 3.02, the patch for which should hopefully be posted this week. Dan started creating the patch on the weekend after we finally resolved the one outstanding problem (a communication problem between STalker and NeoDesk that only surfaced under TOS 2/3.06).

Eric
--
Eric Rosenquist - Software Kinetics Limited
65 Iber Road, Stittsville Ontario Canada, K2S 1E7
Tel: (613) 831-0888, Fax: (613) 831-1836
email: Eric.Rosenquist@crc.sofkin.ca

6081. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 17:33:54 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <708481903.F00005@royaljok.fidonet.org>
Source record: 220979

In a message of 07 Jun 92 14:30:33, Eric Smith wrote:

ES> (1) Bconout is no longer the fastest way to send things to the screen;
ES> Fwrite is, providing of course that you buffer the output (e.g. by
ES> sending as much data as possible in each Fwrite).

Thanks for the information, I'll try and include that option in the next version of my software...

"MICRO"

6082. Spectre on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 17:58:48 UTC
From: wmagro@uiuc.edu
Message-ID: <BpJGM0.256@news.cso.uiuc.edu>
Source record: 221322

I know Dave Small reads this group sometimes, so here is a question:

I know non-disclosure agreement bar you from even mentioning the word 'Falcon,' but will Spectre continue to work on new atari TOS based machines?

If so, I will automatically buy one at any price <= $1000. Also, with those nice color modes, and the flexibility of the Mac OS, could a color quick draw be coded to work on the TT or new machines? Better yet, are there any reasons why it most certainly _cannot_ be done?

--Bill

Proud registered Spectre GCR owner.

6083. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 18:10:01 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <BpJH4s.2AE@news.cso.uiuc.edu>
Source record: 221323

In article <1992Jun8.103439.10899@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:

```
|> In article I write:
|> >
|> >Oh, and by the way: in light of the recent discussions about incompatible
|> >lzh files and unlzh programs, why don't people do the world a favor and
|> >swear to NEVER USE THE LZH FORMAT AGAIN. Zoo is much nicer, anyway, and it
|> >isn't plagued by these problems.
|> >
|> >--Bill
|>
|> Please get your facts right, its ZOO 2.1 thats is buged not LZH201L, LZH201L
|> is the envy of any ZOO 2.1 user, try using ZOO 2.1 with floppy drives, does not
|> have redirection of extracted output, will not generate a folder on demand..!
|>
|> LZH201L does not have these problems..
|>
|> It looks like AJR is the way to go from things that I have read..
|>
|> Roger... sheppard_r@kosmos.wcc.govt.nz
|>
```

I disagree. I find that zoo compresses smaller and finishes faster than lzh. Also, zoo has no problems creating subdirectories. If you want a new folder on your drive, then make it before you type 'zoo.' There are no problems with floppies either. Suppose you want to unzoo to a new directory on a floppy from an archive on drive d in the folder downloads:

```
% cd d:\downloads
% ls
butthead.zoo
% mkdir a:\newfolder
% cd a:\newfolder
% zoo x d:\downloads\butthead.zoo
--chew chew chew---done (lzh is still thinking at this point)--
% ls
butthead.doc butthead.prg README
%
```

What could be simpler? If you aren't using a cli though...well, I pity you.

--Bill

6084. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 18:20:18 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun8.182018.8317@exu.ericsson.se>
Source record: 221324

David P. Forrai writes:
>
> I've looked at some shareware games, but spent more time
>downloading them than I did attempting to play them and then drag them
>into the trash can. I feel that if any program is commercial quality,
>it should be commercial.

Not to mention that is is VERY difficult for someone with
a full-time job to write a commercial quality game evenings
and weekends.
--
James Hague
exuhag@exu.ericsson.se

6085. Re: Using Nintendo auto RF switcher with ST.

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 19:31:18 UTC
From: jliukkon@klaava.Helsinki.FI
Message-ID: <1992Jun8.193118.1102@klaava.Helsinki.FI>
Source record: 221326

In <1992Jun8.150128.6524@nmt.edu> ehobbs@nmt.edu (Eric Hobbs) writes:

>I wanted to hook up my STfm to a TV with a 75 ohm coax input. I
>went and bought one of those auto RF switchers that are used with
>Sega and Nintendo machines. After hooking it up, I found that the
>picture was horribly fuzzy. I tried 3 TVs and got various shades of
>crappy. Can I actually use one of these RF switches? Are the impedences
>correct? Or is my RF switcher messed up?

RF modulation sukcs in general. The more stuff you have in the cable
between your computer and your TV set the worse the picture will be. A
not-so-good switcher box adds so much of the resistance (ohms) to that
cable it practically eats half your signal (not an exact number, I'm no
engineer but you get the idea...) Another bad idea are the Y-connectors.

If possible, hook your TV with a CVBS-video or SCART-connector to your
Atari's video output (it gives straight video signal from one of the
monitor connector pins you know; I don't remember from which one - check
your manual.) You would also get better audio if you soldered a RCA
connector or like to the monitor sound pin (when I had an Atari I did
this, used direct video and audio signals and the quality was superb
<well, for a TV set, really sharp and crisp>!)

--
Juha Liukkonen, aka jliukkon@cc.helsinki.fi
University of Helsinki, Dept. of Paranormal Investigations
"Trust me, I know what I'm doing." - Sledge Hammer

6086. Re: The RTS/CTS flow control / TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 19:44:54 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jun8.194454.13335@sfu.ca>
Source record: 221328

In article <H.nF2wyG2rb1I@moko.saar.de> micha@moko.saar.de writes:
>Is there any software fixing the RTS/CTS-bug of serial ports 2-4 (existing
>only in Atari TT) ???
>
>RS232ENC works only on port 1.
>
>Bye, Michael
>
>--
>
>EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
>Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
>SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

Have you tried SERPTCH2?

Gordon

6087. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 20:21:28 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jun8.202128.14225@sfu.ca>
Source record: 221329

In article <1992Jun8.082745.13864@deis35.cineca.it> fabrizio@deis64.cineca.it (Fabrizio Lugli) writes:
>I am having lot of troubles trying to use GDOS on a TT. What I exacly want to do
>is using Gemini and other software with GDOS fonts. So far original GDOS, G+PLUS
>and AMCGDOS gave me just bombs. The only one that can succesfully complete the
>boot is FONTGDOS but I have problems accessing the fonts.
>
>Can anybody give me some suggestions ? I would like to use AMCGDOS, is there any
>TT-version around ?

Try running it under an ST resolution. The problem is that anything before
FONTGDOS or FSMGDOS doesn't recognize the new resolutions (I'm speaking from
experience, here :-)).

>
> fabrizio@deis.64.cineca.it

Gordon Farrell e-mail:gfarrell@sfu.ca
Computing Science Major gfarrell@cs.sfu.ca
Simon Fraser University
Burnaby, B.C., Canada

6088. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 20:45:54 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun8.204554.16088@news2.cis.umn.edu>
Source record: 221327

In article <2659@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>There are several forms of shareware, and IMHO none of them work except one.
>The only way you'll get people to register is to make the demo crippled.

This is exactly how NOT to impress me with your program, and will cause me to erase the program archive without further consideration. Since I currently maintain the DOM libraries for our local user group, your work will also never be seen by other folks within the Twin Cities area.

The few shareware programs for which I've registered (it corresponds the number of shareware programs I also happen to use...) have been complete, working programs which have offered value for the money. They include ARCSHELL, Super Boot and the TX2 file viewing program.

-- David Paschall-Zimbel

6089. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 20:56:24 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun8.205624.16502@news2.cis.umn.edu>
Source record: 221330

In article <1992Jun8.103439.10899@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>Please get your facts right, its ZOO 2.1 thats is buged not LZH201L, LZH201L
>is the envy of any ZOO 2.1 user, try using ZOO 2.1 with floppy drives, does not
>have redirection of extracted output, will not generate a folder on demand..!

LZH201L, and the -lh5- format, are also unsupported on my UNIX and VMS boxes, making it impossible to extract documentation for preview before spending the hours downloading the multi-megabytes of files I obtain via FTP each month.

ZOO 2.1, on the other hand, is fully supported on =all= machines to which I have access.

Now, if the creator of LZH201 would kindly provide C-compilable source code for the latest version of his program suitable for execution on any UNIX or VMS workstation, I might be more impressed.

Also ... contrary to your reading of the facts, there are any number of LHARC programs available, and the LZH201 generates archives incompatible with each and every one of them ...

-- David Paschall-Zimbel

6090. Re: Require info on F.A.S.T.

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 20:58:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.464131@cix.compulink.co.uk>
Source record: 221141

FAST is not something that individuals can join AFAIK. It's members are all
software companies such as Bullfrog, Lotus, etc. It's mainly interested in
Business software & corprate theft and to this end they have been very
successful by entering premises of some quite major firms and then
fining/coming to a financial arrangement regarding the masses of copied
software. Normally this is stuff like departments buying a program and then
bunging it on a network or another PC, both of which are generally a no no.
They recently trooped into Robert Maxwell's Firm(s) and found something
like 60% of software in use was copies (this is from memory).
Fast have a seperate section who deal with piracy in the leisure sector
called ELSPA who offer cash rewards to anyone who reports people selling
pirate software. Again, they've been very successful eradicating the
many magazine adds for pirate software that used to be so prolific in the
UK.
For further info, ring them on 0628 660377 (FAST) and 0386 833501 (ELSPA).
Both are UK numbers.

```
/************************************************************************
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
************************************************************************
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
************************************************************************/
```

6091. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 21:23:28 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun8.212328.16721@news2.cis.umn.edu>
Source record: 221331

In article <1992Jun8.204554.16088@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>Since I currently
>maintain the DOM libraries for our local user group, your work will also
>never be seen by other folks within the Twin Cities area.

Upon rereading, I didn't mean this to sound so much like a threat. :)

As a general rule of thumb, I erase archives which contain a non-useful demo which demands shareware fees. I am not adverse, however, to putting forth a shareware demo (labelled as such), which displays the full usefulness of the program, including the ability to save data and send output to a printer. At least one database program, with limited record capability, has fit this description in the past year.

Also, as a rule, user group members don't tend to pick up DOMs consisting of 'demoware' (with the exception of commercial software demos which they would like to see before they go buy the Real Thing). This means that I have to be particularly careful about what I obtain from on-line commercial services, as download time is expensive. If the description includes 'demo' and 'shareware' in the key or description fields, it tends to be ignored. If the description does NOT include those words in either the key or description fields, and it turns out to be 'demoware' ...

Just thought I should clarify a bit.

-- David Paschall-Zimbel

6092. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 22:39:09 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun8.223909.18285@newton.ccs.tuns.ca>
Source record: 221332

In article <1992Jun8.204554.16088@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <2659@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>>There are several forms of shareware, and IMHO none of them work except one.
>>The only way you'll get people to register is to make the demo crippled.
>
>This is exactly how NOT to impress me with your program, and will cause me
>to erase the program archive without further consideration. Since I currently
>maintain the DOM libraries for our local user group, your work will also
>never be seen by other folks within the Twin Cities area.
>
Agreed! There is nothing more annoying than crippled programs. How can you
evaluate it if you can't use it?

All this discussion about shareware has really made me second guess what I
should do with a programming aid I've put together. I planned to release it
as shareware (NOT crippled) but now I'm leaning towards freeware. The
discussion here certainly hasn't given me any reason to see even the odd
money order in the maixbox. Maybe I should call it shareware and hope it at
least pays for my two-fours of Coca Cola Classic! Wishful thinking!

==
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

6093. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 22:43:23 UTC
From: darekm@microsoft.com
Message-ID: <1992Jun08.224323.6838@microsoft.com>
Source record: 221340

WARNING!

Darek Mihocka hate mail of death to follow. If you have a weak stomach or or have to go pick your ST up from the shop, just press N now.

In article <707531473.F00001@royaljok.fidonet.org> Bill.Jones@f370.n231.z1.royaljok.fidonet.org (Bill Jones) writes:
>You're leaving out a lot here - to get the DMA sound of an STe, you'll need
> SoundBlaster or SoundBlaster/Pro - $199/$299 respectively (not used prices -
> gee, I can get a used 520ST for <$100 now). I can get an 80 meg with
> controller for the ST as well for $300. I'll give you Windows for < $100
> (providing you get in on the "jump the OS/2 ship" deal), but then your speed
> increases just went right out the door... not to mention your HD and memory
> space.

Wait a second... you're Joe Isuzu aren't you? Who else could post complete garbage and almost make sense?

First of all, who cares if a used ST costs $100 and a new soundblaster costs $200. The used ST can't do DMA sound. So why mention it? It's like saying that a new TV costs $200 but a used Walkman costs $40, so gee, I guess I should buy the Walkman even though what I wanted was a TV.

And what's this OS/2 crap? If you want Windows for < $100, you go to Egghead or buy mail order. Gee, like mail order is a totally alien concept to ST users. And a TOS 2.0 upgrade puts you out $139, and what's that going to give the average ST user that TOS 1.4 didn't? Cuter icons and keyboard shortcuts. No multitasking, no virtual memory, no scalable fonts. So stop whining about the cost of Windows.

"then you speed increses just went right out the door... not to mention your HD and memory space"? Well, maybe under OS/2. Under Windows, a DOS program runs at the same speed as without Windows. Of course, if you multitask you'll lose speed. So, duh, what a revelation. Unlike OS/2 which sucks up gobs of memory and disk space, Windows 3.1 can be installed in about 4 meg of disk space, almost half of which is scalable font files which you can delete if you don't want. Look at what FSMGDOS requires in terms of memory and hard disk space and it's similar. And I'm sure Multi-TOS isn't tiny either.

> No, the older STs are not "state of the art", but 7 years after their
> introduction, they're still comparable. In 1985, when the ST was introduced,
> most 7 year old designs were sitting in a closet collecting dust
> (my old TRS-80 model I comes to mind). MS/Dos clones are just catching on to
> "point and click" and contiguous memory addressing, and those machines are
> still over the $2000 mark.

Well, gee, in 1985, didn't that TRS-80 or Atari 800 cost under $500, and at the same time the ST cost about $2000? So why buy an ST in 1985 when the 48K Atari 800 is so much cheaper. And those ST machines are just so much more complicated to use. Atari BASIC is so much easier.

Anyway, get your facts right. 386 machines and flat model capabilities have been around since 1986. You can write 32-bit programs for DOS, Windows, OS/2, or Unix, and not have to worry about 4 meg RAM limits like on the ST. You make it sound like the 64K limit was broken just yesterday.

A typical, even a high end, 386 machine is well under $2000 nowadays. Even fully loaded 486/33 systems are maxing out at $2500, but that's with 8 meg of RAM, Super VGA, and 200 meg of hard disk. If you want a 486 system that's more along the lines of a Mega STE or TT system, then again you're looking at $1500, not $2000+, about the same price as the Mega STE system. Sure, you have to blow a couple hundred more for an ST emulator, but you'd spend the same amount for a PC emulator on the STE.

So about the only thing I agree with you on is that the ST is 1985 technology. Comparable? Hardly. Cheaper? Not. A pain in the butt to maintain? Yes. I'm sure everyone knows an ST user who tried to install a memory upgrade or 16 Mhz board or TOS upgrade or PC emulator and ended up either frying their ST or throwing the upgrade in the garbage.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

6094. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-08 23:03:32 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.idCaTAt2mV2@marsu.tynet.sub.org>
Source record: 221052

In <1992Jun2.210454.28536@usenet.ins.cwru.edu>, Doug Wokoun writes:
> Atari will not permit the full FontGDOS to be reposted outside
> of GEnie, so most of the online community can't get it (not that it
> is worth paying to download something that doesn't work)

Typically ATARI Corp...
First, they proudly announce a font system that every other OS
(Mac, Windows) has got already. Then they don't release it for
months. After that, they release a substitute of it that nobody really
needs. And then, only GEnies can download it.
Fortunately, it is rumoured that it doesn't work.
ATARI, you give me pain in the ass.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Hey, Dave, what about releasing Spectre 3.1 ?" *

6095. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 02:21:25 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1716@sheoak.bcae.oz.au>
Source record: 221344

In article <OKES.92Jun1234308@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:
>In article <1992Jun1.141841.6234@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
<stuff deleted>
>Yeah, I'd love to see this kind of game for the ST... but it won't happen,
>because the kind of programmers who write games for the kind of PC you
>mentioned above have no idea of how to write a game to fit into a real
>computer. They seem to believe that everyone has 20 megs of disk space going spare and a fast machine on their desk. Well, I for one _don't_.

I hardly think that PC programmers are the only wasteful programmers.
Elite on a 32k BBC wasn't that different to the 512k ST version. We got
a few pretty graphic screens, and filled vectors. Great.

J Quinert
i921652@redgum.ucnv.edu.au

6096. What is a *.SPS file?

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 02:39:07 UTC
From: reynolds@panix.com
Message-ID: <1992Jun9.023907.27722@panix.com>
Source record: 221341

I recently downloaded some files that I thought were pictures. They all ended with a .SPS extension. I thought this was the format for Anispec (the animation format for Spectrum 512), but I can't get Anispec, Spectrum 512 or Unispec to load the files. Is there another paint program that uses the .SPS extension?

--
Brian Reynolds
reynolds@panix.com
NAR# 54438

6097. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 02:51:02 UTC
From: vicb@clark.edu
Message-ID: <1992Jun9.025102.16547@clark.edu>
Source record: 221335

In article <1992Jun8.212328.16721@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1992Jun8.204554.16088@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu
writes:
>As a general rule of thumb, I erase archives which contain a non-useful demo
>which demands shareware fees. I am not adverse, however, to putting forth a
>shareware demo (labelled as such), which displays the full usefulness of the
>program, including the ability to save data and send output to a printer.
>Also, as a rule, user group members don't tend to pick up DOMs consisting of
>'demoware' (with the exception of commercial software demos which they would
>like to see before they go buy the Real Thing). This means that I have to be
>particularly careful about what I obtain from on-line commercial services, as

Well, no flame intended, but you are assuming everyone is as you- honest
enough to register a program because you use it and like it. Unfortunately
most people are not like you are, and will not register unless there is
an incentive. 'Crippled' demos (ie no save or print features) are a
form of self defense for the programmer- if the public release were
complete as such even _less_ people would be inclined to register. I
know download time is expensive, and not everything is available via ftp,
and I'm sure that not everyone has free access to ftp, but not letting
people have a look at something just because "it's a crippled shareware
demo" is a bit extreme. The programmer has to do *something* to get
people to register, and you shouldn't hold that against him/her just
because you are honest enough to register without incentive, because
with most people this just isn't the case. Fortunately most of the
demos you would exclude from your club disks will get around eventually,
as your user group members may be missing out on some good stuff
(this said realizing that there is some bad stuff, too.)

BTW, I am not currently a shareware programmer, and I have registered
several programs.

Victor Bruhn
vicb@clark.edu

6098. Re: Using Nintendo auto RF switcher with ST.

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 04:22:15 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jun9.042215.15704@usenet.ins.cwru.edu>
Source record: 221336

In a previous article, ehobbs@nmt.edu (Eric Hobbs) says:

>
>I wanted to hook up my STfm to a TV with a 75 ohm coax input. I
>went and bought one of those auto RF switchers that are used with
>Sega and Nintendo machines. After hooking it up, I found that the
>picture was horribly fuzzy. I tried 3 TVs and got various shades of
>crappy. Can I actually use one of these RF switches? Are the impedences
>correct? Or is my RF switcher messed up?
>
>Comments?
>
The switchboxes for the Nintendo are triggered on and off by a DC voltage.

I was fooling around with it once. Try couping the signal from the
ST with a .1 uF capacitor and put the 9V battery in across the RF
terminals of the input of the switchbox.

It should switch on.

```
-------)|-----o--------->
|
ST ----- RF Switchbox
input --- 9V input
|
--------------o--------->
```

The battery has to controlled by you power strip, etc....

--
```
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone ).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu ( v )
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/
```

6099. Re: Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 04:36:51 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1718@sheoak.bcae.oz.au>
Source record: 221345

Concerning the ST emulator for the Amiga, I was extremely disappointed. It is much like running a colour emulator on your ST, and I could only get one program to work out of a handful of disks. I think it was the mono Super Breakout (The emulator is a bit faster in mono mode). This was tested on a friends Amiga 2000something. Has anyone else had differnt results? BTW, it runs a german TOS/GEM.

6100. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 05:45:36 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1737@sheoak.bcae.oz.au>
Source record: 221346

I have been downloading files from ftp sites and newsgroups to my UNIX account. Because of the space sound and graphics files take up, I was wondering if file compression/extraction utilities exist on Unix. If so what are they called. The local computing staff have been fairly unhelpful. Also, how do I extract tar files?

Thanks for any help offered

Jared Quinert
i921652@redgum.ucnv.edu.au

6101. Re: Using Nintendo auto RF switcher with ST.

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 06:39:51 UTC
From: chan@pyramid.unr.edu
Message-ID: <3914@equinox.unr.edu>
Source record: 221342

In article <1992Jun8.150128.6524@nmt.edu> ehobbs@nmt.edu (Eric Hobbs) writes:
>
>I wanted to hook up my STfm to a TV with a 75 ohm coax input. I
>went and bought one of those auto RF switchers that are used with
>Sega and Nintendo machines. After hooking it up, I found that the
>picture was horribly fuzzy. I tried 3 TVs and got various shades of
>crappy. Can I actually use one of these RF switches? Are the impedences
>correct? Or is my RF switcher messed up?
>
>Comments?
>
>Eric A. Hobbs
>ehobbs@jupiter.nmt.edu

This is off the subject, but, can I hook up a game unit, say a Sega Genesis, to
my SC1435? I would like the nice crispness! (I know... boooooo.... hissszz..)

Is there a way? I know of a friend who hooks up a VCR or a game unit to his
Commodore 1080 (?) and he gets awesome pictures!

I might be the different plugs, because the Commodore uses a standard video/
audio jack for the same.
Wheres the Atari uses a different type of hookup...

BUT IS THERE A WAY? ANY SUGGESTIONS? I know that the stereo (sound) can be
coming from a game unit/VCR can be hooked up to the SC1435, but what about the
video??????????????

THANKS IN ADVANCE!

email please!

__________ _______
/ ________() Kaho Chan(man) / /
/ /______ University of /* /
/ /_/_____() Nevada, Reno \ /
/_________ Internet: \ /
L________() chan@cs.unr.edu \/^

6102. Stuff uploaded to Atari.Archive - Gemview,BardTaleFix, RogueFix...

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 07:17:31 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l38mobINNbsh@aludra.usc.edu>
Source record: 221343

Hi all,

After looking through several German archive sites, I have finally
found GemView 1.2L. This version definately supports JPG as well as many
Truecolor boards, and a whole lot of other features I either can't remember
(I only skimmed the changes file) or they were in German (ONLY the changes/
whats.new was in english - the main text was in German, unless I missed one).
Check it out - however, don't bother if you only have 512k (like me) because
even the 125x125 JPEG that is included with the files wouldn't load in either
monochrome, Low, or Med rez - ran out of memory. However, it _did_ load so
you should be fine with 1MB, and it worked with my TOS 1.0.
Anyway, you can get this (along with the fixes below) in the "new"
directory, the file is called "gview11l.lzh". Hopefully it will be posted
to the graphics directory soon.
Thanks to ken@isgtec.com (Ken Newman), I just uploaded two fix files:
"BT.LZH" and "ROGFIX.ARC". BT.LZH is either a fix for TOS or it loads the
Bard's Tale Picture disk into a Ram disk so that you can play it on TOS >1.4
(2.0> ?) and not have to deal with the darn disk - I know that when I was
heavy into BT, I went through 3 disks - literally. I had to have it replaced
at my local dealer twice - actually I brought a disk in each time and they
recopied it. Wish I'd had this back then (and more memory :).
Rogfix.ARC is a fix so that you can run the all-time clasic beat-em-up
kill-the-monsters dungeon game on _all_ TOSes (I assume Ken that you checked
this on 2.05> ? Hows it look on the TT?). Very cool - when I become rich
and buy a TT (ha!) at least I'll have that game to play.
I wonder, though, what the STe/TT only games are going to look like....

Anyway, have fun y'all!

-Mike

6103. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 08:53:34 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun9.085334.10625@email.tuwien.ac.at>
Source record: 221347

D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:

>I think the major reason, Llamatron made money was the extensive amount of
>adverts that he got due to him first getting on the ST Format disk, then ST
>Format stated all the way through, support shareware, pay Jeff Minter his fiver
>and others may follow suit. Jeff gets interviews in ST Format, ST User, Amiga
>Format, Amiga Computing (may be more) all saying pay up and support shareware,
>it might encourage cheaper games from the software houses.

>This must be about 10,000 pounds worht of free adverts.

You shouldn't forget that Jeff Minter is a very successful game
programmer, who has probably sold several 100.000 games in his
career, and he would probably have made more money by making
his latest games commercial. And he gets interviews in many
magazines because he is one of the best-known game programmers,
if you ever had an 8-bit atari or commodore you will agree.

I hope that more game programmers will follow his example,
because most of today's games are crap, and not worth the
100+ DM they cost. With shareware programs, you can both
try the program, and they cost about 1/5th of commercial
programs. This way, you won't ever pay for something that
is not worth it's money.

I think this attitude of most programmers who have been
disappointed by the response to their shareware programs is
destructive for the concept. The advantage of commercial
products is that they can be found in computer shops, they
are reviewed in popular magazines, etc., whereas a shareware
game is much harder to find. Which 14-year old computer-game
buyer has access to BBS's or anonymous ftp? Why not try to
find another way to spread your shareware program? Of course,
there are PD libraries, but how many are there, and who
will look there if he wants a game? Jeff Minter was lucky
to have his game on some cover disks of magazines, even
distributed by disk-magazines.

With programs other than games, most of the time they have not
been sufficiently tested, most of the one-weekend projects
are released as shareware (at least in Germany), without
a decent manual, and sooner or later people just stop bothering
about them. Why even pay 5DM for a PD disk, if you know there's
nothing useful on them (most PD is even worse than shareware)?

Also, I think that most of the commercial programs are just being bought (or pirated, that is) because of some good reviews in popular magazines - this is the only way to find out what they are like. In game reviews, you get screenshots of the amiga version in reviews of the st version etc., and most of the time a game buyer is disappointed with what he bought after some time. Of course, 14-year old spotty Darren (see Jeff Minter's READ_ME.TXT) doesn't care because it was daddy's money anyway and at least he'll have shelf full of games to proudly show his friends...

I think that Shareware will become more important in the next few years, because commercial products are becoming much too expensive, and as a result they are being pirated. As the computers get better, there are more and better programs available, which most users want to own, but who can pay that much? I remember back in the early 80's, computers with much less 'power' were much more expensive than say, an STe, but programs were much cheaper! So if most programs are pirated anyway, why not at least give people the opportunity to try a program for free, and wait for them to pay something to you directly? Isn't it more satisfying if you really _know_ that some people liked your program, and cared to pay $5 or whatever? Of course you will be disappointed if there is no response at all, but this means you'll just have to try harder! I personally don't need the 433rd Pacman-variant, even if it has samples and animated ghosts, but that's my personal opinion, other people may like it. On the other hand, Jeff Minter's Llamatron reminds me of the times I had 8-bit Ataris, when games had poor graphics (I'm not saying that Minter's games have poor graphics, mind you!), no digi-music, they would fit in 48K RAM and one 87K disk but they were _playable_! I haven't seen a shoot 'em-up game on the ST that comes close to Dropzone on the XL for example! Or those Lucasfilm games, like Eidolon and Koronis Rift, or Alternate Reality! (the XL version of 'the City' was much better than the ST version!). Of course, back then you could buy the originals, and still you wouldn't regret it! *sigh*

Sorry for that waste of bandwidth, but I just wanted to tell you that in my opinion the shareware is the only _honest_ way of selling your program. If you sell it through a big company, which leaves you something like 2$ per sold game, and they advertise it as if it was the most brilliant game ever seen, and many people are disappointed when they buy it for $50, why do you expect customers to be honest to you? Next time, they will just pirate it, find it worth less than $50, and never buy the original. It's much easier to find a game worth $5 than $50, and the programmer himself makes at least as much money. And if you are disappointed by the fact that

noone registered your program, think about the many potential buyers who would have paid $50 for a game they would have been disappointed of, if it was commercial. So if you're honest enought to give people the opportunity to try the game out for free, they _might_ be honest enough to pay. Much better than knowing that you sold 1000 copies and 50 times as many have been pirated, IMHO.

Pheew! This is the longest posting I ever made, sorry if I wasted too much bandwidth, but I just felt I had to say these things...

M.Y.

6104. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 09:04:46 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92161.110446HAC041@DJUKFA11.BITNET>
Source record: 221348

In article <1992Jun8.202128.14225@sfu.ca>, gfarrell@fraser.sfu.ca (Gordon James Farrell) says:
>
>Try running it under an ST resolution. The problem is that anything before
>FONTGDOS or FSMGDOS doesn't recognize the new resolutions (I'm speaking from
>experience, here :-)).
>
There is nothing wrong with older GDOS versions, but only with the
ASSIGN.SYS files used before the TT came out. ASSIGN.SYS contains
a screen driver entry for each screen resolution, and the TT happens
to have more of those than the TT.
To solve the problem, simply add the missing entries to ASSIGN.SYS.
Each entry consists of a line looking like
0xp screen.sys
followed by the font list for that driver. 'x' runs from 1 to the
number of resolutions, so for the TT entries with higher numbers
have to be added.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

6105. Re: Write On fonts

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 09:09:54 UTC
From: HAC041@DJUKFA11.BITNET
Message-ID: <92161.110954HAC041@DJUKFA11.BITNET>
Source record: 221349

In article <1992Jun6.160334.24770@clark.edu>, vicb@clark.edu (Victor Bruhn) says:
>
>I have been using Write On! for a little while, and I have a question...
>
>I would like to have larger text in some areas of my documents, and the
>largest font isn't quite large enough. Anyone know if there are any
>fonts out there that are larger that will work with this word processor?
>I don't know very much about this sort of thing.

Additional fonts (including larger ones) are available from Compo;
there are also some PD fonts available (bit I don't know any
sources outside Germany).

Another option would be to convert Calamus fonts to the GEM font
format used by WriteON, using the program C-Font offered by Compo.
This would allow the creation of fonts of almost arbitrary size
(there is a limit, but that's far beyond normal needs).

Finally, since WriteON uses the same font format as GDOS, it is
possible inprinciple to use GDOS fonts. However, this normally
works only for laser printers, as for pin printers the standard
GDOS drivers use different resolutions than the standard
Write ON drivers. Besides, the screen resolutions of GDOS
(95dpi) and WriteON (90dpi horizontally, 108dpi vertically)
are slightly different, although for many purposes this
difference may safely be ignored.

Konrad Hinsen (hac041@zam001.zam.kfa-juelich.de)

6106. Re: GIF viewer is a JPG viewer....

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 09:23:52 UTC
From: mib@bio128.uni-bielefeld.de
Message-ID: <1992Jun9.092352.11886@unibi.uni-bielefeld.de>
Source record: 221101

In article <1992Jun8.080213.24796@sci.kun.nl> leonp@cs.kun.nl (Leon Pillich) writes:
> In <l3374lINN6mj@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>
> >
> > Hi,
>
> > A week or so ago, someone posted saying that a GIF viewer they used
> >had the undocumented feature of displaying JPGs. Would whoever that was please
> >repost the name and version of the software you were talking about?
>
> > Thanks!
>

Among other sites it's available on
Host terminator.cc.umich.edu

Location: /atari/graphics
FILE -rw-rw-r-- 120709 Dec 5 00:00 gemview11.lzh

Michael Bruewer

e-mail: mib@bio128.uni-bielefeld.de

Universitaet Bielefeld

6107. Misc Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 09:34:35 UTC
From: djs@jet.uk
Message-ID: <1992Jun9.093435.26923@jet.uk>
Source record: 221102
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I am selling the following Atari ST software which I no longer need. All
prices are in pounds Sterling, and I'll ship free in the UK.

Mark Williams C compiler V3. K&R C + shell, make, ls, grep etc
Kuma resource editor, good manuals etc. 35.00

Mark Williams CSD. Source level debugger for above compiler 20.00

Neocept WordUp! GDOS word processor, v1.5, + loads of extra fonts 25.00

HiSoft WordFlair I word processor + loads of extra fonts. This
word processor includes (limited) spreadsheet and database
facilities. 20.00

HyperPaint: Atari painting program for bit image graphics 6.00

HyperDraw: Atari vector graphics program for editing metafiles 6.00

Saved!: HiSoft utilities, including reset-proof RAM disk,
print spooler, undelete program, accessory for
formatting etc from any GEM program, etc 6.00

Lattice Assembler (V3 I think, can't remember exactly). Includes
full TOS and GEM bindings, and big manual. 10.00

--

+---+
David Stevenson	Voice : +44 235 465028
JET Joint Undertaking	FAX : +44 235 464404
Abingdon OX14 3EA	
England	E-mail : djs@jet.uk
+---+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6108. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 10:18:36 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BpKpz0.Anv@newcastle.ac.uk>
Source record: 221104

In article <1992Jun5.042107.13530@peponi.wcc.govt.nz>, shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:

>
>BTW: I think Llamatron is crap, I don't know why so many people like
> it!

You philistine!!!

Llamatron is a class game of a type that comercial software houses just don't pay any attention to any more.....the type that is playable and fast and addictive.

It reminds me of the days when arcade games were actually fun to play instead of just a lot of pretty sprites.

CRAIG GRAHAM

6109. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 10:27:46 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun9.102746.16833@peponi.wcc.govt.nz>
Source record: 221110

In article <BpJH4s.2AE@news.cso.uiuc.edu>, wmagro@roma.uiuc.edu (William Magro) writes:
>
>I disagree. I find that zoo compresses smaller and finishes faster than
>lzh. Also, zoo has no problems creating subdirectories. If you want a
>new folder on your drive, then make it before you type 'zoo.' There are
>no problems with floppies either. Suppose you want to unzoo to a new
>directory on a floppy from an archive on drive d in the folder downloads:
>
>% cd d:\downloads
>% ls
>butthead.zoo
>% mkdir a:\newfolder
>% cd a:\newfolder
>% zoo x d:\downloads\butthead.zoo
>--chew chew chew---done (lzh is still thinking at this point)--
>% ls
>butthead.doc butthead.prg README
>%
>
>What could be simpler? If you aren't using a cli though...well, I pity you.
>
>--Bill

Do you realy mean this, this must be the Bigest Joke of all time, for one thing
I don't have a PC but a Atari that runs Gem, if I wanted a CLI type machine I
would have not brought a Atari..

No about the CLI for LZH201.

from the .ttp d:\downloads\butthead.lzh a:\newfolder\

I think that this beats ZOO thing by a mile..

By the way you have never ever Tested LZH201L as they use the same compaction
standards and end up the same size and speed, but LZH201L has the edge..

If you want real speed go for AJR..

I do hope you use a robot to do all this typing for you. -:) you must
wast a lot of time, are you trying to break a record or some thing..-:)..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

6110. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 10:30:32 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BpKqIw.BvB@newcastle.ac.uk>
Source record: 221103

In article <1992Jun5.131547.17939@cs.unca.edu>, mcmahan@cs.unca.edu (Scott McMahan --
Genesis mailing list owner) writes:
>Shareware? I don't like it -- there are so many good free programs
>that it isn't necessary!
>
>Plus the whole concept bothers me -- it tells you to distribute as
>many copies to everyone as you can, and get them to pay -- I don't
>want to be the advertising for people. And most of the shareware for the
>atari I've seen is worthless anyway -- crashes and bugs and other
>things. The name really bothers me too "share"ware -- it *isn't* share, it
>is *pay*ware. Truth in advertising, folks!
>
>There are plenty of great free games -- nethack, tetris...
>
>And editors -- micro Emacs (for those of us without a
>gigabyte to run GNU emacs) and mg are both better than any shareware
>(or over the counter :)) editors I've ever seen.
>
>So putting programs out as shareware doesn't seem a very lucrative
>option to me. Not with the competition of free programs you're up
>against!
>
>Scott

This is a very small minded view to take. Lot's of people put a great deal of
effort into their shareware efforts (myself included).
Programs such as OPUS2.2 are of a BETTER quality than much comercial software
(and in the case of Opus, I mean for the ST/TT or PC). You have either not been
paying attention (as well as registration fees) or you are ignorant as f*ck.

If you don't appreciate shareware, then p*ss off and frequent another computer
system, because you have an imensly bad attitude.

P.S. The reason that shareware isn't very lucrative is that worms like you don't
pay their registration fees.

P.P.S. I appologise for my language in this post. I have never sworn on the
net before, and hopefully will never feel the need to again.

>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>> Craig.Graham@newcastle.ac.uk
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\

Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

6111. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 10:46:21 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun9.104621.16961@peponi.wcc.govt.nz>
Source record: 221111

In article <1992Jun8.205624.16502@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>
>Now, if the creator of LZH201 would kindly provide C-compilable source code for
>the latest version of his program suitable for execution on any UNIX or VMS
>workstation, I might be more impressed.
>
>Also ... contrary to your reading of the facts, there are any number of LHARC
>programs available, and the LZH201 generates archives incompatible with each
>and every one of them ...
>
>-- David Paschall-Zimbel

He does now have source code, contact him on Thomas_Quester@hh.maus.de

But I do think that LZH201 is optimised a lot with assembly code..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

6112. Re: atarizoo -> vmszoo, thanks

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 10:48:28 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun9.104828.25810@urz.unibas.ch>
Source record: 221350

Hi,

thanks to all those who answered my postings.

Problem is: there is no blif on our vms-system,
and in those few ftp-sites I know, I couldn't find it either.
Anyone who could tell me from where to get it ?

Thanks,

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

6113. Re: Amiga emulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 10:55:52 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BpKrp4.G76@newcastle.ac.uk>
Source record: 221105

In article <99.50.uupcb@outlan.ersys.edmonton.ab.ca>,
jeff.molofee@outlan.ersys.edmonton.ab.ca (Jeff Molofee) writes:
>Could you possibly upload the AMIGA emulator to an EDMONTON BBS? The
>one that works? Or let me know where you got it from. I have the GURU
>meditation one, and it sucks... I would REALLY like the Working
>(semi-working) version.
>

Said it before, say it again.....There is no AMIGA emulator for the ST.
The AMIGA custom chip set precludes software emulation....forget it and
live in the real world.

Craig Graham

6114. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 11:14:53 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun9121453@solb1.essex.ac.uk>
Source record: 221108

In article <1992Jun7.234951.3509@cs.unca.edu> mcmahan@cs.unca.edu (Scott McMahan --
Genesis mailing list owner) writes:

|>hutch@bellman.lanl.gov (John Hutchinson) writes:
|>: What about Little Green File Selector?
|>Irrelevant with shells.
Hmm... I tried the LGS, but found it to be too large and unwieldy.
These days I use the HiSoft Extended file selector, which I got with
Devpac 2.

|>:Pinhead?
|>Never heard of this one.
Pinhead is supposed to speed up loading by patching the OS so it
doesn't clear RAM out before loading the program into it. I don't use
it because some of my most frequently used programs don't work with it.

|>:Arcshell?
|>Irrelevant with a shell
I have to agree, I _much_ prefer Gulam to Arcshell.

|>:DCSHowit?
|>more, less, etc. work fine
I load up Gulam and use the bulit-in MicroEmacs.

|>: Do you consider _these_ gems as trash, too? Few others would agree with you.
|>I'm sure they would... I never said they were trash, but there are also
|>plenty other alternatives to them. (arcshell is trash -- a clumsy
|>wrapper to archivers that work a lot easier from a shell)

I wouldn't call them trash, since there are undoubtedly people out there
for whom they make life a lot easier. But I don't need them.

--
email: okes@essex.ac.uk
#
##
##
#
Reincarnation: life sucks, then you die. Then life sucks again.

6115. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 11:26:43 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun9122643@solb1.essex.ac.uk>
Source record: 221109

In article <2659@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
|>There are several forms of shareware, and IMHO none of them work except one.
|>The only way you'll get people to register is to make the demo crippled.
|>People are basically dishonest. If they can get something good for free,
|>and nobody will ever know that they have it, the temptation is too great.

To do with dishonesty:
I have a demo version of TURBO ST. It times out after 15 minutes. However,
it resides on my hard disk because it's useable through a Chameleon. When
it times out, just unload and reload.
I admit this is dishonest, and these days I tend not to use it, as it is
flaky and I often use MGR instead. I also intend to get Quick ST 3 within
the next couple of weeks.

But it just goes to show that even crippleware is not foolproof.
If I was really determined, I could take Turbo ST apart and remove the
time out. But I won't, because as I said, it's flaky.

--
email: okes@essex.ac.uk
#
##
##
#
Reincarnation: life sucks, then you die. Then life sucks again.

6116. Dat old -lz5- War is back again. Was Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 11:36:48 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.QoSKgO_2htg@jonh.wimsey.bc.ca>
Source record: 221116

In <BpJH4s.2AE@news.cso.uiuc.edu>, William Magro writes:
>In article <1992Jun8.103439.10899@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
writes:

>|> In article I write:
>|> > NEVER USE THE LZH FORMAT AGAIN.
>|>
>|> Please get your facts right, its ZOO 2.1 thats is buged not LZH201L,

>
>I disagree.

Didn't we just go through this same battle a few months ago? Or
is there a news leak that's reproducing old articles.

Both zoo, and the Questor LHarc have their devotees. Perhap
alt.religion computer would be a better forum for this recurring
discussion?
However, is -lh5- documented anywhere? Did Thomas make this
format up himself? If not, couldn't someone else write a nice
portable version in C? Granted it wouldn't run as fast on an St,
but at least those people who have to uncompress things on other
platforms could take them apart.

If nothing else, the mere fact that 90% of the lzh'd files I see
nowadays are compressed with -lz5- means people are going to have to
learn to get along with it, asn it's dubuious it will go away.

As an aside to Thomas Questor, in case he's reading this. If the
-lh5- algorythm is documented somewhere perhaps you could provide a
pointer, at least. If, on the other hand, it is a your own variation,
you might consider posting a psuedo-code explanation, so some enterprising
unix hacker could write a portable version in C. People who are forced to
use the program to access archives unpackable in any other way are
unlikely to be well disposed to paying a shareware fee.

Just my .03$ (I know I went over the limit)

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

6117. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 11:42:27 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun9.134227@disuns2.epfl.ch>
Source record: 221107

In article <1992Jun5.134217.1710@sci.kun.nl>, vince@sci.kun.nl (V.G.J.M. Stoks) writes:
: In article <1992Jun5.125911.25283@urz.unibas.ch> minidis@urz.unibas.ch (Capt.J.T. Kirk
) writes:
: >Hi,
: >
: >a comp.friend in Zuerich (Switzerland) supposedly bought a
: >
: > SOFTWARE-SPECTRE-EMULATOR !
: >
: >I never have a chance to get there and naturally copying is out of
: >questions (it is commercial product).
: >Somehow I can't believe it!
: >Sounds like this AMIGA-emulator, which is simply a joke-prog.
: >
: >Anyone who knows more about this ??
: >
:
: If I get it right we're talking about a mac-emulator-emulator here?
: I can tell you I have seen a software mac-emulator called ALADIN which
: looked really impressive to me at the time -- but then again, I had
: never seen a real mac then. It wasn't 100% compatible and couldn't
: read those silly mac-disks, but it was nice playing around with it. I
: remember I saw pagemager running on it (does this deserve an "!" ?),
: MacDraw, MacProject and some more. I also remember it needed
: continuous disk-swapping to get an application running, couse it kept
: on asking for the system disk.
: (And the irritating patronizing beep whenever I forgot a Mac doesn't
: allow you to eject your disks yourself made me quite mad...)
:
: So you see, it IS possible.

The Aladin in question was not a commercial product: as every other
MAC emulator it needed Mac Roms: so Aladin was sold with a cartridge
(just like Spectre 128) to put the 64k roms in it! The full-software
version was a hacker version with Mac roms on disk (no roms any more) !

Disk swapping was just due to the mac system: try to use a mac without
hard disk: swap, swap, swap, ... The Aladin was not able (at least
version prior to 3.0 (hacker version included)) to use the Atari
hard disk !

I think a software only version of Spectre 128 is not hard to do: the
only problem is that it is not legal (Mac Roms copyright).

Finally, to read original Mac disks (800k), hardware IS required, so
that a software only version of Spectre GCR is IMHO impossible !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6118. Re: Using Nintendo auto RF switcher with ST.

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 11:48:14 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.i1FSU1DnhKE@jonh.wimsey.bc.ca>
Source record: 221117

In <1992Jun8.150128.6524@nmt.edu>, Eric Hobbs writes:
>
>I wanted to hook up my STfm to a TV with a 75 ohm coax input.
>......I found that the
>picture was horribly fuzzy.

You'll never get great video out on the ST's rf modulator, as
the sync frequency is not close enough. There was a box from
the now defunct Practical Peripherals that improved the signal
somewhat, but even then, to get the best picture out of it, you
had to get a clock crystal from them that changed the ST's 8mhz
signal to 7.something which divided down to NTSC's 3.1whatever
frequency.

I don't know if the PAL frequency is closer to a
multiple of the ST's 8 mhz, but if it isn't, a clock chip change
might help even the built in rf modulator. Of course, it also slows
your machine down slightly.
--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

6119. Re: Wanted: SM 124

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 11:55:34 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.JE3njHsAL_s@jonh.wimsey.bc.ca>
Source record: 221118

In <1992Jun8.170615.8384@aber.ac.uk>, Herbert Martin Sauro writes:
>In article <12569@mindlink.bc.ca> Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank)
writes:
>>
>>STAY away from the SM147 & try to find a used SM124.
>>
>>Jim Cruickshank.
>This is what I've been saying all alnong!

As a counter opinion to this, I had a 147 at home for a demo last
month, and I'd say if I had to buy a mono monitor now, and couldn't find
a larger multisync cheap enough, I'd buy a 147. The lack of sound
would be a pain if I didn't have a monitor master, but I didn't see
any on the problems described when I played with one I had hooked up here
for a night.
In fact Jim, if you seriously don't like your 147, and it's
not defective (have you had your dealer check it out?), as we're both
in the same city, you can e-mail me if your interested in trading your
147 for a working 124 with the screen expanded.

--
" I'll endeavor to be more ploddingly, stupefyingly LITERAL "
John Henders <1992May24.032444.29089@rotag.mi.org>
T.K.O.O.C.C. kevin@rotag.mi.org(Kevin "I'm not a net cop" Darcy)

6120. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 12:06:57 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun9.140657@disuns2.epfl.ch>
Source record: 221106

In article <1992Jun8.082745.13864@deis35.cineca.it>, fabrizio@deis64.cineca.it (Fabrizio Lugli) writes:
: I am having lot of troubles trying to use GDOS on a TT. What I exacly want to do
: is using Gemini and other software with GDOS fonts. So far original GDOS, G+PLUS
: and AMCGDOS gave me just bombs. The only one that can succesfully complete the
: boot is FONTGDOS but I have problems accessing the fonts.
:
: Can anybody give me some suggestions ? I would like to use AMCGDOS, is there any
: TT-version around ?
:
: fabrizio@deis.64.cineca.it

The problem is in the ASSIGN.SYS, not in AMCGDOS.

Anyway, just use NVDI !!! It's not comparable !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6121. dmjgif3

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 13:08:24 UTC
From: ach-a@minster.york.ac.uk
Message-ID: <708095304.29100@minster.york.ac.uk>
Source record: 221125

I have downloaded the program dmjgif3 after all the hype and it does not produce correct pictures on my English (50hz) monitor. Any suggestions?

The fault is with the Hz since the picture is in flickering slices across the screen.

-Andrew
ach-a@minster.york.ac.uk

6122. Re: Picture conversion to POSTSCRIPT

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 13:52:20 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jun9155220@orion.laas.fr>
Source record: 221112

After numerous demands, I have just uploaded degas2ps.arc to
atari.archive. It was written by someone at irisa.irisa.fr and is
offered as is (source is included -- intended for megamax 2.0 (laser
C).). The only test that I've done is dump 1 degas pic to our
PostScript printer, and it worked. Of course, I would very much
appreciate being informed of improvements and/or bug corrections.

The original message sent to me was:

test it before posting because i am not sure this latest version is OK...
trouble i have seen, with previous versions are:
1- sometimes st is locked when you select a large portion of screen,
or when you go in the corners
2- if gdos is loaded, image is not displayed.

all in all, postscript is fine!
there are 2 versions, depending or rsc and compilation (french/english)
even a small help! but no doc.

Cheers,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

6123. TexDraw 1.86?

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 14:03:39 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <11926@ecs.soton.ac.uk>
Source record: 221129

Hi. I have downloaded Texdraw 1.79 and TexDraw 1.86

There are some bugs in 1.79 (from a.a) so I got
1.86 from Germany somewhere. The german version works okay,
but the english version refuses any input.

Has anyone else had this problem? Is there a latest version -
if so, would you please tell me where?

Ta.

David Halls
dah90@uk.ac.soton.ecs

6124. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 14:21:27 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun9.142127.1093@chinet.chi.il.us>
Source record: 221002

One thing you gotta give Darek: whatever he's doing at the time, he believes in.

Couple remarks though, from an ST user who's getting kinda seriously into Windows these days: I wouldn't say the 640 K barrier was just broken yesterday, I wouldn't say it's been broken yet. There are better and better ways to dodge it, but all the PC software I use (except presumably for the Windows kernel) was shaped by it. Maybe the next generation of stuff will really break with the old limits. From a programming standpoint, when a pointer is a pointer is a pointer...., and when I don't have to worry about whether a data object might cross a segment boundary, the 640 K barrier will be forgotten. You're right: I'm VAX-centric (or IBM 7094 centric, if you remember those).

And as far as customizing a Windows installation goes, it sure helps to work for Microsoft. The manuals are now written in English, I'll give them that, but it remains excessively difficult to find anything out of the ordinary.

Sure, the ST is painfully slow in its basic operations. I really hope that's going to change. And 4MB looks just as restrictive as 640 K looked a couple of years ago. But the ST remains easy and pleasant to program, and GEM remains an easier system than Windows for non-technical users. It's really a shame Atari blew all their money on Federated, and is only just getting back into things: there are enough right decisions underlying the ST / TT line that I'd really like to see a new generation of personal machines from it. Maybe we'll be so lucky.

Steve

6125. Re: Llamatron, (was:SHAREWARE discussion)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 14:22:19 UTC
From: stefan@spc.nl
Message-ID: <1992Jun09.142219.4648@spc.nl>
Source record: 221115

shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:

>As someone else here said, some games just have lots of flash colours &
> sound, lots of hype, and no real game play.
>I feel Llamatron falls in this catagory... especially with the HYPE!,
> everyone talks about it being such a great game.
>Unless i've played it wrong, all you seem to do is walk aroud the screen
> with your fire permanently jammed on and shoot the things that are
> on the screen, then it's onto the next screen. Boring if you ask me!

WHAT?
Llamatron BORING??

True, you need a certain hard-core addiction for this type of game but for
blast junkies like me it is the ultimate. I mean what's better than sitting
down and trashing a few thousand baddies? Llamatron is in fact rather good,
every screen is different (yes, they are) and boy, does it get hectic in
the higher levels! The joystick suffers, the mind goes bananas, colors flash,
samples scream, curses fly, what more can you want?
I guess you just have to be a little insane.

I love Llamatron. I play no other games. Jeff for president.
--
"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
to us, strangers with the eyes of men." | stefan@spc.nl

6126. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 14:29:18 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun9.142918.28108@wam.umd.edu>
Source record: 221114

In article <1992Jun9.085334.10625@email.tuwien.ac.at> yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
> I think this attitude of most programmers who have been
>disappointed by the response to their shareware programs is
>destructive for the concept.

I don't really see your point. What would you have them change? Is your solution, as one poster has already said, that "all commercial quality programs should be commercial?" Personally, I barely have time to write the share/freeware games I write, much less spend days on the phone trying to sell them myself or to a European game company.

> Why not try to
>find another way to spread your shareware program?

OK, like what? It seems like you're placing the blame for the lack of shareware success on the authors; it's the "you don't promote your product enough" argument.

If I'd made HacMan II shareware instead of free I'd have better data to work with here. But I do know that the only place *I* ever uploaded that game to was atari.archive, and I suspect the game has made its way to at least 75% of the color ST's out there. (It was in the top 10 game dowloads on GEnie.) I really don't think distribution is a problem. Software that people like *will* get around -- you can be sure of that.

Some people seem to be trying to twist the shareware concept into some grand ultracapitalist scheme. By releasing shareware, I am *not* looking to make thousands of dollars. If I were interested primarily in the money I'd do the legwork to get things published by game companies in Europe. In fact I'm really only looking for some minimal compensation for my time.

I'm guessing that altogether HacMan II required about 3000 hours of work. (This comes from a figure of 3 months full time, spread out over about a year and a half.) You can trivialize the game all you want by saying it's just "yet another Pacman clone," but until you actually try to write a commercial-quality game on the ST by yourself you have no idea how amazingly tedious and time-consuming the nitty-gritty details can be. Blox took less time, but I decided to release it as shareware because I really can't justify the ~$60,000 opportunity cost of putting that much spare time into something free any more. I was hoping the shareware concept would work, but so far it really hasn't.

> I think that Shareware will become more important in the next
>few years, because commercial products are becoming much too
>expensive, and as a result they are being pirated. As the
>computers get better, there are more and better programs
>available, which most users want to own, but who can pay
>that much?

This is exactly my point. An attitude of "99% of shareware is crap, therefore I'm not paying for it" inevitably leads to an incredible lack of shareware and a predomenance of (expensive) commercial products. This is currently especially true of the games market: how many half-decent shareware games are there? Not many, and the reason is that it's just not worth it to work hard enough on a game to make it good and then not make any money on it.

> So if
>most programs are pirated anyway, why not at least give
>people the opportunity to try a program for free, and
>wait for them to pay something to you directly?

I'm almost reading this as: "You can't stop piracy, so you might as well give your stuff away free and hope some people take pity on you."

>Isn't it
>more satisfying if you really _know_ that some people
>liked your program, and cared to pay $5 or whatever?

Not really. Ego is *not* the only (or main) thing that motivates shareware authors. (At least not this one.) It's mostly that writing useful programs is fun, while playing salesman is a complete pain in the butt. The problem comes when shareware brings in *no* compensation. Nothing is free; if I spend 8 hours a night after I get home from my "real" job writing a shareware game, I'm losing money I could be making doing something else with that time. At the very least I'm losing valuable relaxation time which will eventually have to be squared with a longer-than-normal vacation. (I suppose you could always endure perpetual burnout, or spend a few weeks in the hosptial now and then...)

>Of course you will be disappointed if there is no response
>at all, but this means you'll just have to try harder!
>I personally don't need the 433rd Pacman-variant, even
>if it has samples and animated ghosts, but that's my
>personal opinion, other people may like it.

Since this is obviously a swipe at me personally, I can't resist retorting: Give me a break! You write even a trivial game for the ST and then tell me to try harder. Your attitude is almost enough to convince me to *never* write another piece of free software for the ST again. You're certainly entitled to your opinion with regard to HacMan II, but *don't* tell me to "try a little harder" and then I'll make money. This is an absolute insult; you might as well be telling me to wash your car for free a few more times and maybe then you'll be my

friend.

It doesn't work that way: people do stuff if it gets them tangible positive rewards, whether they be fortune, fame, friends, or whatever. The carrot-on-a-stick tactic doesn't work. You just can't say, "Now that you've poured three months of your life into this game, write something *good* and then maybe I'll give you a couple bucks so you can buy yourself a sandwich" and expect anyone to follow along for long.

>On the other
>hand, Jeff Minter's Llamatron reminds me of the times
>I had 8-bit Ataris, when games had poor graphics (I'm not
>saying that Minter's games have poor graphics, mind you!),
>no digi-music, they would fit in 48K RAM and one 87K disk
>but they were _playable_!

Again, give me a break. While I think Llamatron is very well-executed, let's face facts. You're choosing a ripoff of one game versus a ripoff of another. Both games are virtual clones of their arcade parents. (That's probably why neither of them is a commerical game, by the way.) Are you really making the claim that Llamatron is a better-executed clone of Robotron than HacMan II is of Pacman?

There's nothing wrong with liking Robotron more than Pacman. But don't extend that prejudice into an argument that says that Dave Baggett should try a little harder so he'll be up to par with Jeff Minter. That kind of argumentation is totally unproductive. This is not a "can you top this" contest between Jeff Minter and Dave Baggett.

> I just wanted to tell you
>that in my opinion the shareware is the only _honest_ way of
>selling your program.

Grrr.

Dave Baggett
dmb@wam.umd.edu

6127. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 14:34:59 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Jun09.143459.20301@cdsmn.mn.org>
Source record: 221140

In article <1992Jun8.204554.16088@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <2659@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>>There are several forms of shareware, and IMHO none of them work except one.
>>The only way you'll get people to register is to make the demo crippled.
>
>This is exactly how NOT to impress me with your program, and will cause me
>to erase the program archive without further consideration. Since I currently
>maintain the DOM libraries for our local user group, your work will also
>never be seen by other folks within the Twin Cities area.
>
>-- David Paschall-Zimbel

And I thank you David! I feel that crippled shareware is just annoying, and
useless. If the shareware program is fully functional, and the registered
version offers a few extra features, that would be more acceptable to me and
would probably motivate me to register a program I like (I haven't yet found
anything that meets both criteria :-). Also, offering additional software
upon registration is another motivating incentive.

Maybe the Shareware authors need to form a union! :-)

Regards,
Doug Plate

6128. Using Nintendo auto RF switcher with ST.

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 14:35:00 UTC
From: Patrick.Devine@cowichn.bc.ca
Message-ID: <708120207.0@cowichn.bc>
Source record: 221037

> crappy. Can I actually use one of these RF switches? Are the
> impedences correct? Or is my RF switcher messed up?

I use a SEGA Master system RF modulator switch with my Atari ST (it's the standard one) , but unfortunatly it is not an autoswitch. However, I did try a Nintendo one and had the same problem. I'm afraid you're stuck going behind your tv every time you want to hook up your Atari to it.

---

patrick.devine@f117.n683.r89.imex.org

* Origin: The Bomb Shelter : (604)535-6926 (89:683/117)

6129. Thanks

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 14:41:41 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jun9.104141.15863@newstand.syr.edu>
Source record: 221131

I just wanted to thank all those people who helped to track
down keyboard-remappers. I came up with 2: mobzkey and one
that is part of the unimisc.arc file at atari.archive.
Thanks again.
--Gerry

6130. Re: C

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 15:39:06 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Jun9.153906.13262@unix.brighton.ac.uk>
Source record: 221119

Yep, get Sozobon for a superb PD C. I use it all the time and love it. Plus it only cost me the usual PD Library charge as opposed to the vast sums most companies charge for commercial packages of like or worse quality.

--
+---+
| These views are my own and not those of anyone else other than my familar, |
| Grishnak, a Major Demon. If you have any queries please address then to him |
| he will be more than happy to deal with them.... |
| Michael May, Northbrook College, Worthing, Sussex, England. |
+---+

6131. Re: Gcc 2.2.1(2)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 15:41:20 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jun21232520@acae127.cadence.com>
Source record: 220611

In article <1992Jun21.131328.15025@cs.tu-berlin.de> wong@opal.cs.tu-berlin.de (Wolfgang Jung) writes:

> Hi
> did womeone already ported Gcc 2.2.1(2) to the atari ?
> or inbedded the patches to gcc 2.1 ST -version ?

yes, gcc 2.2.2 is up and running. i sent out the patches in update22 (should be on A.A soon or already) the binaries will probably follow later once graham has a chance to compile it all. in general, the atari version appear within a day or two of fsf's release (so far..)
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

6132. Re: Freeze Dried Term and Supra 2400+ problems

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 15:43:54 UTC
From: ken@isgtec.com
Message-ID: <2670@isgtec.isgtec.com>
Source record: 221139

In article <9206062322.aa11203@Bonnie.ics.uci.edu> ehohnbau@Bonnie.ICS.UCI.EDU writes:
> However, I would like to use Y/Z modem and so I must eventually
> bid farewell to Flash, but I can't get FZT to work well so this may
> not be the replacement I'd hoped.

This is not true at all. I use Flash constantly with zmodem upload/download
with no problems at all. What you need is the shareware XYZ ver.2.01 program
which can be "exec"'d from within Flash easily. I also have Flash 2 which
has builtin zmodem but I'm waiting for the maintenance upgrade because the
current version is very unstable. XYZ is very solid (as is the original
Flash 1.6).
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6133. GEMINI

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 16:01:28 UTC
From: zawischa@vxdesy.desy.de
Message-ID: <1992Jun9.160128.1@vxdesy.desy.de>
Source record: 221113

Hello,
I'm looking for a ftp site where I can get the latest version of GEMINI.
Please answer by private e-mail to:
zawischa@desyvax.bitnet
zawischa@dsyvax.desy.de
By the way. Does anybody know a HD-Backup utility that compresses the
files in a way that the archive uses the space of a 720 floppy efficiently?
Thanx
Henrik

6134. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 16:18:26 UTC
From: samm@aisb.ed.ac.uk
Message-ID: <1992Jun9.161826.13540@aisb.ed.ac.uk>
Source record: 221121

I'm suprised the topic of 'licenceware' hasn't come up in this thread yet. There's a company in Britain - Budgie UK - that distributes their disks through PD libraries for 3 - 4 pounds (this is fixed irrespective of the library's prices for other PD) and passess on a small cut of that price to the authors.

True, you can copy it freely after this, so not evryone who has the game is obliged to pay for it, but it does guarrantee _some_ income to the author, and the scheme seems to be pretty successful (lots of titles and the great majority of libraries carry the Budgie range).

The games they produce are only OK, but I have no complaints at the price. I wonder if overseas authors could register with Budgie to overcome the currency problem too, or if there are similar schemes abroad that could enter into a reciprocal arrangement ?

Sam.

6135. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 16:33:10 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <60915@hydra.gatech.EDU>
Source record: 221120

In article <1992Jun08.224323.6838@microsoft.com> darekm@microsoft.com
(Darek Mihocka) writes:
>users. And a TOS 2.0 upgrade puts you out $139, and what's that going to give
>the average ST user that TOS 1.4 didn't? Cuter icons and keyboard shortcuts.
>No multitasking, no virtual memory, no scalable fonts. So stop whining about

Don't forget that with the TOS 2.0 upgrade you get greater incompatability
with your software. Considering that much of the ST software is either
no longer supported or the company is out of business, that means you have
to fork out more $$$s to get something similar that will function under
TOS 2.0.

--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

6136. Re: GEMINI

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 17:01:54 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Jun9180154@serdlc11.essex.ac.uk>
Source record: 221130

In article <1992Jun9.160128.1@vxdesy.desy.de> zawischa@vxdesy.desy.de writes:
| By the way. Does anybody know a HD-Backup utility that compresses the
| files in a way that the archive uses the space of a 720 floppy efficiently?
Fcopy 3 does image backups to floppy, completely filling each disk.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

6137. Heat-n-Serve/Sozobon MiNTlibs version 20b

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 17:44:54 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <3255@news.duke.edu>
Source record: 221132
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Okay, I didn't get it quite right last time. Version 20b of the
Heat-n-Serve/Sozobon MiNT libraries just landed in atari/new, and
doubtless will eventually wend its way to atari/mint. This version
fixes a nasty bug in realloc(). That should be the last of the bugs I
inadvertently introduced, but I've thought that before :-}.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

6138. Finally bought an Amiga...Sorry guys.

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 18:14:00 UTC
From: cpw8034@zeus.tamu.edu
Message-ID: <9JUN199213141008@zeus.tamu.edu>
Source record: 221123

Well, I finally broke down and bought an Amiga despite my long history of owning Atari's (Atari VCS, Atari 800XL, Atari 520ST...). I bought a used base system from someone in Austin (only 3hr drive from here). Then, I bought their VGA-type video adaptor and hooked it up to an NEC multisync ($180 used). I'm pretty happy with it I guess.

Now supposedly, some company is coming out with a MacII emulator complete with 8-bit color graphics and all on the 3rd week of July with a 486 emulator on the way this Christmas! Sounds great but I'll believe it when I see it!

Anyway, I bought a slew of other stuff under Commodore's Educational Discount from a local dealer. All you have to be is either a student or an educator... Their prices are coming down and they're upgrading something or another too. But buying the computer used is still a way better deal.

So all in all, I'm still using my DeskJet, Modem, and of course my atari joysticks :)

Catching up on the latest news, where can I get a hold of this Atari ST Emulator on the Amiga? What about an Atari 8-bit emulator? (still gotta play M.U.L.E.!) Well, I'd appreciate any help on any of this stuff and BTW, I went down to the local rental place and rented Populous II for the Amiga and it's way overrated. Nice graphics and a slew of new divine interventions but S L O W as hell when you get a handful of people on the screen. Well 'nuff said c ya.

a l a n

6139. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 18:17:45 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun9.181745.24853@news2.cis.umn.edu>
Source record: 221122

In article <1992Jun9.142918.28108@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>I'm guessing that altogether HacMan II required about 3000 hours of
>work. (This comes from a figure of 3 months full time, spread out over
>about a year and a half.)

For future reference, there are 2080 work-hours in any given year, assuming that 'full time' is equivalent to working 40 hours per week. I wanted to point this out because (a) I've had the figure ground into my head while doing annual reports for my computer site and (b) people have a tendency to overguesstimate time spent on a project unless they keep adequate records.

David, if HacMan II *did* require 3000 hours of work over a year and a half time, I'd really like to see your daily schedule. It must be horrific!

-- David Paschall-Zimbel

6140. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 18:18:09 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun9.181809.18284@exu.ericsson.se>
Source record: 221127

David M. Baggett writes:
>
>I'm guessing that altogether HacMan II required about 3000 hours of
>work. (This comes from a figure of 3 months full time, spread out over
>about a year and a half.) You can trivialize the game all you want by
>saying it's just "yet another Pacman clone," but until you actually try
>to write a commercial-quality game on the ST by yourself you have no
>idea how amazingly tedious and time-consuming the nitty-gritty details
>can be.

I'll second that. Though it isn't an excuse for poor software,
writing even a trivial seeming well-thought out game can take
one hell of a long time. Go ahead, write Space Invaders or
Galaxian or Asteroids, and make it look Real Good with *smooth*
play. It ain't simple, which is of course why there aren't
a whole lot of quality shareware games out there.
--
James Hague
exuhag@exu.ericsson.se

6141. Re: Synthesizers

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 18:23:49 UTC
From: shiv@bnr.ca
Message-ID: <1992Jun09.182349.2187@bmerh2.bnr.ca>
Source record: 221126

Cheap synths that you might look for include:

1) Casio CZ101/1000/3000/5000

The 101 has mini-keys, but it can respond to 4 midi channels at once.
The 1000 has a full size keyboard but is otherwise the same as the 101.
The 3000 and 5000 were the equivalant of 2 1000s. The 5000 had a
sequencer built-in.

There was also a 'home version' of the 101 that had an amp and speaker
built-in. I think it was the CZ230S or something.

Main disadvantage: they don't respond to velocity. But they are
cheap, and sound good.

2) Sequential Circuits 6 Track/Multi-track/Max

Some multi-timbral synths from Sequential.

3) Roland D5/D10

4) Korg Poly 800/800 II/DW6000/DW8000

5) If you don't need a keyboard, or if you can get a hold of MIDI
keyboard controller (Yamaha KX5, Korg strap-on controller etc.)
you can use a MIDI tone-generator such as the Roland MT32, Korg EX800,
Yamaha FB01/TX81Z etc..

To find used equip. check classfieds, second-hand stores etc.. Several
mail order places are also there such as Daddy's Junky Music, Rogue Music,
Caruso Music etc.. If you want their addresses, email me and I'll send
them to you.

Shiv

6142. Re: Stuff uploaded to Atari.Archive - Gemview,BardTaleFix, RogueFix...

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 18:25:06 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l39ts2INNpqb@aludra.usc.edu>
Source record: 221124

Whups, I goofed:

In article <l38mobINNbsh@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> Hi all,
>
> After looking through several German archive sites, I have finally
>found GemView 1.2L. This version definately supports JPG as well as many
^^^^
This should be GemView 1.1L.

[stuff deleted]
> -Mike

Sorry about any confusion this may have caused. BTW, the name of the
file is still correct: "gview11l.lzh".

-Mike

6143. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 18:45:09 UTC
From: carl@syscon.rn.com
Message-ID: <1992Jun09.184509.3664@syscon.rn.com>
Source record: 221146

vatec@sun.pcl.ac.uk (Edward Deegan) writes:

This follow up isn't timely, but we can thank SCO Unix for that. I have
wanted to say something for a long time so I'll hang it here.

I doubt anyone here knows me (I tend to hang around OS-9oids, though I
have a couple STs too) but I have written quite a bit of stuff, from
compiler drivers to archivers to C libraries in asm for speed and space.
I gave it away. Perhaps because when I started it was the way you did this.
Perhaps because if felt good. But I do get respect and my name is known
there. I've seen the invention of shareware (or more properly begware)
and don't care much for it. It seems to be a cottage industry where
anyone who can type tries to make (or supplement) a living by selling
something that can be produced easily, with little experience, and at very
low cost. And it shows. Most of the stuff is either trivial or poor
quality. That may be a harsh judgement, but it is mine annd I am entitled.
In contrast, it seems like the stuff in c.s.m, c.s.u, or etc is good quality
and free (c-news, elm, rn, nn, elvis, stevie, sozobon, etc, etc, etc).
If what you have is good enough to sell, sell it. If you can't afford to
market it yourself, take it to someone who can. If it isn't good enough
to sell, then give it away. But don't tell me I am obligated to pay you
money for it since you made it shareware.

>I take the point about being a lot of free software about. No doubt that is a
>good thing, BUT I think that shareware can, if properly upheld by us, the
>users, fill a niche in the software strata, being of better quality than most
>freebies, and yet not charged at the exhorbitant prices extracted by many
>software houses.

Software doesn't *have* to cost a ton (i.e. Turbo Pascal, anything from
CodeHeads, etc). Mind you, a shareware author *is* in business whether
he wants to admit it or not. Is it really more expensive to sell the
software up front from your house (put a crippled demo up on the BBSes)
than to distribute crippled shareware?

>In the many, many pointless to-and-fro arguments about
>piracy, and wether or not it is turning developers away from the ST scene,
>nobody seems to consider shareware as a viable alternative.

Perhaps this is because it isn't really a solution. Pirates couldn't
afford to buy the stuff they steal. Therefore, while what they do is
illegal, immoral, disgusting, and filthy, they really don't reduce
sales of a product significantly.

Perhaps the most telling observation of shareware is that Jim Button has
gone commercial.

6144. are Epson LQ570 drivers available for 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 19:02:47 UTC
From: jpallen@ics.uci.edu
Message-ID: <9206091202.aa27172@q2.ics.uci.edu>
Source record: 221128

Hello,

A friend (not on the net) wonders how difficult it is to get an
Epson LQ570 printer to work with his 1040ST. I understand that the
old Epson driver he has will work fine, except for font selection
and scaling. Can these be done as well?

Thanks very much for helping an atari owner left all alone in the world...

(Please reply to me to me directly at jpallen@ics.uci.edu too -- I don't
read this board regularly).

Jonathan

6145. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 19:15:52 UTC
From: clint@artech.UUCP
Message-ID: <287@artech.UUCP>
Source record: 221133

In article <1737@sheoak.bcae.oz.au>, i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
> I have been downloading files from ftp sites and newsgroups to my UNIX
> account. Because of the space sound and graphics files take up, I was
> wondering if file compression/extraction utilities exist on Unix. If so
> what are they called. The local computing staff have been fairly
> unhelpful. Also, how do I extract tar files?

Use compress/decompress on unix. This creates .z files which are comparable to zoo in efficiency (not as efficient as lzh though...hadda say it:).

These utilities should be in the news binary directory since they are used to transport news feed batch files. There is a PD compress/decompress utility for the ST. I found mine on GEnie.

About the TAR problem, is the TAR on a disk? Tape? If you can transfer a TAR file over to an ST, there are TAR utilities for the ST. Otherwise just use the 'tar' command on the unix machine. Maybe I'm missing the intent of the question.

6146. Help needed on populous level

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 19:39:09 UTC
From: n8742883@fozzie.cc.wwu.edu
Message-ID: <n8742883.708118749@fozzie>
Source record: 221134

After playing Populous II for a while, I am stuck on a godawful level called 'UNNEAK'. All I have is the raise/lower land ability and the "place-holy-icon" ability. The good 'ol computer has the ability to create aphrodite heroes, which he promply launches at my land.

To make matters worse, once the holy man gets 'charmed' by an aphrodite, there is no way in this scenario to get rid of him--followers keep joining the charmed character only to get charmed themselves.

The enemy civilization grows so quickly that I can't send a holy man over immediatley to wipe it out. I can't raise/lower enemy land due to the scenario option. All I can do, I guess is go back and try to get a better score in a previous scenario. Does anyone have a strategy on how to get past this level?

Thanx,

Perry Pederson

6147. Re: Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 19:51:00 UTC
From: Christian_Findt@tbb.maus.de
Message-ID: <A318@TBB.maus.de>
Source record: 221009

Hello there!

|> If you are looking for a GREAT deal for a tape drive, to keep from
|> having to do those deaded floppy backups, check this out...
|> Computer Service Experts (CSE) is selling Tandberg 3660 tape drives
|> (used) for only $199. Thier Address is: 1920-G Lafayette St., Santa
|> Clara, CA 95050-3956. Thier phone # is: 408-988-8492.

I'm quite new here, and I do not now what I have to do, to get the permission
to write here. But I'm trying it - now :-)

m>Does anyone know of such a great deal for us Atarians in the UK?

I have the same question for germany, does anybode know somebody?

So long - keep hacking

Chris :)

6148. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 21:15:21 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun9.211521.15844@wam.umd.edu>
Source record: 221135

In article <1992Jun9.181745.24853@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1992Jun9.142918.28108@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett)
writes:
>>I'm guessing that altogether HacMan II required about 3000 hours of
>>work. (This comes from a figure of 3 months full time, spread out over
>>about a year and a half.)
>
>For future reference, there are 2080 work-hours in any given year, assuming
>that 'full time' is equivalent to working 40 hours per week. I wanted to point
>this out because (a) I've had the figure ground into my head while doing annual
>reports for my computer site and (b) people have a tendency to overguesstimate
>time spent on a project unless they keep adequate records.
>
>David, if HacMan II *did* require 3000 hours of work over a year and a half
>time, I'd really like to see your daily schedule. It must be horrific!

<grin> Well, it's not that horrific; I screwed up. I multiplied
30*40*3 instead of 30*4*3. (I.e., 3 months of full-time weeks) So it's
more like 360. (What's an order of magnitude between friends?)

See why I write games and not spreadsheets? :-)

Dave Baggett
dmb@wam.umd.edu

6149. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 21:26:17 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun9.212617.16368@wam.umd.edu>
Source record: 221136

In article <1992Jun9.211521.15844@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
><grin> Well, it's not that horrific; I screwed up. I multiplied
>30*40*3 instead of 30*4*3. (I.e., 3 months of full-time weeks) So it's
>more like 360. (What's an order of magnitude between friends?)

This was, of course, a test to see if you were paying attention.
(Actually I tried to cancel that last post but for some reason we
can't do that from this site.)

Anyway, 3 months of full-time days would *really* be 30*8*3, which is
actually 720 hours. That's more like it.

Since I'm sending bits all around the planet, I might as well interject
a few more stats:

HacMan II:

15,000 lines of C code
About 3 months of work, not including art
720 hours, over a year and a half or so
US$3.50 * 720 = ~US$3000 if I'd worked in McDonald's instead

DC Snowball Fight:

2,000 lines of C code
About 3 weeks of work, not including art
3*40 = 120 hours
US$3.50 * 120 = ~US$540 if I'd worked in McDonald's instead

Blox:

3,000 lines of C code
About two months
30*8*2 = 480 hours
US$3.50 * 480 = ~US$1680 if I'd worked in McDonald's instead

This doesn't count any of the time put into the game library used,
which includes lots of assembly language stuff like sample-playing
routines and blitting functions. Neil Forsyth wrote most of the
blitting routines.

Anyway, back to your regularly scheduled flame war.

Dave Baggett
dmb@wam.umd.edu

6150. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 22:07:00 UTC
From: Patrick_Dubbrow@ms.maus.de
Message-ID: <A42142@MS.maus.de>
Source record: 221010

>In article <1992Jun8.082745.13864@deis35.cineca.it> fabrizio@deis64.cineca.it
>(Fabrizio Lugli) writes: >I am having lot of troubles trying to use GDOS on a
>TT. What I exacly want to do >is using Gemini and other software with GDOS
>fonts. So far original GDOS, G+PLUS >and AMCGDOS gave me just bombs. The only
>one that can succesfully complete the >boot is FONTGDOS but I have problems
>accessing the fonts.
>> >Can anybody give me some suggestions ? I would like to use AMCGDOS, is
>there any >TT-version around ?
>
>Try running it under an ST resolution. The problem is that anything before
>FONTGDOS or FSMGDOS doesn't recognize the new resolutions (I'm speaking from
>experience, here :-)).
>
>> > fabrizio@deis.64.cineca.it
>
>
>_____
>__ Gordon Farrell e-mail:gfarrell@sfu.ca

Not quite correct: You just have to put the entries from 05p to 09p into your
ASSIGN.SYS.

Regards,
Patrick

6151. Linking up my Portfolio with my ST!

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 23:01:22 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Jun9.230122.4630@jhunix.hcf.jhu.edu>
Source record: 221137

Actually it's my brother's Portfolio, but I may buy one just so he doesn't get ahead of me. :-)

So what do I need to do this?

What interface is better? Serial vs. Parallel.

What software should I get?

Thanks in advance.

Dom

P.S. If there is a Portfolio group or a port.faq file around please point me in the right direction.

6152. Re: Llamatron, (was:SHAREWARE discussion)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 23:07:06 UTC
From: azog@thoth.rent.com
Message-ID: <1992Jun9.230706.24287@thoth.rent.com>
Source record: 221005

stefan@spc.nl (Stefan Posthuma) writes:

>WHAT?
>Llamatron BORING??

[blah blah blah]

>I love Llamatron. I play no other games. Jeff for president.
>--
>"We convoke the Nephilim and they come {*} Stefan Posthuma, SPC Company
>to us, strangers with the eyes of men." | stefan@spc.nl

I got Llamatron a short while ago, but couldnt play it, since Ive only
an SM124. Anyways, I hacked together a composite monitor cable, and
now can play it (still wish I could afford an SC1435)

Anyways. I played it for about five minutes, and said to myself "This
is boring, so dull. Ill turn it off"... Well, I turned it off about
an hour or more later...

I revised my opinion of it. Its not a high enough opinion for me too
send money, yet... Maybe a few more sessions

Just MHO

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

6153. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 23:09:49 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8265@uqcspe.cs.uq.oz.au>
Source record: 221138

```
>Use compress/decompress on unix.
NOT decompress!!!

You'll want UNCOMPRESS.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / I'd rather have
/ * <-- Computer Science Department, / a frontal lobotomy
\_.-._/ University of Queensland, / than a frontal of Bellamy.
v Brisbane, Australia. /
```

6154. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 23:15:34 UTC
From: azog@thoth.rent.com
Message-ID: <1992Jun9.231534.24406@thoth.rent.com>
Source record: 221006

gt1448b@prism.gatech.EDU (David P. Forrai) writes:

>In article <1992Jun08.224323.6838@microsoft.com> darekm@microsoft.com
>(Darek Mihocka) writes:
>>users. And a TOS 2.0 upgrade puts you out $139, and what's that going to give
>>the average ST user that TOS 1.4 didn't? Cuter icons and keyboard shortcuts.
>>No multitasking, no virtual memory, no scalable fonts. So stop whining about

>Don't forget that with the TOS 2.0 upgrade you get greater incompatability
>with your software. Considering that much of the ST software is either
>no longer supported or the company is out of business, that means you have
>to fork out more $$$s to get something similar that will function under
>TOS 2.0.

I have to disagree. I paid $60 for TOS 2.06. Ive a 1040STe, and it was
plug and play.

The $60 is well worth the additions that I got over 1.62. Desktop icons
are the biggest point for me.

I havent yet hit any incompatabilites with 2.06. Most of the problems
were STe-specific (such as the original Populous, and one other program
which I forget the name)

Of course. I dont mind not having multi-tasking. I am one person, with
one brain, and can only do one thing at a time. People shout, but you
can do this, while you do that! My STe is 75% MIDI related. Dunno about
anyone else, but too me, when I am working on music, 100% of my attention
is on creating music.

There are other things I would like. More DAs. But I hear MTOS fixes
that anyways. Hmmm, maybe I should say one other thing :-)

I am not a raving lunatic, as Dareks post puts him across as. No offense,
but when I read that, thats the first thing that came to mind. Flames
to /dev/null. I view myself as a user, with no firm loyalties (or
fanaticism). I know a few things, and I know that for my uses, an
ST does better than any PC can. And its more fun, not so mundane :-)
(I have an affinty for running machines that are on the non-standard
side. again, makes life fun)

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

6155. SST & '030 accelerators

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 23:17:48 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jun9.231748.11011@u.washington.edu>
Source record: 221143

I bought a Mega STe and a Maxtor 120 meg HD about 4 months ago, and have been extremely happy with it. I mostly use it for DTP and a little CAD (for myself), writing papers, and calling local bulletin boards. The time is near, however, when I'll be wanting a 68030. MultiTOS will be most useful with one, and Randy Foster's new multitasking OS, which I plan to get, will pretty much need one. The Falcon looks like it will be nice, but it doesn't seem to be suited to what I want to do. I really don't like the one-piece design either. A TT is more what I'm looking for, but it's a bit out of my price range. So the next thing to think about is... '030 accelerators! I've been most interested in Dave Small's SST. Is anyone familiar with this? I have a few questions:

1) Will it work with a Mega STe, and if so, in the VME slot, or somewhere else?

2) Will it work well with MultiTOS (i.e. memory protection etc.)?

3) What is the "Chromax Super Video board already in rollout" that is advertised? Will it support the 19" mono monitor, and if not is there any way I can hook up a 19" monitor to the Mega STe with the SST in it?

4) Does it have a math coprocessor slot?

5) Can I use ordinary SIMMS as fast ram in it?

I would like to hear anyone's experiences with this product, or any other '030 accelerator (such as Fast's Tiny Turbo '030).

Dan Aylward
dud@u.washington.edu

6156. Atari ST Packet programs (ham radio)

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 23:44:23 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.708133463@vela>
Source record: 221144
Cross-posted to: comp.sys.atari.st,rec.ham-radio.packet,rec.radio.packet

I am looking for good programs for running packet on my st. Especially
anything that can handle seperate windows for different streams.

Please email me - thanks (I don't care if they are commercial)

swood

--

```
+========================+ -------_________ +=========================+
| WANTED - DEAD OR ALIVE | o\ o \ ____|o | If you see this lure, |
| Creek Chub "Plunker" | \___\_-o- viv | PLEASE send me email!!! |
```

6157. Multiple serial ports on STe?

Newsgroup: comp.sys.atari.st
Date: 1992-06-09 23:47:13 UTC
From: swood@vela.acs.oakland.edu
Message-ID: <swood.708133633@vela>
Source record: 221145

Is there anyway to get multiple serial ports on at STe?

swood

--

```
+========================+ -------_________ +========================+
| WANTED - DEAD OR ALIVE | o\ o \ ____|o | If you see this lure, |
| Creek Chub "Plunker" | \___\_-o- viv | PLEASE send me email!!! |
```

6158. Supra Modem upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 00:10:48 UTC
From: jhp@sactoh0.sac.ca.us
Message-ID: <1992Jun10.001048.8526@sactoh0.sac.ca.us>
Source record: 221014

I remember reading some time back that Supra was going
to mail out cards so that one could upgrade to their new
modems. My question is, has anyone received a card yet?
I know the modems are supposed to be out but I haven't
received a card yet.

Thanks for any info.

--

- jhp@sactoh0.SAC.CA.US What else can I say? -

6159. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 01:40:08 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Jun10.014008.24492@csi.uottawa.ca>
Source record: 221001

In article <1992Jun09.143459.20301@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>... I feel that crippled shareware is just annoying, and
>useless. If the shareware program is fully functional, and the registered
>version offers a few extra features, that would be more acceptable to me and
>would probably motivate me to register a program I like (I haven't yet found
>anything that meets both criteria :-). Also, offering additional software
>upon registration is another motivating incentive.

One author that DOES do all of this stuff is Bill Aycock - author of
the "Calendar" series (up to version 6.2a, at this point), and a
number of other assorted little utilities. Handy STuff, when you need
it. When I registered Cal, he included a whole pile of other little
utilities.

"Unfortunately," registration does NOT add features - only "undying
gratitude", and encouragement to continue to release new versions.

This year, I decided to get around to registering my shareware.
Unfortunately, it didn't include any of Dave Baggett's games.

HackMan is sitting in an archive on one of my partitions. Nice
program, but I've only played it about 3 times. I guess that PacMan
lost my interest a few years ago, and the "new" edition didn't really
bring the love back.

I DID register Llamatron - but the issue is NOT that one game is good,
and the other is bad, but just that I preferred Llamatron.

One of these days, I ought to register some of that Unkuulian stuff.
As soon as I finish my thesis, and have income... It's 6 months since
I got stuck at one point, and lost patience. And that's been sitting
around in a .zoo file ever since... The unfortunate part is that I
seriously doubt that the hopes of the authors will be fulfilled, that
being that there would be a little money in it, and that there would
be encouragement to bring back "Infocom"-style adventures. A laudable
goal. Unfortunately, there's not enuf bucks in it.

Frankly, the authors should have probably kept the SECOND adventure
back as a reward for registration. That MIGHT have helped slightly.
--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

6160. Re: swiprolog

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 02:18:04 UTC
From: graef@rs3.hrz.th-darmstadt.de
Message-ID: <1992Jun10.021804.24428@infoserver.th-darmstadt.de>
Source record: 221150

In article <1992Jun2.095523.1263@noose.ecn.purdue.edu>, yegerleh@magellan.ecn.purdue.edu (James D Yegerlehner) writes:
> Dear Netters,
> At an archive at Uni Darmstadt, I think, there's the source
> for swiprolog. There's also a readme file that says that it
> runs on STs. Does anyone know if the ST binaries are available
> for ftp, and if so, where?

The archive of SWI-Prolog at TH Darmstadt is

ftp.th-darmstadt.de:/pub/programming/languages/prolog/swiprolog/*

This is not the originator site. SWI-Prolog is only available here, because
it is used to build a special Prolog-Tool (PMAKE).

For questions please contact: kielmann@iti.informatik.th-darmstadt.de

Uli

--
#!/bin/ksh
print ' Ulrich Graef \n Lichtenbergweg 11 \n D-W-6103 Griesheim \n Germany \n'
print ' analog: +49 6155 62493 \n digital: graef@hrz.th-darmstadt.de \n'
print ' They agree: "Windows are crazy" \n but they said: "too long!" \n'

6161. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 02:22:07 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8275@uqcspe.cs.uq.oz.au>
Source record: 221148

dmb@wam.umd.edu (David M. Baggett) writes:

>HacMan II:

> 15,000 lines of C code
> About 3 months of work, not including art
> 720 hours, over a year and a half or so
> US$3.50 * 720 = ~US$3000 if I'd worked in McDonald's instead

I wasn't going to enter into this, but unlike Dave, I like writing
programs on the ST. I'd rather be programming than EATING at McD's,
let alone working there.

All we need is more sharing of sources so more quality programs
get written. I'm in a games phase now, so I means quality GAMES.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / I'd rather have
/ * <-- Computer Science Department, / a frontal lobotomy
_.-._/ University of Queensland, / than a frontal of Bellamy.
v Brisbane, Australia. /

6162. Re: Using Nintendo auto RF switcher with ST.

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 02:23:30 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jun10.022330.16875@usenet.ins.cwru.edu>
Source record: 221147

In a previous article, ehobbs@nmt.edu (Eric Hobbs) says:

>
>I wanted to hook up my STfm to a TV with a 75 ohm coax input. I
>went and bought one of those auto RF switchers that are used with
>Sega and Nintendo machines. After hooking it up, I found that the
>picture was horribly fuzzy. I tried 3 TVs and got various shades of
>crappy. Can I actually use one of these RF switches? Are the impedences
>correct? Or is my RF switcher messed up?
>
>Comments?
>
>Eric A. Hobbs
>ehobbs@jupiter.nmt.edu
>

It is funny that you should say this.

Recently, my friend's Nintendo's RF modulator died and he was in need of
a play of RBI baseball. Anyways, I attempted to hook up my XE's RF-modulator
to his Nintendo.

The results was a VERY SHARP picture. I could not believe the sharpness
compared to his previous RF-modulator.

It seems like they don't build things like they use to... :)

--

6163. KERMIT help needed

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 02:45:15 UTC
From: SPAC <SPAC@UNB.CA>
Message-ID: <09JUN92.25654558.0030@UNBVM1.CSD.UNB.CA>
Source record: 221149

I've reached the point of frustration--the binary files I FTP'd
from the atari archive at Michegan simply will not execute or
unarc by the time I kermit them down from the mainframe. I've
tried Telix (on a PS 2), Flash Acc, Flash II, Uniterm, and
Gem Kermit. Either the download aborts or the program, when received,
does not run. Some even look right--helpful text in the ARC.TTP
file just where you'd expect it--but do not run. Can anyone help?

6164. TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 03:45:25 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <708147925snx@sphere.demon.co.uk>
Source record: 221142

In article <H.QoSKgO_2htg@jonh.wimsey.bc.ca> jhenders@jonh.wimsey.bc.ca writes:

> However, is -lh5- documented anywhere? Did Thomas make this
> format up himself? If not, couldn't someone else write a nice
> portable version in C? Granted it wouldn't run as fast on an St,
> but at least those people who have to uncompress things on other
> platforms could take them apart.

No he didn't make it up. Haruyasu Yoshizaki did. The full source code
(including Japanese comments) is widely available, but as it's originally
a MS-DOS program people are probably looking in the wrong place.

Lha 2.13 on the PC has *never* failed to undo anything LZH201x (ST) has
created.

> If nothing else, the mere fact that 90% of the lzh'd files I see
> nowadays are compressed with -lz5- means people are going to have to
> learn to get along with it, asn it's dubuious it will go away.

All new files should be compressed with -lh5- as it's still the best general
archiver on the ST. Sure there are other archivers that can make a better job
of some files, but -lh5- has the edge.

> unix hacker could write a portable version in C. People who are forced to
> use the program to access archives unpackable in any other way are
> unlikely to be well disposed to paying a shareware fee.

That's their descision, the simple fact that -lh5- is getting widely used on
ST/PC/Amiga shows that there is support and demand for it.

* Origin: Sphere - There can be only one..

Iain Paton +44-294-331250
Inet: lonewolf@sphere.demon.co.uk ipaton@cix.compulink.co.uk
FidoNet: 2:259/5 NeST: 90:5001/0

6165. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 04:29:40 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun10.042940.4139@wam.umd.edu>
Source record: 221003

In article <8275@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>dmb@wam.umd.edu (David M. Baggett) writes:
>
>>HacMan II:
>
>> 15,000 lines of C code
>> About 3 months of work, not including art
>> 720 hours, over a year and a half or so
>> US$3.50 * 720 = ~US$3000 if I'd worked in McDonald's instead
>
>
>I wasn't going to enter into this, but unlike Dave, I like writing
>programs on the ST. I'd rather be programming than EATING at McD's,
>let alone working there.

What possible reason would I have to spend that much time on something that I didn't like doing, and then to do it two more times? (And that's only counting the games.) HacMan II is free and always has been. Of course I like writing programs on the ST. The McDonalds wages are merely indicative of the opportunity cost. One would hope to do better than $3.50 an hour as a professional programmer; multiply it out with $30 and see what you get. All I've been trying to show is the opportunity cost, and the incredible gall people who feel that they *deserve* "free" software have. Nothing is ever free; someone had to pay to develop whatever it is in some way.

Dave Baggett
dmb@wam.umd.edu

6166. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 04:42:45 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun10.044245.4692@wam.umd.edu>
Source record: 221007

In article <1992Jun10.014008.24492@csi.uottawa.ca> cbbrowne@csi.uottawa.ca (Christopher Browne) writes:
>I DID register Llamatron - but the issue is NOT that one game is good,
>and the other is bad, but just that I preferred Llamatron.

Fair enough. HacMan II is free anyway, so even if you had played it day and night for weeks you'd need feel no guilt. :-)

>One of these days, I ought to register some of that Unkuulian stuff.
>As soon as I finish my thesis, and have income...

See, here's the thing: A lot of shareware authors are probably in the same situation; that is, doing research towards a B.S. or advanced degree, with almost no money and no time to market a product. I think once people start to realise that shareware authors aren't a different class (that they are in fact *you and me*) then perhaps they'll view this whole situation in a new light.

Of course, I could be completely wrong.

> The unfortunate part is that I
>seriously doubt that the hopes of the authors will be fulfilled, that
>being that there would be a little money in it, and that there would
>be encouragement to bring back "Infocom"-style adventures. A laudable
>goal. Unfortunately, there's not enuf bucks in it.

Hmmm. It's obvious that there's not enough money if you sell them as shareware, but it hasn't been demonstrated that there's no commercial potential. Infocom's nose dive scared everyone right off that market, but who knows whether their trepidation was (and is) justified.

>Frankly, the authors should have probably kept the SECOND adventure
>back as a reward for registration. That MIGHT have helped slightly.

This sort of points out another problem, which is that holding back something that required as much work as your "real" product takes a lot of faith. It's also an incredible waste of effort (in my opinion) to work up a good 100-room game for only 20 people to play it. (Consider writing a novel for only 20 people to read; a decent IF game is a similar amount of work.)

Dave Baggett
dmb@wam.umd.edu

6167. d

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 05:04:32 UTC
From: eugen@hpbbi4.BBN.HP.COM
Message-ID: <510019@hpbbi4.BBN.HP.COM>
Source record: 221036

Can anybody give me an adress of Atari dealers in Las Vegas and
Colorado Springs ?

Many thanks in advance !

Eugen Bauknecht
email: eugen@hpbid1ge.bbn.hp.com

6168. Re: Dat old -lz5- War is back again. Was Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 07:07:31 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun10.070731.15686@email.tuwien.ac.at>
Source record: 221011

jhenders@jonh.wimsey.bc.ca (John Henders) writes:

[stuff deleted]

> However, is -lh5- documented anywhere? Did Thomas make this
>format up himself? If not, couldn't someone else write a nice
>portable version in C? Granted it wouldn't run as fast on an St,
>but at least those people who have to uncompress things on other
>platforms could take them apart.
>
...

> As an aside to Thomas Questor, in case he's reading this. If the
>-lh5- algorythm is documented somewhere perhaps you could provide a
>pointer, at least. If, on the other hand, it is a your own variation,
>you might consider posting a psuedo-code explanation, so some enterprising
>unix hacker could write a portable version in C. People who are forced to
>use the program to access archives unpackable in any other way are
>unlikely to be well disposed to paying a shareware fee.

> Just my .03$ (I know I went over the limit)

The -lh5- algorithm is identical to the algorithm zoo 2.1 uses
(which is called AR002 by the way, and by Haryashu Yoshizaki (sp?))
so you can just get the sources for zoo from some ftp site...

M.Yannikos

6169. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 07:35:55 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun10.073555.16757@email.tuwien.ac.at>
Source record: 221012

dmb@wam.umd.edu (David M. Baggett) writes:

>> Why not try to
>>find another way to spread your shareware program?

>OK, like what? It seems like you're placing the blame for the lack of
>shareware success on the authors; it's the "you don't promote your
>product enough" argument.

I'm not blaming the authors, I just said that shareware programs aren't
being spread as much as commercial products, because you can't find them
in shops etc. where most people look for programs.

>If I'd made HacMan II shareware instead of free I'd have better data to
>work with here. But I do know that the only place *I* ever uploaded
>that game to was atari.archive, and I suspect the game has made its way
>to at least 75% of the color ST's out there. (It was in the top 10
>game dowloads on GEnie.) I really don't think distribution is a
>problem. Software that people like *will* get around -- you can be
>sure of that.

But, as I said, only through BBSs and networks. What percentage of
computer users has access to such networks, at this time?

>[...]

>This is currently especially true of the games market: how many
>half-decent shareware games are there? Not many, and the reason is
>that it's just not worth it to work hard enough on a game to make it
>good and then not make any money on it.

But how did Jeff Minter make that much money then? Do you think he
knew how successful his game would be? I think that many shareware
games (and programs in general) are crap, because the programmers
are not good enough. Shareware is an easy way to try your
abilities in programming.

>>Isn't it
>>more satisfying if you really _know_ that some people
>>liked your program, and cared to pay $5 or whatever?

>Not really. Ego is *not* the only (or main) thing that motivates
>shareware authors. (At least not this one.) It's mostly that writing
>useful programs is fun, while playing salesman is a complete pain in
>the butt. The problem comes when shareware brings in *no*
>compensation. Nothing is free; if I spend 8 hours a night after I get
>home from my "real" job writing a shareware game, I'm losing money I

>could be making doing something else with that time. At the very least
>I'm losing valuable relaxation time which will eventually have to
>be squared with a longer-than-normal vacation. (I suppose you could
>always endure perpetual burnout, or spend a few weeks in the hosptial
>now and then...)

So why don't you release your programs as ocmmercial programs then?

>>Of course you will be disappointed if there is no response
>>at all, but this means you'll just have to try harder!
>>I personally don't need the 433rd Pacman-variant, even
>>if it has samples and animated ghosts, but that's my
>>personal opinion, other people may like it.

>Since this is obviously a swipe at me personally, I can't resist
>retorting: Give me a break! You write even a trivial game for the ST
>and then tell me to try harder. Your attitude is almost enough to
>convince me to *never* write another piece of free software for the ST
>again. You're certainly entitled to your opinion with regard to HacMan
>II, but *don't* tell me to "try a little harder" and then I'll make
>money. This is an absolute insult; you might as well be telling me to
>wash your car for free a few more times and maybe then you'll be my
>friend.

This was not meant as an insult. But what else can it mean if you're
not getting any response, than that either people didn't like it
enough, or everybody is just dishonest? In the second case, why
did Jeff Minter make any money? I didn't tell _you_ personally
to try harder, because I can imagine that you worked a long time
on Hacman. But, IMHO, the concept just isn't one that could
attract many people at this time...

>It doesn't work that way: people do stuff if it gets them tangible
>positive rewards, whether they be fortune, fame, friends, or whatever.
>The carrot-on-a-stick tactic doesn't work. You just can't say, "Now
>that you've poured three months of your life into this game, write
>something *good* and then maybe I'll give you a couple bucks so you can
>buy yourself a sandwich" and expect anyone to follow along for long.

It doesn't work either to work for some time (no matter how long) on
a game and just because of this to expect it to be successful. A good
game requires more than a lot of work, like originality, for example.

>>On the other
>>hand, Jeff Minter's Llamatron reminds me of the times
>>I had 8-bit Ataris, when games had poor graphics (I'm not
>>saying that Minter's games have poor graphics, mind you!),
>>no digi-music, they would fit in 48K RAM and one 87K disk
>>but they were _playable_!

>Again, give me a break. While I think Llamatron is very well-executed,
>let's face facts. You're choosing a ripoff of one game versus a ripoff
>of another. Both games are virtual clones of their arcade parents.

>(That's probably why neither of them is a commerical game, by the way.)
>Are you really making the claim that Llamatron is a better-executed
>clone of Robotron than HacMan II is of Pacman?

Well, give _me_ a break! Personally, I like Llamatron, Hacman I don't,
and it doesn't have anything to do with "how well a clone" it is,
I don't play games because they have good graphics and good sound,
but because of their _playability_, which Llamatron has, and
IMHO Hacman hasn't. I don't know if Llamatron is a shareware game
because it's an arcade clone, I don't think so.

>There's nothing wrong with liking Robotron more than Pacman. But don't
>extend that prejudice into an argument that says that Dave Baggett
>should try a little harder so he'll be up to par with Jeff Minter.
>That kind of argumentation is totally unproductive. This is not a "can
>you top this" contest between Jeff Minter and Dave Baggett.

I never said that _you_ should try harder, I just said that
shareware authors should try harder if they aren't getting any response,
and by trying harder I don't mean just working _longer_, but
trying to make some more _original_ games. You might say that
Llamatron isn't original, because it's an arcade clone from the
early 80's, but, for today's standards I consider it original.
Hell, I just like it more, can't I have my own opinion?

>> I just wanted to tell you
>>that in my opinion the shareware is the only _honest_ way of
>>selling your program.

>Grrr.

Sorry, I forgot freeware and PD...

What can I say? I didn't mean to insult you Dave, it seems I just
shouldn't have mentioned Hacman!

M.Yannikos

6170. Please Read

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 08:04:06 UTC
From: alx@altair.csustan.edu
Message-ID: <1992Jun10.080406.2860@koko.csustan.edu>
Source record: 221013

Can someone give me steven grimm's e-mail address?
Does anyone know where I can get vt100 emulation?

Thank YOu.
--

e-mail : alx@ceti.csustan.edu

6171. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 09:25:42 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun10.112542@disuns2.epfl.ch>
Source record: 221015

```
: Use compress/decompress on unix. This creates .z files which are comparable
: to zoo in efficiency (not as efficient as lzh though...hadda say it:).

What about using lharc (or is it lha on UNIX ?): this way you can
exchange between UNIX and Atari without problems !

I think it is nicer than a tar/compress combination !

And for sounds and images, use rather a specialised compresser: JPEG
and others ! (unless you don't want to lose no quality)

-- Stefan Monnier --

------------------------------------------------------------
----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----
```

6172. Re: SST & '030 accelerators

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 09:36:16 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun10.113616@disuns2.epfl.ch>
Source record: 221016

In article <1992Jun9.231748.11011@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
: I bought a Mega STe and a Maxtor 120 meg HD about 4 months ago, and
: have been extremely happy with it. I mostly use it for DTP and a
: little CAD (for myself), writing papers, and calling local bulletin
: boards. The time is near, however, when I'll be wanting a 68030.

: either. A TT is more what I'm looking for, but it's a bit out of my
: price range. So the next thing to think about is... '030
: accelerators! I've been most interested in Dave Small's SST. Is
: anyone familiar with this? I have a few questions:
:

I don't know that much about SST but I just advise you to check
again for the price: TT is not that more expensive than SST and
with it you get better video modes (1280*960 for DTP) and other nice
things. And don't forget that while purchasing a TT you can sell your
STe: this will diminish the price tag between TT and SST.

Do whatever you want, but I personnaly think the SST is more expensive
than the TT and brings you less nice "secondary" extensions !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6173. Re: Dat old -lz5- War is back again. Was Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 09:53:12 UTC
From: "U.Kuehn" <ZX0011@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92162.095312ZX0011@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 221018

In article <H.QoSKgO_2htg@jonh.wimsey.bc.ca>, jhenders@jonh.wimsey.bc.ca (John Henders) says:
>
>In <BpJH4s.2AE@news.cso.uiuc.edu>, William Magro writes:
> However, is -lh5- documented anywhere? Did Thomas make this
>format up himself? If not, couldn't someone else write a nice
>portable version in C? Granted it wouldn't run as fast on an St,
>but at least those people who have to uncompress things on other
>platforms could take them apart.
The -lh5- compression method was written by Haruhiko Okumura, then included into the lha 2.0 archiver by Yoshi, and then ported to the atari by Thomas Quester. The C-source of Okumuras compressor is available in the file ar002.zoo on CompuServe, but at the moment I dont know of any internet site. But never mind, you can look into the sources of zoo 2.1, it uses the original c-code of okumura; it is an interesting fact that the compressed output of zoo (only the data, not the header) in high-compression mode is exactly 2 bytes longer than the output of lharc, because it uses the same algorithm, but obviosly a different routine for storing bits in the output.

Ulrich

+--------------+--------------------------+-----------------------+
| Ulrich Kuehn | Internet: | Do they know that they &#65533;
| Cand.Math.Inf | kuehn@math.uni-muenster.de | cannot eat their money? &#65533;
+--------------+--------------------------+-----------------------+

6174. Re: Please Read

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 10:25:14 UTC
From: Mark.Penney@comp.vuw.ac.nz
Message-ID: <1992Jun10.102514.16988@comp.vuw.ac.nz>
Source record: 221017

In article <1992Jun10.080406.2860@koko.csustan.edu>, alx@altair.csustan.edu (Alex Lee) writes:
|>
|> Can someone give me steven grimm's e-mail address?
|> Does anyone know where I can get vt100 emulation?
|>
Get Uniterm from a local FTP site, I use it daily for talking to Unix and Vax boxes. If anyone knows of a better vt100 emulator out there, please let me know, I want it!!! 8-)

Mark.

6175. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 11:40:42 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <708176442.29423@minster.york.ac.uk>
Source record: 221022

In article <1992Jun8.082745.13864@deis35.cineca.it> fabrizio@deis64.cineca.it (Fabrizio Lugli) writes:
>I am having lot of troubles trying to use GDOS on a TT. What I exacly want
>to do is using Gemini and other software with GDOS fonts. So far original
>GDOS, G+PLUS and AMCGDOS gave me just bombs. The only one that can
>succesfully complete the boot is FONTGDOS but I have problems accessing the
>fonts.
>
>Can anybody give me some suggestions ? I would like to use AMCGDOS, is there
>any TT-version around ?

It sounds as if your ASSIGN.SYS file does not contain entries for the new screen modes of the TT. As well as the standard 01p SCREEN.SYS, 02p SCREEN.SYS and so on up to 04p SCREEN.SYS, you need

05p SCREEN.SYS
06p SCREEN.SYS
07p SCREEN.SYS

As well, with the corresponding fonts for each resolution after the driver name.

> fabrizio@deis.64.cineca.it

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
6 July onwards: lodge@alsys.co.uk	-- Blackadder II

6176. Re: Wanted: Disk versions of all TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 11:46:55 UTC
From: buchholz@fzi.de
Message-ID: <1992Jun10.114655.10334@fzi.de>
Source record: 221020

In article <1992Jun2.070042.1586@taloa.unice.fr>, manu@lira.unice.fr (PROTTE Emmanuel) writes:
|> In article <87455@bu.edu> selick@csa.bu.edu (Steven Selick) writes:
|> > Following the uploading of the program QUICKTOS.LZH to terminator, I am
|> > looking for disk versions of all different TOS versions. If you have a
|> > disk version of tos 1.0, 1.2, 1.4, 1.6, or 2.06, please e-mail them to
|> me
|> > in a uuencoded, arc (or lharc) mail.
|> > Thanks,
|> > Steve <selick@csa.bu.edu>
|>
|> I'd like to have them to :
|> Emmanuel <manu@ecu.unice.fr>

So do I :

Tim <buchholz@fzi.de>

6177. Latest Rufus version?

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 11:53:28 UTC
From: leonp@cs.kun.nl
Message-ID: <1992Jun10.115328.19642@sci.kun.nl>
Source record: 221021

Does anybody now what the latest version of the communication program
Rufus is and where to get it (ftp)?

Thnx, Leon.
leonp@cs.kun.nl
leonp@sci.kun.nl

6178. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 12:01:47 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun10.120147.1781@news2.cis.umn.edu>
Source record: 221019

In article <1992Jun9.212617.16368@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>This doesn't count any of the time put into the game library used,

Speaking of the game library ...

When is Double Click finally going to come out with the Game Workbench!?

(or whatever it's now being called ...)

-- David Paschall-Zimbel

6179. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 13:21:05 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun10.132105.12142@exu.ericsson.se>
Source record: 221023

yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
>
>But, as I said, only through BBSs and networks. What percentage of
>computer users has access to such networks, at this time?

Good point. People who routinely ftp software or download it
from BBSs are in the great minority of computer game players.
(It is very easy to forget this and think the net is The World.)

Then there are those shareware catalog companies who'll
copy disks for $3.00 a shot. Unfortunately, they seem to
be less than discriminating and will hype up and sell
ANYTHING they can get their hands on. I've bought from
such places before and if it was my only contact with
shareware then I'd have been permanently turned off.

For what it's worth, I think there is way too much garbage
floating about in the PD/shareware world. Dave's games
sound fairly nifty, but I'm talking about the "well I
just finished my first ever game program, a Pong clone,
so I'll put it out as shareware to see if I can make any
money" sorta stuff. Many times true gems are buried
beneath all the crap. It takes a very long time for
the word to get out; shareware programs are never reviewed,
etc.

A low-budget mail order company might do as well
as a shareware venture, and would probably be more
satisfying. And then there'd be no confusion as to
whether you were really in business and not just somebody
with ftp capabilities (the former definitely implies
some real commitment). I know, I know, it involves
a lot more work...
--
James Hague
exuhag@exu.ericsson.se

6180. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 13:30:44 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun10.133044.6824@oz.plymouth.edu>
Source record: 221025

In article <1992Jun09.143459.20301@cdsmn.mn.org> plate@cdsmn.UUCP (Doug Plate) writes:
>And I thank you David! I feel that crippled shareware is just annoying, and
>useless. If the shareware program is fully functional, and the registered
>version offers a few extra features, that would be more acceptable to me and
>would probably motivate me to register a program I like (I haven't yet found
>anything that meets both criteria :-). Also, offering additional software
>upon registration is another motivating incentive.

Finally !!!! Someone has mentioned what I've been thinking ! I'm
currently in the (VERY) early stages of developing a program that I
want to send out into the world in some form. When it is done I hope
to have two different versions of the program.
Version 1- "I use it [stand-alone version] every day so if you find a
bug, let me know & I'll fix it ASAP."
Version 2- "For a small fee you can have the version with the
'wiz-bang' features plus other stuff...[such as networking
& comm. between diff. computers running the same program]"

[Of course, this all depends upon my being able to figure out why the
thing crashes my machine when all it is right now is a bunch of menus
and windows that don't do anything... {GEM gives me a headache %-)}]

>Maybe the Shareware authors need to form a union! :-)
Do you have to have an actual "product" to join :-). ?

>Regards,
>Doug Plate

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

6181. Re: Latest Rufus version?

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 13:57:58 UTC
From: rzsbs@rz.uni-sb.de
Message-ID: <19140@sbsvax.cs.uni-sb.de>
Source record: 221024

From article <1992Jun10.115328.19642@sci.kun.nl>, by leonp@cs.kun.nl (Leon Pillich):
> Does anybody now what the latest version of the communication program
> Rufus is and where to get it (ftp)?
>

The latest version is (or was it this morning, because this seems to
change every day at the moment)

Rufus V 1.11 rel 9

You can get it on ftp.cs.tu-berlin.de (130.149.17.7)

Have fun with Rufus!

greetings Bernhard

rzsbs@rz.uni-sb.de
Saarbruecken, Saarland

6182. Re: KERMIT help needed

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 14:07:57 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun10.140757.6901@newton.ccs.tuns.ca>
Source record: 221027

In article <09JUN92.25654558.0030@UNBVM1.CSD.UNB.CA> SPAC@UNB.CA (SPAC) writes:
>I've reached the point of frustration--the binary files I FTP'd
>from the atari archive at Michegan simply will not execute or
>unarc by the time I kermit them down from the mainframe. I've
>tried Telix (on a PS 2), Flash Acc, Flash II, Uniterm, and
>Gem Kermit. Either the download aborts or the program, when received,
>does not run. Some even look right--helpful text in the ARC.TTP
>file just where you'd expect it--but do not run. Can anyone help?

Sometimes I've ftp-ed files without first specifying BINARY. Don't forget to specify BINARY transfer when using Kermit as well. You've probably done this, but just a reminder.

What machine are you downloading from? If memory serves, UNB uses an IBM mainframe. Could it be a problem going from EBCDIC to ASCII?

==========

Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

6183. Re: Tape Drive

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 14:16:38 UTC
From: dba@jet.uk
Message-ID: <1992Jun10.141638.7613@jet.uk>
Source record: 221026

In <1992Jun8.040259.11800@hemlock.cray.com> marc@hemlock.cray.com (Marc Bouron) writes:
>|> If you are looking for a GREAT deal for a tape drive, to keep from
>|> having to do those deaded floppy backups, check this out...
>|> Computer Service Experts (CSE) is selling Tandberg 3660 tape drives
>|> (used) for only $199. Thier Address is: 1920-G Lafayette St., Santa
>|> Clara, CA 95050-3956. Thier phone # is: 408-988-8492.

>Does anyone know of such a great deal for us Atarians in the UK?

I purchased my Tandberg TDC3660 with five cartridges and photocopied manual
(for 216 pounds including VAT) from:

Matmos Ltd.
Unit 11
The Enterprise Park
Lewes Road
Lindfield
West Sussex
RH16 2L
Tel: (UK) 0444 482091

ps They are advertising a bare 20MB scsi Miniscribe 8225S 3.5 inch for
69 pounds + VAT

Thanks to those net people that pointed me to wustil. but unfortunatly I
can't ftp so still looking for an archive-server that has the TapeBIOS.

There should be lots of the QIC drives on the second hand market in the
next few years as upgrades are made to 4mm and 8mm DAT systems. Look out
for them!!

regards
--

_. ._____. ._____
_| |___. .__. ._____. ._____| |__ Dennis Armstrong, CODAS division
| | | |__. | | Joint European Torus
| | | :__| | | Abingdon, Oxfordshire, OX14 3EA, UK
|~__' : | `--. | | tel ++44 235 464871
~-----~ +----+ +-+ dba@jet.uk

- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6184. Re: What is a *.SPS file?

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 14:36:58 UTC
From: s0339@desire.wright.edu
Message-ID: <1992Jun10.093658.2095@desire.wright.edu>
Source record: 221075

In article <1992Jun9.023907.27722@panix.com>, reynolds@panix.com (Brian Reynolds) writes:
>
> I recently downloaded some files that I thought were pictures. They
> all ended with a .SPS extension. I thought this was the format for
> Anispec (the animation format for Spectrum 512), but I can't get
> Anispec, Spectrum 512 or Unispec to load the files. Is there another
> paint program that uses the .SPS extension

Those files are "smooshed" Spectrum 512 pictures. The only program I know
of that makes SPS files from SPC & SPU is SPSlidex.prg. This is a viewer
put out by (I'm guessing) Antic.

6185. TT SCSI DISK UPGRADES (HELP !!!)

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 14:39:00 UTC
From: ganea@inmos.co.uk
Message-ID: <1992Jun10.143900.20532@inmos.co.uk>
Source record: 221004
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have an atari TT machine, one of the first with the daughter
board containing the 32 mhz 68030 on top of the mother board.
I would like to change the internal SCSI disk from 50 Meg to
a Quantum 120 Meg drive. Then connect the 50 meg SCSI drive to the
TT via the external SCSI bus.

(i) Has anybody tried upgrading the internal drive in the
TT machine. Will the Hard Disk driver support this type of
drive.

(ii) I have heard that there could be problems in using
two 'High Performance' SCSI drives on this model of TT,
when both are connected via the SCSI bus, any body
tried this !!

(iii) What sort of cables are needed, and where can I
get them from.

Thanks in advance

Andy

ganea@inmos.co.uk

6186. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 14:57:07 UTC
From: jarleb@athena.uio.no
Message-ID: <1992Jun10.145707.6802@ulrik.uio.no>
Source record: 221033

```
In article <287@artech.UUCP>, clint@artech.UUCP (Clinton Keith) writes:
> In article <1737@sheoak.bcae.oz.au>, i921652@redgum.ucnv.edu.au (
***THE WIZZARD***) writes:
> > I have been downloading files from ftp sites and newsgroups to my
UNIX
> > account. Because of the space sound and graphics files take up, I
was
> > wondering if file compression/extraction utilities exist on Unix.
If so
> > what are they called. The local computing staff have been fairly
> > unhelpful. Also, how do I extract tar files?
>
>
> Use compress/decompress on unix. This creates .z files which are
comparable
> to zoo in efficiency (not as efficient as lzh though...hadda say
it:).
>

Well, I would suggest getting the source for Zoo v2.1, (which (using
h-switch) is
at least as efficient as lzh :-) NB!!!!!! (No argument started !!). You
can also
get source for UNIX versions of lharc and arc, I'm not really sure what
versions
they are....

Jarle.
```

6187. Re: Wanted: Disk versions of all TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:02:00 UTC
From: 7103_2622@uwovax.uwo.ca
Message-ID: <1992Jun10.110200.1453@uwovax.uwo.ca>
Source record: 221031

In article <1992Jun10.114655.10334@fzi.de>, buchholz@fzi.de (Tim Buchholz) writes:
> In article <1992Jun2.070042.1586@taloa.unice.fr>, manu@lira.unice.fr (PROTTE Emmanuel) writes:
> |> In article <87455@bu.edu> selick@csa.bu.edu (Steven Selick) writes:

[pleas for disk based versions of TOS deleted]

(1) Ahem. What you are asking for is *illegal*. TOS is a copyrighted program.
So far as I know, *no* versions of TOS may be distributed freely. If you
want a copy of TOS, you'll have to get it from Atari (which will probably
involve paying them...)

(2) Disk based versions of TOS are unlikely to be useful to you anyway. My
suspicion is that you want these in order to run old games or whatever
that don't work with newer versions of TOS. But many of those games won't
work with disk loaded TOS either; they either access the ROMs directly
(bypassing the disk loaded version of TOS) or else make assumptions
about the locations of variables which are no longer true when the TOS
is loaded from disk. (This is personal experience speaking, here;
I have a version of TOS 1.0 on disk that came with my original 520ST,
and not much works with it that doesn't work with TOS 1.4).
--
Eric R. Smith email:
Dept. of Mathematics eric.smith@uwo.ca
University of Western Ontario

6188. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:04:38 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun10.150438.28369@wam.umd.edu>
Source record: 221028

In article <1992Jun10.073555.16757@email.tuwien.ac.at> yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
>dmb@wam.umd.edu (David M. Baggett) writes:
>> But I do know that the only place *I* ever uploaded
>>that game to was atari.archive, and I suspect the game has made its way
>>to at least 75% of the color ST's out there. (It was in the top 10
>>game dowloads on GEnie.) I really don't think distribution is a
>>problem. Software that people like *will* get around -- you can be
>>sure of that.
>
>But, as I said, only through BBSs and networks.

But that's my point: good free/shareware *does* make it into people's homes; even those people without direct online access. Remember users groups and PD disk services. I still don't think the distribution argument holds in the case of a decent shareware game.

>But how did Jeff Minter make that much money then? Do you think he
>knew how successful his game would be? I think that many shareware
>games (and programs in general) are crap, because the programmers
>are not good enough. Shareware is an easy way to try your
>abilities in programming.

You're doing what I warned against: extrapolating from the single maximal data point. I can think of a lot of reasons why someone like Jeff Minter might make a zillion bucks of a shareware game while your average Joe who writes a good shareware game wouldn't. Here are a few:

1. Jeff is British, and Britain is where the big ST games market is. My impression is that the UK magazines give more coverage to (and pay more heed to) stuff written by the local talent. This is a natural bias, I suppose.
2. Based in part on 2, Jeff got Llamatron on the cover disk of several of the big UK glossy ST magazines. Lots of "Darron-and-his-mate-Wayne"'s read those. I know one adventure game author that started getting 15-30 registrations *a day* as a result of that exact kind of exposure.
3. Jeff Minter has been a professional game programmer for many years. Remember Hover Bover on the 8-bit? That was an early Minter effort. There are several others that I don't recall as well. Being well-known helps a lot, I imagine.
4. Jeff Minter cloned one of the best action games ever:

Robotron. I can't think of any arcade game that's
as unwilling to fade from popularity except Tempest.
5. Luck.

>So why don't you release your programs as ocmmercial programs then?

Do you know how much work that involves? What, do you think you just call up the Bitmap Brothers one day and then get a royalty check the next? Selling things is a lot of work, particularly if you're a freelancer. The process also takes time: game companies will sit on things for months sometimes, and many won't let you do "simultaneous submissions," where you send your game to more than one place at once. I.e., it's a sequential process, and each step can take a long time.

Not to mention the fact that doing all that requires that you be home during business hours. It's not my job to sell ST programs. You can't expect shareware authors to be salesmen; that's part of the reason they're not releasing their things commercially.

Also keep in mind that some products are not viable as commercial products but are still worthwhile. I think Pacman is a good example. I like Pacman, and I wanted an ST version. Lots of other people wanted a good implemenation too. But we all know that something like that isn't a viable commercial product since it's a copyright infringement. We can certainly argue the merits of copyrights and whether writing a clone is "right" or "wrong" but the fact remains that there are some things people want to use on their computers that aren't marketable. This even includes utilities -- you'd probably never pay $39.95 for a print spooler, but you might say it's worth $5. Just the packaging alone would cost more than that; such a product couldn't be released commercialy, but is still an important contribution.

It seems like there's a lot of misunderstanding of the software marketing process and what it entails. I highly recommend that anyone who's interested in this issue consult one of those "how to market your software" books you can find in B. Dalton's or Waldenbooks. Being a salesman isn't easy; that's why some people get paid lots of money to do it as their full-time job.

>This was not meant as an insult. But what else can it mean if you're
>not getting any response, than that either people didn't like it
>enough, or everybody is just dishonest?

I think you're trying to make this black and white, which it isn't. It can certainly mean other things besides your two choices. Here's one: People love to get free stuff, but they don't want to be inconvenienced by saying "Thanks." For some reason we have a hard time doing that, even though it often costs nothing. When people express astonishment that I'd put all those names at the top of the picture formats list, I wonder what the big deal is: it's costs me nothing to do that (monetarily or otherwise), and it makes everyone who chipped in happy.

In any case, this discussion wasn't about HacMan II until you slammed it. If I was complaining about my lack of success (which was certainly not my main intention) it was with regard to Blox, not HacMan II, because HacMan II is free. You're welcome to do whatever you want with HacMan II, and I'm happy just to know that lots of people have enjoyed it. I had fun coding every single one of those 100 boards, even Figurit III and Spin Dizzy (which took me several days :-P). One group of people even named their parrot after Lurch -- now that's satisfying. :-)

>It doesn't work either to work for some time (no matter how long) on
>a game and just because of this to expect it to be successful. A good
>game requires more than a lot of work, like originality, for example.

How can you possibly make this argument when you think Llamatron is the best shareware game out there? Llamatron involves about as much originality as HacMan II: you take the basic concept and change the graphics some, add some new features, and presto!

What most Llamatron fans seem to be saying is "hell with originality, I wanna blow lots of stuff up!" I can identify with that. :-)

Llamatron is a great game. A really great game. But original? No. Ironically enough, I suspect that Jeff Minter's attitude about this was the same as mine: "I want to play {classic game} on my ST, so I'm going to clone it. That means I can't sell it commercially because I'll get my butt sued off, but I'm going to release it anyway." He took the risk of going shareware, which means that if Williams decides to sue him he could lose all the profits he's made and more. But they probably won't do that, so it's OK.

>Well, give _me_ a break! Personally, I like Llamatron, Hacman I don't,
>and it doesn't have anything to do with "how well a clone" it is,
>I don't play games because they have good graphics and good sound,
>but because of their _playability_, which Llamatron has, and
>IMHO Hacman hasn't.

And that is a *fine* opinion. But I would argue that the playability (or lack thereof) in each derives from the (lack of) playability in the original arcade game, since both are nearly absolute clones. See my point? I wasn't saying one has better graphics and sound than the other, just that both are faithful (in terms of playability, if you want to put it that way) to the originals. If you think that HacMan II is unplayable but Pacman is playable, that would be an interesting data point. I tried to make them equivalent. Several of my friends and I selflessly playtested for days on end. Every board in that game has been given at least an hour of playtesting -- some we tweaked for days until we were satisfied.

I agree with you that playablilty is *the* most important thing. If you've been following rec.games.programmer, rec.games.misc, or rec.arts.int-fiction, you know I couldn't care less about a game with snappy graphics and sound if it's not *fun*.

>I don't know if Llamatron is a shareware game
>because it's an arcade clone, I don't think so.

We can both only speculate on this; why not ask Jeff? Anybody on the net know Jeff personally?

>I never said that _you_ should try harder, I just said that
>shareware authors should try harder if they aren't getting any response,
>and by trying harder I don't mean just working _longer_, but
>trying to make some more _original_ games.

How would it strike all the Llamatron fans out there if I said, "I really don't need the 433rd Robotron clone that comes out of the shareware market, even if it does have animated robots and sampled sounds"? Everything you've said applies amazingly well to Llamatron. Technologically speaking, I'd say that the two games are very similar. Neither is original. Both have graphics that are much like the original, and both have sampled sounds. HacMan II is more subdued than Llamatron, but here again, Pacman is a lot more subdued than Robotron.

>You might say that
>Llamatron isn't original, because it's an arcade clone from the
>early 80's, but, for today's standards I consider it original.
>Hell, I just like it more, can't I have my own opinion?

You are, but you should realize that your opinion is *not* motivated by the originality of Llamatron, but instead by your preference for a shoot-em-up game over a maze game. Which is of course *fine*. But to extend this preference into an argument that says that "most ST shareware games, like HacMan II, suck" because they're unoriginal, and therefore don't deserve to be paid for, is unreasonable. IMHO.

Dave Baggett
dmb@wam.umd.edu

6189. Game Workbench (was Re: SHAREWARE, discussion wanted)

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:08:25 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun10.150825.28711@wam.umd.edu>
Source record: 221030

In article <1992Jun10.120147.1781@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1992Jun9.212617.16368@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett)
writes:
>>This doesn't count any of the time put into the game library used,
>
>Speaking of the game library ...
>
>When is Double Click finally going to come out with the Game Workbench!?
>
>(or whatever it's now being called ...)

It's still called "Game Workbench," but without the "the." The most
recent date we've been given is early September. The code is done; the
documentation has been an immense effort and will take a bit more
time. (What good does it do you to have 450 functions if you don't
know how to use them?)

Dave Baggett
dmb@wam.umd.edu

6190. Binary of MiNT aware Emacs

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:11:23 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jun10.151123.5118@cis.uab.edu>
Source record: 221029

I just uploaded the binary for the MiNT aware Emacs (which has been discussed here previously) to a.a in atari/new. It is called mntemcsb.zoo. Thanks to everyone for this fine program. I tried it out and it seems to work fine. Also included is a yow.lines file full of wonderful Zippy quotations for your /etc directory and yow.el.
Todd

```
/*
* Todd Sundsted
* sundsted@amnese.eng.uab.edu
*/
```

6191. Sources for Tcsh

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:20:25 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jun10.152025.5309@cis.uab.edu>
Source record: 221032

Are the sources for Tcsh available anywhere? I would like to recompile them with the gcc libs for greater UNIXMODE compatability.
Todd

```
/*
* Todd Sundsted
* sundsted@amnese.eng.uab.edu
*/
```

6192. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:26:16 UTC
From: clint@artech.UUCP
Message-ID: <288@artech.UUCP>
Source record: 221059

In article <1992Jun10.112542@disuns2.epfl.ch>, monnier@disuns2.epfl.ch (Stefan Monnier) writes:
>
> What about using lharc (or is it lha on UNIX ?): this way you can
> exchange between UNIX and Atari without problems !
>
Since these are not standard releases on Unix and they are not common among news-sites, I'd recommend compress/uncompress. It's also standard between all platforms (within reason, there's far fewer versions around). I can't say that about lharc.

6193. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:38:05 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <qt9kbw11@csv.warwick.ac.uk>
Source record: 221034

In article <287@artech.UUCP> clint@artech.UUCP (Clinton Keith) writes:
>In article <1737@sheoak.bcae.oz.au>, i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
>> I have been downloading files from ftp sites and newsgroups to my UNIX
>> account. Because of the space sound and graphics files take up, I was
>> wondering if file compression/extraction utilities exist on Unix. If so
>> what are they called. The local computing staff have been fairly
>> unhelpful. Also, how do I extract tar files?
>
>
>Use compress/decompress on unix. This creates .z files which are comparable
>to zoo in efficiency (not as efficient as lzh though...hadda say it:).

What is the matter with using zoo on UNIX? (I don't think there is a UNIX version of lzh though).

- Leo Hendry

6194. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:44:41 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <xt9kbw01@csv.warwick.ac.uk>
Source record: 221035

In article <1992Jun9.212617.16368@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>Since I'm sending bits all around the planet, I might as well interject
>a few more stats:
>
>HacMan II:
>
> 15,000 lines of C code
> About 3 months of work, not including art
> 720 hours, over a year and a half or so
> US$3.50 * 720 = ~US$3000 if I'd worked in McDonald's instead
>Dave Baggett

If you prefer working in McDonald's then I'm sure you would have done that
instead :-)
What is HacMan II by the way?

- Leo Hendry

6195. IN SPITE OF CONTROVERSY....(SHAREWARE : LOGIC SIM)

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 15:51:57 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bpn02M.G25@newcastle.ac.uk>
Source record: 221038

CLA LOGIC SIMULATOR

In spite of the current controversy over shareware, Version 1 Release 1 of the CLA LOGIC logic circuit design and simulation package (announced a few weeks ago) will be made available via SHAREWARE at atari.archive in the next week or two.

This program represents two years of developement work, and (in our view) quite good. Registering gets you a BETTER version of the program, and properly printed manuals + distribution discs.

P.S. Could the owner of the .sig below (who doesn't have the guts to put his full name in his .sig) please NOT down load the program. I have not wish for an ignorant oik like that to rip off my hard work.

>#### ### ## ## #### ## # email: okes@essex.ac.uk
># # # # # # # # ## #
>#### # # # # # # # ##
> # # # # # # # ##
>#### ### # # #### # #
>Reincarnation: life sucks, then you die. Then life sucks again.

P.P.S

Personal notes:

i) Firstly thanks to all the people (100+) who contacted me with suggestions following my initial post.

ii) To Jerker Nillson, I've lost your EMAIL address, but if you mail me again, I'll post you the distibution ASAP.

iii) Could the gentleman at CRAY who offered help with our auto-routing algorithm please contact me again, as I got my ID frozen & lost all my mail.

iv) To Dave Bagget, I don't know why you bother. You got so much still in that bloody flamewar that I'll be surprised if you ever write for the ST again. I think HACMAN II is great. (And to show no bias, so is Llamatron).

>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>> Craig.Graham@newcastle.ac.uk
<-->
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /

Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

6196. Re: SHAREWARE, discussion wanted (You got it.)

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 16:31:00 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <96040.2A370B7C@psycho.fidonet.org>
Source record: 220928

Being a Shareware programmer myself (ever use ANSITerm?), I have gotten quite discouraged about it. Many people in my local area and on FidoNet are raving about how "wonderful" the program is, but I've only recieved one fee, and that was from a 13 year old, several states away, who had stumbled across version 0.51 (a really horrible version of the program).
I've sent out shareware fees myself, but have recieved no replies... not even an indirect thankyou forwarded through a network. Nothing. One person in particular was Alan Hamilton, the author of XYZ 2.01. I sent him a fee that was quite a bit larger than what he had asked for, yet I have heard absolutely nothing from him.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

6197. LPmud for the ST? Where?

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 16:57:23 UTC
From: yellowbd@eskimo.celestial.com
Message-ID: <1992Jun10.165723.7147@eskimo.celestial.com>
Source record: 220988

Ok, I seem to recall a message some time back on rec.games.mud about a version of LPmud for the Atari ST. What I would like to know is if anyone out there has used it or are currently running it... How good is it, and how much memory does it require? Also, where can it be found for ftp?

Any help on this would be appreciated! Thanx!

--== Andy ==--

6198. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 17:14:52 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1757@sheoak.bcae.oz.au>
Source record: 221047

In article <1992Jun3.212540.22571@mnemosyne.cs.du.edu> zmathews@isis.cs.du.edu (zak mathews) writes:
>> From: Terry King <tak1@ukc.ac.uk>
<stuff deleted>
> a) The software is crap (sorry.... not very good i mean)
> b) It has not been circulated enough.
> c) People are dishonest by not paying up (as if !)
> d) People do not know how to go about paying in foreign currency.
>
>I want a little discussion on these subjects and would like to know your views,
>such as do you use any SHAREWARE software ?, have you paid ??, what is the
>right price ?
>Also what kind of incentives should there be for paying, such as a pat
>on the back, a better version or an extra piece of software ?

As someone who would always have to send shareware payments overseas, I can say that the biggest hassle is just having to send money away. It costs extra to have the draft written out, and many banks do it so infrequently that it is a pain waiting for them to complete the bank draft. I am not exactly sure what the solution to this problem is. Third party money handlers are definitely not the way to go, but it would be nice if PD dealers could arrange payment when disks are purchased. We are dealing with human beings though, and I doubt they could be trusted :-).

Jared Quinert
i921652@redgum.ucnv.edu.au

6199. Re: atari info wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 17:55:31 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <708198930.6563@minster.york.ac.uk>
Source record: 221080

In article <1992Jun9.115058.21101@crc.ac.uk> naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>I would like to know which word processor/desktop publisher is the most
>useful (preferably not too expensive) and which printers it will support.
>I am intending to do mostly writing but also with some pictures.
>(college work, nobody can read my handwriting)

From personal choice, I'd recommend That's Write from Compo Software. It's
just a very good WP, and it supports a wide range of printers, including the
Canon BJ-10ex. That's Write costs about 100 quid.

>I have had my eye on a canon BJ-10ex printer but I have no idea if this
>will work at all on an atari or which programs will support it.
>Thanks in advance for any help.
>Phil
>
>(email naffara@uk.ac.crc)

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
6 July onwards: lodge@alsys.co.uk	-- Blackadder II

6200. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 17:56:23 UTC
From: greg@Quotron.COM
Message-ID: <greg.708198983@duke>
Source record: 221039

I think this whole discussion can be distilled into one question:

o Is shareware a Good Thing?

There are two answers to this, each from a different perspective.

One: Opportunity.
Without a doubt. Shareware, put simply, does what it's supposed to do: get software distributed at little or no cost to the author or the user. Dave Baggett has guessed that HacMan II is on 75% of the color STs out there. I'd bet that's just about right. It's on 100% of the machines I'm aware of. Not bad for one upload.
This, of course, gives a lot of people a lot of opportunity to try a lot of software at no cost. What else could anybody possibly want? In this capacity, shareware is just about as good as it gets. No salesmen, no limited return policies, no hassles. Just a download. Or an FTP, or a club library, or a disk borrowed from a friend. Shareware gives just about unlimited opportunity. From that perspective, it's great.

Two: Responsibility.
Where the concept has trouble is responsibility. People are more than willing to take advantage of unlimited opportunity, less than willing to take responsibility for what they've gained.
A lot of people I know look at shareware as a giant smorgasboard, where they can taken whatever they want, for free, and not gain any weight.
And that's wrong, I think. It's the same gimme-gimme-gimme attitude that left Wall Street a wreck during the 80's -- it's an utter lack of personal responsibility, or accountability. If you don't like a program, fine, great. Punish that author by not paying his registration fee.
But if you do, or if you use it for a month before deciding that you don't like it, or if you got half way through it before getting stuck at the dwarf with the rope, you should _pay_ for it. It's not the author's fault that it's a bother, it's not the author's that there's no 800 number, it's not the author's fault that you have to pay in pounds, it's not the author's fault that the last 10 shareware programs you looked at were lousy, it's not the author's fault that _______. There are a million excuses, none of which are valid. If you use, or have used, a program, it is your _responsibility_ to pay for it. The author has done enough simply by coding the damned thing.
If you're old enough to use the Net, your mother shouldn't need to nag you to do the things you're supposed to. Shareware authors

shouldn't have to it, either.
I've decided that I'm going to send Dave the money he wants for
Blox. I, personally, don't like the game (because it's &$^@ frustrating),
but he has done more for the ST community, especially the Net community,
than anybody else I can think of. Between HacMan, the Picture Formats
List, and Game Workbench, he's benefited me, personally, constantly
during my time on the Net. I expect he's done the same for a lot of
other people, too.
I'm not going to be thanking him for Blox with the money. I'll
be thanking him for everything else, and hopefully encouraging him to
do more. Charles F. Johnson, Jeff Minter and a dozen others all deserve
the same treatment. It's about time they got it.
--

Greg "Maddog" Knauss My boss doesn't know I'm doing this,
greg@duke.quotron.com so I doubt he'd agree with me.

6201. Atari ST booting up problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 19:20:00 UTC
From: CHT510@SIRIUS.UKC.AC.UK
Message-ID: <9206101922.AA06476@ucbvax.Berkeley.EDU>
Source record: 221040

Hi,
I have an Atari STfm which will only run with a monitor attached (only tried with mono hi -res). On trying to boot it up with a television attached the ST tries to boot up in hi-res mode (with the monitor lead detached).

This is annoying since I can't run any programs that require colour and I wondered if there is any software available (or any hardware hints??) to make the ST boot up in low res modes.

thanks, adam whitham
cht510@sirius.ukc.ac.uk

6202. POPULOUS II and LEMMINGS -- all the codes!

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 19:43:48 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jun10.194348.9475@unlinfo.unl.edu>
Source record: 221041

I've got all the POPULOUS II codes, if you want them.

I'd like all the LEMMINGS codes, if you have them.

Gary Anderson
ganderso@unlinfo.unl.edu

6203. TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 20:19:34 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun10.201934.29178@ucsu.Colorado.EDU>
Source record: 221045

Just curious, how much is TT prices these days? Wouldn't the
FALCON's release bring the TTs down under $1000? Since I've been
reading that the FALCON is around $1200-$1800?

Thanks,
Jeff

6204. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 20:24:18 UTC
From: ken@isgtec.com
Message-ID: <2686@isgtec.isgtec.com>
Source record: 221050

In article <1992Jun8.212328.16721@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
> In article <1992Jun8.204554.16088@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> >Since I currently
> >maintain the DOM libraries for our local user group, your work will also
> >never be seen by other folks within the Twin Cities area.
> Upon rereading, I didn't mean this to sound so much like a threat. :)
> As a general rule of thumb, I erase archives which contain a non-useful demo
> which demands shareware fees. I am not adverse, however, to putting forth a
> shareware demo (labelled as such), which displays the full usefulness of the
> program, including the ability to save data and send output to a printer.

Well, then you're doing your user group a disservice. Throwing away all
programs that are in some way incomplete demos is completely silly IMHO.
Maybe you have commendable moral standards, but then you are in the minority,
unfortunately. The plain fact is *people rip off shareware*. The small
inconvenience of having to send money to get the real thing is unfortunate
but necessary if the author wants to be reimbursed for his time. Sorry, but
I'm on the programmer's side here. You make it sound like the programmer
owes you the damn program. People should be grateful when a good programmer
writes a good program and charges a pittance like $10.

Also, your definition of "shareware demo" is wrong. What you're talking
about is *not* a demo, it is the complete final program. A demo is by
definition not complete. "Displaying the full usefulness of the program,
including save and print"? You call that a demo?

> Also, as a rule, user group members don't tend to pick up DOMs consisting of
> 'demoware' (with the exception of commercial software demos which they would
> like to see before they go buy the Real Thing).

What's the difference between commercial software and shareware? It should
be usually just price. Why is shareware any different? A shareware demo
is something "they would like to see before they go buy the Real Thing".
No difference.

Nothing personal, David, but I guess this is a sore point with me. I
get very annoyed when people make such a big deal about giving some poor
guy $10 for a neat little program. They'll argue for an hour, trying to
justify why they should send $10 to someone, trying to decide how often
they use it, is it really worth it, whether they know what a money order
is, blah, blah. And then they go and spend $10 on lunch.
Ok, I'm off my soapbox now. :-}

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6205. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 20:31:41 UTC
From: ken@isgtec.com
Message-ID: <2687@isgtec.isgtec.com>
Source record: 221051

In article <1992Jun8.223909.18285@newton.ccs.tuns.ca> hartlenk@newton.ccs.tuns.ca (Kenneth W Hartlen) writes:
> Agreed! There is nothing more annoying than crippled programs. How can you
> evaluate it if you can't use it?

This is ridiculous, sorry. Who said "you can't use" a crippled program?
When done properly, you can get an excellent idea of what the program is like, you just can't do reams of useful work with it or play a game for 2 hours. If you could, Joe Average wouldn't register for the program.
This is a fact of life.

> discussion here certainly hasn't given me any reason to see even the odd
> money order in the maixbox. Maybe I should call it shareware and hope it at
> least pays for my two-fours of Coca Cola Classic! Wishful thinking!

Well if your program has that kind of market value it wouldn't make much as shareware.
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6206. Unix LZH and Zoo

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 20:44:57 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun10.204457.1806@pellns.alleg.edu>
Source record: 221043

Can someon tell what to do once I untar these files from
atari.archive.umch.edu?

Thanks,
Jason Heideloff
heidelj@alleg.edu

*********Please respond via e-mail! Many thanks!!**********

6207. Demos of Commercial software.

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 20:48:46 UTC
From: wmagro@uiuc.edu
Message-ID: <BpnDtB.D14@news.cso.uiuc.edu>
Source record: 221042

I have read that there are demos of Calligrapher and Megapaint on
GEnie. Could some kind soul upload these to atari.archive.
Zoo or arc archives preferred (of course).

--Bill

6208. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 20:53:26 UTC
From: wmagro@uiuc.edu
Message-ID: <BpnE12.D4u@news.cso.uiuc.edu>
Source record: 221044

Darryl wrote:

==========
Well, gee, in 1985, didn't that TRS-80 or Atari 800 cost under $500, and at the same time the ST cost about $2000? So why buy an ST in 1985 when the 48K Atari 800 is so much cheaper. And those ST machines are just so much more complicated to use. Atari BASIC is so much easier.
==========

I just found a copy of December, 1985 Antic magazine in the desk of a CEO at a bankrupcy auction. Inside the front cover is an Atari ad showing an ST with mono monitor at _list price_ of $799. Anyhow, not quite $2000.

--Bill

6209. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 21:18:36 UTC
From: wmagro@uiuc.edu
Message-ID: <BpnF71.DLK@news.cso.uiuc.edu>
Source record: 221046

In article <1992Jun9.102746.16833@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> In article <BpJH4s.2AE@news.cso.uiuc.edu>, wmagro@roma.uiuc.edu (William Magro) writes:
|> >% cd d:\downloads
|> >% ls
|> >butthead.zoo
|> >% mkdir a:\newfolder
|> >% cd a:\newfolder
|> >% zoo x d:\downloads\butthead.zoo
|> >--chew chew chew---done (lzh is still thinking at this point)--
|> >% ls
|> >butthead.doc butthead.prg README
|> >%
|> >
|> >What could be simpler? If you aren't using a cli though...well, I pity you.
|> >
|> >--Bill
|>
|> Do you realy mean this, this must be the Bigest Joke of all time, for one thing
|> I don't have a PC but a Atari that runs Gem, if I wanted a CLI type machine I
|> would have not brought a Atari..
|>

No joke. I am serious. As for using GEM to manage files and archives and to look at docs for things you've just downloaded, I have one question for you:

Do you want to get things done prettily, or do you just want to get things done?

When I download an archive, I want to get into that beast as fast as possible. I want to read the docs (using a real viewer or editor) quickly. I _don't_ want to screw around with GEM or .ttp command lines. I guarantee I could unarchive and read the docs and use the new software much faster on my cli than you could with GEM. If you aren't a power user and you don't want to ever be one, then the GEM interface (for file management, etc.) is for you. I actually want to get things done. And what about mint? I can unzoo my files in the background while I am online or whatever. Very convenient.

As for word processing and other _productivity_ tasks, GEM is wonderful, and I like it. What we really need is a gem based archiver (like stuffit on the mac) which is compatible with zoo and arc on UNIX, where most of us live. But running .ttp programs from the desktop will never be anything more than a kludge--all the disadvantages of a command line system with the convenience of a GUI. Arrgh!

--Bill

P.S. About a robot doing my typing, the answer is 'no.' There is maybe 15 seconds worth of typing up there, much of it extraneous (used for the illustration). Unarcing a large file is going to take on the order of minutes, so a few seconds typing is clearly not a significant amount of time to consider a 'waste.'

6210. znet/streport: Where can I get them?

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 21:48:37 UTC
From: elvis@watserv.ucr.edu
Message-ID: <4746@ucru2.ucr.edu>
Source record: 221048

Hi,
I was wondering if anyone knows of a good site to get either znet or streport? I used to get them at atari.archive, but there haven't been any new issues since April. I remember that one issue of znet gave an e-mail address to send subscriptions to, which would also be good, but I don't have that one anymore. Speaking of which, are there any places that have back issues available?

Any help would be appreciated....

Thanks,
Andrew Cullum (elvis@watserv.ucr.edu)

6211. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 22:13:40 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun10.221340.14414@beaver.cs.washington.edu>
Source record: 221049

In article <1992Jun10.201934.29178@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>Just curious, how much is TT prices these days? Wouldn't the
>FALCON's release bring the TTs down under $1000? Since I've been
>reading that the FALCON is around $1200-$1800?
>

Well I have heard that base model TTs (2 MB ST RAM, 50 MB hard drive) are selling for around $1500 without the monitor. Add on a multisync for $400-$500 and you're set to go at a little under $2000.

As for the Falcon, obviously it is not released yet and we can't say what the list price will be, but most people seem to think it will be between $700 and $1200 in US dollars. Remember that although the Falcon does sound like it will have some really cool sound and graphics capabilities, it is probably not made to be a high-end, super high-performance machine like the TT (Or SST, Tiny Turbo upgraded ST(e)). It may not be 32 MHz like the TT and perhaps not have VME, SCSI, or extra serial ports like the TT (and I don't know if it will have a 68882 either). So, really the Falcon looks to be their new low-to-mid end machine, for the average user, although it looks to have very impressive stuff for the power user too.

> Thanks,
> Jeff

Hope this answers your question.

Ben

bgilbert@cs.washington.edu

6212. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 22:31:24 UTC
From: ken@isgtec.com
Message-ID: <2693@isgtec.isgtec.com>
Source record: 221054

In article <1992Jun9.025102.16547@clark.edu> vicb@clark.edu (Victor Bruhn) writes:
< Well, no flame intended, but you are assuming everyone is as you- honest
< enough to register a program because you use it and like it. Unfortunately
< most people are not like you are, and will not register unless there is
< an incentive. 'Crippled' demos (ie no save or print features) are a
< form of self defense for the programmer- if the public release were
[..other good points deleted...]

Well said, Victor.
--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6213. Spectrum Keyboard

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 23:03:30 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun10.230330.4364@peponi.wcc.govt.nz>
Source record: 221053

Sorry if this isn't in the right area, but i'm not aware of
a spectrum newsgroup, and a lot of ST users probably were
Spectrun users anyway!

I'm trying to locate a source of A spectrum keyboard membrane thingie
for a friend.

Anyone have one for sale, or know of a mail order firm that still
has spectrum stuff???

Thanks,
Craig. (Mail to Shore_C@kosmos.wcc.govt.nz)
| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6214. Re: ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 23:13:04 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun10.231304.4576@peponi.wcc.govt.nz>
Source record: 221056

In article <94954.2A34683E@psycho.fidonet.org>,
Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG (Timothy Miller) writes:
>In a message of 07 Jun 92 04:59:52, Craig Shore wrote:
>
>CS> 2. Is the ANSI Full ansi? Very few ST term programs are (Uniterm
>CS> is the only one i've found that is) i.e. support windowing the text on
>CS> screen to scroll only part of the screen either way (up or down),
>CS> and update the rest of a line that is being edited. There's probably
>CS> more to it than that, but these are the 2 things that really annoy
>CS> me.
>
>Full vt-100, and as much vt-102 as I could find.

I have got hold of a copy of the program since I posted that message,
and was dissapointed to find out that is doesn't have FULL ansi,
only Generic.
It's even listed in the ANSI code list that came with it about
redrawing the rest of a line being edited... It doesn't say it
doesn't support it, but it doesn't :-(, the ANSI code just
appears on the screen for me.

>
>CS> 3. Does it strip the ansi codes out when using the capture buffer?
>
>The capture buffer (recently added to ver. 1.5) has an option to filter ansi codes, or
not.
>

Craig. (mail to shore_c@kosmos.wcc.govt.nz)

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6215. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-10 23:54:04 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a384c70b@Kralizec.fido.zeta.org.au>
Source record: 220995

Original to: steve@thelake.mn.org
In a message of <04 Jun 92 01:44:18>, steve@thelake.mn.org (3:713/602) writes:

s> steve@thelake.mn.org (Steve Yelvington), via *IXgate 3:713/602
s>
>> The really lovable thing about FontGDOS is that as soon as anything
>> goes wrong, the system locks or bombs.
s>
s> I had similar problems. The error-handling of FontGDOS is about on the
s> level of micro software that you might have encountered in 1982. When it
s> gets confused, it crashes (sometimes after giving you the courtesy of an
s> error message, and sometimes not).

It's worth noting that the performance of all currently released versions of FSM-Gdos is the same, if not worse. They are picky _in_the_extreme_ wrt to saved caches, config files, the existance of the font directory, you name it. You get an error message. (which is wrong - not enough cache memory? huh, I gave it a _megabyte_...)

s> I recall somebody saying recently that GDOS fonts come in two flavors,
s> Motorola and Intel, and that real GDOS won't digest one of those flavors
s> while AMCGDOS isn't so picky. If that's the case, it might account for
s> the case in which FSMGDOS gives that error message about not enough
s> cache memory. It does not account for the bombing -- that's just
s> unacceptable program behavior.

Could be... I didn't test for that too much, I was so unimpressed (plus the fact that QTT and FSM don't get on well)...
I had it working, once. With more fonts, and NVDI 2.02 (or whatever version is current) it would probably be quite a good system. Hopefully the new Bitstream version will be better again.

s> Steve Yelvington Marine on St. Croix, Minnesota, USA

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

6216. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 00:48:16 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8286@uqcspe.cs.uq.oz.au>
Source record: 221055

dmb@wam.umd.edu (David M. Baggett) writes:

>You are, but you should realize that your opinion is *not* motivated by
>the originality of Llamatron, but instead by your preference for a
>shoot-em-up game over a maze game. Which is of course *fine*. But to
>extend this preference into an argument that says that "most ST
>shareware games, like HacMan II, suck" because they're unoriginal,
>and therefore don't deserve to be paid for, is unreasonable. IMHO.

I think this posting was one of the most sensible in the (quite warm)
discussion.

We all have our preferences. I too like Llamatron because it brings
back the atmosphere of Robotron on the 8-bit (I never played the
arcade game - I've only ever seen it once in Australia). Pacman was
never my favourite game on the 8-bit (again, I rarely played it in
arcades), so I wasn't very good at HacMan II. But as far as PROGRAM
QUALITY goes, I'd have to say that HacMan II is a much better effort,
because it has that "completeness" feel about it, while Llamatron
always seemed unpolished. I would say that HacMan II (excluding the
issue of clonehood which covers both) is more like what I would expect
a commercial game to look like. Llamatron, with its flashing colours
(8-bit deja vu - yuck!), gaudy graphics (they're fun, but they still
look like random clip-art) and hacky title screen (looks more like an
Amiga sprite demo) looks less like a commercial game.

So. I really cant see the argument "HacMan II is not as good a program
as Llamatron" as holding much water. Better game? Well that's a matter
of opinion (as Dave said), and it depends not upon the author's efforts
(except in faithfully reproducing the original) but upon the player's
opinion of the original. HacManII, in fact, is much more advanced from
PacMan than Llamatron is from Robotron.

PLEASE...

Don't say a shareware product is BAD just because the type of game it
is doesn't appeal to you. I'm sure "STrabble" only appeals to a VERY
limited market (computer geeks being illiterate and all :-]).

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / I'd rather have
/ * <-- Computer Science Department, / a frontal lobotomy
_.-._/ University of Queensland, / than a frontal of Bellamy.
v Brisbane, Australia. /

6217. A DongleWare technique - discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 01:25:09 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8288@uqcspe.cs.uq.oz.au>
Source record: 221057

All this talk of the problems with ShareWare has got me thinking, and I think I have come up with a solution to at least one of the problems.

Imagine a program that was VERY USABLE, yet a better version could be obtained by paying a fee and registering the software.

Main problems:
1. High cost of delivering the better version.
2. It only takes 1 registree to give away a copy to kill the system.

My solution:
1. Include both versions (or all datam or whatever it takes) with the public distribution, but with the vital components for the better version encrypted.
2. When a user registers, they send their name and address (obviously, since they need the returned update), and receive a code which, IN COMBINATION WITH THEIR NAME AND ADDRESS, will create a decrypted version of the better version, with the name and address intrinsically part of the software.

The registree will hav a personalized version of the software. But the dishonest registree will not be able to distribute copies without dragging their name into the mud.

Now before you get all cranky telling me how much you hate CrippleWare, consider how CHEAPLY this could be done! The shareware fee could be miniscule, since the response could be so much better!

Also, you need not think that people would hack the program to work without the encryption, or with a removed name/address, unless you really know what you're talking about. I'm pretty sure this is all possible through the use of RSA public key encryption, but I don't have the know-how yet to implement it.

Sure, it's complicated. But here's the final enticement: It only needs to be developed ONCE, then everyone can use the same technique, perhaps using a generic tool to apply the decryption, etc.

I want shareware to work to compete against high prices of commercial software. "Lemmings" in Australia costs $80!!!!! (about US$60).

So, what are the problems with this idea?

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / I'd rather have

```
/ * <-- Computer Science Department, / a frontal lobotomy
\_.-._/ University of Queensland, / than a frontal of Bellamy.
v Brisbane, Australia. /
```

6218. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 02:16:59 UTC
From: al@ms.uky.edu
Message-ID: <1992Jun10.221659.24706@ms.uky.edu>
Source record: 221058

In article <BpnF71.DLK@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes
>
> Do you want to get things done prettily, or do you just want to
> get things done?

My answer, personally, is both. I don't know about the new -lh5-
format that's been discussed recently, but _I_ still use UNLZH172.PRG,
a nifty little 8k program that unlzh's stuff with a GEM interface. All I
do is double-click on the archive (I have the program set up w/document
type .LZH) and click Extract w/Query, then mark the files I want
(README was your example I believe?), and out it pops. No switches, little
typing (not that I'm afraid of typing, but why waste time?)

Maybe not applicable in this case, but still easier! :)

Chris Dotson - al@s.ms.uky.edu

6219. Re: Llamatron, (was:SHAREWARE discussion)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 02:47:52 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1758@sheoak.bcae.oz.au>
Source record: 221071

The one thing that I found most annoying about Llamatron (even though I love the game) was the fact that somewhere around level 155 the game just becomes impossible! This seems to happen in a few games these days....

6220. Re: znet/streport: Where can I get them?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 03:11:13 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jun11.031113.23906@usenet.ins.cwru.edu>
Source record: 221060

In a previous article, elvis@watserv.ucr.edu (Andrew Cullum) says:

>Hi,
> I was wondering if anyone knows of a good site to get either znet or
>streport? I used to get them at atari.archive, but there haven't been any
>new issues since April. I remember that one issue of znet gave an e-mail
>address to send subscriptions to, which would also be good, but I don't have
>that one anymore. Speaking of which, are there any places that have back
>issues available?
>
>Any help would be appreciated....
>
>Thanks,
>Andrew Cullum (elvis@watserv.ucr.edu)
>

The Cleveland Free-Net Atari SIG has it. If you have "telnet", you'll be
able to access it and read the latest issues of ST Report and Atari Explorer
Online.

Bruce D. Nelson has been contributing them every week for the longest time.

In fact, Free-Net gets them within a couple days after they are published.

I'll have to get you the telnet address later because I don't need to use it
and don't have it with me.

When you do get into the system, you would login as a visitor, type "go atari",
"9" for the Atari Library, and then "4" for the Online Magazine section.

I think the online mags are available from a year and a half ago.

--

6221. Re: Multiple serial ports on STe?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 04:35:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun11.043520.7329@peponi.wcc.govt.nz>
Source record: 221062

```
In article <swood.708133633@vela>, swood@vela.acs.oakland.edu (Scott Wood - EVENSONG)
writes:
>Is there anyway to get multiple serial ports on at STe?
>swood
>+========================+ -------_________ +========================+
>| WANTED - DEAD OR ALIVE | o\ o \ ____|o | If you see this lure, |
>| Creek Chub "Plunker" | \___\_-o- viv | PLEASE send me email!!! |

Well there are a few that use the main port and multiplex them out to 2400
ports, but the one that is most common is DC port, give you 3 ports total
from memory, and uses the cartridge port...

Roger.......... sheppard_r@kosmos.wcc.govt.nz
```

6222. Re: KERMIT help needed

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 04:38:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun11.043811.7407@peponi.wcc.govt.nz>
Source record: 221063

```
In article <09JUN92.25654558.0030@UNBVM1.CSD.UNB.CA>, SPAC <SPAC@UNB.CA> writes:
>I've reached the point of frustration--the binary files I FTP'd
>from the atari archive at Michegan simply will not execute or
>unarc by the time I kermit them down from the mainframe. I've
>tried Telix (on a PS 2), Flash Acc, Flash II, Uniterm, and
>Gem Kermit. Either the download aborts or the program, when received,
>does not run. Some even look right--helpful text in the ARC.TTP
>file just where you'd expect it--but do not run. Can anyone help?
>

Did you forget to set Binary mode...????

Roger.............. sheppard_r@kosmos.wcc.govt.nz
```

6223. Atari ST Laser C STE incompatibility?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 04:40:36 UTC
From: billyg@tree.UUCP
Message-ID: <1992Jun11.044036.602@tree.UUCP>
Source record: 221067
Cross-posted to: comp.sys.atari.st,comp.lang.c

I have a question; Sorry about the use of two bandwidths, but this is a viable question, methinks..

I have been trying to compile a rather large VDI program on an STE with Laser C from Megamax. I bought it a year ago, and it compiled just fine on an old 1040 with 1 meg. Now, with the STe/4MB, I compile the program and link it.

It seems to compile just fine, with a few exceptions.. Using certain libraryns functions (e.g., sprintf, exit(1) (!!), etc..) will cause 4 bombs.. That's an illegal instruction vector, folks.. The package is compiling bad code...

Now, the question is, is Laser C incompatible with STe's? I have converted the program since to MWC, which compiles and executes just fine.. I'd like to use Laser because the compile and link times are soooo much faster. Second, if Laser C is incompat with STes, is there a patch in the works, and/or an upgrade planned any time in the future?

Thanks...
~~~~~~
Bill Glaholt, a.k.a. Symphony | Sacramento, CA |||
The Original Cold Winter Knight| billyg!tree.UUCP |||
(916) 481-2270 | / | \

~~~~~~ATARI~EOF

6224. Re: Latest Rufus version?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 04:49:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun11.044914.7561@peponi.wcc.govt.nz>
Source record: 221064

In article <1992Jun10.115328.19642@sci.kun.nl>, leonp@cs.kun.nl (Leon Pillich) writes:
>Does anybody now what the latest version of the communication program
>Rufus is and where to get it (ftp)?
>
>Thnx, Leon.
>leonp@cs.kun.nl
>leonp@sci.kun.nl

Yes it was posted to this Berlin site last week-end...

ftp.cs.tu-berlin.de 130.149.17.7

/pub/atari/modem/

Has also Trapido there..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6225. where is a FAQ list ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 05:44:45 UTC
From: lenin@wam.umd.edu
Message-ID: <1992Jun11.054445.6307@wam.umd.edu>
Source record: 221061

I was looking for a FAQ list. does anybody know if it is available in any
site to ftp?
also would like to find about sites with PD or shareware.

Thanks.

--

Alec Perez "Why won't you kill me Harlock...?"
Aperez@umdacc.umd.edu Queen Laffresia (SP Harlock)
Lenin@wam.umd.edu

6226. Connecting the Portfolio with desktop Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 05:59:30 UTC
From: mfolivo@sactoh0.sac.ca.us
Message-ID: <1992Jun11.055930.9421@sactoh0.sac.ca.us>
Source record: 221072

To transfer information between the Portfolio and a desktop Atari, you need to use the Serial Interfae, not the Parallel Interface. The software with the parallel interface is only for IBM-type machines, anf I believe that the parallel port in the ST is not a full implementation of the IBM-type parallel port. (In other words, it work work, even with an IBM emulator.

You'll need a terminal program for the Portfolio. I use XTERM, the one that is included on the DOS Utilities card.

You will also have to configure a null modem cable.

You just run terminal programs on both machines, and use file tranfers to exchange information.

--

##
Scaramento Public Access UNIX sactoh0.SAC.CA.US
(916) 649-0161, 722-6516 & 722-5068 E-Mail & USENET
###################### default .signature file ######################

6227. Re: Has anyone tried Graphical GNU Chess?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 06:08:57 UTC
From: charlie@mudhoney.micro.umn.edu
Message-ID: <1992Jun11.060857.8975@news2.cis.umn.edu>
Source record: 221065

In <8300@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

>One person is having trouble getting my Graphical GNU Chess port to
>work on his 1040STe + 4Meg + 1 floppy. Has anyone tried this set-up,
>or indeed ANY set-up?

>Is ANYONE playing chess?

>--
>Warwick
>ps. Don't be scared, it's freeware (GNU) ;-]
>--

I have it running on a 4 meg 1040STe with 1 floppy and a hard drive. What problems is the person having. If you need help, I could try to recreate the problem on my end.

-Chuck

6228. Re: Has anyone tried Graphical GNU Chess?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 06:32:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8303@uqcspe.cs.uq.oz.au>
Source record: 221066

charlie@mudhoney.micro.umn.edu (Charlie Demerjian) writes:

>warwick@cs.uq.oz.au (Warwick Allison) writes:

>>One person is having trouble getting my Graphical GNU Chess port to
>>work on his 1040STe + 4Meg + 1 floppy. Has anyone tried this set-up,
>>or indeed ANY set-up?

>I have it running on a 4 meg 1040STe with 1 floppy and a hard drive. What
>problems is the person having. If you need help, I could try to recreate the
>problem on my end.

Phew. It was only a minor bug in my code - I don't check if the picture
files load - so if you don't unpack the archive properly (eg. you only
extract the prg), you just get a blank screen, rather than an error message.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / I'd rather have
/ * <-- Computer Science Department, / a frontal lobotomy
_.-._/ University of Queensland, / than a frontal of Bellamy.
v Brisbane, Australia. /

6229. HORIZON

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 08:05:02 UTC
From: Bill.Jones@f370.n231.z1.royaljok.fidonet.org
Message-ID: <708309073.F00001@royaljok.fidonet.org>
Source record: 220929

In a message of 04 Jun 92 16:01:05, Andrew H Krieg wrote:
AH> What is the difference between Populous II and Populous, The Promised
AH> Land?

Promised Lands is a data disk for the original Populous, and does require the original program to operate (though, if you've got Pop I, it's well worth it just for some of the "interesting" worlds).

6230. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 08:17:33 UTC
From: woocm@essex.ac.uk
Message-ID: <3897@sersun1.essex.ac.uk>
Source record: 221069

>What is the matter with using zoo on UNIX? (I don't think there is a UNIX
>version of lzh though).

- Leo Hendry

There is a version of lharc for unix because i've got a version, it
is only a very early version but it handles 99% of everything i've got. It
also handles directories properly, i.e. makes them if not there, which I
something that all my ST versions don't do. If I try and extract an lzh file
with full paths in it either turns the path into an 8+4 filename, which can
end up all the same, or it just uses the final pathname and doesn't make any
directories. I hope this is a version of lharc that works like my unix one,
I asked before but got no reply.

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

6231. Re: TT SCSI DISK UPGRADES (HELP !!!)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 08:18:50 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun11.081850.14271@rhrk.uni-kl.de>
Source record: 221076
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ganea@inmos.co.uk () writes:

>Hi,
> I have an atari TT machine, one of the first with the daughter
>board containing the 32 mhz 68030 on top of the mother board.
> I would like to change the internal SCSI disk from 50 Meg to
>a Quantum 120 Meg drive. Then connect the 50 meg SCSI drive to the
>TT via the external SCSI bus.

> (i) Has anybody tried upgrading the internal drive in the
> TT machine. Will the Hard Disk driver support this type of
> drive.
This should be no problem. BTW, there are a lot of drivers on the market.

> (ii) I have heard that there could be problems in using
> two 'High Performance' SCSI drives on this model of TT,
> when both are connected via the SCSI bus, any body
> tried this !!
It seems to me that I have the same machine version. I use a Fujitsu 2624S
as internal drive (1.7 MB/s transfer rate) without any problems.

> (iii) What sort of cables are needed, and where can I
> get them from.
Simply use the old cable and switch the drives. That's all there is to do.

Uwe

```
************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*----------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
************************************
```

6232. Re: Has anyone tried Graphical GNU Chess?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 08:46:45 UTC
From: timm@mpii02017.mpi-sb.mpg.de
Message-ID: <TIMM.92Jun11104646@mpii02017.mpi-sb.mpg.de>
Source record: 221068

In article <8300@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au (Warwick Allison) writes:

One person is having trouble getting my Graphical GNU Chess port to
work on his 1040STe + 4Meg + 1 floppy. Has anyone tried this set-up,
or indeed ANY set-up?

At least for my setup it work: 1040 STF, 3Meg, HD.

Is ANYONE playing chess?

Not very often, but I like your graphical interface for GNU Chess, anyway.

--
Warwick
ps. Don't be scared, it's freeware (GNU) ;-]

Jan.

--
mail: Jan-G. Timm email: Jan.Timm@mpi-sb.mpg.de
Sulzbachstr.1 timm@cs.uni-sb.de
D-6600 Saarbruecken
West-Germany

6233. Re: The RTS/CTS flow control / TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 08:49:36 UTC
From: micha@moko.saar.de
Message-ID: <H.UXWAWZzoSyY@moko.saar.de>
Source record: 220931

In <1992Jun8.194454.13335@sfu.ca>, Gordon James Farrell writes:
> In article <H.nF2wyG2rb1I@moko.saar.de> micha@moko.saar.de writes:
> >Is there any software fixing the RTS/CTS-bug of serial ports 2-4 (existing
> >only in Atari TT) ???
> >
> >RS232ENC works only on port 1.
> >
> >Bye, Michael
>
> Have you tried SERPTCH2?
>
> Gordon

Yes, I get SERPATCH2 two days ago, and I think my problems are solved.

Thank You, Michael

--

EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

6234. Re: The RTS/CTS flow control

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 08:52:34 UTC
From: micha@moko.saar.de
Message-ID: <H.Foei&Hi6qso@moko.saar.de>
Source record: 220932

In <A9357@F.maus.de>, Thomas Leonhaeuser writes:
>
> Sorry, in the moment thera are no Fix PRG's for the serial Ports >1 of the
> Atari MEGA STE and TT.

I've gotten SERPATCH2, and there are no problems using a high speed modem
on port 2 even with TOS 3.01!

Michael

--

EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

6235. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 08:54:13 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun11.105413@disuns2.epfl.ch>
Source record: 221070

In article <qt9kbw11@csv.warwick.ac.uk>, cstdxas@warwick.ac.uk (Leo Hendry) writes:

: >Use compress/decompress on unix. This creates .z files which are comparable
: >to zoo in efficiency (not as efficient as lzh though...hadda say it:).
:
: What is the matter with using zoo on UNIX? (I don't think there is a UNIX
: version of lzh though).
:
: - Leo Hendry

Of course there is an Lharc on UNIX: at least I use one (or is
it a ghost).

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6236. RTS/CTS Flow woes...

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 09:11:54 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.708253914@groucho.phil.ruu.nl>
Source record: 221073

Hi!

Using my fancy 9600 baud error-detecting data-compressing modem I'm running across the old RTS/CTS bug again and again. Of course, this is due to the infamous TOS (in my case 1.4) bugs, and there are many programs claiming to solve it: still, they don't. Not for me. Not without a little extra help.

Here's what typically happens (HS_FIX, TURBOCTS, lots of others):

* Switch on ST and modem simultaneously
* RTS/CTS works fine
* After a modem reset, or sometimes arbitrarily the RTS/CTS 'locks up'
The only way of overcoming this is switching everything OFF, wait about 15 seconds and rebooting... annoying.

With RS232ENC (included in Rufus 1.11 r 8 and 9) RTS/CTS is locked right on. Too bad...

With SERIALFX the best results are obtained. The serial port is locked after booting, but opening and closing the CPX module once solves that, and after that all is fine. As a result, you get stuck with having to enter the Xpanel every time you want something serial.

Now I find it hard to believe I'm the only one suffering from this particular bug! What's more, if I can manually 'unlock' the RTS/CTS there must be some way terminal programs can do this too. I think that wouldn't be a bad option, to assume the line is clear (and making sure it is) when starting.

If anyone has any idea what causes this particular bug, or how to solve it, I'd be interested. I'm sure others would be too.

Greetings, J.

6237. Falcon (Fresh news)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 09:19:07 UTC
From: elendir@quasar.enst.fr
Message-ID: <2163@quasar.enst.fr>
Source record: 221087

Hello.

I am back to give you some new infos regarding the Falcon.
However, I signed yesturday a non-disclosure agreement with Atari, so I am not gonna give you many things :-(

What I am authorized to say is :

- The sound system has been modified. It now features full 16-bits DAC *and ADC*, stereo. The "RASCAL" processor has been trashed. This has been replaced by a very clever system, I can't say more but it's very great.

- The paddle ports of STE are back, and this time, Atari wants games to use them instead of "standard" joysticks.

- The machine is full of custom chips, to reduce cost. WD 1772 controler is being eliminated, replaced by a custom. So is the Yamaha sound chip.

- There are now Guidelines for developement.

And... more to come...

6238. Looking for Chris Mauritz

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 10:12:59 UTC
From: tomas@adnovum.ch
Message-ID: <1992Jun11.101259.749@adnovum.ch>
Source record: 221074

Sorry for using up bandwith, but the person I'm looking for used to read this newsgroup quite often.

I am trying to get hold of Chris Mauritz. None of his email addresses seem to work. Does anyone have a working one? Chris, if you read this please send me a valid email and snail-mail address and your phone number. Thanks!

--
Tomas Felner, AdNovum Informatik AG, Roentgenstr. 22, CH-8005 Zuerich
Email: tomas@adnovum.ch Voice: +41 1 272 6111 Fax: +41 1 272 6312

6239. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 10:45:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A10221@HH2.maus.de>
Source record: 220926

In article <1992Jun8.202128.14225@sfu.ca> gfarrell@fraser.sfu.ca
(Mo, 08.06.92 21:21) (Gordon James Farrell) writes:

>>I am having lot of troubles trying to use GDOS on a TT. What I exacly want to
>do
>>is using Gemini and other software with GDOS fonts. So far original GDOS,
>G+PLUS
>>and AMCGDOS gave me just bombs. The only one that can succesfully complete
>the
>>boot is FONTGDOS but I have problems accessing the fonts.
>>
>>Can anybody give me some suggestions ? I would like to use AMCGDOS, is there
>any
>>TT-version around ?

>Try running it under an ST resolution. The problem is that anything before
>FONTGDOS or FSMGDOS doesn't recognize the new resolutions (I'm speaking from
>experience, here :-)).

Try adding the TT screen drivers to ASSIGN.SYS.

Christian

6240. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 10:45:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A10220@HH2.maus.de>
Source record: 220927

In article <1992Jun8.082745.13864@deis35.cineca.it>
fabrizio@deis64.cineca.it (Mo, 08.06.92 09:27) (Fabrizio Lugli) writes:

>I am having lot of troubles trying to use GDOS on a TT. What I exacly want to
>do
>is using Gemini and other software with GDOS fonts. So far original GDOS,
>G+PLUS
>and AMCGDOS gave me just bombs. The only one that can succesfully complete the
>boot is FONTGDOS but I have problems accessing the fonts.
>
>Can anybody give me some suggestions ? I would like to use AMCGDOS, is there
>any
>TT-version around ?

Have you - per chance - checked the file "ASSIGN.SYS"? The screen drivers
for TT resolutions _must_ be included as well. Unfortunately I can't
check out for myself, since I don't own a TT, but this will most likely
solve your problems. Just tell me if it works...
I've just tried it out by removing the screen driver for St-High, and my
machine then crashes with two bombs. So I think just adding the TT-screen
drivers to ASSIGN.SYS will do fine!

Christian

P.S. Here is what you should insert into "ASSIGN.SYS":
(add or delete any fonts you like, but then to or from all resolutions!)

```
06p SCREEN.SYS ;TT-Medium (640*480)
ATSS10.FNT
ATSS12.FNT
ATSS18.FNT
ATSS24.FNT
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
ATTR24.FNT
ATTP10.FNT
;
08p SCREEN.SYS ;TT-High (1280*960)
ATSS10.FNT
ATSS12.FNT
ATSS18.FNT
ATSS24.FNT
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
```

```
ATTR24.FNT
ATTP10.FNT
;
09p SCREEN.SYS ; TT-Low (320*480)
ATSS10.FNT
ATSS12.FNT
ATSS18.FNT
ATSS24.FNT
ATTR10.FNT
ATTR12.FNT
ATTR18.FNT
ATTR24.FNT
ATTP10.FNT
```

6241. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 11:34:33 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Jun11123433@serdlc10.essex.ac.uk>
Source record: 221077

In article <qt9kbw11@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
| In article <287@artech.UUCP> clint@artech.UUCP (Clinton Keith) writes:
| >In article <1737@sheoak.bcae.oz.au>, i921652@redgum.ucnv.edu.au (***THE WIZZARD***)
writes:
| >> I have been downloading files from ftp sites and newsgroups to my UNIX
| >> account. Because of the space sound and graphics files take up, I was
| >> wondering if file compression/extraction utilities exist on Unix. If so
| >> what are they called. The local computing staff have been fairly
| >> unhelpful. Also, how do I extract tar files?
| >
| >
| >Use compress/decompress on unix. This creates .z files which are comparable
| >to zoo in efficiency (not as efficient as lzh though...hadda say it:).
|
| What is the matter with using zoo on UNIX? (I don't think there is a UNIX
| version of lzh though).
|
I have lharc and lha on Unix machines.
Can't remember where I got the source from though.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

6242. Re: IN SPITE OF CONTROVERSY....(SHAREWARE : LOGIC SIM)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 11:54:03 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Jun11125403@serdlc10.essex.ac.uk>
Source record: 221078

In article <Bpn02M.G25@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:

I tried to send this by mail, but it bounced, so I'm posting it instead.

|
| P.S. Could the owner of the .sig below (who doesn't have the guts to put his full
| name in his .sig) please NOT down load the program. I have not wish for an
| ignorant oik like that to rip off my hard work.
|
| >##### ### ## ## ##### ## # email: okes@essex.ac.uk
| >## # # # # # # # ## #
| >##### # # # # # # # ##
| > # # # # # # # ##
| >##### ### # # ##### # #
| >Reincarnation: life sucks, then you die. Then life sucks again.

What do you mean, I don't have the guts to put my full name in my sig?
Read the headers on my postings. They should say thst the posting is from okes@essex.ac.uk (Oke S). Put that together with my .signature which contains the word SIMON in large letters and anyone with any brains will realise that SIMON is what the S stands for. Namely (sic), my name is SIMON OKE. That is my FULL NAME. I do not have a middle name.

By the way, I do not want/need a logic simulator. Even if I did I wouldn't take it from you, you snivelling flamer. And I do not regularly use ANY shareware packages that I have not paid for. Most of the stuff I use is commercial or free.

Consider yourself flamed back.

--
email: okes@essex.ac.uk
#
##
##
#
Live long and prosper.

6243. Re: 1.44 M Floppy on Mega STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 12:34:38 UTC
From: seibert@Informatik.TU-Muenchen.DE
Message-ID: <1992Jun11.123438.22578@Informatik.TU-Muenchen.DE>
Source record: 220869
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun5.134554.6049@digi.lonestar.org>, rgoseweh@digi.lonestar.org (Roy Gosewehr) writes:
|> In article <1992Jun4.135958.5355@ryn.mro4.dec.com> rost@rgb.dec.com (My name is Brian Rost) writes:

[...]
|>
|> I haven't used one *but* I just read in one of the online magazines (I
|> think it was Atari Explorer On-line but can't remember for sure) that
|> Atari said some Mega STEs have "escaped" with TOS 2.05 and the 1.44 MB
|> drive. The Atari rep (Townsend maybe?) said that TOS 2.05 does NOT
|> format the 1.44 MB disk in a manner compatible with IBM PCs. However,
|> TOS 2.06 will do the job correctly. The summary is that anyone having
|> a Mega STE with the high density drive that wants to interchange disks
|> with an IBM PC compatible MUST have TOS 2.06.

I don't know where you will find those incompatible STE-TOS but the M-STE I upgraded at our local dealer (Media Markt) last month had 1.44MB drives and the 'compatibles' (Highscreen, Profex ... with DOS 5.0) in which I tested the HD disks from the M-STE didn't complain

|>
|> If you don't care about PC compatibility, than apparently TOS 2.05 works
|> fine with 1.44 MB drives on Ataris and is compatible with other Ataris.

The times ATARI is totally incompatible (with the drives) is over.

==========
seibert@hphalle9.informatik.tu-muenchen.de ist
Ewald Seibert, Rheinbergerstr.1 8070 Ingolstadt, 0841-86480

Dont't blame ATARI for things, the GURU told you from the ARABIAN NIGHTS (*
==========

(* = Maerchen aus 1001 Nacht

6244. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 12:45:44 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun11.124544.1303@email.tuwien.ac.at>
Source record: 221092

dmb@wam.umd.edu (David M. Baggett) writes:

>But that's my point: good free/shareware *does* make it into people's
>homes; even those people without direct online access. Remember users
>groups and PD disk services. I still don't think the distribution
>argument holds in the case of a decent shareware game.

I can't know what it is like in the USA or the UK, but here in Austria
(and in Germany) most PD/Shareware libraries don't have non-german
games at all, most of them run on monochrome monitors only. Of
course, I've never seen Llamatron, R.O.T.M.C. or Hacman here!
I heard about Llamatron from a dutch disk magazine (ST News),
and the co-editor sent it to me (in case you were wondering).

>I think you're trying to make this black and white, which it isn't. It
>can certainly mean other things besides your two choices. Here's one:
>People love to get free stuff, but they don't want to be inconvenienced
>by saying "Thanks." For some reason we have a hard time doing that,
>even though it often costs nothing. When people express astonishment
>that I'd put all those names at the top of the picture formats list, I
>wonder what the big deal is: it's costs me nothing to do that
>(monetarily or otherwise), and it makes everyone who chipped in happy.

I agree. When I posted my Naughty Unpacker to a.a., I only got one
response (on the first day it appeared in the Index). Two months later
I was told that it didn't work correctly with TOS 1.2 and 1.6. I never
asked anyone for money, but it seems that people don't even bother to
tell the author if there's a bug. I didn't have the possibility to
try the program out on other computers than my own, so I wouldn't know
if there was something wrong with it (a strange bug, by the way.
FSfirst doesn't find a file selected with the fileselector with
those 2 TOS versions, but it does with 1.0,1.4,2.05,... Any ideas?).
And there are at least 2 people who downloaded it, one of them
is currently beta-testing my program (Hi W. Alan B. Evans).
It's not easy to find bugs in a messy assembler-program (30K source)
which I had to disassemble once because I lost the source...

I guess that most people don't want to be inconvenienced even to say
'thanks', but I guess we've got to live with that. I wrote my program
primarily for myself, and thought it could be useful to some other
people too - perhaps it is. But I don't care if nobody uses it,
but if I'm not getting any response I won't make it easier to use,
or safer, or make it work on other TOS versions.

>In any case, this discussion wasn't about HacMan II until you slammed
>it. If I was complaining about my lack of success (which was certainly

>not my main intention) it was with regard to Blox, not HacMan II,
>because HacMan II is free. You're welcome to do whatever you want with
>HacMan II, and I'm happy just to know that lots of people have enjoyed
>it. I had fun coding every single one of those 100 boards, even
>Figurit III and Spin Dizzy (which took me several days :-P). One group
>of people even named their parrot after Lurch -- now that's
>satisfying. :-)

Actually, I mentioned Hacman because it's one of the games on a.a.
I downloaded and I don't play. But, if I'm honest, when I ran it,
it looked well-made, i.e. smooth and easy to control. It _is_ the
best Pacman clone I've seen on the ST, and I would certainly
play it a lot if I wouldn't hate Pacman so much...

>Llamatron involves about as much
>originality as HacMan II: you take the basic concept and change the
>graphics some, add some new features, and presto!

Well, yes, but Llamatron is _different_ than all other games on the
ST, with crazy samples, weird sprites, and funny effects. OK, it's
a clone, but how many Robotron clones have you seen on the ST and
how many Pacman clones?

>>I don't play games because they have good graphics and good sound,
>>but because of their _playability_, which Llamatron has, and
>>IMHO Hacman hasn't.

>And that is a *fine* opinion. But I would argue that the playability
>(or lack thereof) in each derives from the (lack of) playability in the
>original arcade game, since both are nearly absolute clones. See my
>point? I wasn't saying one has better graphics and sound than the
>other, just that both are faithful (in terms of playability, if you
>want to put it that way) to the originals. If you think that HacMan II
>is unplayable but Pacman is playable, that would be an interesting data
>point. I tried to make them equivalent. Several of my friends and I
>selflessly playtested for days on end. Every board in that game has
>been given at least an hour of playtesting -- some we tweaked for
>days until we were satisfied.

I certainly do _not_ think Pacman is playable! :-) But I guess that some
people do, and thus I must admit that you were probably right when you
said that people just didn't want to pay, even though they liked
it. Sad, but true.

>I agree with you that playablilty is *the* most important thing. If
>you've been following rec.games.programmer, rec.games.misc, or
>rec.arts.int-fiction, you know I couldn't care less about a game with
>snappy graphics and sound if it's not *fun*.

I haven't, sorry... But I believe you! (You don't really sound like
a spotty 14-year-old-Darren 8^))

>>I don't know if Llamatron is a shareware game
>>because it's an arcade clone, I don't think so.

>We can both only speculate on this; why not ask Jeff? Anybody on the
>net know Jeff personally?

I can only mention that he didn't write anything about legal problems in
his read_me.txt that comes with Llamatron. He only wrote lots of things
about the shareware concept in general, and that he just thought it was
a better way to distribute a program. 100% of 5 pounds is better than
10% of 25 pounds he said! (Or something like that). I guess he was
very sure of his success.

>>You might say that
>>Llamatron isn't original, because it's an arcade clone from the
>>early 80's, but, for today's standards I consider it original.
>>Hell, I just like it more, can't I have my own opinion?

>You are, but you should realize that your opinion is *not* motivated by
>the originality of Llamatron, but instead by your preference for a
>shoot-em-up game over a maze game. Which is of course *fine*. But to
>extend this preference into an argument that says that "most ST
>shareware games, like HacMan II, suck" because they're unoriginal,
>and therefore don't deserve to be paid for, is unreasonable. IMHO.

I never said that Hacman doesn't deserve to be paid for (even though
it's freeware as you said (I didn't know that before...)), I said
that probably people weren't dishonest, but they just didn't like
it. All right, probably they just were lazy or didn't really care
to thank you, but that's the way people are, and we've got to live
with it - or stop writing PD/Shareware/Freeware games.
I still think there is hope for the Shareware concept though, it's
just not that easy to change the habits of all those users. And it
doesn't help either to say "it didn't work when I tried it so
I'm giving it up". Perhaps, the concept of Shareware will
be successful, perhaps it won't. But it's still worth trying to
support it though. (IMHO)

M.Yannikos

6245. Re: Atari ST booting up problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 13:14:40 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <830kb6cg@csv.warwick.ac.uk>
Source record: 221081

In article <9206101922.AA06476@ucbvax.Berkeley.EDU> CHT510@SIRIUS.UKC.AC.UK (Adam Whitham) writes:
>Hi,
> I have an Atari STfm which will only run with a monitor attached (only tried
>with mono hi -res). On trying to boot it up with a television attached the ST
>tries to boot up in hi-res mode (with the monitor lead detached).
>
>This is annoying since I can't run any programs that require colour and I
>wondered if there is any software available (or any hardware hints??) to make
>the ST boot up in low res modes.

This is a hardware fault, however it can be fixed in software.
I use a mono monitor for programming, word processing etc. and a tv for games. However, as you know you have to unplug the mono monitor before you can use colour because it has a detect pin. To do this I would have to move monitor off the top of the computer which is right pain because I like to have all the wires neatly tied up. To get around this I fitted a switch on the monochrome detect line, however after about six months this came loose and I couldn't borrow soldering irons from school anymore since I had left.
I tracked down the part of the operating system that resets when you change monitors to the VBI routine. First of all I wrote a patch to exclude that part of the code and switch into low resoultion (This will fix your problem - Let me know if you want a copy), but many games need to be booted so I couldn't install my routine first so I disconnected the mono detect pin and changed the patch to switch into high resolution. I also patched the Setscreen so it allowed you to change into any resolution at any time (Not just between low/med). Now my system defaults to colour but switches to high early in the hard disk boot sequence. An auto program/accessory/program /gdos/desktop/game selector of my own invention allows you to switch back into colour if you wish.
NB: The patch is TOS version specific because it jumps back to the ROM VBI routine after skipping the mono detect to keep the code size down (much smaller than 1K). I use TOS1.2. Other than that the patch is UTTERLY compatable.

- Leo Hendry

>thanks, adam whitham
>cht510@sirius.ukc.ac.uk

6246. atari archives-umich: how to you access it?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 13:15:03 UTC
From: grs00196@stat.appstate.edu
Message-ID: <1992Jun11.091503.1@stat.appstate.edu>
Source record: 221088

Atari 1040 st user needs help in accessing umich's atari archives. How exactly is it done in that I cannot get in after I telnet/ftp atari.archice.umich.edu.

6247. Re: RAMTOS 2.06 V1.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 13:23:57 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <j40kbfwg@csv.warwick.ac.uk>
Source record: 221082

In article <1992Jun11.083158.22273@unibi.uni-bielefeld.de>
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>What you will get:
>Some small programs which will help you to run the new TOS 2.06 as a ram
>based version.
>
>What you will not get:
>An image file of the TOS 2.06, because that's copyrighted.
>
>What I'd like to say:
>I've tested this on a MSTE/4, a MST/2 and a ST520 and it runs, but only
^^^^^ ^^^^^
I didn't know TOS 2.06 worked on non-STE machines. Are you sure or is this a mistake? (And how did you have enough memory on a 520?).

- Leo Hendry

6248. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 13:52:08 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bpop6w.254@newcastle.ac.uk>
Source record: 221086

There is definitely a UNIX version of lharc, because I use it all the time here at newcastle.

CRAIG GRAHAM

6249. Re: Atari ST Laser C STE incompatibility?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 14:04:48 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bpops1.3wH@newcastle.ac.uk>
Source record: 221079
Cross-posted to: comp.sys.atari.st,comp.lang.c

Laser C was a wonderful compiler enviroment. Pity it isn't
supported at all any more, and isn't compatible with
newer machines.

Try GNU C. It's a naff enviorment (ie. there isn't one) but the raw
power is definitely there.

CRAIG GRAHAM

6250. Re: A DongleWare technique - discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 14:12:41 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun11.141241.27525@chinet.chi.il.us>
Source record: 220924

Warwick has proposed what amounts to using a public key signature system to unlock the 'registered-only' features of a shareware program. The idea is good in principle (although I can see some implementation problems...we're talking about public key; decrypted in public, which is a harder problem than decrypted in private). The main obstacle is that public key cryptography is a minefield of patents, and any commercial use without licenses (unlikely to be affordable, because excessive use of a cryptosystem encourages development of better countermeasures), is likely to result in lawsuits. Doesn't much matter if you're right or wrong if you run out of the money and sitzfleisch to finish up in court.
Steve saj@chinet.chi.il.us

6251. INFO PLEASE :MiNT,GULAM

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 14:16:40 UTC
From: sergio@dcs.warwick.ac.uk
Message-ID: <1992Jun11.141640.17943@dcs.warwick.ac.uk>
Source record: 221084

Hi, I would like to know a lot more about these two Operating Systems, also what is the minimum/recommended system specs also any views on these thanks {no flames}

Please email me or post to this group

```
*-------------------------------------------------------------------------*
| sergio@dcs.warwick.ac.uk | Earth: a nice place to visit |
| cstdxdn@csv.warwick.ac.uk | But you wouldn't want to live there..... |
*-------------------------------------------------------------------------*
```

6252. Re: RAMTOS 2.06 V1.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 14:17:46 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jun11161659@koppang.cs.tu-berlin.de>
Source record: 221083

Hy,

> >I've tested this on a MSTE/4, a MST/2 and a ST520 and it runs, but only
> ^^^^^ ^^^^^
> I didn't know TOS 2.06 worked on non-STE machines. Are you sure or is this a
> mistake? (And how did you have enough memory on a 520?).

That's the main difference between TOS 2.05 <-> TOS 2.06: TOS 2.06
work on every ST.

512 k should be enough, to run TOS 2.06. There is not enough memory
left to run Calamus, but that shouldn't work before launching TOS
2.06 ;-)

Ciao
Herwig
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

6253. Info Required: MiNT,GULAM

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 14:22:45 UTC
From: sergio@dcs.warwick.ac.uk
Message-ID: <1992Jun11.142245.18141@dcs.warwick.ac.uk>
Source record: 221085

Hi, I would like to know a lot more about these two Operating Systems, also what is the minimum/recommended system specs also any views on these thanks {no flames}

Please email me or post to this group

--
| sergio@dcs.warwick.ac.uk | Earth: a nice place to visit |
| cstdxdn@csv.warwick.ac.uk | But you wouldn't want to live there..... |
--

6254. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 16:02:34 UTC
From: healy@cod.NOSC.MIL
Message-ID: <3931@cod.NOSC.MIL>
Source record: 221091

I'm not much of a game player, but I intend to register for blox out of gratitude for the expressions on my friends' faces when I have them press the help key and Bill Cosby tells them to "take your lower lip and pull it over your face" :-)

I think Dave Baggett has been a contributor to the ST world and deserves something in return.

Mike Healy

healy@cod.nosc.mil

6255. Meaningful Contribution

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 16:51:45 UTC
From: mike@oracorp.com
Message-ID: <1992Jun11.165145.15347@oracorp.com>
Source record: 220909

My company has over two dozen 520 and 1040 ST's, most of which are
in working condition. I have arranged for these to be donated to
a rural school system in an isolated West Virginia county with a
population density of only 10 people per square mile. The small-
scale agricultural tax base there provides for only the most basic
of educational tools; these machines will have a big impact.

We no longer have any Atari gurus here so I am appealing to you
for help. I need to provide the recipients with sufficient info
to enable them to maximize the utilization of these computers -
info like current sources for software, parts, and repair.
I can follow up on pointers to FAQ's, archives, vendors, etc.
Donated software would also be great. An Atari expert willing
to provide a few hours of phone support would be wonderful.

Want to really make a difference? I can probably arrange for
free lodging and meals in one of America's most culturally unique
and beautiful mountain locales - spend several days in a working
vacation helping with installation and teacher/student training.

Other ideas, info, publications, etc. are welcome. Your contributions
should be tax deductible (consult your tax advisor....).

-- Mike Meador mike@oracorp.com
(work) 607-277-2020 (home) 607-277-4715

--
-->-->-->

6256. SVGA graphics boards for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 17:46:11 UTC
From: <>
Message-ID: <bnell.708284771@ferrari>
Source record: 221095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have a couple questions concerning graphics boards for the TT. I know of one made by gribnif and the reSolution board. I also have heard of the Matrix(?) boards from Germany but haven't been able to find a number or an address for them (If anybody knows of one, please let me know). I have also heard of some really expensive boards which are totally out of my price range (<$1000). If anyone knows of any decent boards that I haven't mentioned, please let me know about them. If I get enough info I will post my results later.

My second question is about adapting an IBM SVGA board to the TT. Don't say this is impossible, because nothing is impossible, just extremely difficult :-). The only problem with this is that I don't know anything about the EISA/ISA specs (anyone out there know?). I don't see why this wouldn't be possible, difficult, but possible. So any help would be greatly appreciated.

I think this would be very important to TT owners who want better graphics for a decent price. (You can get SVGA boards for the IBM for ~$100 as opposed to ~$500 or more for the TT). So, let me know!

Thanks
Bill

6257. Re: RAMTOS 2.06 V1.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 17:50:59 UTC
From: darekm@microsoft.com
Message-ID: <1992Jun11.175059.20080@microsoft.com>
Source record: 220914

```
In article <j40kbfwg@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>I didn't know TOS 2.06 worked on non-STE machines. Are you sure or is this a
>mistake?

Of course it does. That's the whole point of product like the TEC board,
so that you can use TOS 2.06 on non-STEs.

- Darek

--
/------------------------------------------------------------------------\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\------------------------------------------------------------------------/
```

6258. Re: Atari ST Laser C STE incompatibility?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 17:56:08 UTC
From: darekm@microsoft.com
Message-ID: <1992Jun11.175608.20207@microsoft.com>
Source record: 220917
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <1992Jun11.044036.602@tree.UUCP> billyg@tree.UUCP (Bill Glaholt (6/6/92)) writes:
>I have been trying to compile a rather large VDI program on an STE with Laser
>C from Megamax. I bought it a year ago, and it compiled just fine on an old
>1040 with 1 meg. Now, with the STe/4MB, I compile the program and link it.
>
>It seems to compile just fine, with a few exceptions.. Using certain libraryns
>functions (e.g., sprintf, exit(1) (!!), etc..) will cause 4 bombs.. That's
>an illegal instruction vector, folks.. The package is compiling bad code...
>
>Now, the question is, is Laser C incompatible with STe's?

You're probably running Laser C 1.0, right? Or maybe even 2.0. I forget the version number they fixed it at, but early versions of Laser C used some undocumented method to do I/O redirection in their output window, and as a result, once TOS 1.4 and 1.6 came out, it broke Laser C. With the version you have now, you need to keep running it on TOS 1.0 or I think TOS 1.2 will work.

I had the same problem when I got TOS 1.4 for my ST and I eventually got an upgrade from Megamax that fixed that problem. I just can't remember whether it was 2.0 that fixed it or 2.1. I don't even know if Megamax is in business any more so you may be SOL.

- Darek

--
/--\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\--/

6259. Common Lisp

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 18:01:20 UTC
From: jan@janhh.hanse.de
Message-ID: <3782.06.92@janhh.hanse.de>
Source record: 220921

Hi!

I'm looking for a Common Lisp for the ST. The best I found so far is
CLISP by Bruno Haible and Michael Stoll.

Is anybody else using it, too ?

Is there another Common Lisp that conforms to the Standard as described
by Guy Steele ? Maybe including CLOS ???

Cheers,
Jan

--
Jan Willamowius, Nienredder 6, 2000 Hamburg 54, Germany
E-Mail: jan@janhh.hanse.de

6260. Re: atari archives-umich: how to you access it?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 18:20:43 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3f6brINNr57@aludra.usc.edu>
Source record: 221093

In article <1992Jun11.091503.1@stat.appstate.edu> grs00196@stat.appstate.edu writes:
>Atari 1040 st user needs help in accessing umich's atari archives. How exactly
>is it done in that I cannot get in after I telnet/ftp atari.archice.umich.edu.

Well, I am not sure if you just typoed, but its
"atari.archive.umich.edu" (notice the archi_v_e). However, if you have that
right, then it depends on what error messages you are getting (not getting).
If you get a message saying "unknown host", then it means that your name-server
is broken, and you should ask your system administrator to see if it still has
some static IP tables sitting around with old/outdated addresses (I had that
happen to me), or if they are having problems with the name servers.

If you don't get errors but are stumped at the login: prompt, then
first you have to make sure you are ftping NOT telenetting! Then you login
as "anonymous" and then for password you put your email-address: ie.
name@host.domain.etc. That should get you in. Don't forget to set "binary"
if you plan on downloading archived/compressed files.

-Mike

6261. TT, why should I buy one?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 18:49:59 UTC
From: dale@celtech.COM
Message-ID: <919@ctsx.celtech.COM>
Source record: 220906

I have owned 2 ST's since 1985 and have been very happy with them.
I am currently using a 4Meg STE. I would like to here from owners of
TT's what they think about them. It seems they can now be had for about
$1500 for a base model without monitor (mail order). Please let me know
your impressions. Respond via Email. I do not want to start a flame war
about my Amiga or PC is better than a TT.

Dale L Thomas |
Cellular Technical Services | dale@ctsx.celtech.com
2401 4th Ave., Suite 808 | -or-
Seattle, WA 98121 | uunet!ctsx!dale

I've been dazed and confused for so long it's not true ...

6262. 85 ST prices was: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 18:58:00 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1992Jun11.185800.11937@uvm.edu>
Source record: 221100

From article <BpnE12.D4u@news.cso.uiuc.edu>, by wmagro@uiuc.edu (William Magro):
> Darek wrote:
>
> ==========
> Well, gee, in 1985, didn't that TRS-80 or Atari 800 cost under $500, and at the
> same time the ST cost about $2000? So why buy an ST in 1985 when the 48K
> Atari 800 is so much cheaper. And those ST machines are just so much more
> complicated to use. Atari BASIC is so much easier.
> ==========
>
> I just found a copy of December, 1985 Antic magazine in the desk of a
> CEO at a bankrupcy auction. Inside the front cover is an Atari ad showing
> an ST with mono monitor at _list price_ of $799. Anyhow, not quite $2000.
>
> --Bill

I know, I bought mine for that in Sept. '85, but Darek is refering to
the developer prices for STs in _early_ '85, which were something like
$2000.00. As for the rest of what he said, he's gotten on Bill Gates
bandwagon, which is hardly surprising. I have no way of knowing when
NT will be out or how good it will be, while OS 2 2.0 is here now and
is the least expensive way to get a decent (meaning it also runs old
Windows and Dos programs) 32 bit OS on a Clone that has lots of memory
of both types. You should remember that OS 2's bulk is partly due to
the Windows 3.0 kernal it includes 8-). If I get a clone, I might
just get Darek's emulator so I can use Neodesk for file management
(let alone run Spectre or my ST programs, since I tend to buy software
only after I recover from hardware expenditures 8-).

bye,

Bob Pegram
--
pegram@uvm.edu
or
..!uvm-gen!pegram

6263. Re: HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 18:59:47 UTC
From: rts@polari.com
Message-ID: <1992Jun11.185947.15281@polari>
Source record: 220918

shore@yonder.equinox.gen.nz (Craig Shore) writes:

>In <1992May26.160823.8084@teleride.on.ca>, Brian Taylor writes:
>>
>>Jon Clarke suggested I drop a note here to see if some kind soul
>>could pass me a copy of English documentation to Hermes.
>>
>>Thanks Jon and to the kind souls out there ...

>Brian,
> I don't think there can be any. I've posted messages here asking before
> and got absolutly no response :-(, I also wrote to Martin (the guy
> that wrote the software) and got no reply from him about it (probably
> because I haven't registered I guess).

>I've got it going by trial and error to a major extent...and help from
> the sysop here... but then again, I still haven't got it going
> properley yet.

> Craig.

I cant get Hermes to Poll. It seems to be set up correctly, but using
it to poll isnt working. I just seems to die. Any ideas?
I was messing around with mercury, another uucp module. I did leave it
intact on my hd when I installed hermes. I noticed that alot of the programs
work with either system. Should I start from scratch? Should I have clear
directories for Hermes?

>--
>*~*
>* Craig Shore Internet:shore@yonder.equinox.gen.nz *
>* ChCh, SLNET: 250:700/1266 *
>* New Zealand. FIDO: 3:770/120 *
>*~~~~~~*
>* Equinox Networks Ph +64 3 3854406 * Trashcan BBS Ph +64 3 799345 *
>*~*

rts @ ATDT 206-328-4944
rts@polari.online.com

--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

6264. Legal TOS on Disk

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 19:09:11 UTC
From: malay@sae.com
Message-ID: <1992Jun11.190911.26240@sae.com>
Source record: 221096

Where can I get a copy of the legal disk-based TOS that was released by
Atari for those machines that did not have a ROM-based TOS?? English Version,
please.

Maybe somebody out there can put together a "translator disk - a'la Atari 800/XL/XE"
for those rare occasions when a TOS-specific program is encountered.

Bob Malay

6265. Where can I find protected memory locations?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 19:18:32 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jun11.191832.6533@mits.mdata.fi>
Source record: 220901

I'm programming a little application in assembler that is supposed to change the keyboard layout. It does that fine, and I exit with gemdos call $31, Ptermres, to protect my keyboard layout tables from being cleared on exit. The problem here is that the terminal program I use (FreeZe Dried Terminal 2.12) doesn't like programs that fail to release all memory when exiting from them, and so it displays a message saying "Program failed to release all memory" and throws me back to the desktop. Is there any way I can avoid using Ptermres, and use the normal exit method instead?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6266. Re: atari archives-umich: how to you access it?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 19:40:37 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1992Jun11.144037.4375@gw.wmich.edu>
Source record: 221094

In article <1992Jun11.091503.1@stat.appstate.edu>, grs00196@stat.appstate.edu writes:
> Atari 1040 st user needs help in accessing umich's atari archives. How exactly
> is it done in that I cannot get in after I telnet/ftp atari.archice.umich.edu.

To Access the archives, you must do a couple of things...

Dial in with a term program that has kermit...

Set the modems to binary mode (8 bit):
Send a short break then type %binary on
send another short break and type %remote binary on

Set the kermit program to send the files in binary mode:
Put kermit in the proper mode by typing SET FILE TYPE BINARY
and then type SERVER, to get it into server mode
then, tell your kermit on your end to GET a file..

Hope this solves your troubles...

Later,

Bernard Mikowski (x91mikowski@gw.wmich.edu)k

6267. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 19:49:07 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun11.194907.8201@ucsu.Colorado.EDU>
Source record: 220904

In article <BpnE12.D4u@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>Darryl wrote:
>
>==========
>Well, gee, in 1985, didn't that TRS-80 or Atari 800 cost under $500, and at the
>same time the ST cost about $2000? So why buy an ST in 1985 when the 48K
>Atari 800 is so much cheaper. And those ST machines are just so much more
>complicated to use. Atari BASIC is so much easier.
>==========
>
>I just found a copy of December, 1985 Antic magazine in the desk of a
>CEO at a bankrupcy auction. Inside the front cover is an Atari ad showing
>an ST with mono monitor at _list price_ of $799. Anyhow, not quite $2000.
>
>--Bill

To add on with that, my 1988 520STfm costed $499.00 w/o any monitor.
I never saw an ST with mono for $799.00 in that year (1985) that's a
heck of a price if it's the 520ST with drive and the mono SM124 and not
to mention it's a list price.

6268. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 19:51:41 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun11.195141.8456@ucsu.Colorado.EDU>
Source record: 220908

```
>
> As for the Falcon, obviously it is not released yet and we can't
>say what the list price will be, but most people seem to think it will be
>between $700 and $1200 in US dollars. Remember that although the Falcon
>does sound like it will have some really cool sound and graphics capabilities,
>it is probably not made to be a high-end, super high-performance machine like
>the TT (Or SST, Tiny Turbo upgraded ST(e) ). It may not be 32 MHz like the
>TT and perhaps not have VME, SCSI, or extra serial ports like the TT (and
>I don't know if it will have a 68882 either). So, really the Falcon looks to
>be their new low-to-mid end machine, for the average user, although it looks
>to have very impressive stuff for the power user too.
>
>

So the FALCON is a replacer for the current lower STEs? and perhaps the
Mega STEs?
```

6269. hdx5 on a SyQuest?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 19:59:48 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jun11.145948.1@vaxc.stevens-tech.edu>
Source record: 221098

Hello,

I just recieved hdx5 in the mail from comp.binaries.atari.st,
it mentioned the modified shdriver.sys file for syquest use. It claims
that it is in a folder called alldrive/ that does not exist in the distribution.
If there are no legal ramifications, could some kind soul send me the complete
distribution, with all subdirectories in tact.

Cheers,
Scott Kolodzieski.

6270. gcc 2.1 vs gcc 1.40

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 20:00:19 UTC
From: muts@fysap.fys.ruu.nl
Message-ID: <MUTS.92Jun11220017@fysap.fys.ruu.nl>
Source record: 220916
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello,

recently I got gcc2.1. I noticed the binaries are considerably larger
than 1.40. As memory always is scare on our ataries, I wonder if it is
worthwhile to use 2.1 instead of 1.40. Does anyone know about:

- real memory consumtion of 2.1 vs. 1.40?
- quality of produced executables (speed) of 2.1 vs. 1.40?
- compile time speed of 2.1 vs. 1.40?

--

Peter Mutsaers. |==========
muts@fysap.fys.ruu.nl | Memento Mori

6271. Sourcecode for SPICE or ECAP

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 20:02:32 UTC
From: Martin Friz-Jung <UJ9W@DKAUNI2.BITNET>
Message-ID: <1992Jun11.200232.6350@rz.uni-karlsruhe.de>
Source record: 220905

```
Hello,
i am looking for the source code of SPICE or ECAP in C.
Could anyone help me?
Martin
------------------------------------------------------------------------00030000
E-MAIL: 00031000
.. 0003200
X.400 :S=UJ9W;OU=IBM3090;OU=RZ;P=UNI-KARLSRUHE;A=DBP;C=DE 00040000
BITNET :UJ9W@DKAUNI2 00050000
INTERNET :UJ9W@IBM3090.RZ.UNI-KARLSRUHE.DE 00060000
LOKAL :UJ9W 00070000
```

6272. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 20:28:31 UTC
From: tonyl@status.gen.nz
Message-ID: <9XV9LB2w164w@status.gen.nz>
Source record: 221089

exuhag@exu.ericsson.se (James Hague) writes:

> David P. Forrai writes:
> >
> > I've looked at some shareware games, but spent more time
> >downloading them than I did attempting to play them and then drag them
> >into the trash can. I feel that if any program is commercial quality,
> >it should be commercial.
>
> Not to mention that is is VERY difficult for someone with
> a full-time job to write a commercial quality game evenings
> and weekends.
> --
> James Hague
> exuhag@exu.ericsson.se

Have you looked at the likes of Drachen from Germany?
Software such as this is easily up to the standard of the commercial
product. Then there are all the LLamasoft titles being released via
shareware. Properly supported a person in theory could make a living fro
it.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

6273. CLI vs GUI, Was: Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 20:35:26 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1992Jun11.203526.13359@uvm.edu>
Source record: 220910

From article <BpnF71.DLK@news.cso.uiuc.edu>, by wmagro@uiuc.edu (William Magro):
> In article <1992Jun9.102746.16833@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
> |> In article <BpJH4s.2AE@news.cso.uiuc.edu>, wmagro@roma.uiuc.edu (William Magro) writes:
> |> >% cd d:\downloads
> |> >% ls
> |> >butthead.zoo
> |> >% mkdir a:\newfolder
> |> >% cd a:\newfolder
> |> >% zoo x d:\downloads\butthead.zoo
> |> >--chew chew chew---done (lzh is still thinking at this point)--
> |> >% ls
> |> >butthead.doc butthead.prg README
> |> >%
> |> >
> |> >What could be simpler? If you aren't using a cli though...well, I pity you.
> |> >
> |> >--Bill
> |>
> |> Do you realy mean this, this must be the Bigest Joke of all time, for one thing
> |> I don't have a PC but a Atari that runs Gem, if I wanted a CLI type machine I
> |> would have not brought a Atari..
> |>
>
> No joke. I am serious. As for using GEM to manage files and archives
> and to look at docs for things you've just downloaded, I have one question
> for you:
>
> Do you want to get things done prettily, or do you just want to
> get things done?
>
> When I download an archive, I want to get into that beast as fast as possible.
> I want to read the docs (using a real viewer or editor) quickly. I _don't_
> want to screw around with GEM or .ttp command lines. I guarantee I could
> unarchive and read the docs and use the new software much faster on my cli
> than you could with GEM. If you aren't a power user and you don't want to
> ever be one, then the GEM interface (for file management, etc.) is for you.
> I actually want to get things done. And what about mint? I can unzoo my
> files in the background while I am online or whatever. Very convenient.
>
> As for word processing and other _productivity_ tasks, GEM is wonderful, and
> I like it. What we really need is a gem based archiver (like stuffit on
> the mac) which is compatible with zoo and arc on UNIX, where most of us

> live. But running .ttp programs from the desktop will never be anything
> more than a kludge--all the disadvantages of a command line system with the
> convenience of a GUI. Arrgh!
>
> --Bill
>
> P.S. About a robot doing my typing, the answer is 'no.' There is maybe
> 15 seconds worth of typing up there, much of it extraneous (used for the
> illustration). Unarcing a large file is going to take on the order of
> minutes, so a few seconds typing is clearly not a significant amount of
> time to consider a 'waste.'

My $0.02:

I HATE not being able to SEE what I'm doing. I understand your dislike of .ttp, but have you tried NeoDesk with drag and drop? I routinely (when I must use a .ttp program) drag a file to be worked on to the .ttp program and quickly edit the resulting command line. For viewing, I have the DC Shower modules installed, and just have to double click on files and most archives (not all the newer stuff, alas) to view or extract them. I can even conveniently scroll or quit viewing files with my mouse buttons; quick and productive (hand never leaves mouse), IMHO. I do like having the ability to make and use shell scripts, which can then be called inside the GUI, or not, as I please, but I hate having to remember *EVERYTHING* when running normally in my cli. I keep in mind maybe two sets of instructions to make my computer do things: C and the program I am working with. For most archivers and other not too frequently used programs, I am always looking up such details as: what command line args are used by this program, what is the path and name of the target file (GEM displays this constantly in another window), what is my current path (or did I remember to rehash after compiling that new program), etc.,etc. This is why I LIKE Arcgshl and its brethren, not only do I avoid typos (thank God for Tcsh at work) but I also don't have to remember all the options, since I can see them (or a simple way to get at them) all the time when I am using a graphical shell. How many times a day do you have to "man this" or type "that -h"? It's a waste of time that I put up with now, but will be glad to say goodbye to forever!

Do you begin to see why I heave a sigh of relief when I go home to see all my files displayed as icons and can lasso them or shift click select them for a single move or copy, instead of half a dozen ls and mv commands for all the different extensions? The best example of painful cli performance is when I have to bring all my Usenet files home starting from an arbitrary date/time. The first time, I had to ask for help, then I had to look up "find" in the cryptic manual to see how to use it, next I had to do an ls -lt to get what date/time to start copying from. Even though a shell script cuts down on the complexity, the whole scheme is needlessly complex and arcane - to make it bearable, you need to program the shell. On my Atari, I set the file window to show file date/time, and to order the files by

date, then I lasso all the files after the first one with the right date/time, and continue all the way up to the file that I want to stop with destination; I 'm done! Note: it's hard to stop at an arbitrary date / file with Un*x and no script, and yes, Neodesk makes this a lot easier, especially if you have to scroll your file window. I readily admit, if we're talking about files that can be wildcarded easily, I'll use the cli.

Do you see me relax as I fire up arcgshl and see all the archivers are available to me with similar interfaces that help to remind me to extract this archive with its paths intact, do you see me smile as I click on the proper buttons to do it instead of typing "zoo -h" and writing the proper sequence down on paper? The difference between GUIs and character based shells is like going down to the basement with a flashlight, versus turning on the lights before I go down. Sure, graphical interfaces have bugs, e.g. I would'n go back to straight GEM easily at all, but NeoDesk, TOS 2.06 and Gemini do what I want pretty much, and with other enhancements our graphical environment productivity will go up a lot. Hmmm, how about a graphical "connect the icons" interface to create shell scripts??! Maybe I should get working on it 8-).

Thanks for letting me get that off of my chest folks 8-).

Bob Pegram
--
pegram@uvm.edu
or
..!uvm-gen!pegram

6274. Re: dmjgif3

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 20:46:46 UTC
From: tonyl@status.gen.nz
Message-ID: <Nsw9LB4w164w@status.gen.nz>
Source record: 221090

ach-a@minster.york.ac.uk writes:

> I have downloaded the program dmjgif3 after all the hype and it does not
> produce correct pictures on my English (50hz) monitor. Any suggestions?
>
> The fault is with the Hz since the picture is in flickering slices across the
> screen.
>
> -Andrew
> ach-a@minster.york.ac.uk
use a 50-60hz switching program and then it works fine on the English
version.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

6275. Re: CLI vs GUI, Was: Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 21:10:16 UTC
From: pegram@emba-news.uvm.edu.UUCP
Message-ID: <1992Jun11.211016.14149@uvm.edu>
Source record: 220915

Sorry to quote myself, but I over edited here.

> Do you begin to see why I heave a sigh of relief when I go home to see
> all my files displayed as icons and can lasso them or shift click
> select them for a single move or copy, instead of half a dozen ls and
> mv commands for all the different extensions? The best example of
> painful cli performance is when I have to bring all my Usenet files
> home starting from an arbitrary date/time. The first time, I had to
> ask for help, then I had to look up "find" in the cryptic manual to
> see how to use it, next I had to do an ls -lt to get what date/time
> to start copying from. Even though a shell script cuts down on the
> complexity, the whole scheme is needlessly complex and arcane - to
> make it bearable, you need to program the shell. On my Atari, I set
> the file window to show file date/time, and to order the files by
> date, then I lasso all the files after the first one with the right
> date/time, and continue all the way up to the file that I want to stop
> with destination; I 'm done! Note: it's hard to stop at an arbitrary
^^^^^^^^^^^^^^^^
That should read: "with, and drag 'em to the destination;"

> date / file with Un*x and no script, and yes, Neodesk makes this a
> lot easier, especially if you have to scroll your file window. I
> readily admit, if we're talking about files that can be wildcarded
> easily, I'll use the cli.
>
> Do you see me relax as I fire up arcgshl and see all the archivers are
> available to me with similar interfaces that help to remind me to
> extract this archive with its paths intact, do you see me smile as I
> click on the proper buttons to do it instead of typing "zoo -h" and
> writing the proper sequence down on paper? The difference between
> GUIs and character based shells is like going down to the basement
> with a flashlight, versus turning on the lights before I go down.
> Sure, graphical interfaces have bugs, e.g. I would'n go back to straight
> GEM easily at all, but NeoDesk, TOS 2.06 and Gemini do what I want
> pretty much, and with other enhancements our graphical environment
> productivity will go up a lot. Hmmm, how about a graphical "connect
> the icons" interface to create shell scripts??! Maybe I should get
> working on it 8-).
>
> Thanks for letting me get that off of my chest folks 8-).
>
> Bob Pegram
> --
> pegram@uvm.edu
> or

> ...!uvm-gen!pegram

Bob (again)
--
pegram@uvm.edu
or
..!uvm-gen!pegram

6276. Re: A DongleWare technique - discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 21:13:37 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1992Jun11.211337.3054@usenet.ins.cwru.edu>
Source record: 220912

In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:

>
>All this talk of the problems with ShareWare has got me thinking, and I
>think I have come up with a solution to at least one of the problems.
>
> 1. Include both versions (or all datam or whatever it takes)
> with the public distribution, but with the vital components
> for the better version encrypted.
> 2. When a user registers, they send their name and address
> (obviously, since they need the returned update), and receive
> a code which, IN COMBINATION WITH THEIR NAME AND ADDRESS, will
> create a decrypted version of the better version, with the
> name and address intrinsically part of the software.

It's been done...sort of.

Freeze Dried Terminal looks for a registration key on startup and
if it is not found, disables certain features. When you register, you
get a key which contains your name, address, etc. I don't know what
possible _legal_ recourse such a thing could offer, but it does make
"illegal" copying tracable. (Is it really _illegal_ to copy the registered
version of a Shareware program? Further, are statements placed in some
Shareware that say "You must register or destroy this program in x days"
legally binding?)
--
Doug Wokoun |"Yet your people say, The way of the Lord
(aa384@cleveland.Freenet.Edu) | is not perfect or even just; but as for them,
- - - | it is their own way that is not perfect or
Atari S I G | even just." - Ezekiel 33:17

6277. Re: Neat 'n' Nifty Software

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 21:17:14 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <Bpp9ss.LG6@math.waterloo.edu>
Source record: 221099

In article <H.vu5rf758Dfw@yonder.equinox.gen.nz> shore@yonder.equinox.gen.nz writes:
>Hi,
> I was just wondering if anyone knows the phone number of the BBS
> run by the programers of Neat 'n' Nifty Software.
>
>It's run by 2 guys in Canada somewhere in the
> dialing area of 519
>
>Or even their address or something if someone has some of their
> software that has the shareware message in it?

This sounds like it might be something else. Maybe you mean

Nice & Software
1295 Britannia Rd
Campbellville, Ontario
Canada L0P 1B0

Phone: 1-416-332-0075
Fax: 1-416-332-8679

They recently moved from Kitchener to Campbellville.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

6278. Re: Stuff uploaded to Atari.Archive - Gemview,BardTaleFix, RogueFix...

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 21:36:46 UTC
From: ken@isgtec.com
Message-ID: <2699@isgtec.isgtec.com>
Source record: 220930

In article <l38mobINNbsh@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> Thanks to ken@isgtec.com (Ken Newman), I just uploaded two fix files:
> "BT.LZH" and "ROGFIX.ARC". BT.LZH is either a fix for TOS or it loads the
> Bard's Tale Picture disk into a Ram disk so that you can play it on TOS >1.4
> (2.0> ?) and not have to deal with the darn disk - I know that when I was
> heavy into BT, I went through 3 disks - literally. I had to have it replaced
> at my local dealer twice - actually I brought a disk in each time and they
> recopied it. Wish I'd had this back then (and more memory :).
> Rogfix.ARC is a fix so that you can run the all-time clasic beat-em-up
> kill-the-monsters dungeon game on _all_ TOSes (I assume Ken that you checked
> this on 2.05> ? Hows it look on the TT?). Very cool - when I become rich
> and buy a TT (ha!) at least I'll have that game to play.

Thanks Mike! Just to clarify, the Bard's Tale fix doesn't do anything to
TOS, it lets you run most of Bard's Tale from a ramdisk if you have enough
memory (I didn't write this one). This magically also makes it work on
newer TOSes, but I have not been able to test it on 2.0x or 3.0x. If
someone can try this, post the results.

The Rogue fix (which I did write) works on all TOSes 1.0 - 1.62, I also
could not test on 2.0x/3.0x. Again, if someone tries it out on Mega STe/TT,
post the findings.

These games are both well written and a good example of portable coding,
both were written in '86 or '87. Rogue was the first ST game I ever bought.
Another great old program is Sundog, which works perfectly on TOS 1.6.
Sundog was the first major commercial ST game ('85?).

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6279. Re: .SPS files? What viewer can handle them?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 22:03:18 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Jun11.220318.5510@jhunix.hcf.jhu.edu>
Source record: 221097

In article <1992May29.093718.5581@beaver.cs.washington.edu> bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>In article <1992May29.072207.4419@mnemosyne.cs.du.edu> ilepore@isis.cs.du.edu (Ian Lepore) writes:
>>
>> Can anyone tell me what a .SPS file is? I assume it's a Spectrum 512
>>variant, but I can't find any viewers/converts that claim to handle them.
>>(Someone on BIX asked me about them today -- first I ever heard of them.)
>>
>>
>
> Hmm, I have a program called SPSVER.PRG which does the following:
> - view .SPS, .SPC, .SPU files
> - convert between .SPS, .SPC, .SPU (basically just squishes or
> compresses/uncompresses)
> - does animation or stereo animation on sets of pictures
> - allows script files

Could you .LZH this thing and put it up on a.a? I've never seen it and it sounds better than spslidex. Also, spslidex has this neat little bug. If it is run in a directory with all .SPU files and you hit uncompress (I think...) it will erase all the .SPU files! I'll check this at home, but I am almost sure it is correct. (I did this once by accident and lost about .5Mb's of pictures!)

Dom (alvear@cs.jhu.edu)

>
>Problem is, I don't know if any of the programs on a.a are the same
>program. There is one called SPSLIDEX there, someone help me out and
>tell me if the above sounds familiar. It's a good all-purpose spectrum
>program, I've had it for several years now with no problems...
>
>>--
>>- Ian
>>(void *) where prohibited by law
>>
>
>Ben Gilbert
>bgilbert@cs.washington.edu

6280. Re: atari archives-umich: how to you access it?

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 22:37:24 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jun11.223724.15463@msuinfo.cl.msu.edu>
Source record: 220911

baffoni@aludra.usc.edu (Juxtaposer) writes:

>If you get a message saying "unknown host", then it means that your name-server>is broken, and you should ask your system administrator to see if it still has
>some static IP tables sitting around with old/outdated addresses (I had that
>happen to me), or if they are having problems with the name servers.

atari.archive.umich.edu can be accessed at 141.211.164.8

6281. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 22:45:07 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Jun11.224507.8134@jhunix.hcf.jhu.edu>
Source record: 220902

In article <92Jun1.032626edt.31003@marvin.cdf.toronto.edu> g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
>
> Hiya all,
>
> There is an action/arcade game out for the PCs called wolf3d (I don't know
>if 'wolf' is short for anything). Would anyone out there know if there's a
>version out for the ST? Thanks,

I believe, correct me if I'm wrong, that the "wolf" is short for
Wolfenstein a.k.a. Castle Wolfenstein. CW was a really cool game that was
out for the now defuct Apple II series. The 3D part is obviously about
the 3D graphics the new version has.

>
>
>Damian
>--
>Damian R. Kanarek -> g0omen@cdf.utoronto.ca
>Computing Disciplines Facility
>Department of Computer Science
>University of Toronto (Canada)

Dom (alvear@cs.jhu.edu)

6282. Stay away from Rio Computers!!! (was Re: PC DITTO.....?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 23:06:45 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Jun11.230645.9160@jhunix.hcf.jhu.edu>
Source record: 220907

In article <1992Jun1.144621.737@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>In article 23337@email.tuwien.ac.at, yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
>
>>Actually, the SuperCharger v1.5 with 1MB RAM is being advertised in Germany
>>at 399,- DM, which is about US$ 250...
>
>Well, hey, there you go again. Another example of an Atari peripheral being
>cheaper in Europe than in the US! All I know is the Rio Computers ad in the
>April issue of Current Notes, page 73, quoted the SuperCharger at US$450.
Don't know much about the pricing of the SuperCharger, or if ICD even sells PC emulators, but I have this quote from Current Notes, May 1992, Vol. 12, No. 4:

Lexicor has determined and confirmed that its former distributor and product manufacturer is making and selling PIRATE copies of Lexicor's software products.

If you have purchased any Lexicor products from RIO COMPUTERS we suggest that you make the following test to see if you may have purchased a PIRATED program.

[The following have been condensed and paraphrased...]

1. Check the SERIAL.NUM file to see if it is different from the label on the disk. Also, check the file's date stamp. It should read 02/03/28. Check the date stamps of the .NUM and .PRG files. If they are more than a minute apart, you have a PIRATED program. If the numbers in the "About" dialogues are not the same, you probably have a PIRATED program.
2. All numbers can match and the programs may still be pirated. Identical programs have been sold to more than one person. There have been cases where the numbers match and where they do not.
3. What should you do if you suspect you have a pirated copy?
a. First, call Lexicor and tell us why you think you have a PIRATE copy.
b. Next, if instructed to, send your PIRATED goods to Lexicor.
c. If you have been one of the victims, we suggest that you file a complaint with th US Postal Service's fraud division and the US Postal crime detail. You can get the information for yor local postal crime unit at your local post office.
4. Lexicor policy on these PIRATED goods: If we can determine that the software you have is stolen we will confiscate it for use in possible legal action and as evidence. WE will, as a courtesy, replace your goods when we receive proof of purchase from RIO COMPUTERS. Lexicor cannot warrant any of these PIRATED goods. If you have purchased any such product and send it to Lexicor and you receive a replacement and a refund then you should send that money to Lexicor. If you do, Lexicor will reinstate the warranty.

[stuff about copyrights, etc. deleted...]

Lexicor has ceased all business activites with RIO COMPUTERS and urges all
Lexicor owners to buy from an authorized ATARI dealer or direct from Lexicor.

[apology deleted...]

End quoted material...
>---
>
>_____ John "HUTCH" Hutchinson _____
>_____ Fair Dinkum Technologies Member - IAAD _____
>_____ "No worries, mate... it's from Fair Dinkum!" _____
>_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____
>
>
Dom (alvear@cs.jhu.edu)

6283. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-11 23:35:58 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jun11.233558.10330@mits.mdata.fi>
Source record: 220903

>So the FALCON is a replacer for the current lower STEs? and perhaps the
>Mega STEs?

I've heard that when the Falcon is released, both STe and Mega STe
will be withdrawn from the markets.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6284. Re: wolf3d for ST (?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 00:13:09 UTC
From: psurge@cs.utexas.edu
Message-ID: <l3fr0lINNn22@levelland.cs.utexas.edu>
Source record: 220913

In article <1992Jun11.224507.8134@jhunix.hcf.jhu.edu> d_alvear@jhunix.hcf.jhu.edu (Dom Alvear) writes:
>In article <92Jun1.032626edt.31003@marvin.cdf.toronto.edu> g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
>>
>> Hiya all,
>>
>I believe, correct me if I'm wrong, that the "wolf" is short for
>Wolfenstein a.k.a. Castle Wolfenstein. CW was a really cool game that was
>out for the now defuct Apple II series. The 3D part is obviously about
>the 3D graphics the new version has.
>

I have not seen this game, but I have been told that it is not like Castle Wolenstein the original. Also note that CW made it onto many other systems as well, although I first saw it for the Apple II and thought it was great. When I got a version for my Atari 800xl, I played it all the time AND it blew away the Apple version (graphics wise, the play was the same).

wolf3d is for the PC, not apple II.

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

6285. Re: IN SPITE OF CONTROVERSY....(SHAREWARE : LOGIC SIM)

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 00:13:20 UTC
From: azog@thoth.rent.com
Message-ID: <1992Jun12.001320.9956@thoth.rent.com>
Source record: 220937

okes@essex.ac.uk (Oke S) writes:

>What do you mean, I don't have the guts to put my full name in my sig?
>Read the headers on my postings. They should say thst the posting is from
>okes@essex.ac.uk (Oke S). Put that together with my .signature which contains
>the word SIMON in large letters and anyone with any brains will realise that
>SIMON is what the S stands for. Namely (sic), my name is SIMON OKE. That is my
>FULL NAME. I do not have a middle name.

Im sure someone else will probably point this out, but one of the biggest
reason for putting your address in sigs is so to let your address be known
exactly. Lots of news and mail software, and gateswates, etc, munge the
headers something fierce, and sometimes it isnt easy to trace to your
address back from the headers

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

6286. GEMFAST VDI & AES Libraries

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 01:01:42 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun12.010142.18420@newton.ccs.tuns.ca>
Source record: 220920

Anyone know an ftp site that has GEMFST17.ARC? I have v1.5 and looked for more recent versions using archie@mcgill.ca but found nothing. The May 1992 ST Informer mentions v1.7 in an article and I'd like to get a copy of the most recent GEMFAST libraries.

Thanks in advance.

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

6287. Pandora for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 01:31:38 UTC
From: psurge@cs.utexas.edu
Message-ID: <l3fvjqINNn70@levelland.cs.utexas.edu>
Source record: 220919
Cross-posted to: comp.sys.atari.st,rec.games.video

I was sifting through some old game disks the other day and found a game for my Atari ST called "Pandora". I have long lost any docs for this game and was wondering if anyone has this game and would like to help me out on a few things.

Send e-mail to the below address:

Troy Carpenter
Department of Computer Sciences
THE University of Texas, Austin
psurge@cs.utexas.edu

"You're so open minded that your brain leaked out" - Steve Taylor

>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

6288. Send me uudecode.bas (tesxt)!!!!?

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 02:38:41 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun12.023841.10921@a.cs.okstate.edu>
Source record: 220922

I need the basic code (BASIC source code) for UUDECODE.

I know it's around, and I think it's in starter.tos or the FAQ list....
But I cant run starter.tos on my IBM, and I don't see the FAQ
around here. Please send it to me!

jc cummins@a.cs.okstate.edu

6289. Re: A DongleWare technique - discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 03:04:59 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8316@uqcspe.cs.uq.oz.au>
Source record: 220923

aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:

> It's been done...sort of.

> Freeze Dried Terminal looks for a registration key on startup and
>if it is not found, disables certain features.

This is just ASKING to be cracked. Or maybe you shouldn't have told
everyone what it does...

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au / I'd rather have
/ * <-- Computer Science Department, / a frontal lobotomy
_.-._/ University of Queensland, / than a frontal of Bellamy.
v Brisbane, Australia. /

6290. Re: RTS/CTS Flow woes...

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 04:25:39 UTC
From: fischer@ginkgo.theory.cs.yale.edu
Message-ID: <1992Jun12.042539.16295@cs.yale.edu>
Source record: 220925

jeroen@phil.ruu.nl (Jeroen Scheerder) writes:
: Hi!
:
: Using my fancy 9600 baud error-detecting data-compressing modem I'm
: running across the old RTS/CTS bug again and again.
: ...
: If anyone has any idea what causes this particular bug, or how to
: solve it, I'd be interested. I'm sure others would be too.

I'm using TOS14FX2.PRG in my \AUTO folder and have no trouble using
RTS/CTS flow control with a 9600 baud modem.
--
==
| Michael Fischer <fischer-michael@cs.yale.edu> |
==

6291. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 04:35:35 UTC
From: ekrimen@wet.UUCP
Message-ID: <4012@wet.UUCP>
Source record: 220933

In article <1992Jun10.201934.29178@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>Just curious, how much is TT prices these days? Wouldn't the
>FALCON's release bring the TTs down under $1000? Since I've been
>reading that the FALCON is around $1200-$1800?

Rumor is that the Falcon will list for somewhere between $700 and $1200. Speculation is that the Falcon will replace the STE. A model of the Falcon with a detachable keyboard would replace the Mega STE. Finally, in the next couple of years, a 68040 version of the Falcon will replace the TT. Note that Atari hasn't said anything about this; it's just speculation of those on GEnie. Take it with as much salt, pepper, and other spices as you'd like. :^)

I doubt the TT's price will go down any more. Apparently, it's very expensive to make. Of course, I could be wrong and Atari could lower the price tomorrow. :^)

(Oh, BTW, I forgot to answer your first question. :^) The TT in the US is about $1500-$1800 with two megs of RAM.)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6292. Re: RAMTOS 2.06 V1.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 08:41:24 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jun12.084124.16720@unibi.uni-bielefeld.de>
Source record: 220936

In article <...>, Herwig Schelauske writes:

|>
|> 512 k should be enough, to run TOS 2.06. There is not enough memory
|> left to run Calamus, but that shouldn't work before launching TOS
|> 2.06 ;-)
|>

Aaaaaaarrrrrrrrgggggggghhhhhhhhh, with the ram based version of TOS 2.06
in an 512 KB ST minus the XCONTROL there's about 70K of free memory left.

The program will refuse to run in such a situation, because there's absolutely
no point.

TeSche
--
torsten scherer
| technische fakultaet
| | universitaet bielefeld
| | | germany
\/ \/ \/ \/
e-mail : itschere@techfak.uni-bielefeld.de

(E)ight (M)egabytes, (A)lways (C)ontinuously (S)wapping...

6293. Kleisterscheibe

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 08:43:42 UTC
From: i09r@alf.zfn.uni-bremen.de
Message-ID: <i09r.708338537@alf.zfn.uni-bremen.de>
Source record: 220934

Who knows the up-to-date version-number of the "Kleisterscheibe" of Claus
Brods famous book "Scheibenkleister II". Thanx for mailing me
--

Stefan Na"we (I hate Umlauts !!)

6294. Some FAQ's we need answered...

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 09:13:27 UTC
From: sourada@iastate.edu
Message-ID: <sourada.708340407@vincent1.iastate.edu>
Source record: 220935

Here are some subjects that should be in the FAQ list, but I don't have good, concise answers to them. If you know something about these (even a little bit), please mail me with useful information. These probably won't be included in the next FAQ posting on 15 June, but I'll get 'em in there sometime.

What accelerators are available for the ST?
What do I need to know about hard drives? (I have a bit here, it could use some fleshing out.)
What PC emulators are available for the ST?
What Mac emulators are available for the ST? (Especially detailed info on Spectre GCR)

Thanks,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6295. Re: Common Lisp

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 13:37:25 UTC
From: samm@aifh.ed.ac.uk
Message-ID: <1992Jun12.143725@aifh.ed.ac.uk>
Source record: 220939

In article <3782.06.92@janhh.hanse.de>, jan@janhh.hanse.de (Jan Willamowius)
writes:
Hi!
#
I'm looking for a Common Lisp for the ST. The best I found so far is
CLISP by Bruno Haible and Michael Stoll.
#
Is anybody else using it, too ?
#
Is there another Common Lisp that conforms to the Standard as described
by Guy Steele ? Maybe including CLOS ???
#
Cheers,
Jan
#

You could look out for XLISP in the PD, but I doubt it'll be much better
as it's only semi-common lisp compatable. It also has an OO extension,
but not the CLOS one !

I've not heard of CLISP before, I'd be interested to hear more about it.

Sam.

6296. The First ST Game: Sundog?

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 13:40:07 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun12.134007.22347@wam.umd.edu>
Source record: 220938

In article <2699@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>Another great old program is Sundog, which works perfectly on TOS 1.6.
>Sundog was the first major commercial ST game ('85?).

Thank you for playing, but BZZZZZZT! (Just kidding. Don't you just
hate it when net people do that? :)

Sundog was incredibly good, but wasn't Hex (by Mark of the Unicorn) the
first commercial ST game? And wasn't the first third party utility
COLR Object Editor? I remember seeing pictures of it with Joust shapes
loaded in, the implication being that COLR was used to create ST Joust.
Fact or fiction?

Dave Baggett
dmb@wam.umd.edu

6297. Re: A DongleWare technique - discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 14:04:31 UTC
From: dillenbu@bert.eecs.uic.edu
Message-ID: <1992Jun12.140431.17045@bert.eecs.uic.edu>
Source record: 220940

warwick@cs.uq.oz.au (Warwick Allison) writes:

>My solution:
> 1. Include both versions (or all datam or whatever it takes)
> with the public distribution, but with the vital components
> for the better version encrypted.
> 2. When a user registers, they send their name and address
> (obviously, since they need the returned update), and receive
> a code which, IN COMBINATION WITH THEIR NAME AND ADDRESS, will
> create a decrypted version of the better version, with the
> name and address intrinsically part of the software.

>The registree will hav a personalized version of the software. But the
>dishonest registree will not be able to distribute copies without dragging
>their name into the mud.

This is a good idea. Why limit it to updates only? A developer/shareware
author could upload an encrypted version of their software to a public
place like Genie, Compuserve or anonymous ftp. Included with the encrypted
software would be a program to simultaneously decrypt and personalize the
program. The developer could also include a key which would decrypt the
software, but in a DEMO MODE only. If the user liked the software, they
could send away for a personalized key.

Note that this does not require public key encryption, which is good.
You're going to have a lot of patent problems if you need public key
encryption.

John Dillenburg

--
+---+---------------------+
John Dillenburg	"You can't keep a
Univ. of Illinois at Chicago	man down without
Dept. of Electrical Engineering and Computer Science	staying down with

6298. Re: IN SPITE OF CONTROVERSY....(SHAREWARE : LOGIC SIM)

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 14:17:27 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun12151727@solb1.essex.ac.uk>
Source record: 220941

In article <1992Jun12.001320.9956@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>Im sure someone else will probably point this out, but one of the biggest
>reason for putting your address in sigs is so to let your address be known
>exactly. Lots of news and mail software, and gateswates, etc, munge the
>headers something fierce, and sometimes it isnt easy to trace to your
>address back from the headers.

OK, here's my old sig (minus silly quote):

email: okes@essex.ac.uk
#
##
##
#

and here's the new, improved version:

This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

Will this do?

I really don't want to cause a big flamewar in this group, but I do object to Craig Shergold's remarks in his earlier posting (which was along the lines of 'I have uploaded this package but you can't have it if this is your sig, and why haven't you got the guts to give your full name?').

What am I doing wrong? I can get on with people face to face, so what's the big difference here?

Simon.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

"Hell's bells!" the machine roared as it plummeted fifteen storeys and smashed itself to bits on the ground below.

6299. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 14:24:29 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Jun12152429@zappa.FtCollins.NCR.com>
Source record: 220969

>>>>> On 11 Jun 92 19:49:07 GMT, chuj@horton.Colorado.EDU (CHU JEFFREY) said:
CHU> Nntp-Posting-Host: horton.colorado.edu

CHU> In article <BpnE12.D4u@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>Darryl wrote:
>
>==========
>Well, gee, in 1985, didn't that TRS-80 or Atari 800 cost under $500, and at the
>same time the ST cost about $2000? So why buy an ST in 1985 when the 48K
>Atari 800 is so much cheaper. And those ST machines are just so much more
>complicated to use. Atari BASIC is so much easier.
>==========
>
>I just found a copy of December, 1985 Antic magazine in the desk of a
>CEO at a bankrupcy auction. Inside the front cover is an Atari ad showing
>an ST with mono monitor at _list price_ of $799. Anyhow, not quite $2000.
>
>--Bill

CHU> To add on with that, my 1988 520STfm costed $499.00 w/o any monitor.
CHU> I never saw an ST with mono for $799.00 in that year (1985) that's a
CHU> heck of a price if it's the 520ST with drive and the mono SM124 and not
CHU> to mention it's a list price.

I got my 520STm with a SS floppy (ugh! :^) and mono monitor for $499 in
January 1987 (520 STfms, Megas, etc, hadn't even been announced yet,
Neil Harris was still Atari spokesguy, etc, etc), I am absolutely
certain of the price because I had to cash in every last piece of change
I had to buy the thing, I bought it at CompuClub in Framingham, MA.
(They were an Atari-only dealer, out of business now, of course). It was
easily the best bang/buck available at the time. I was also considering
the Amiga 1000 but I was a poor student and the ST was *much* more cost
effective for me. The ST even came with actual software: First Word, an
early version of NeoChrome, and a couple of other things...

As far as being easier to use, gimme a break. The Atari 8-bits were,
actually still are IMHO, the best 8-bit computer ever made, but the ST
had far more horsepower and ease of use just due to raw technical
advances.

However, I must say, in the 8-bit's favor, when I got the oppportunity,
I sold off my ST but I kept my 8-bit. The 8-bit has better games and
more nostalgia value. For me, the 68000-based ST was just another box
whose time came and went, it was never as inspiring as the 8-bit and
when the time came, it wasn't very difficult, emotionally, to sell off.
(Now I've got 68030 and 386 boxes. :^) The Falcon (if it ever goes into

actual general consumer distribution) seems like it will be more like
the 8-bit than the ST in this respect.

--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/***/
If our behavior is strict, we do not need fun!

6300. Re: IN SPITE OF CONTROVERSY....(SHAREWARE : LOGIC SIM)

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 14:25:13 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun12152513@solb1.essex.ac.uk>
Source record: 220943

In article <OKES.92Jun12151727@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:

>I really don't want to cause a big flamewar in this group, but I do object
>to Craig Shergold's remarks in his earlier posting (which was along the lines
^^^^^^^^^^^^^^
OOPS! A slight slip of the mind there! I meant Craig Graham.
Craig Shergold was the name of the kid in the perpetual 'send me cards' hoax.
Sorry.

>of 'I have uploaded this package but you can't have it if this is your sig,
>and why haven't you got the guts to give your full name?').

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you
like it and keep a copy for your own use, you owe me $20. Please pass it on
to your friends with all documentation. Email okes@essex.ac.uk.

"Hell's bells!" the machine roared as it plummeted fifteen storeys and
smashed itself to bits on the ground below.

6301. need to contact DC software

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 14:49:25 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jun12.144925.26768@magnus.acs.ohio-state.edu>
Source record: 220942

Hello, I would like to contact Double Click software for some support on DC desktop, and I understand Michael Verdman? reads this newsgroup on occasion.

The problem I have is that the "cabinet" function will not work, it crashes the machine every time, regardless of whether or not I have ANY auto programs or DA's loaded (except DC desktop of course). Drag an icon the the cabinet, and instant bomb, despite everything I've tried...

any help would be great (I have serial #609 I think, or something like that).
-->
:-! -David Butler (the mad typoist)- dhbutler@magnus.acs.ohio-state.edu

"I think I need a new vice. Maybe I'll take up sleeping." - me

- Crawl to you
Crawl to me
Writhing in ecstasy
Into the rhythm
Into the sea
Reptile man - Willie Phoenix

6302. Re: Where can I find protected memory locations?

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 15:14:47 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <zlblb8fc@csv.warwick.ac.uk>
Source record: 220944

In article <1992Jun11.191832.6533@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>I'm programming a little application in assembler that is supposed to
>change the keyboard layout. It does that fine, and I exit with gemdos
>call $31, Ptermres, to protect my keyboard layout tables from being
>cleared on exit. The problem here is that the terminal program I use
>(FreeZe Dried Terminal 2.12) doesn't like programs that fail to
>release all memory when exiting from them, and so it displays a
>message saying "Program failed to release all memory" and throws me
>back to the desktop. Is there any way I can avoid using Ptermres, and
>use the normal exit method instead?
>
>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

I don't know why you have to run your program from FDT (If you're not and FDT is complaining then there is something stange going on with FDT), but if you must then you could try to save the table at the end of the screen memory. There is 32K-32000 bytes free there (At least on STs, I would guess its still there on STEs for compatability) because before STEs the screen memory had to be on a 32K boundary and the screen is 32000 bytes long. Obviously this a very dodgey trick and will fail on TTs, falcons and anything Atari make in the future, as well as possible clashes with other programs doing the same thing. But then it sounds like FDT would fail on new machines anyway so it doesn't really matter.
The "legal" alternative is to have an auto program that sets aside some memory intercepts a spare trap (say #3) to return the address on that memory if a "magic number" is on the stack or in a register (and calls the old routine if not, just in case trap #3 is ever used). The auto program would terminate with Ptermres and your keyboard remapper would do a trap #3 to find the address of the memory and terminate normally.

- Leo hendry

6303. Re: GEMFAST VDI & AES Libraries

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 15:22:18 UTC
From: steve@thelake.mn.org
Message-ID: <A1388910796@thelake.mn.org>
Source record: 220947

[In article <1992Jun12.010142.18420@newton.ccs.tuns.ca>,
hartlenk@newton.ccs.tuns.ca (Kenneth W Hartlen) writes ...]

> Anyone know an ftp site that has GEMFST17.ARC? I have v1.5 and looked for more
> recent versions using archie@mcgill.ca but found nothing. The May 1992 ST
> Informer mentions v1.7 in an article and I'd like to get a copy of the most
> recent GEMFAST libraries.

It's in the sozo133i.zoo file on atari.archive.umich.edu.

A major upgrade is coming Real Soon Now. I haven't seen it yet, but
the descriptions are quite exciting.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6304. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 15:23:55 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <0lblblyc@csv.warwick.ac.uk>
Source record: 220946

In article <1992Jun11.233558.10330@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>>So the FALCON is a replacer for the current lower STEs? and perhaps the
>>Mega STEs?
>
>I've heard that when the Falcon is released, both STe and Mega STe
>will be withdrawn from the markets.

This is clearly cr*p because a 520STe's RRP is currently #280 in england and the Falcon is predicted to cost #600 which is bound to be an under estimate. The Falcon is aimed at a totally different market.
As for the Mega STe, this has a separate keyboard and is aimed more at the serious market. However, it is very overpriced at the moment and is going look alot more overpriced if/when the Falcon comes out.
I think the TT is most likely to be discontinued, if the Falcon 040 with separate keyboard rumours are true.

- Leo Hendry

6305. Re: gcc 2.1 vs gcc 1.40

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 15:29:08 UTC
From: ntomczak@vega.math.ualberta.ca
Message-ID: <ntomczak.708362948@vega>
Source record: 220945
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

muts@fysap.fys.ruu.nl (Peter Mutsaers) writes:

>Hello,

>recently I got gcc2.1. I noticed the binaries are considerably larger
>than 1.40. As memory always is scare on our ataries, I wonder if it is
>worthwhile to use 2.1 instead of 1.40. Does anyone know about:

>- real memory consumtion of 2.1 vs. 1.40?
>- quality of produced executables (speed) of 2.1 vs. 1.40?
>- compile time speed of 2.1 vs. 1.40?

One of reasons that executables of gcc 2.1 are bigger are that you
are getting two (or three - depending on compile options) compilers
in one. Namely C, C++ and Objective-C. If you are dabbling in C++
then combined compiler is actually quite a bit smaller than two
separate beasts. There are also differences in a generated code
and optimizer is more aggresive. I do not have any quantitative
measurements (anybody with a set of numbers?). If this is worth
for you - I do not know. 1.40 is pretty capable compiler on its
own and in this moment more stable than 2.1 (or 2.2 in a few days)
but this will change and you are hard pressed to run into problem
areas.

Michal Jaegermann
ntomczak@vm.ucs.ualberta.ca

6306. Re: A DongleWare technique - discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 16:12:05 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun12.161205.19539@news2.cis.umn.edu>
Source record: 220948

In article <1992Jun12.140431.17045@bert.eecs.uic.edu>, dillenbu@bert.eecs.uic.edu (John Dillenburg) writes:
>... The developer could also include a key which would decrypt the
>software, but in a DEMO MODE only. If the user liked the software, they
>could send away for a personalized key.

The author of the TX2 file viewer (and, now, editor) does something like this. Once registered, the user would receive a separate 'unlocking' program, and a key word to type in for any particular version of the program. This would modify the shareware program to become fully useful ... i.e., the mouse was enabled, and certain 'uncritical' options were now usable. Actually, the program was automatically usable in 'DEMO MODE'.

-- David Paschall-Zimbel

6307. Re: Neat 'n' Nifty Software

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 16:16:08 UTC
From: fdomingu@argus.UWaterloo.ca
Message-ID: <BpqqIw.J71@watserv1.waterloo.edu>
Source record: 220949

In article <Bpp9ss.LG6@math.waterloo.edu> ljdickey@math.waterloo.edu (L. J. Dickey) writes:
> In article <H.vu5rf758Dfw@yonder.equinox.gen.nz> shore@yonder.equinox.gen.nz writes:
> > I was just wondering if anyone knows the phone number of the BBS
> > run by the programers of Neat 'n' Nifty Software.
> >
> >It's run by 2 guys in Canada somewhere in the
--+----
+---------> this is the important part.

> > dialing area of 519
>
> This sounds like it might be something else. Maybe you mean
>
> Nice & Software
> 1295 Britannia Rd
> Campbellville, Ontario
> Canada L0P 1B0
>
> Phone: 1-416-332-0075
> Fax: 1-416-332-8679
>
> They recently moved from Kitchener to Campbellville.

There is are programmers in Kitchener that are called Neat and Nifty which have produced stuff like TAZ etc. if this is the group you are looking for, then you can email them through this account:

fdomingu@zeus.uwaterloo.ca

6308. ask for an English version of Pure C

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 16:32:02 UTC
From: marre@tls-cs.cert.fr
Message-ID: <343@tls-cs.cert.fr>
Source record: 220967

I'm looking for a mean to obtain (and pay) an english version

of the Pure C compiler. I'd apreciate an adress to send an order
since nobody distribute it in France.

Thank's to give an answer with followup.

Daniel.

6309. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 16:39:52 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jun12.163952.21969@sfu.ca>
Source record: 220954

In article <A10221@HH2.maus.de> Christian_Vogler@hh2.maus.de (Christian Vogler) writes:
>In article <1992Jun8.202128.14225@sfu.ca> gfarrell@fraser.sfu.ca
>(Mo, 08.06.92 21:21) (Gordon James Farrell) writes:
>
[...stuff deleted...]
>
>>Try running it under an ST resolution. The problem is that anything before
>>FONTGDOS or FSMGDOS doesn't recognize the new resolutions (I'm speaking from
>>experience, here :-)).
>
>Try adding the TT screen drivers to ASSIGN.SYS.
>
>Christian

I stand corrected. I never bothered trying this, because I ended up buying
FSMGDOS, thus eliminating the problem altogether :-).

Gordon

6310. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 16:48:32 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun12.164832.20022@news2.cis.umn.edu>
Source record: 220950

In article <2686@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:
>Well, then you're doing your user group a disservice. Throwing away all
>programs that are in some way incomplete demos is completely silly IMHO.

Actually, it makes good 'business sense'. User group members pay a small sum for the DOMs--to cover download time, disk and label costs, and wear and tear on the club's STe disk drives (formatting and copying 100+ disks a month can generate a lot of wear and tear). They don't get DOMs which contain 'crippled' or 'partially useful' shareware demos. Period.

As for the for-profit PD libraries, I can only say that if I paid for a disk which contains an 'incomplete SHAREWARE demo' such as the one for a grammar checker that appeared within the past years, I'd demand a refund of my money!

(The demo in question is usable, it just has an annoying "pay for shareware" message, and a 10-second delay, after every questionable word/phrase it finds. How can I evaluate its effectiveness using a large text if I have to wait several hours for it to go through the text in the first place!?!)

>The small inconvenience of having to send money to get the real thing is
>unfortunate but necessary if the author wants to be reimbursed for his time.

Fine. Just don't call it SHAREWARE. Call it DEMOWARE, or something similar. The term 'shareware', as coined by its creator, meant that the user got a full working program for which, after an evaluation period, she could either pay the shareware fee or stop using the program. It has only been the last few years in which the ST community (and, I would suppose, the Intel-clone community) have been subjected to folks claiming the 'shareware' title for what are effectively crippled demo programs.

>Sorry, but I'm on the programmer's side here. You make it sound like the
>programmer owes you the damn program.

Nope. But a programmer owes me a clear definition of what to expect when I run the program. Labelling a crippled demo program 'shareware' is NOT the solution. It isn't shareware -- it's a demo of a program for which the programmer expects money before I can get a full working program, and then provides no recourse if I decide the program isn't worth the shareware fee after all.

For the rest of this article, I'll refer to such programs as 'sub-commercial', meaning that the author expects full payment before providing the user a chance to use a full working program.

>What's the difference between commercial software and shareware? It should
>be usually just price. Why is shareware any different? A shareware demo
>is something "they would like to see before they go buy the Real Thing".

>No difference.

A) If it isn't a full working program it's not Shareware. It's a demo of a sub-commercial program.

B) Commercial programs get reviewed in the Atari ST press, most sub-commercial programs are never reviewed.

C) Most of the methods authors of sub-commercial programs have used to 'cripple' their demos are

1) insulting
2) annoying

Check out a commercial demo sometime. The people who produce them make every effort NOT to annoy or insult the person using the demo. The Arabesque demo, for example, doesn't put in 10-second delays after every action.

>Nothing personal, David, but I guess this is a sore point with me. I
>get very annoyed when people make such a big deal about giving some poor
>guy $10 for a neat little program. They'll argue for an hour, trying to
>justify why they should send $10 to someone, trying to decide how often
>they use it, is it really worth it, whether they know what a money order
>is, blah, blah. And then they go and spend $10 on lunch.
>Ok, I'm off my soapbox now. :-}

I have absolutely no problems paying for a shareware program. I've done it quite a few times. I DO have problems with certain authors of 'crippled demos posing as Shareware' who expect me to have a favorable view of their program after looking at a menu bar, or who cripple their demos in such a way that I have no idea of the program's performance. I'm especially upset if I obtain the program at a cost (download fee from GEnie, for example), and the program isn't labelled anywhere in the description as a 'crippled demo'.

-- David Paschall-Zimbel

6311. Re: The First ST Game: Sundog?

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 17:09:31 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun12.170931.21004@email.tuwien.ac.at>
Source record: 220952

dmb@wam.umd.edu (David M. Baggett) writes:

>Thank you for playing, but BZZZZZZT! (Just kidding. Don't you just
>hate it when net people do that? :)

>Sundog was incredibly good, but wasn't Hex (by Mark of the Unicorn) the
>first commercial ST game? And wasn't the first third party utility
>COLR Object Editor? I remember seeing pictures of it with Joust shapes
>loaded in, the implication being that COLR was used to create ST Joust.
>Fact or fiction?

Wasn't the first commercial game on the ST 'Goldrunner'? I only know
that Steve Bak wrote it for the ST on the Sinclair QL, before the
ST was available...

Marinos Yannikos

6312. Re: Sourcecode for SPICE or ECAP

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 17:56:02 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jun12.175602.21335@ugle.unit.no>
Source record: 220953

In article <1992Jun11.200232.6350@rz.uni-karlsruhe.de>, "Martin Friz-Jung"
<UJ9W@DKAUNI2.BITNET> writes:
> Hello,
> i am looking for the source code of SPICE or ECAP in C.
> Could anyone help me?
> Martin

I have successfully translated the old fortran code to C with f2c and then
compiled it with gnu c. No modification to the fortran code was nessesary,
so it was easy done. It took only one hour to compile on my TT :-)

Stig Vidar Hovland - stigvi@lise.unit.no

6313. UMS II -- a word in/on defense...

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:11:25 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jun12.181125.14304@unlinfo.unl.edu>
Source record: 220956

From bit.listserv.games-l Fri Jun 12 11:46:03 1992
Newsgroups: bit.listserv.games-l
Path: unlinfo.unl.edu!ganderso
From: ganderso@unlinfo.unl.edu (gary anderson)
Subject: UMS II -- a word in/on defense...
Message-ID: <1992Jun12.163511.8485@unlinfo.unl.edu>
Organization: University of Nebraska - Lincoln
Date: Fri, 12 Jun 1992 16:35:11 GMT
Lines: 53

>Indiana John (JANEY@UCS.INDIANA.EDU) writes:
>Just yesterday I managed to pick up an inexpensive copy of UMS II...
>and after reading the manual, all I could say was that I was glad
>it was inexpensive. I am not sure what I expected, but this game
>looks VERY complicated.
>Does anyone out there in netland have any advice on how to go about
>jumping into this game? Any evaluations would be welcome, too.

Not long ago I did a post requesting peoples' opinions of this game
(and UMS I). The responses I got ranged from puzzled to hostile.
So many people felt they'd been burned by this program that I'm a little
nervous about saying anything in its defense. But here goes:

As you know, UMS II comes with only 3 scenarios (Alexander the Great,
Napoleon, and Overlord (D-Day))--and they are each massive. I understand
the package was to have originally included an editor that would enable
you to construct your own scenarios, but it was not ready by the
publication date and was left out. That omission was, I believe, this
package's Achilles heel.

For with SMALLER scenarios, the game speed is much better--still slow,
yes, but acceptable. (Ever play a chess program--ANY chess program--
with the skill level set high?) The scenario editor would have allowed
one to make smaller scenarios and actually allowed one to PLAY the thing.
(The majority of people who responded to my post said something like:
"I loaded a scenario, made my moves...and then gave up waiting for the
computer to do something; haven't touched it since.")

A scenario editor would also have allowed you to experiment with all
the adjustable variables, and kind of get your feet wet slowly. For in
this game--and this is one of its great strengths--EVERYTHING is
adjustable: terrain effects, morale, tech level, time, weather, you
name it. Playing around with these variables in a huge scenario is
unquestionably overwhelming for the newcomer--but do-able (and educational)
on a smaller scale.

So: the original package would have received a better welcome had it contained a scenario editor or, failing that, a smaller learning scenario. But it didn't.

But here's the good news: a scenario editor (called "UMS II PLANET EDITOR") does exist, and may even be ready for your machine as you read this. I have seen a playtest version of it, and it has made me very excited about a program that heretofore had been deadwood on my shelf. Also, an updated version of the UMS II program itself is available, and I found gameplay to be faster (even, for example, on their large Civil War scenarios).

So don't junk your copies of UMS II. Have a look at the Planet Editor, and give it another chance. It is an extraordinary program--no kidding!

Gary Anderson
ganderso@unlinfo.unl.edu

6314. What is a *.SPS file?

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:26:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <A42048@K2.maus.de>
Source record: 220851

It might be the smoothed Spectrum512 format. It's better compressed than SPC, but can only be read by SPCELITE, a Spectrum512-pic viewer... (And with this you can unsmooth it)

bye

6315. Re: Please Read

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:27:34 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <97182.2A39AF30@psycho.fidonet.org>
Source record: 220974

In a message of 11 Jun 92 12:18:00, Theodore Logan Iii wrote:

TL> |> Does anyone know where I can get vt100 emulation?
TL> |>
TL> Get Uniterm from a local FTP site, I use it daily for talking to Unix and
TL> Vax
TL> boxes. If anyone knows of a better vt100 emulator out there, please let
TL> me know,
TL> I want it!!! 8-)
TL>
TL> Mark.

As I have not seen many other VT-100 emulators, I can't say if it's better, but ANSITerm is 100% vt-100 compatible and as vt-102 compatible as I could make it. It's most important feature is that it can display 16 colors, the IBM extended character set, and blinking text.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to root@psycho.fidonet.org.

6316. Re: SVGA graphics boards for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:34:52 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Jun12.183452.7901@cdsmn.mn.org>
Source record: 220966

In article <bnell.708284771@ferrari> bnell@siemens.com. (Bill Nell) writes:
>I have a couple questions concerning graphics boards for the TT. I know
>of one made by gribnif and the reSolution board. I also have heard of
>the Matrix(?) boards from Germany but haven't been able to find a number
>or an address for them (If anybody knows of one, please let me know).
>I have also heard of some really expensive boards which are totally out
>of my price range (<$1000). If anyone knows of any decent boards that I
>haven't mentioned, please let me know about them. If I get enough info
>I will post my results later.
>
>My second question is about adapting an IBM SVGA board to the TT. Don't
>say this is impossible, because nothing is impossible, just extremely
>difficult :-). The only problem with this is that I don't know anything
>about the EISA/ISA specs (anyone out there know?). I don't see why
>this wouldn't be possible, difficult, but possible. So any help would
>be greatly appreciated.
>
>I think this would be very important to TT owners who want better graphics
>for a decent price. (You can get SVGA boards for the IBM for ~$100 as
>opposed to ~$500 or more for the TT). So, let me know!
>
> Thanks
> Bill
>

I'm sure your right, Bill, difficult, but not impossible. I am familiar with
ISA/EISA spec, however not with the VME (isn't that what's in the TT?) bus.

The next problem would be to make it emulate something TT software would
understand.

As an STe owner, I want to explore the possibility of hanging a graphics
card off of the DMA port.

Regards,
Doug

6317. Re: A DongleWare technique - discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:36:47 UTC
From: aa384@cleveland.Freenet.Edu
Message-ID: <1992Jun12.183647.23125@usenet.ins.cwru.edu>
Source record: 220955

In a previous article, warwick@cs.uq.oz.au (Warwick Allison) says:

>aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:
>
>> It's been done...sort of.
>
>> Freeze Dried Terminal looks for a registration key on startup and
>>if it is not found, disables certain features.
>
>This is just ASKING to be cracked. Or maybe you shouldn't have told
>everyone what it does...

Well, I just repeated what is in the FzDSTerm documentation:

| The .KEY contains your name, address, phone number, serial number, etc.
|Much of this information is displayed when you first load FzT and when you
|click on the FzDS symbol on the main menu. I advise you to not give out
|your .KEY as it can easily be traced back to you by anyone. Its easy for you
|to check who a particular .KEY belongs to, and if its not yours, you are
|expected not to use it.

Aaron is aware of the potential for "cracking":

|3. If I EVER find or hear about a "cracked" .KEY (one not generated by me,
| containing bogus registration info), I reserve the right to either:
| a. Immediately change the format of the .KEYs, causing all registered
| users to have to get new .KEYs.
| b. Go back to the old method, taking away this great way of operation.
| If people can't repect my right to only allow people to use all
| parts of FzT only if they've registered, I don't see why I should
| make it any easier for them.
|
|4. If I ever find someone giving out their .KEY to other people, I will
| cancel their registration and make their .KEY invalid for future versions
| of FzDSTerm. If they want to be eligible for upgrades, they will have to
| pay again. If I feel that their .KEY has been spread around too much, I
| may choose to do any of the following under #3.
|
|NOTE: If you ever come across a .KEY that is not yours; send it to me, and I
| will make it worth your while. I would like to know if a key is being
| spread around. Either print a Hex dump of it and mail it to me, or sen
| it to me on Hitchhikers.

--
Doug Wokoun |"Yet your people say, The way of the Lord
(aa384@cleveland.Freenet.Edu) | is not perfect or even just; but as for them,

- - - | it is their own way that is not perfect or
Atari S I G | even just." - Ezekiel 33:17

6318. Atari ST booting up problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:42:00 UTC
From: Patrick.Devine@cowichn.bc.ca
Message-ID: <708422583.0@cowichn.bc>
Source record: 220999

>> I have an Atari STfm which will only run with a monitor
>> attached (only triedwith mono hi -res). On trying to boot it up with a
>> television attached the ST tries to boot up in hi-res mode (with the monitor
>> lead detached).

> This is a hardware fault, however it can be fixed in software.

??

I think the problem here is that you're trying to boot up from a disk set at high-res .. UNPLUG the monochrome monitor and put in a disk set at Low or Medium res in the drive (you change this with your GEM desktop). Reboot the computer after you have plugged the TV in (or the GEM desktop will do it for you) and everything SHOULD work.

Patrick.Devine

* Origin: The Bomb Shelter : (604)535-6926 (89:683/117)

6319. Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:44:32 UTC
From: whitcomb%aurgate@mcnc.org
Message-ID: <60811@aurs01.UUCP>
Source record: 220958

I recently called Joppa Computers about a 520 STE and they said that they can't get them any more. Has Atari stopped building the 520 STE?

Does anyone know if Atari is planning on changing over to TOS V2.06 in their production 1040STE, or will we continue to have to purchase it seperately?

****

Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

6320. Re: Spectrum Keyboard

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:45:30 UTC
From: tonyl@status.gen.nz
Message-ID: <JuLamB2w164w@status.gen.nz>
Source record: 220951

shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:

> Sorry if this isn't in the right area, but i'm not aware of
> a spectrum newsgroup, and a lot of ST users probably were
> Spectrun users anyway!
>
> I'm trying to locate a source of A spectrum keyboard membrane thingie
> for a friend.
>
> Anyone have one for sale, or know of a mail order firm that still
> has spectrum stuff???
>
> Thanks,
> Craig. (Mail to Shore_C@kosmos.wcc.govt.nz)
> | Craig Shore, Email:shore@yonder.equinox.gen.nz |
> | ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

The best solution is to connect a full size keyboard. I got mine at
Dick Smiths back when I had a Spectrum. The keyboard maxtrix is very basic
layout. Hope this helps. I think you may have trouble sourcing a genuine
membrane nowadays.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

6321. Re: ANSITERM

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:49:14 UTC
From: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
Message-ID: <97183.2A39AF33@psycho.fidonet.org>
Source record: 220975

In a message of 12 Jun 92 04:15:30, Craig Shore wrote:

CS>
CS> I have got hold of a copy of the program since I posted that message,
CS> and was dissapointed to find out that is doesn't have FULL ansi,
CS> only Generic.
CS> It's even listed in the ANSI code list that came with it about
CS> redrawing the rest of a line being edited... It doesn't say it
CS> doesn't support it, but it doesn't :-(, the ANSI code just
CS> appears on the screen for me.
CS>
Tell me the ANSI code it's ignoring and I'll see what I can do. Are you
having trouble with editing terminal codes? I decided that I probably
wouldn't need to add any of the editing codes.... so I suppose it is
generic.

--
Internet: Timothy.Miller@p0.f100.n3603.z1.FIDONET.ORG
UUCP: ...!uunet!myrddin!tct!psycho!100.0!Timothy.Miller
Note:psycho is a free gateway between Usenet & Fidonet. For info write to
root@psycho.fidonet.org.

6322. Re: A DongleWare technique - discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 18:57:31 UTC
From: sourada@iastate.edu
Message-ID: <sourada.708375451@vincent1.iastate.edu>
Source record: 220957

In <1992Jun12.183647.23125@usenet.ins.cwru.edu> aa384@cleveland.Freenet.Edu (Doug Wokoun) writes:

>|3. If I EVER find or hear about a "cracked" .KEY (one not generated by me,
>| containing bogus registration info), I reserve the right to either:
>| a. Immediately change the format of the .KEYs, causing all registered
>| users to have to get new .KEYs.

To shareware authors: Avoid making a statement like this! "If any of you is bad, I'll punish you all!"

This is a weakness in that author's DongleWare technique that should be avoided, IMHO.

>--
> Doug Wokoun |"Yet your people say, The way of the Lord
>(aa384@cleveland.Freenet.Edu) | is not perfect or even just; but as for them,
> - - - | it is their own way that is not perfect or
> Atari S I G | even just." - Ezekiel 33:17

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6323. ST Games for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 19:32:50 UTC
From: weaverd@ucunix.san.uc.edu
Message-ID: <1992Jun12.193250.22803@ucunix.san.uc.edu>
Source record: 220962

hello all... I have a sudden need for cash, so I have decided lighten
my game load a bit...

Carrier Command.....$25
Elite.....$20
Space Cutter.....$15
Arctic Fox.....$15
Phantasm.....$10

they all come with original disks, instructions, boxes, etc...

if you buy more than one, then I'll pay shipping...

Ja ne
--
****
* weaverd@ucunix.san.uc.edu * "Look! An invisible barrier!" *
* bg250@cleveland.freenet.edu* "ore wa neko ja nai!" *
* dana.weaver@bbs.oit.unc.edu*"Whats Marvel Frozen? Aura Battler Ice cream?"*

6324. Falcon memory design, how sis it done?

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 19:51:15 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jun12.195115.19319@mits.mdata.fi>
Source record: 220960

How is the Falcon memory design done? Does it use SIMM modules? If so, how is the 14 Mb mode achieved (I doubt that Atari can fit 14 SIMM slots in a standard ST case along with the internal HD and everything else). If it used 4 Mb chips then the max RAM would more logically be 16 Mb than 14 Mb.

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6325. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 19:52:46 UTC
From: ken@isgtec.com
Message-ID: <2703@isgtec.isgtec.com>
Source record: 220965

In article <1992Jun09.184509.3664@syscon.rn.com> carl@syscon.rn.com (Carl Kreider) writes:
> Most of the stuff is either trivial or poor
> quality. That may be a harsh judgement, but it is mine annd I am entitled.

So don't use it. Not everyone has the same tastes as you. Many people can
benefit greatly from good shareware.

> If what you have is good enough to sell, sell it. If you can't afford to
> market it yourself, take it to someone who can. If it isn't good enough
> to sell, then give it away. But don't tell me I am obligated to pay you
> money for it since you made it shareware.

You've obviously never tried to market software with a major distributor.
It is very hard to get a company interested in your software. You have to
have a very good feel for the market and be in the right place at the right
time. And the competition is intense. A lot of computer software of all
kinds is at the saturation point right now. Especially if it's not for
the IBM PC. As I said in another post, the obligatory form of shareware
just doesn't work. The "please send me money if you like it" type of program
doesn't work because of people like you, for example. Try reading the
readme file that Jeff Minter wrote for Llamatron. Big companies suck up
all the money from your program anyway. There are about 10 other reasons
why shareware is a Good Idea.

> Pirates couldn't
> afford to buy the stuff they steal. Therefore, while what they do is
> illegal, immoral, disgusting, and filthy, they really don't reduce
> sales of a product significantly.

Nonsense. Sure some pirates are kids with no money but a lot of pirates
have plenty of money. This is a dumb over-generalization. Even if they
couldn't afford to buy *all* the stuff they steal (since they steal so
much), they could in most cases afford to buy a few things that they don't.
Companies lose big to piracy. Why do you think they spend so much time
and money on copy-protection?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6326. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 21:14:26 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3i4tiINN5dc@aludra.usc.edu>
Source record: 220959

In article <1992Jun12.163952.21969@sfu.ca> gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:
>
>I stand corrected. I never bothered trying this, because I ended up buying
>FSMGDOS, thus eliminating the problem altogether :-).

Forget about the assign.sys stuff, WHO did you purchase FSMGDOS from?
I (and I believe many others) would be VERY interested in finding out how
we could purchase FSMGDOS as well...

>Gordon

-Mike

6327. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 21:29:01 UTC
From: pete@introl.introl.com
Message-ID: <1992Jun12.212901.25194@introl.introl.com>
Source record: 220961

In article <1992Jun11.194907.8201@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>In article <BpnE12.D4u@news.cso.uiuc.edu> wmagro@uiuc.edu (William Magro) writes:
>>Darryl wrote:
>>I just found a copy of December, 1985 Antic magazine in the desk of a
>>CEO at a bankrupcy auction. Inside the front cover is an Atari ad showing
>>an ST with mono monitor at _list price_ of $799. Anyhow, not quite $2000.
>>
>>--Bill
>
>To add on with that, my 1988 520STfm costed $499.00 w/o any monitor.
>I never saw an ST with mono for $799.00 in that year (1985) that's a
>heck of a price if it's the 520ST with drive and the mono SM124 and not
>to mention it's a list price.

I don't know where you were looking, I worked at a computer store, we sold the whole system, color for 999.00 and the mono for 799.00. All day. We were always backordered. (I believe we purchased them from Atari for approx. $200 less than retail. (If my memory serves me correctly.)

In fact, I paid 999 for mine in Sept. 85.
-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

6328. DON'T DEAL WITH L&Y COMPUTERS

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 21:46:21 UTC
From: jhurwitz@access.digex.com
Message-ID: <1992Jun12.214621.6430@access.digex.com>
Source record: 220970

```
**********************************************************************
* *
* DO NOT BUY OR GET SERVICE FROM L & Y COMPUTERS !!! *
* *
**********************************************************************
```

PLEASE READ THIS MESSEGE ABOUT HOW L&Y COMPUTERS SOLD ME A BAD

COMPUTER AND GAVE ME TERRIBLE SERVICE

This started out when I wanted to buy a Megs ST 4 to run a Moniterm monitor and eventually a SST. Unfortunatly,{I bought a Mega 4 from L&Y with 2 Megs in it (I should have suspected something right there) and it worked fine for a week. It was when I had ATN put the extra two megs in that we saw the mother board and suffered a good amount of damage from some previous incident. The power supply had been replaced, two of the IC sockets were replaced, there were sockets for the upper two megs of RAM but no RAM chips, worst of all, there was a trace that had been broken and mended with solder. When I brought the machine back two weeks later they didn't give a damn. They said I took the computer home and burned it out. ATN tried to fix it twice and and L&Y tried twice and could'nt fix it. No amount of arguing or evidence could persuede them that the machine was messed up before they sold it to me.

On top of that they had the worst service. They would tell me the machine would be ready on such day and they would call me. I had to call them to see if the machine was done everytime. They took at least 10 days each time to work on the machine. They Would not give me an itemized bill with a description of the services performed. They ignored me when I was in the store; I had to wait almost two hours once to to get my macihne back. They forgot to put the cpu case screws back in the case or even give them to me. They forgot to give me back my power cord. I had to call and tell them twice they screwed up. They promised they would get the screws and powercord out in UPS ASAP. Never sent them. They still have my mouse from the last time I picked up my machine, I'd call, but the mouse isn't worth me hassling with them again.

I could go on...this sort of treatment/sevice or lack there of, is inexcusable. I won't buy anything from them ever again and suggest you do the same. The only improvement that L&Y could make is to go out of bussiness and stop ripping people off.

If you want to know of two excellent Atari dealers try Toad Computers 301-544-6943 for support and service or Advanced Technology

Networks 301-948-0256 for support and service. Both of these places offer good quick service at modest prices, are well educated and are happy to help you with any questions you may have, just call Them.

This is not an ad for Toad or ATN.

This is a warning to the Atari community that L&Y computers has questionable business practices.

jhurwitz@access.digex.com

6329. Re: Atari ST Laser C STE incompatibility?

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 22:06:00 UTC
From: mark@godzilla.quotron.com
Message-ID: <1992Jun12.220600.13251@godzilla.quotron.com>
Source record: 220963
Cross-posted to: comp.sys.atari.st,comp.lang.c

In article <1992Jun11.175608.20207@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
> In article <1992Jun11.044036.602@tree.UUCP> billyg@tree.UUCP (Bill Glaholt (6/6/92)) writes:
> > >I have been trying to compile a rather large VDI program on an STE with Laser
> > >C from Megamax. I bought it a year ago, and it compiled just fine on an old
> > >1040 with 1 meg. Now, with the STe/4MB, I compile the program and link it.
> > >
> > >It seems to compile just fine, with a few exceptions.. Using certain libraryns
> > >functions (e.g., sprintf, exit(1) (!!), etc..) will cause 4 bombs.. That's
> > >an illegal instruction vector, folks.. The package is compiling bad code...
> > >
> > >Now, the question is, is Laser C incompatible with STe's?
>
> (stuff deleted)
>
> > I had the same problem when I got TOS 1.4 for my ST and I eventually got
> > an upgrade from Megamax that fixed that problem. I just can't remember
> > whether it was 2.0 that fixed it or 2.1. I don't even know if Megamax is
> > in business any more so you may be SOL.
> >
> > - Darek
>
> Megamax has changed their name and they're no longer supporting Laser C.
> That doesn't mean that you're SOL though.
>
> Back in April someone posted an article that said you can still get the most
> recent version of Laser C (2.1) from the company, and it'll only run you a
> few bucks. I don't remember the company's new name, but their phone number
> is (214) 699-7400.

Mark T. Price (sg) mark@godzilla.Quotron.COM

"He who laughs last is sucking up to the boss" -- Unknown

6330. Re: Atari ST Laser C STE incompatibility?

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 22:48:58 UTC
From: newvirus@delight.uucp
Message-ID: <dx-a0breudt@delight.uucp>
Source record: 220811

In article <1992Jun11.044036.602@tree.UUCP> billyg@tree.UUCP writes:

]
]Now, the question is, is Laser C incompatible with STe's?

... could bee ...

]use Laser because the compile and link times are soooo much faster. Second,
]if Laser C is incompat with STes, is there a patch in the works, and/or an
]upgrade planned any time in the future?

Laser C will not be supported any more, because 'Application Systems
Heidelberg' actually has presented Pure C, a new implemented version
of Turbo C 2.0 from Borland ... it's much better, faster in compiling,
linking and also the code works faster ... also it supports all
CPU-versions 680x0 up to 68040, 68881, 68882 .... it seems, that
it will be workin' on all ATARI platforms perfectly :-) up to the TT030

|||
|||
.../.|.\...................E-Mail: newvirus%delight@dobag.in-berlin.de
.. TT030 ....
..... Mnet online DELIGHT totally online 24 hours
..... 030/751 94 43 (300/1200/2400/14400 bps HST)
.... Konstantin Woller Albrechtstr. 50 1000 Berlin 42 ....
.. ich bremse nicht fuer DOSen ....

6331. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-12 23:05:18 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jun12.230518.8407@usenet.ins.cwru.edu>
Source record: 220964

In a previous article, whitcomb%aurgate@mcnc.org (Jonathan Whitcomb) says:

>I recently called Joppa Computers about a 520 STE and they said that
>they can't get them any more. Has Atari stopped building the 520 STE?
>
>Does anyone know if Atari is planning on changing over to TOS V2.06 in
>their production 1040STE, or will we continue to have to purchase it
>seperately?
>**
>Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
>Alcatel Network Systems Delphi: JBWHIT
>Raleigh, NC GEnie: J.WHITCOMB3
>

I bet they have a bunch of 1040s and Megas left and will sell those
until the Falcon come out in the Fall...

I'm sure someone has the 520 left though.

--

6332. Stacy, TT/030 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 01:55:57 UTC
From: darekm@microsoft.com
Message-ID: <1992Jun13.015557.8990@microsoft.com>
Source record: 220968

```
Well, Gemulator has claimed another victim. One of my beta testers
is dumping his Atari equipment in favor of a PC running Gemulator.
Here is what he is selling:

- Stacy 4, 20 meg hard disk, Turbo 20 accelerator card ($1900 or best offer)
- TT/030, 8 meg of RAM, 50 meg hard disk, VGA monitor ($2800 or best offer)

Willing to sell pieces separately. Call Oscar at 206-745-5980 any time.

- Darek

--
/-----------------------------------------------------------------------\
| Darek Mihocka, BraSoft, 14150 NE 20th St., Unit 302, Bellevue, WA 98007. |
| Creator of Gemulator, Quick ST, and Xformer. Views expressed are my own. |
\-----------------------------------------------------------------------/
```

6333. Re: Mint 0.94B (System Functions - Which are faster?) AND

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 14:02:00 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.e8PML7ektQ_@keep.fantasy.sub.org>
Source record: 220990

In <h63kbcnf@csv.warwick.ac.uk>, Leo Hendry writes:
#In article <707272275.F00005@royaljok.fidonet.org>
Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:
#>In a message of 25 May 92 11:13:41, Michel Forget wrote:
#>
#>MF> 1. I have a terminal program that I have just about finished the second
#>MF> version of, but after installing MiNT I've noticed that the terminal mode
#>MF> is MUCH slower than before. I currently use Crawio() to put text on the
#>MF> screen and Bconin() to get text data from the modem. Does the ST have a
#>MF> faster output routine than Crawio()? If I would like to continue using
#>
#> Yes... Use Bconout, raw mode if you don't need screen control, or normal mode if you do.
That is what FIDOdoor uses and it redraws screens very quickly (and works well under
mint/multitos).
#>
#>"MICRO"
#>
#
#Obviously if you use Bconout you lose redirection (although it doesn't matter
#in this case).
Also note that using Cconws to print several characters at a time in the
#hope of reducing the TRAP overhead is a bad idea because Cconws calls Bconout
#though a TRAP call anyway.

If you call Crawio Crawio calls itself for each call Bconout, but if
you use Cconws Conws is called oncce (GEMDOS TRAP) and afterward
each character will call Bconout (BIOSTRAP) But this way you save
n-1 GEMDOS TRAPS ! (N is the number of bytes to Output !)
You may also use Fwrite ! (which is more transperent !

Gruss
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

6334. Re: PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 17:06:59 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun13.170659.20389@ucsu.Colorado.EDU>
Source record: 220971

```
>
>However, I must say, in the 8-bit's favor, when I got the oppportunity,
>I sold off my ST but I kept my 8-bit. The 8-bit has better games and
>more nostalgia value. For me, the 68000-based ST was just another box
>whose time came and went, it was never as inspiring as the 8-bit and
>when the time came, it wasn't very difficult, emotionally, to sell off.
>(Now I've got 68030 and 386 boxes. :^) The Falcon (if it ever goes into
>actual general consumer distribution) seems like it will be more like
>the 8-bit than the ST in this respect.
>

I must of felt the same way with the 8 Bit as you did Kent, once I had an
ad in the paper for my whole 8 Bit setup (800xl, 1050, and the 1027) for
$300.00, a person across town came by to buy it. After sitting there
testing the hardware and doing demos, he was about to pay up. AT THAT
last second I refused the money and said "sorry I can't sell this". The
ATARI 8 Bit will always be the favorite of mine, right now I can sell off
the ST and not even feel emotional. I guess with my 030 and 486 I really
don't feel that attached to the ST as I did with the 8 Bit days. I also
had a C64 with my 800xl, it didn't last a month with me same with my long
gone AMIGA.
```

6335. SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 18:05:50 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <708568295.F00001@royaljok.fidonet.org>
Source record: 220859

In a message of 09 Jun 92 14:34:59, Doug Plate wrote:

DP> And I thank you David! I feel that crippled shareware is just annoying,
DP> and
DP> useless. If the shareware program is fully functional, and the registered
DP> version offers a few extra features, that would be more acceptable to me
DP> and
DP> would probably motivate me to register a program I like (I haven't yet
DP> found
DP> anything that meets both criteria :-). Also, offering additional software
DP> upon registration is another motivating incentive.

I agree somewhat. My main program (FIDOdoor) is shareware, $25 US. It is fully functional, except for allowing only 5 message areas (128 registered), and a "unregistered" note at the bottom of all messages posted. I am quite sure that if I had released it without needing a key to make it fully functional, the returns would have been MUCH lower than they are. Of course this software has a very limited (Sysop) market, but I think the same things hold true on the overall shareware market.

One thing to note however, is that I initialy wrote FIDOdoor back in early '88 because I needed a bug-free message editor, not to make great gobs of money. By doing this, I now know a LOT more about C and writting code, than I could have gained by spending thousands of dollars on high-priced college courses. If you want to write non-commercial software, and make lots of money, program on a PC. Even if the program is so-so, there are a 1000 times as many people who will look at it, and possibly send
you money. I personally cannot stand DOS (or windows), and IMHO the only decent op-system for those machines are possibly OS/2 and of course, unix (I would really like to see Solaris 2.0 ;^). What I really want is a Sparc 10, but with my budget...

"MICRO"

6336. comp.sys.atari.8bit

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 18:22:27 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun13.182227.24729@ucsu.Colorado.EDU>
Source record: 220973

I have the following complete system forsale. THE SYSTEM IS CURRENTLY
compatible with ST software, PC software, and is ready for MAC emulation,
and ATARI transformer. READS AND WRITES 720K PC/AT disks, and ST formats
also.

*ATARI 520STfm with 1 meg RAM, 720K internal 3.5" Drive
With internal clock and calender, keyboard
anti-static pad, 9 pin extender for easy access, and
TopCase Cooling FAN (LOW NOISE) for the POWER SUPPLY
SPECS:
MC68000-8Mhz 32 BIT internal/16 BIT arch.
MIDI IN/OUT
RS-232 port, Parallel port, HARD DISK PORT,
Floppy Disk port, TV port.
ROM cartridge port
VIDEO RGB/MONO PORT
VIDEO card built in for low, medium, and high rez.
Emulates MAC with GCR 30% faster than the MAC
(GCR not included)

*BEST MOUSE (2-button oval shape) w/pad

*External 360K drive

*RGB color monitor ATARI 1124 w/ swival monitor stand

*External HardDrive Case with Power Supply (Ready for HD)

*about 400 3.5" 720K floppies with case holders.
Many titles that still have original boxes.

Such Titles as:

PC-Ditto software.
SPACE ACE
WAR IN THE MIDDLE EARTH
FIRST WORD
SHADOWGATE
BAAL
WAR CONSTRUCTION SET
OGRE
OBLITERATOR
THE PAWN
and more...

*BOOKS such as GEM programmers reference from ABACUS
MANUALS, MAGAZINES, AND ORIGINAL BOXES are included.

BUYER GETS EVERYTHING ... $600.00

EMAIL me if interested:
chuj@horton.colorado.edu
chuj@spot.colorado.edu

6337. Email addresses of certain software developers / .

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 18:49:32 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jun13.184932.3275@mits.mdata.fi>
Source record: 220972

Does anybody know if Hisoft, the company that sells GFA basic, or
Aaron Hopkins (the developer of FreeZe Dried Terminal) can be reached
via netmail?

--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6338. Overscanning B/W

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 19:04:14 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Jun13.190414.8827@debug.cuc.ab.ca>
Source record: 220900
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is there anyway to overscan an SM124 Atari monochrome monitor? Is it actually possible on an SM124 for the electron gun to scan the borders, or is it limited to inside the borders?

Conan.Ford@Debug.cuc.ab.ca

6339. Re: Falcon memory design, how sis it done?

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 20:32:31 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.33@sofus.dhhalden.no>
Source record: 220997

In article <1992Jun12.195115.19319@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

>How is the Falcon memory design done? Does it use SIMM modules? If so,
>how is the 14 Mb mode achieved (I doubt that Atari can fit 14 SIMM
>slots in a standard ST case along with the internal HD and everything
>else). If it used 4 Mb chips then the max RAM would more logically be
>16 Mb than 14 Mb.

The Apple Macintosh LCII has 4 megs soldered in and 2 slots that accepts 4MB SIMMs. This should bring the machine up to 12MB, but no - the MMU can only handle 10MB. Maybe Atari has done something stupid like this...?

>--
>---
>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>---

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1776 HALDEN, NORWAY | I get a humble TT030?

6340. Re: HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 21:36:53 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun13.213653.16039@peponi.wcc.govt.nz>
Source record: 220976

In article <1992Jun11.185947.15281@polari>, rts@polari.com writes:
>shore@yonder.equinox.gen.nz (Craig Shore) writes:
>
>I cant get Hermes to Poll. It seems to be set up correctly, but using
>it to poll isnt working. I just seems to die. Any ideas?
>I was messing around with mercury, another uucp module. I did leave it
>intact on my hd when I installed hermes. I noticed that alot of the programs
>work with either system. Should I start from scratch? Should I have clear
>directories for Hermes?

Umm, well I renamed the mercury dir to merc as Hermes was finding Mercury
and using some of the config stuff from it.

About polling, are you running uuwork or uupoll?
you need to run uuwork [hostname]
use the hostname if you don't have the xhosts file set up to auto poll
at set times, using the hostname will force a poll straight away.
make sure you have the info needed in xhosts to tell uuwork what number
to ring, speed, login id/password etc.

Craig. (shore_c@kosmos.wcc.govt.nz <<< Mail to there!)

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6341. Re: FontGDOS released by Atari USA

Newsgroup: comp.sys.atari.st
Date: 1992-06-13 23:54:04 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a384c70a@kralizec.zeta.org.au>
Source record: 220996
Cross-posted to: comp.sys.atari.st,misc.test

Original to: steve@thelake.mn.org
In a message of <04 Jun 92 01:44:18>, steve@thelake.mn.org (3:713/602) writes:

s> steve@thelake.mn.org (Steve Yelvington), via *IXgate 3:713/602
s>
>> The really lovable thing about FontGDOS is that as soon as anything
>> goes wrong, the system locks or bombs.
s>
s> I had similar problems. The error-handling of FontGDOS is about on the
s> level of micro software that you might have encountered in 1982. When it
s> gets confused, it crashes (sometimes after giving you the courtesy of an
s> error message, and sometimes not).

It's worth noting that the performance of all currently released versions of FSM-Gdos is the same, if not worse. They are picky _in_the_extreme_ wrt to saved caches, config files, the existance of the font directory, you name it. You get an error message. (which is wrong - not enough cache memory? huh, I gave it a _megabyte_...)

s> I recall somebody saying recently that GDOS fonts come in two flavors,
s> Motorola and Intel, and that real GDOS won't digest one of those flavors
s> while AMCGDOS isn't so picky. If that's the case, it might account for
s> the case in which FSMGDOS gives that error message about not enough
s> cache memory. It does not account for the bombing -- that's just
s> unacceptable program behavior.

Could be... I didn't test for that too much, I was so unimpressed (plus the fact that QTT and FSM don't get on well)...
I had it working, once. With more fonts, and NVDI 2.02 (or whatever version is current) it would probably be quite a good system. Hopefully the new Bitstream version will be better again.

s> Steve Yelvington Marine on St. Croix, Minnesota, USA

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

6342. TOS 2.06 and Ajax chip

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 00:18:37 UTC
From: al@ms.uky.edu
Message-ID: <1992Jun13.201837.18910@ms.uky.edu>
Source record: 220977

Two friends of mine upgraded their Mega STe's to the new Ajax
chip with 1.44M drive, and TOS 2.06. They've found that the external
drive seems to screw up the functioning of drive A if it is connected
at all, whether it's on or not. Anybody else had this problem? Is there
a known bug (ALREADY) in TOS 2.06, or better yet, a fix? Thanks.

Chris Dotson - al@s.ms.uky.edu

6343. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 00:31:11 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.708481871@lad>
Source record: 220978

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>In a previous article, whitcomb%aurgate@mcnc.org (Jonathan Whitcomb) says:

>>I recently called Joppa Computers about a 520 STE and they said that
>>they can't get them any more. Has Atari stopped building the 520 STE?
>>
>>Does anyone know if Atari is planning on changing over to TOS V2.06 in
>>their production 1040STE, or will we continue to have to purchase it
>>seperately?

>I bet they have a bunch of 1040s and Megas left and will sell those
>until the Falcon come out in the Fall...

>I'm sure someone has the 520 left though.

Well in Australia they seem to have discontinued the 520. I had to buy
a new machine last week when my venerable 1040STf expired. A 520 would
have been fine since it's going to 4Mb as soon as I get the case open :-)

Alas, no 520s!! However I was lucky enough to find a dealer who sold me
a new 1040STe for $599 Australian. The list price is $895 and the 520
when it was available was $695, so I can't complain. I was surprised
at the price Atari was charging for 2x256K SIMMs, though.

The dealer, if anyone's looking, was Quadrant Computer Centre, 5A Quadrant
Mall, Launceston, Tasmania, and they had about 10 left at that price.

--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

6344. Re: Falcon (Fresh news)

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 04:20:49 UTC
From: darling@cellar.org
Message-ID: <eLccmB2w164w@cellar.org>
Source record: 220994

elendir@quasar.enst.fr (Vincent Habchi) writes:

> I am back to give you some new infos regarding the Falcon.
>
> - The sound system has been modified. It now features full 16-bits DAC *and
> ADC*, stereo.

Thank God!!! I hope this is true in the final version. Folks, this feature alone could guarantee the Falcon's success as a pro MIDI machine. Currently, direct-to-disk digital audio recording systems cost $1500-$3000 and require external hardware (Atari Sound Tools, Digital Master, etc). With the above-mentioned hardware, all you'd need is some good software and a decent-sized hard disk. Extremely cool.

Imagine doing your MIDI sequences at home, recording vocals over them at CD quality, and being able to manipulate those vocals for editing, remixes, etc. before dumping to DAT or analog tape. Atari would be all over it.

^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

6345. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 04:36:54 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jun14.043654.22577@sfu.ca>
Source record: 220984

In article <l3i4tiINN5dc@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
> Forget about the assign.sys stuff, WHO did you purchase FSMGDOS from?
>I (and I believe many others) would be VERY interested in finding out how
>we could purchase FSMGDOS as well...
>
>
>
>-Mike
>
>

I got FSMGDOS as an upgrade to Wordflair II. It costs just $US35.00, and comes with 4 typefaces. It's a little buggy with TOS 3.01 (occasionally get 2 bombs with large typefaces or when I re-define the page to be larger, or when I define a new point size on the fly), but at least the installation programme warned me about this (now if my local dealer could only get their hands on a copy of TOS 3.06...).

I remember someone once said here that FSMGDOS was no longer being offered by Goldleaf. Well, according to a mail order ad in the June issue of AtariUser, they ARE still selling it with Wordfair II, so unless the ad is lying, this person was wrong.

Gordon

Gordon Farrell e-mail:gfarrell@sfu.ca
Coomputing Science Major gfarrell@cs.sfu.ca
Simon Fraser University
Burnaby, B.C., Canada

6346. Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 05:26:50 UTC
From: steveq@DIALix.oz.au
Message-ID: <1992Jun14.052650.27139@DIALix.oz.au>
Source record: 220985

Hi,

I am using the Drvmap command in 'C' to determine if drive B: is connected
to the system, HOWEVER it always says that it is connected, whether it is
plugged in or not.

Even if I unplug drive B: from the computer, Drvmap still says its there.

Why??

Any ideas??

Is there a better way of checking for the existance of drive B:??

Thanks in advance.

"""""""

6347. Wolfenstein 3-D

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 06:09:45 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60562@cup.portal.com>
Source record: 220986

Concerning the questions about Wolfenstein 3-D, and whether or
not it's going to be ported to the ST, I asked Scott Miller,
president of Apogee Software, the distributor of Wolfenstein 3-D,
whether there were any plans to make an Atari conversion.

This reply is from Jay Wilbur, president of ID Software, the
actual programmers of the game.

#: 48940 S6/Gen Fun & Games [N]
12-Jun-92 11:58:57
Sb: #48598-New Apogee games?
Fm: Jay Wilbur 72600,1333
To: Bob Retelle 76702,1466

>A number of people in the Atari ST newsgroup have seen Wolfenstein 3-D on
>friends' computers and have been wondering if you (or ID) had any plans to
>port it, or any Apogee games to the ST...?

I cannot speak for all of Apogee's games...just for those done by Id Software.
There is no plan to port Wolf or Keen to the ST. The closest we'll come is to
a Wolf port to a different Atari box--the Lynx.

Jay, Id

6348. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 07:27:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun14.072755.21671@peponi.wcc.govt.nz>
Source record: 220987

In article <jmw.708481871@lad>, jmw@lad.med.utas.edu.au (John Mark Williams) writes:
>
>Well in Australia they seem to have discontinued the 520. I had to buy
>a new machine last week when my venerable 1040STf expired. A 520 would
>have been fine since it's going to 4Mb as soon as I get the case open :-)
>
>Alas, no 520s!! However I was lucky enough to find a dealer who sold me
>a new 1040STe for $599 Australian. The list price is $895 and the 520
>when it was available was $695, so I can't complain. I was surprised
>at the price Atari was charging for 2x256K SIMMs, though.
>
>The dealer, if anyone's looking, was Quadrant Computer Centre, 5A Quadrant
>Mall, Launceston, Tasmania, and they had about 10 left at that price.
>John M Williams, Faculty of Medicine, University of Tasmania
>J.M.Williams@med.utas.edu.au
>

Well Dick Smith here sold off all there Atari stock, cheap, STE520 were $445nz
and STE1040 were $545nz, all the better type software was out at $39nz, ie,
1st Word Plus, LDW Power, PC-Ditto, Flash 1.6 was $29nz,
all the Timeworks titles..

One small problem was that these STE's had the DMA bug, and Dick Smiths
did not know a thing about it and how to test for it, you see they never sold
hard drives...!!!!

I ended up getting some new DMS chips from Atari OZZ, but guess what even one
of the new chips was stuffed...!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6349. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 09:24:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2123124@overmind.citadel>
Source record: 220880

Leo Hendry (I hope I got the name right after readign 120 messages...sorry if not):
You mentioned that you had written a program that seems to conveniently switch resolutions without having to resort to the dreaded "choose a desktop.inf file on bootup". Can I trouble you to upload it to Delphi or GEnie, please? I've been looking for such a program. Thank you.

6350. Re: Email addresses of certain software developers / .

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 11:02:42 UTC
From: evansg@uproar.enet.dec.com
Message-ID: <1992Jun14.110242.12855@rdg.dec.com>
Source record: 220989

You should be able to reach HiSoft as hisoft@cix.compulink.co.uk

Gwyn
--
+===+
| Gwyn Evans | evansg@uproar.enet.dec.com | Uxbridge, Middlesex, UK |
| DESISCo - Digital Equipment Service Industries Solutions Company Ltd |
| Views expressed and statements made are mine and not those of DEC |
+===+

6351. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 11:07:23 UTC
From: jmw@lad.med.utas.edu.au
Message-ID: <jmw.708520043@lad>
Source record: 220991

sheppard_r@kosmos.wcc.govt.nz writes:

>One small problem was that these STE's had the DMA bug, and Dick Smiths
>did not know a thing about it and how to test for it, you see they never sold
^^^^^^^^^^^^^^^^^^

How do you test for this bug?

--
John M Williams, Faculty of Medicine, University of Tasmania
J.M.Williams@med.utas.edu.au

6352. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 11:41:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2123261@overmind.citadel>
Source record: 220879

And does it
have the infamous mouse-wrapping problem that most resolution-switchers have?
You switch from medium to low, and the dialog boxes are drawn in two pieces,
each at one edge of the screen. The horizontal travel for the mouse also
consists of going all the way from the left edge to the right edge,
reappearing at the left, and to the right again.

6353. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 11:44:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun14.114452.24085@peponi.wcc.govt.nz>
Source record: 220993

In article <jmw.708520043@lad>, jmw@lad.med.utas.edu.au (John Mark Williams) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>
>>One small problem was that these STE's had the DMA bug, and Dick Smiths
>>did not know a thing about it and how to test for it, you see they never sold
> ^^^^^^^^^^^^^^^^^^
>
>How do you test for this bug?
>
>--
>John M Williams, Faculty of Medicine, University of Tasmania
>J.M.Williams@med.utas.edu.au
>

One simple way is to check for the bad chips C025913-38 or run the machine for
36 hours a try writing to the hard disk, renaming a file it ok, but back up you
hard disk first, if you have the faulty chip you directory gets screwed..

Not all machines show the fault strait away, mine was left of for 2 days for it
to show, must be heat related ..??

Roger.......... sheppard_r@kosmos.wcc.govt.nz

6354. Re: Falcon memory design, how sis

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 12:13:00 UTC
From: Christoph_Bregulla@k2.maus.de
Message-ID: <A42074@K2.maus.de>
Source record: 220860

There are 4 SIMM slots und if you put in 4MByte-SIMMs you get only 14MB, cause at the topper 2 MB there are such things as I/O-mem, the ROM...

bye

6355. Re: SVGA graphics boards for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 12:42:32 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.T9vbusT&jKI@marsu.tynet.sub.org>
Source record: 220752

In <1992Jun12.183452.7901@cdsmn.mn.org>, Doug Plate writes:
> In article <bnell.708284771@ferrari> bnell@siemens.com. (Bill Nell) writes:
> >I have a couple questions concerning graphics boards for the TT. I know
> >of one made by gribnif and the reSolution board. I also have heard of
> >the Matrix(?) boards from Germany but haven't been able to find a number
> >or an address for them (If anybody knows of one, please let me know).
> >I have also heard of some really expensive boards which are totally out
> >of my price range (<$1000). If anyone knows of any decent boards that I
> >haven't mentioned, please let me know about them. If I get enough info
> >I will post my results later.

1. TKR Crazy Dots VME
up to 1280x800 dots in 256 colors out of 16.7 millions
or 1664x1200 in 16 colors
1 MB video RAM
DM 1.600

2. Imagine VME
800x600 256 col., 1024x768 256 col., 1280x1024 16 col.
1 MB video RAM
DM 1.000

3. Matrix 8 bit color cards
COCO DM 1.100
C75ZV DM 2.500
C110ZV DM 3.000
(don't know the specs)

4. Matrix True Color card
1280x1024 256 cols 72 Hz
832x624 16.7 mio cols 72 Hz DM 4.000

5. ... (There are a few more, but I don't know anything about them.)

> >My second question is about adapting an IBM SVGA board to the TT. Don't
> >say this is impossible, because nothing is impossible, just extremely
> >difficult :-). The only problem with this is that I don't know anything
> >about the EISA/ISA specs (anyone out there know?). I don't see why
> >this wouldn't be possible, difficult, but possible. So any help would
> >be greatly appreciated.
> >
> >I think this would be very important to TT owners who want better graphics
> >for a decent price. (You can get SVGA boards for the IBM for ~$100 as
> >opposed to ~$500 or more for the TT). So, let me know!
>
> I'm sure your right, Bill, difficult, but not impossible. I am familiar with

> ISA/EISA spec, however not with the VME (isn't that what's in the TT?) bus.
>
> The next problem would be to make it emulate something TT software would
> understand.

I cannot speak about hardware problems, but first of all you have to
write a complete VDI device driver for the graphic card and its
resolutions. The performance and the compatibility of the system will
mainly depend on this device driver! So choosing a graphic card should
also include considering its software.

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Hey, Dave, what about releasing Spectre 3.1 ?" *

6356. Re: GDOS on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 12:46:00 UTC
From: kjackson@cix.compulink.co.uk
Message-ID: <memo.473609@cix.compulink.co.uk>
Source record: 220992

In article <1992Jun8.202128.14225@sfu.ca>, gfarrell@fraser.sfu.ca (Gordon James Farrell) writes:
>In article <1992Jun8.082745.13864@deis35.cineca.it> fabrizio@deis64.cineca.it (Fabrizio Lugli) writes:
>>I am having lot of troubles trying to use GDOS on a TT. What I exacly want to do
>>is using Gemini and other software with GDOS fonts. So far original GDOS, G+PLUS
>>and AMCGDOS gave me just bombs. The only one that can succesfully complete the
>>boot is FONTGDOS but I have problems accessing the fonts.
>>
>>Can anybody give me some suggestions ? I would like to use AMCGDOS, is there any
>>TT-version around ?
>
>Try running it under an ST resolution. The problem is that anything before
>FONTGDOS or FSMGDOS doesn't recognize the new resolutions (I'm speaking from
>experience, here :-)).
>
>>
>> fabrizio@deis.64.cineca.it
>
>
>____
>Gordon Farrell e-mail:gfarrell@sfu.ca
>Computing Science Major gfarrell@cs.sfu.ca
>Simon Fraser University
>Burnaby, B.C., Canada
>
>
I think you may have something, there. The new, TT resolutions have their
own drivers built into ROM and these *must* be called to avoid a crash.
Exactly the same thing happens if you try to use an ASSIGN.SYS file which,
say, only calls the medium resolution resident driver in low or high res.
Where you would only normally put screen.sys calls up to four, try the same
thing up to 9 or 10.

Keith

6357. Hard Drive and Atari ST software for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 16:25:34 UTC
From: poulin@acsu.buffalo.edu
Message-ID: <BpuGAM.x4@acsu.buffalo.edu>
Source record: 220998
Cross-posted to: comp.sys.atari.st,misc.forsale.computers

I have the following ST software titles for sale:

Sundog $15
Gridiron (football) $10
Dark Castle $20
Leatherneck $15
Personal Pascal $15
Questron II $20
Winter Games $15
Midi Maze $20
Silicon Dreams $10
Hollywood Hijinx $15
Flight Simulator II $15
ImgScan (printhead
scanner) $25
Oids $20
Dungeon Master $20
Carrier Command $20
M Williams C v3.0.5 $20
Assempro $20
WordUp v1.30 $20
bc (calculator) $10
Revolver v1.0 $10
Micro RTX $10

40 More Great Flight Simulator Adventures (book) $10

I also have a hard drive kit with what I believe is a blown power supply.
(The fuse keeps blowing). It comes with a case, ICD host adapter card and
diskette, and an RLL controller. The boards look fine (nothing blown etc.).
If you are handy with electronics, this can be yours for $125

Seagate ST277R 80 megabyte RLL hard disk $200

Everything for $350.

I'll pay shipping on prepaid orders.

6358. Falcon Status

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 17:16:41 UTC
From: ziggy@grafted.UUCP
Message-ID: <iq0cmB2w161w@grafted.UUCP>
Source record: 221000

Hi all,

For those of you who can talk, a couple of questions about
the falcon:

1) Latest price thoughts.
2) Video modes.
3) Ram expansion limits.
4) and of course..... when......

I know that all of this is still realtive until it actually
shows up on the street, but I am still thinking of a TT, but really
dont have the $$.....

Ziggy.

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

6359. Re: SVGA graphics boards for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 18:29:39 UTC
From: ekrimen@wet.UUCP
Message-ID: <4015@wet.UUCP>
Source record: 220853

In article <bnell.708284771@ferrari> bnell@siemens.com. (Bill Nell) writes:
>I have a couple questions concerning graphics boards for the TT. I know
>of one made by gribnif and the reSolution board. I also have heard of
>the Matrix(?) boards from Germany but haven't been able to find a number
>or an address for them (If anybody knows of one, please let me know).
>I have also heard of some really expensive boards which are totally out
>of my price range (<$1000). If anyone knows of any decent boards that I
>haven't mentioned, please let me know about them. If I get enough info
>I will post my results later.

Let's see, where should I start? The reSolution boards are only for the
Megabus in the Mega STs. They haven't been adapted for the VME port, as far
as I know. One dealer told me the developer was working on an adapter, but
this was several months ago and I haven't heard anything since.

I've heard that the Matrix boards are real nice, but I think the documentation
and interface is in German. If you know German, that's great.

Gribnif's Crazy Dots boards are excellent. Get one if you can afford it.

CyberCube's Skyline and Serenade I've heard are good as well. I don't know
if you can buy them yet and I don't know how well they interface with current
software. They are expensive though.

Finally, there's Lexicor's long-awaited Leonardo board. I think Jay Craswell
is still tweaking the output on it. He wasn't satisfied the first time.

>I think this would be very important to TT owners who want better graphics
>for a decent price. (You can get SVGA boards for the IBM for ~$100 as
>opposed to ~$500 or more for the TT). So, let me know!

I have a Mega STE and I want better graphics at a decent price, too! :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6360. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 18:59:57 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jun14.185957.15408@mits.mdata.fi>
Source record: 220852

```
In article <jmw.708520043@lad> jmw@lad.med.utas.edu.au (John Mark Williams) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>
>>One small problem was that these STE's had the DMA bug, and Dick Smiths
>>did not know a thing about it and how to test for it, you see they never sold
> ^^^^^^^^^^^^^^^^^^
>
>How do you test for this bug?
>
>--
>John M Williams, Faculty of Medicine, University of Tasmania
>J.M.Williams@med.utas.edu.au
>

I saw a program at a local board that tests if the machine has the DMA
bug, but if the bug is present, the test will do several damage to the
files on the HD.
--
------------------------------------------------------------------------
| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
------------------------------------------------------------------------
```

6361. Re: Atari ST booting up problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 19:16:58 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <knflbrg1@csv.warwick.ac.uk>
Source record: 220854

In article <708422583.0@cowichn.bc> Patrick.Devine@cowichn.bc.ca (Patrick Devine) writes:
>>> I have an Atari STfm which will only run with a monitor
>>> attached (only triedwith mono hi -res). On trying to boot it up with a
> >> television attached the ST tries to boot up in hi-res mode (with the monitor
> >> lead detached).
>
>> This is a hardware fault, however it can be fixed in software.
>
>??
>
>I think the problem here is that you're trying to boot up from a disk set at
> high-res .. UNPLUG the monochrome monitor and put in a disk set at Low or
> Medium res in the drive (you change this with your GEM desktop). Reboot the
> computer after you have plugged the TV in (or the GEM desktop will do it for
> you) and everything SHOULD work.

Bollocks.
A desktop saved in high resolution will boot in low resolution if a
monochrome monitor connected. On a fully functional ST it is IMPOSSIBLE to
get high resolution unless you have a monochrome monitor or something else
which wibbles the monochrome detect pin connected, unless you patch the VBL
interrupt.
If you'd read what I said you would know that EVERY VBL the detect pin is
checked. If it is low and the resolution is high the machine is RESET. If
it is high and the resolution is not high the machine is RESET. If you don't
believe me disassemble it and look for yourself.

- Leo Hendry

6362. Atari ST, 30MB HD, Printer, Color Monitor -- $500

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 20:30:22 UTC
From: seattle@triton.unm.edu
Message-ID: <w0flkfb@lynx.unm.edu>
Source record: 220855
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Newsgroups: misc.forsale.computers,comp.sys.atari.st

Hardware:
Atari ST 1MB
SF314 External Floppy
SC1224 Color Monitor
Megafile 30 30MB Hard drive
Citizen 120D NLQ Printer
Software:
Mark Williams C
Games: Dungeon Master, CSB, Oids, Populous, Bards Tale, etc.
Public Domain Stuff: Uniterm, First word, Nethack
Software only: WordPerfect, RR Tycoon

Whole package: $550 Hardware $500 - All Software $100 After Hardware sold.

David G Adams
Seattle@hydra.unm.edu
(505) 268-0876

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

6363. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 22:48:16 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun14.224816.1070@peponi.wcc.govt.nz>
Source record: 220856

In article <jmw.708481871@lad>, jmw@lad.med.utas.edu.au (John Mark Williams) writes:
>Alas, no 520s!! However I was lucky enough to find a dealer who sold me
>a new 1040STe for $599 Australian. The list price is $895 and the 520
>when it was available was $695, so I can't complain. I was surprised

Me too, over here, those 256K simms are worth just about nothing now.
A computer engineer gave me a working one for free and said use it
as a keyring!
The shops still charge about NZ$50(~US$25) each though!

Craig. (shore_c@kosmos.wcc.govt.nz < Mail here!)

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6364. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 23:00:18 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun14.230018.1238@peponi.wcc.govt.nz>
Source record: 220857

In article <jmw.708520043@lad>, jmw@lad.med.utas.edu.au (John Mark Williams) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>
>>One small problem was that these STE's had the DMA bug, and Dick Smiths
>>did not know a thing about it and how to test for it, you see they never sold
> ^^^^^^^^^^^^^^^^^^
>
>How do you test for this bug?
>

Personally, I turned Write Cacheing off, then had the drive running for
hours using it. The DMA bug showed up when I started to get WRITE errors
(Using ICD software, it appears in the top right side of the screen)
At first I was getting 5 hours at a time, but after a few days, it would
happen after only 2 hours.

Craig. (shore_c@kosmos.wcc.govt.nz <<-Mail here)

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6365. Re: SVGA graphics boards for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 23:42:22 UTC
From: mjl-b@minster.york.ac.uk
Message-ID: <708565342.24041@minster.york.ac.uk>
Source record: 220865

In article <bnell.708284771@ferrari> bnell@siemens.com. (Bill Nell) writes:
>I have a couple questions concerning graphics boards for the TT. I know
>of one made by gribnif and the reSolution board. I also have heard of
>the Matrix(?) boards from Germany but haven't been able to find a number
>or an address for them (If anybody knows of one, please let me know).
>I have also heard of some really expensive boards which are totally out
>of my price range (<$1000). If anyone knows of any decent boards that I
>haven't mentioned, please let me know about them. If I get enough info
>I will post my results later.

There is the Reflex Graphics Card, from Titan Designs (a UK company). I
can't remember the price off hand, but I can dig out their details if you're
interested.

The card allows 1280x960 big screen monitors and A4 full page displays to be
used. The card fits Mega STs, and TTs as well (I think).

Sorry this is so vague, but I don't have the information to hand!

>
> Thanks
> Bill

Mat

Mathew Lodge	"A conversation with you, Baldrick,
mjl-b@minster.york.ac.uk	and somehow death loses its sting..."
6 July onwards: lodge@alsys.co.uk	-- Blackadder II

6366. Re: Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-14 23:53:04 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun14.235304.18487@newton.ccs.tuns.ca>
Source record: 220858

In article <1992Jun14.052650.27139@DIALix.oz.au> steveq@DIALix.oz.au (Steve Quartly) writes:
>Hi,
>
>I am using the Drvmap command in 'C' to determine if drive B: is connected
>to the system, HOWEVER it always says that it is connected, whether it is
>plugged in or not.
>
>Even if I unplug drive B: from the computer, Drvmap still says its there.
>
>Why??
>
Steve,

Drvmap reports the existance of drive B: because the internal drive can act as drive A: and B: providing "virtual-disking". This is why you see a dialog box saying "place disk in drive A: and press return" if you refer to drive B: which isn't connected. B: will exist as a logical drive.

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

6367. Re: TOS 2.06 and Ajax chip

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 03:02:28 UTC
From: may-j@tortoise.cis.ohio-state.edu
Message-ID: <1992Jun15.030228.20474@cis.ohio-state.edu>
Source record: 220861

In article <1992Jun13.201837.18910@ms.uky.edu> al@ms.uky.edu (Al Smith) writes:
> Two friends of mine upgraded their Mega STe's to the new Ajax
>chip with 1.44M drive, and TOS 2.06. They've found that the external
>drive seems to screw up the functioning of drive A if it is connected
>at all, whether it's on or not. Anybody else had this problem? Is there
>a known bug (ALREADY) in TOS 2.06, or better yet, a fix? Thanks.
>
>Chris Dotson - al@s.ms.uky.edu
>
I've got a Mega STe that came with a built-in 1.44M drive and TOS 2.05.
Drive A will not function at all if the external drive in turned off,
but works fine when it is on. I haven't heard of any fixes for this.

By the way, I also noticed that extended formats don't work too well
with this configuration. Diamondback format, although it is supposed
to be designed for 1.44 drives, terminates without error, but then
the disks won't have the proper amount of room when I check (for example,
20 sectors/track and 80 tracks gives about 1 meg). MSA also didn't work
correctly. Is this because the TOS is only 2.05? Does anyone know of any
fixes?

--Jeff

6368. GCC 2.1 (getting it going)

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 03:49:51 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1992Jun15.034951.1762@cs.mun.ca>
Source record: 220803

I thought I had GCC 2.1 up and working right, but I'm not sure
any more. I have a program that the first instruction is a
printf, and it crashes (2 bombs) before it even does that. When
I Downloaded all the stuff, I found I didn't have the crt0.o lib
file. So I DLed the libsrc80 file, found crt0.c and compiled it.
Is this OK? Is there anything else missing? any ideas?

I also couldn't get the debugger to work (GDB). I have a symbol
file created and stuff, but still no go.

I ahve gotten small stuff to compile and run, but the prg I am
working on now is a little bigger. So I don't know if
GCC is looking for something different in the libs or something.

Any help greatly appreciated. My crt0.o file is 2435 bytes, is this
right?

Thanks in advance.

Anthony V. PauL AV VPPPP
137 Rennies Mill Rd. A V V P
St. John's, Nf A V V P
CanadA AAAAV VPPPP
A1B 2P2 A V V
A VV

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 92-93 || Engineering 4
|| The best defense is a good offense. --- How do you Drive? ||

6369. Spectrum 512/16 colors per line

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 04:01:00 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Jun15.040100.1147@debug.cuc.ab.ca>
Source record: 220801
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I'm trying to write a fractal program that can do 3072 colors/screen (STE), and I'm not quite sure how to implement the palette switch after each scanline. Could someone please tell me where I can get info on this subject?

Thanks.

~~~~~~~~~~~~~.signature~~~~~~
/ \ Internet: Conan.Ford@Debug.Cuc.Ab.Ca / . | . \
/ Conan Ford \ Fidonet: Conan Ford at 1:134/9 / . -*-. . . \
/ \ FNET: Conan Ford at node 584 / . | . \
~~~~~~
Just grab on this end and pull!

6370. Re: Falcon (Fresh news)

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 05:54:26 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun15.055426.8472@peponi.wcc.govt.nz>
Source record: 220864

In article <eLccmB2w164w@cellar.org>, darling@cellar.org (Thomas Darling) writes:
>
>Imagine doing your MIDI sequences at home, recording vocals over them at CD
>quality, and being able to manipulate those vocals for editing, remixes,
>etc. before dumping to DAT or analog tape. Atari would be all over it.

I think you are right, it will be all over for Atari..:-)..

>^~^~^~^~^~^~^~^~^\\\^~^~^~^~^~^~^~^~

6371. Bitstream PD fonts ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 06:09:59 UTC
From: ASI503@DJUKFA11.BITNET
Message-ID: <92167.080959ASI503@DJUKFA11.BITNET>
Source record: 220863

Is anybody out there knowing a server where I can get Bitstream compatible PD fonts ? The new version of the chart publisher Scigraph (now X-act) works with those fonts.

Although I'd prefer FSM-Gdos, in Germany it is not available up to now, as far as I know. Does anybody have information on a planned release of FSM-Gdos in Germany?

Thanks in advance,
Erik Sodtke

6372. ST HDU Virus Killer

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 06:17:21 UTC
From: grillo@iconet.ico.olivetti.com
Message-ID: <54837@olivea.atc.olivetti.com>
Source record: 220862

Hi There,

I'd like to know ,in your opinion , which is the best Virus Killer
either PD or Commercial products for HDU users, I just wonder if
something like the McAfee products exists in the Atari world too.

Savino

6373. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 07:53:13 UTC
From: gehnen@relax.informatik.rwth-aachen.de
Message-ID: <gehnen.708594793@relax.ert.rwth-aachen.de>
Source record: 220866

The Problem of trashing files on the Floppydisk is just a little one.
Mtools uses only the first FAT on the Disk. The ST reads only the second one.
Blurps, thats the Problem... :-(
The Solution is: After using the Floppy at the Sun, you have to copy the first
FAT to the second FAT. You should do this with a good Diskmonitor or a
special program. This Program is just a little thing. I do not have the
sourcecode (C) with me at this time, but its small enough to post it in
Source.

I will do it in the next days.....

So long,,
Gerrit.

========== gehnen@ert.rwth-aachen.de ======================

6374. How do I compute Roland Sysex checksum?

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 08:27:07 UTC
From: qb7g6@fel.tno.nl
Message-ID: <1992Jun15.082707.6093@fel.tno.nl>
Source record: 220871
Cross-posted to: comp.sys.atari.st,comp.music

Hi,
I'm trying to take control over my Roland Sound Canvas (SC-55) with
my Atari using Turbo C 2.0.

For system exclusive MIDI messages, Roland requires the last byte to
be a checksum. Of course, I'd be glad to compute it and give to the
needing thing, but HOW? I don't know whether to add or xor, or which
bytes to take into account, I can't find anything. Trying it out
takes too long; on every wrong checksum, the canvas displays
"Check sum error!" for about 1.5 second.

If anybody knows anything on this subject, please mail me!

Thank you for reading!

Maarten Landzaat, BSO/Aerospace & Systems, qb7g6@fel.tno.nl

6375. Problem with Turbo C's TCC

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 08:39:32 UTC
From: qb7g6@fel.tno.nl
Message-ID: <1992Jun15.083932.6175@fel.tno.nl>
Source record: 220872

Hi!

I just can't get the commandline versions of Turbo C 2.0 to work.

Hardware: 520+ (1Mb), Megafile 20.
Software: TOS 1.0 (!), Gulam or standard desktop

When I use TC, everything's fine; it produces working executables.
When I use TCC and TLINK, it produces executables with exactly the same size, same file permissions (as far as I can see with gulam and the standard desktop), but they give me bombs. It's just your basic "Hello, world" program. Sometimes I get the message before the bombs appear, sometimes not.

I don't have a proper file comparison utility, so I don't know whether the contents of the executables produced in the 2 different ways are equal.

Using gulam or the desktop does not make any difference.

I want to use the commandline version, because I want to use elvis/vi and make, because I'm used to these lovelies at work.

I would greatly appreciate any suggestion, hint, or perhaps solution!

Please mail to maarten.landzaat@fel.tno.nl

Maarten Landzaat

6376. CS-Tex 4.00: shell "feature"

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 08:52:16 UTC
From: dah90@ecs.soton.ac.uk
Message-ID: <11982@ecs.soton.ac.uk>
Source record: 220870

Just downloaded CS-Tex 4.00. Very nice. One problem - the shell when run from Neodesk or Gulam or another prog.). When c_tex is run, it just exits to the GEM desktop and does not return ro Neodesk or Gulam if run from there. Looking at the free memory, it looks as if Neodesk/Gulam is trashed straight away. Is this a bug or a feature to get more memory?

David Halls

dah90@uk.ac.soton.ecs
(Comp. Sci. 2nd/3rd Year Undergraduate)

6377. ScreenSaver for ATSpeed

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 09:06:34 UTC
From: ggreenbe@rodan.acs.syr.edu
Message-ID: <1992Jun15.050634.18091@newstand.syr.edu>
Source record: 220874

The screensavers I have tried with ATSpeed seem to mess up the
video when I resume activity, so I was wondering what
screensavers, if any, you other ATSpeed users might be using.
Thanks,
Gerry
ggreenbe@rodan.acs.syr.edu

6378. Re: UMS II -- a word in/on defense...

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 09:09:52 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92167.100952MEBEB@LIVERPOOL.AC.UK>
Source record: 220899

With reference to the speed of UMS 2, try switching hidden movement off. Apparently this gives quite a speed up, so I've been told. Apparently the AI in early version of the prog was a bit dodgy. For an example, play the D-Day scenario. The computer has this embarassing habit of attacking the coastal forts directly, instead of going round them and cutting their supplies off. It keeps on doing this until it runs out of ships, even using supply ships towards the end 8-)

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

6379. Re: Stuff uploaded to Atari.Archive - Gemview,BardTaleFix, RogueFix...

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 09:19:40 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <Bpvr8s.Ip6@newcastle.ac.uk>
Source record: 220873

In article <2699@isgtec.isgtec.com>, ken@isgtec.com (Ken Newman) writes:

>Another great old program is Sundog, which works perfectly on TOS 1.6.
>Sundog was the first major commercial ST game ('85?).

I thought that Brattacus or Lands Of Havoc were the first major commercial
ST games (at least in the UK).

CRAIG GRAHAM

6380. LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 09:33:50 UTC
From: g0omen@CDF.TORONTO.EDU
Message-ID: <92Jun15.053351edt.30990@marvin.cdf.toronto.edu>
Source record: 220868

Hiya all,

Are there any LISP compilers for the ST out there?? Any good ones?? How
about ProLog?? Thanks,

Damian
--
Damian R. Kanarek -> g0omen@cdf.utoronto.ca
Computing Disciplines Facility
Department of Computer Science
University of Toronto (CANADA)

6381. LOGIC SIMULATOR RELEASED TODAY

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 10:03:46 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BpvtAA.10C@newcastle.ac.uk>
Source record: 220876

```
CLA LOGIC SIMULATOR
===================

After a rather prolonged delay, where a few ugly bugs appeared at the last minute,
CLA LOGIC will be posted to atari.archive.umich.edu today.

The file to download is:

CLA_V1R1.LZH

The final spec. for this version 1 release 1 is as follows:

- Full hierarchical structuring of designs.

- A quite nice GUI.

- User definable keyboard shortcuts for all functions.

- Interactive simulation, with the following tools:
- 20 trace logic analyser
- 'Active' probing
- Monitoring bulbs, for those 'quick little checks'
- Variable propogation
- Auto clocking inputs at definable frequencies
- Manually setable inputs
The simulation functions are fully integrated and accessable at any time.

- GDOS output of circuit designs & test results.

- Library module facilities:
- Predefined libraries
- Library module loading.
- Design merge
- Librarian program for maintaining libraries

- Fanout checking (74**, 74HC, 74LS, CMOS, ETC)

This was a summary of some of the nicer features of the program. There are many
more features actually in the package.

PLEASE NOTE THAT CLA IS SHAREWARE......

>>>>>>>>>>>>>CRAIG GRAHAM>>>>>>>>>> Craig.Graham@newcastle.ac.uk
<------------------------------------------------------------------------>
/\ /\
...Not built to last but built to burn, / \ / \
Contribute, contribute, send all you earn. / \ _ / \
No deposit, no return. / \ / \ / \
No deposit, no return. /_______ / \ ________\
```

Health and happiness guaranteed, |P O P|
Free seven day trail, it's all you need. \ /
Every hour on the hour, this is the voice of fate. /_/\
It's the voice of power. / \
E104,E122,E137,E142. / \
Here's to the king of the nineteen nineties..... /_________\
....give me everything.....give me everything........

-POP WILL EAT ITSELF. This is the day, this is the hour, this is this....

6382. Re: LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 10:58:29 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun15.105829.5078@email.tuwien.ac.at>
Source record: 220875

g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:

> Hiya all,

> Are there any LISP compilers for the ST out there?? Any good ones?? How
>about ProLog?? Thanks,

I haven't heard of any LISP compilers, but if you mean interpreters,
check out XLisp (from version 2.0 it's object-oriented too).
Again, I don't think there are any Prolog compilers for the ST, except
for Maxon Prolog (which is a commercial product), which I think has a
compiler. Good prolog interpreters are prolog68 (I only have an
experimental version) and Turbo Prolog (it's predecessor).

Marinos Yannikos

6383. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 10:59:50 UTC
From: neil@cs.hw.ac.uk
Message-ID: <1992Jun15.105950.28754@cs.hw.ac.uk>
Source record: 220823

In article <1992Jun10.120147.1781@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
>In article <1992Jun9.212617.16368@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett)
writes:
>>This doesn't count any of the time put into the game library used,
>
>Speaking of the game library ...
>
>When is Double Click finally going to come out with the Game Workbench!?

Hey Mike, you wanna answer this one? :-)
(BTW: I'm impatient too)

>(or whatever it's now being called ...)

Well we dropped the 'The'. Not that there is any competition. :-)

+---+
! DISCLAIMER:Unless otherwise stated, the above comments are entirely my own !
! !
! Neil Forsyth JANET: neil@uk.ac.hw.cs !
! Dept. of Computer Science ARPA: neil@cs.hw.ac.uk !
! Heriot-Watt University UUCP: ..!ukc!cs.hw.ac.uk!neil !
! Edinburgh, Scotland, UK "That was never 5 minutes!" !
+---+

6384. Re: Bards tale

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 11:27:38 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1777@sheoak.bcae.oz.au>
Source record: 220877

In order to make Bard's Tale more convenient, I put it all on one disk.
Made it much more enjoyable!

J Quinert
i921652@redgum.ucnv.edu.au

6385. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 11:39:27 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1778@sheoak.bcae.oz.au>
Source record: 220878

I actually FTPed a program from the Stuttgart Ftp site which will transfer MAC disks without the need for hardware. It only goes one way, but the reverse operation is apparently available. Does anyone know more about this?

6386. Re: Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 11:48:57 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jun15.114857.11592@unibi.uni-bielefeld.de>
Source record: 220881

In article <...>, Steve Quartly writes:

|> I am using the Drvmap command in 'C' to determine if drive B: is connected
|> to the system, HOWEVER it always says that it is connected, whether it is
|> plugged in or not.
|> Even if I unplug drive B: from the computer, Drvmap still says its there.
|> Why??

The point is that if you haven't got a second drive, the message "INSERT
DISK B IN DRIVE A" will occur, otherwise it will be highly difficult to copy
disks with the DESKTOP. So you DO have two LOGICAL drives A: and B:
There's another system variable (sorry, don't know) which tells you how
many PHYSICAL floppies there are connected.

|> Is there a better way of checking for the existance of drive B:??

Besides that it's always better to use the GEMDOS function "getdrv" and
"setdrv" to determine the existing drives, because these ones use a 32 bit
vector, the xbios only 16 bits. So under MiNT you won't be able to check
for the drive U:

TeSche
--
internet e-mail : itschere@techfak.uni-bielefeld.de

6387. The Unnkulian Unventures : Commerical Quality Text Adventures for FTP

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 13:21:23 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun15.132123.8252@wam.umd.edu>
Source record: 220883
Cross-posted to: rec.games.misc,comp.sys.mac.games,comp.sys.ibm.pc.games,comp.sys.ibm.pc.archives,comp.sys.ibm.pc.misc,
comp.sys.atari.st,rec.games.programmer,rec.arts.int-fiction

[Late-breaking news: Look for _Unnkulia 1/2: The Salesman Triumphant_
coming to an archive site near you, along with demos of _Unnkulia
Zero: The Search for Amanda_ and _The Legend Lives!_, the first
adventure in the science fiction Unnkulian Universe Unventure series.
Three exciting new Unnkulian games for you to fry your brain with!
What could be better?!]

The Unnkulian Unventure Series
Interactive Fiction for the 90's

Remember the good old days, when adventure games challenged you with
great puzzles and evocative descriptions without resorting to using any
graphics at all? We really miss the emphasis on gameplay rather
than glitz, so we've decided to write our own adventure games along the
lines of the early games we liked so much.

If you're looking for top-quality interactive fiction comparable to
those classic 1980's commercial offerings, check out the Unnkulian
Unventure series of games, shareware text adventures available from an
archive site near you!

In _Unnkulian Underworld: The Unknown Unventure_ you play the part of
Kuulest's slave, and must recover the Orb of Studosity from the evil
Unnkulians. Kuulest, the old geezebag, has died and left you with
nothing to go on but a cryptic message about saving the planet. You'll
encounter amazing Acme products, the infamous Guardian, those witty
creatures known as Drolls, a giant beaver, and even the Dread Unnkulian
Warrior. <Gasp!>

In _Unnkulian Unventure II: The Secret of Acme_ your adventure
continues as you try to create some good press for yourself -- wouldn't
want to fade into anonymous obscurity, now would you? Along the way,
you'll find the answers to these compelling questions, and more:

o What happened to the Unnkulians?
o Why are Acme products so bad?
o What is this cheez stuff, really?

Plus, you'll get to explore Dawg Rock, a Duhdhist Retreat, Acme's
clandestine prototypes laboratory, and even pay a visit to Acme HQ.
And in the process, you may get turned into a small flightless bird.

The Unnkulian Unventure games have already gotten rave reviews from
numerous adventure game connoisseurs, so why not give them a try?

The games are available for FTP:

PC and compatibles:
---

msdos.archive.umich.edu:

msdos/games/textadv/unnkul12.arc
msdos/games/textadv/unnk2v20.zip

Mac:
---

mac.archive.umich.edu:

mac/games/adventure/unnkulian1.03.sit.hqx
mac/games/adventure/unnkuliantwo2.0.sit.hqx

Atari ST:
---

atari.archive.umich.edu:

atari/games/tads/unnkul12.arc
atari/games/tads/unnk2v20.arc

Amiga and Unix:

We get a lot of requests for Amiga and Unix versions of our
games. We'd love to have versions running on all the
major machines, but unfortunately converting our games
to other platforms is beyond our control since the games
were written with a system called TADS; TADS only runs
on PC's, Mac's, and Atari ST's. If you'd like to know
about plans to port TADS to other platforms (if there
are any such plans), you can send email to Mike Roberts,
principal author of TADS, at <73737.417@compuserve.com>.

He gets flooded with mail about this every time I post
this message, though, so please be kind and brief for
his sake.

Notes on where to obtain TADS itself are included below.

Both Unnkulian games are shareware ($10 registration fee for each) --
registering gets you maps and hint sheets from the authors. Support us
and you'll continue to see fun text adventures like these.

Questions and comments are welcome!

Dave Baggett
dmb@wam.umd.edu

Appendix A

Where to get TADS via FTP:

TADS is available for the PC, Mac, and Atari ST, from the following sites:

msdos.archive.umich.edu: msdos/games/textadv/tads.zip
atari.archive.umich.edu: atari/games/tads/tads.lzh
mac.archive.umich.edu: mac/games/games.utilities/tads1.04.cpt.hqx

TADS is also shareware, and we strongly encourage you to register if
you use it since we feel it is a powerful, innovative, and very inexpensive
development system that deserves to be paid for.

6388. Re: Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 14:28:36 UTC
From: jeroen@phil.ruu.nl
Message-ID: <jeroen.708618516@groucho.phil.ruu.nl>
Source record: 220885

hartlenk@newton.ccs.tuns.ca (Kenneth W Hartlen) writes:

>In article <1992Jun14.052650.27139@DIALix.oz.au> steveq@DIALix.oz.au (Steve Quartly) writes:

>>I am using the Drvmap command in 'C' to determine if drive B: is connected..

> Drvmap reports the existance of drive B: because the internal drive can
> act as drive A: and B: providing "virtual-disking".

True. In fact, Drvmap() returns the system variable _drvbits; there is another variable, _nflops, that tells you how many floppies are connected.
Note that these things can only be read (and written) in super mode.
Here's a routine that reads _nflops:

```
int Nflops(void)
{
long stack;
int _nflops;

stack = Super(0L);
_nflops = (*((int *)0x4A6L));
Super((void *)stack);
return(_nflops);
}
```

Hope this helps, Jeroen.

6389. Re: Falcon Status

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 14:45:24 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun15.144524.27724@chinet.chi.il.us>
Source record: 220809

Bob Brodie said a couple of things about the 'Falcon' quietly at the Milwaukee Atari Fest. He endorsed anything Leonard Tramiel has said about it (other Tramiels have to stand on their own credibility) and said that it is on or ahead of schedule for the release date they wanted.

Under some pressure, he said that he's probably the only 'official Atari spokesperson' for general announcements in the English-speaking countries.

Commercial deliveries should happen in Europe before the US, but not by any huge margin.
Steve saj@chinet.chi.il.us

6390. First Word is PD? (Was: Atari ST, [for sale])

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 14:57:47 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Jun15.145747.25582@cdsmn.mn.org>
Source record: 220806
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

In article <w0flkfb@lynx.unm.edu> seattle@triton.unm.edu (David G. Adams) writes:
>Newsgroups: misc.forsale.computers,comp.sys.atari.st
>
>Software:
> Mark Williams C
> Games: Dungeon Master, CSB, Oids, Populous, Bards Tale, etc.
> Public Domain Stuff: Uniterm, First word, Nethack
^^^^^^^^^^
First word is PD? Really? Where can I get it! How `bout First Word Plus?

>
>David G Adams

Regards,
Doug Plate

6391. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 15:01:22 UTC
From: mohr@slsvaat.sel.de
Message-ID: <1992Jun15.150122.14350@us-es.sel.de>
Source record: 220884

cstdxas@warwick.ac.uk (Leo Hendry) writes:
: In article <1992Jun11.233558.10330@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
: >>So the FALCON is a replacer for the current lower STEs? and perhaps the
: >>Mega STEs?
: >
: >I've heard that when the Falcon is released, both STe and Mega STe
: >will be withdrawn from the markets.
:
: This is clearly cr*p because a 520STe's RRP is currently #280 in england
: and the Falcon is predicted to cost #600 which is bound to be an under
: estimate. The Falcon is aimed at a totally different market.
: As for the Mega STe, this has a separate keyboard and is aimed more at
: the serious market. However, it is very overpriced at the moment and is
: going look alot more overpriced if/when the Falcon comes out.
: I think the TT is most likely to be discontinued, if the Falcon 040 with
: separate keyboard rumours are true.
:
: - Leo Hendry

Yep. If not for desktop publishing, I wouldn't see an application for the
TT at all. If You need < Insert student's standard wishlist here >, which includes
Unix, X-Window, *good* graphics & sound, SCSI; the average person
would choose an '486. The 68030 ist *just too slow*. (look at the Next030,
even the 040 is to replaced by an 88110).
I`ll be happy with my ST@16Mhz and Minix, thank You. (No X-Windows, right!)
Maybe the Falcon 040 will be worth a second look.

Tom

#include <std.disclaimer>

6392. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 15:28:11 UTC
From: sourada@iastate.edu
Message-ID: <sourada.708622091@vincent1.iastate.edu>
Source record: 220886
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:)

WEL Welcome to comp.sys.atari.st
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
ZNET Where can I get copies of ZNET?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:BOOKS:
What books are available for the Atari ST?
==========================================
```

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above
for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of
the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99.
(# = the British pound). Still Another Line A Doc (SALAD), Intelligent
keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release
notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion
for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol &
docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum
No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp

Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

```
*****************************************************************
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*
```

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*****************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
```

* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]

:DEV:
How do I become a developer for the Atari ST?
==========

Contact Gail Johnson, Atari Rep Person, (408)745-2568

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on
GEnie in January (of ????) by John Townsend. The original also appeared in
the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA
22170). It has since found its way to me, and is being posted to
comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but
that it cannot be dubbed "official" unless it originates, on paper, from
Atari. This makes sense, as electronic communications are easily
modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and
GEM return codes which appears to be correct. The tables have been modified
to reflect his information.

The following is an unofficial list of the errors that can appear
while you are operating your ST computer.

Error description return code alert box #
===
OK (no error).....................0
Fundamental error................-1
Drive not ready..................-2
Unknown command..................-3
CRC error........................-4
Bad request......................-5
Seek error.......................-6
Unknown media....................-7
Sector not found.................-8
No paper.........................-9
Write fault.....................-10
Read fault......................-11
General error...................-12
Write protect...................-13
Media change....................-14
Unknown device..................-15
Bad sectors on format..........-16
Insert other disk...............-17
Invalid function number.........-32.............1
File not found..................-33.............2
Path not found..................-34.............3
No handles left.................-35.............4
Access denied...................-36.............5
Invalid handle..................-37.............6
Insufficient memory.............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files...................-49............18
Range error.....................-64............33
Internal error..................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
===
Reset: Initial PC2...............1

```
Bus Error.....................2
Address Error.................3
Illegal Instruction...........4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation...........8
Trace.........................9
Line 1010 Emulator...........10
Line 1111 Emulator...........11
[unassigned, reserved].......12
[unassigned, reserved].......13
Format Error.................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].....16-23
Spurious Interrupt...........24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].....48-63
User Interrupt Vectors......64-255

:FREE:
What is Free-Net and how can I get access?
==========================================

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more
specifically the Atari S.I.G. on the Cleveland Freenet. For those who
haven't, the Cleveland Freenet is an experimental computer system providing
free public community telecomputing. Basically, it's a lot like a public
library of the future. Many of these systems are popping up all over the
country. Don't be surprised if one pops up in your neighborhood in the
future.

Recently the Atari SIG has undergone a significant face-lift. All
the regular areas are intact including its news sections, user group
newsletter, online magazine sections, general as well as specific
computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our
weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel
"+Ataricon". What the staff at the Atari SIG has added, has given the
Atari SIG the potential to cover all grounds of Atari and its related
products.
```

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG
P.O. Box 21815
Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout the world. We look forward to seeing you all real soon! Remember the staff of the Atari SIG are volunteering their time for no pay and the Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS:
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.
As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in
all local WaldenSoftware stores and many bookstores. If your "local"
Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:

ST Applications:
---

formerly the ST Club Newsletter, this is now the only
non-games mag in the UK (although see ST World below). Approx. 4,500
copies per issue sold. News, reviews, interviews, tech tips, general
forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a
'user-driven' feel. Recommended. The associated ST Club runs a PD
distribution service and distributes a couple of commercial programs too
(Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail);
worldwide - 28 pounds (Air Mail)

Address: ST Club, 49 Stoney Street, Nottingham, NG1 1LX ENGLAND

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

There are ST sections in New Computer Express (weekly), Computer Shopper (monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2,
D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

:TIPS:
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically. Note that the only format of disk that will work between both the PC and ST is 9 sectors, 80 tracks.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number

of reasons. An example is this: say D:\BLAH.ARC is a file you would
like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then
hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET:
Where can I get copies of ZNET?
==========

ZNET on-line magazine is available on CompuServe and GEnie. You can also get
copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg
Lindahl provides an excellent service to the networking community by sending
these out.

ZNET and some information from the Current Notes user magazine are also
available from the atari.archive server under /atari/magazines.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a

help file by mailing a message to atari@atari.archive.umich.edu, with the main body of the message being the word 'help.'. If you are from a uucp site, please enclose this statement also 'path host1!host2!....', where host1!host2!... is your path. Please read the help file completely before you ask questions, and then send any you may have to jon@atari.archive.umich.edu. Any questions about the archive or specific files go to weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via via JANET.

info-server@ftp.Informatik.Uni-dortmund.DE:

This is a german public domain archive.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm to 8-9 am LOCAL time. LOCAL time means local to the computer you are accessing! For example, 4 P.M. in Minneapolis, Minnesota is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Informatik.Uni-dortmund.DE [129.217.64.63]

cs.uni-sb.de [134.96.7.254]

archive.cs.ruu.nl [131.211.80.5]

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6393. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 15:29:49 UTC
From: sourada@iastate.edu
Message-ID: <sourada.708622189@vincent1.iastate.edu>
Source record: 220887

```
Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:)

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
MINT What is MiNT?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources
```

:ARCS:
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are binary files which may contain one or more other files in a compressed format. Archive files usually take up less disk space, and for this reason have become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the /atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want speed, better compression, and don't care about archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation. UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using zoo21.ttp.

:CLI:
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST. Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell - available under MINT

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the other FTP sites for files.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4

```
Access denied..................-36.............5
Invalid handle.................-37.............6
Insufficient memory............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified........-46............15

No more files..................-49............18
Range error....................-64............33
Internal error.................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255
```

:GDOS:
What is GDOS, and where can I get it?
====================================

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

:GNU:
What GNU software is available for the ST?
===

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2.5 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at cs.uni-sb.de and most other European FTP sites. The latest version of GCC available for the ST is 2.1, this version includes built-in support for C++.

The following can be found in the /atari/gnustuff/tos directory of atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse

EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM:
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG:
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
ICON
LISP
Modula2
OPS5
perl
PROLOG
SCHEME
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX:
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.

If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT:
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat like BSD Unix from the programmer's perspective. Note that MiNT will only multitask character-based programs, GEM can't handle multiple programs and MiNT provides no enhancements to GEM. MiNT and lots of stuff to go with it can be found at atari.archive.umich.edu:/atari/mint.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:PAINT:
What is the format for [x] paint program data?
==

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD:
Where can I get Public Domain/Shareware software?
===

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st mail server. You can also try the commercial on-line services such as GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.) into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@ftp.Informatik.Uni-dortmund.DE:

This is a german public domain archive.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Informatik.Uni-dortmund.DE [129.217.64.63]

cs.uni-sb.de [134.96.7.254]

archive.cs.ruu.nl [131.211.80.5]

:TEX:
Is TeX/LaTeX available on the Atari ST?
==========

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.1) has recently been made available on the atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the minimum files needed to get a working TeX/LaTeX system up and running on the Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0. This consists of 8 disks full of TeX stuff, plus an installation program that takes care of the details for you.

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6394. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 15:31:22 UTC
From: sourada@iastate.edu
Message-ID: <sourada.708622282@vincent1.iastate.edu>
Source record: 220888
Cross-posted to: comp.sys.atari.st,news.answers

Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:)

WEL Welcome to comp.sys.atari.st
ACCEL Hardware Accelerators
DRIVES What should I know about hard drives and the ST?
FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
PCEM How can I turn my Atari ST into a PC emulator?
SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ACCEL:
Hardware Accelerators
=====================

<This area under construction. Useful articles would be appreciated>

:DRIVES:
What should I know about hard drives and the ST?
[Still under construction. Send me stuff!]

On older ST's (pre Mega-STe), the only harddrive port available is Atari's proprietary one. This means that you must either buy a drive from Atari, or get a SCSI interface and use a SCSI drive. ICD makes several flavors of SCSI interfaces. (ICD, Incorporated, 1220 Rock Street, Rockford IL 61101, (815)968-2228)

:FLOPPY:
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe and TT machines. If you own an older Atari ST, there is a company which offers a $199 kit (including floppy) to install and use the drive. (I will supply the name next month, sorry...)

Note that Tos versions prior to 2.06 will not format a 1.4 meg floppy from the desktop.

:GRAPHIC:
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass at listing some of them. The information is based on postings by Ben Gilbert and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different graphics boards available, from hobbyist to professional, from CAD to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors

* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY:
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM:
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOW to you!

:MONITOR:
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150, used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM:
How can I turn my Atari ST into a PC emulator?
==========

<This area under construction. Useful articles would be appreciated>

:SPECTRE:
How can I turn my Atari ST into a Macintosh emulator?
==========

<This area under construction. Useful articles would be appreciated>

:UPGRADE:
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6395. Re: Common Lisp

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 15:52:35 UTC
From: david@ariel.yorku.ca
Message-ID: <1992Jun15.155235.960@newshub.ariel.yorku.ca>
Source record: 220897

In article <1992Jun12.143725@aifh.ed.ac.uk>, samm@aifh.ed.ac.uk (Sam Marshall) writes:
>> In article <3782.06.92@janhh.hanse.de>, jan@janhh.hanse.de (Jan Willamowius)
>> writes:
>> # Hi!
>> #
>> # I'm looking for a Common Lisp for the ST. The best I found so far is
>> # CLISP by Bruno Haible and Michael Stoll.
>> #
>> # Is anybody else using it, too ?

I've used it a tiny bit, but I'd need to buy more memory before serious use (I have 1M). There are various bits and pieces missing, like BIGNUMs and stuff like that (I think), but I don't remember exactly what. I do remember that none of it would seriously affect my code, nor most other peoples'. (I'd use it more, but it's only for my machine at home, and at work I have Harlequin LispWorks. In fact, I'm tempted to buy more memory just so I can use CLISP more, but 1. I'm cheap, 2. I may just give the ST to my kids, and buy a more powerful machine, not necessarily from Atari, sad to say. (flames to /dev/null))

>> # Is there another Common Lisp that conforms to the Standard as described
>> # by Guy Steele ? Maybe including CLOS ???

Not that I'm aware of. LeLisp isn't CL, but it's fairly useable, I've heard. LeLisp is commercial, CLISP is PD (?).

>> # Cheers,
>> # Jan
>> #
>>
>> You could look out for XLISP in the PD, but I doubt it'll be much better
>> as it's only semi-common lisp compatable. It also has an OO extension,
>> but not the CLOS one !

David Betz did a great job on XLISP, but it's best used as an introduction to LISP programming. It's missing a lot of CL functionality, like multiple value returns and defstructs (I hacked something which could be used as a work-around, but I'd rather not have). Over half of the standard CLtL functions are missing (many of which I can do without, but I think even things like FIND and WITH-OPEN-FILE were missing).

>> I've not heard of CLISP before, I'd be interested to hear more about it.
>>
>> Sam.

If you're interested in programming in CL, you should definitely get CLISP.
(And maybe more memory!)

- DF

6396. Decompressing the book...

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 16:44:49 UTC
From: asdbf@acad2.alaska.edu
Message-ID: <1992Jun15.124449.1@acad2.alaska.edu>
Source record: 220892

Has anyone had problems decompressing and detaring the arp68k_b.tar.Z

ST programming book in a.a? When I attempt to decompress it I get 2 Bombs
(Bus error). I have decompressed uniterm sucessfully but not the book.
I have TOS 1.0 and 1 meg.

Thanks in advance -

Dan...

6397. Meta-FAQ

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 17:37:12 UTC
From: sourada@iastate.edu
Message-ID: <sourada.708629832@vincent1.iastate.edu>
Source record: 220889

Well, as you can see, my first attempt at an FAQ has been posted. I would appreciate feedback to make sure I get this right, so if you have any problems with it, please tell me. I've made a few changes to the original format, mainly out of laziness, because this format allows me to automate the building of the FAQ.

Coming next issue:

Expanded coverage of 'under construction' areas!
Better credits!
'Companies mentioned' list!

:-)

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6398. Re: Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 17:57:40 UTC
From: bpat@cs.mcgill.ca
Message-ID: <1992Jun15.175740.24746@cs.mcgill.ca>
Source record: 220894

From my experience, the "virtual-drive B" exists only for GEM, not TOS !!!
So a .PRG or .APP program can do without worrying about it, but .TOS and
.TTP will use drive A: WITHOUT WARNING FOR DISK SWAP !!! So you get
a lot of data destruction. Drive A: will report a disk swap if you change
disk, but it will only affect dirve A: !!! So any other read or write on drive
B: will use the FAT and directory listing of the previous disk, and do it's
stuff on the new one. Deadly !!!

Patrick BETREMIEUX

6399. Wanted AHDI program

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 18:37:31 UTC
From: H.Regan@bradford.ac.uk
Message-ID: <1992Jun15.183731.2083@bradford.ac.uk>
Source record: 220890

Hi,

can some kind soul please mail me in UUENCODED format
an up-to-date copy of AHDI?

The one I have is very old and does not understand SCSI
disks.

Is there a copy on any modem accesible United Kingdom PD Archive?

Please email me your replies,

Thanks

Helen Regan

6400. Re: The First ST Game: Sundog?

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 19:15:52 UTC
From: ken@isgtec.com
Message-ID: <2714@isgtec.isgtec.com>
Source record: 220898

In article <1992Jun12.134007.22347@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:

> Sundog was incredibly good, but wasn't Hex (by Mark of the Unicorn) the
> first commercial ST game?

You're right, Hex predated Sundog, but I have a way out :-}. I did say
the first *major* commercial ST game. Compared to Sundog, Hex is definitely
minor :-}. Hmmm I have Hex too, think I'll dig it up and see if it still
runs. Another real oldie is Time Bandits, but not as old as the above.
There were probably a couple other simple games before Sundog, anyone remember?

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6401. Re: Falcon Status

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 19:49:12 UTC
From: ekrimen@wet.UUCP
Message-ID: <4019@wet.UUCP>
Source record: 220893

In article <iq0cmB2w161w@grafted.UUCP> ziggy@grafted.UUCP (anthony lewis) writes:
> For those of you who can talk, a couple of questions about
>the falcon:
>
> 1) Latest price thoughts.

Some where between US$700 and $1200.

> 2) Video modes.

Better than the TT. What you've been waiting for. :^)

> 3) Ram expansion limits.

Up to 14megs is the rumor.

> 4) and of course..... when......

I'd say easily before the end of the year, but of course, things happen. :^)

>
> I know that all of this is still realtive until it actually
>shows up on the street, but I am still thinking of a TT, but really
>dont have the $$.....

I'd say, if you have the money for a TT, get one now. If not, get one when
you can, or get a Falcon if they're out by the time you get enough cash.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6402. AT-Speed 16

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 19:51:43 UTC
From: meyer@milton.u.washington.edu
Message-ID: <1992Jun15.195143.29050@u.washington.edu>
Source record: 220891

Has anyone had this problem and solved it? I believe I have done all the manual instructs me to do.

Thanks.

PS
I like the emulator. It has been performing very will for me.

6403. Re: Atari ST Packet programs (ham radio)

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 20:03:40 UTC
From: K317370@ALIJKU11.BITNET
Message-ID: <92167.150340K317370@ALIJKU11.BITNET>
Source record: 220882
Cross-posted to: comp.sys.atari.st,rec.ham-radio.packet

This isnt really a followup.....

I would like to see if i have the right idea:
Is the packet radio idea that you have some kind
of modem-like connection over ham radio? Does it
then mean that there could be Internet nodes connected
only in this way? Or have I seriously misunderstood?

Tim

6404. Re: TAPE drives

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 21:02:00 UTC
From: Nils-Henner_Krueger@ki.maus.de
Message-ID: <A1333@KI.maus.de>
Source record: 220763

```
B> Just $199 each, plus S&H. The place that has them is:
B>
B>Computer Service Experts
B>1920-G Lafayette St.
B>Santa Clara, CA 95050-3956
B>(408) 988-8492

Could anyone give me their FAX-Number?

nils-henner

-------------------------------------------------------------------------------
Nils-Henner Krueger, Waitzstr. 98, 2300 Kiel, Germany, Phone: xx49/431/86267
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
email: nk@ki.maus.de (short text-messages < 16kB, _NO_ binaries) DAILY
nhk@informatik.uni-kiel.dbp.de (long mails, uuencoded files) WEEKLY/2
-------------------------------------------------------------------------------
```

6405. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 22:10:46 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <Bpwqxy.1o5@math.waterloo.edu>
Source record: 220895

In article <qt9kbw11@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:

>What is the matter with using zoo on UNIX? (I don't think there is a UNIX
>version of lzh though).

Nothing wrong with zoo on Un*x. I like it, both on unix and on ST.
It beats tar with compress. Yes there is an lzh for Un*x, but
the problem is that lzh is a moving target, and so it is not
compatible with all Atari versions.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

6406. Michtron and a non-GEM text editor.

Newsgroup: comp.sys.atari.st
Date: 1992-06-15 23:32:28 UTC
From: paetau@mits.mdata.fi
Message-ID: <1992Jun15.233228.9592@mits.mdata.fi>
Source record: 220896

Is there any way to boost up Michtron file transfer speeds at 9600
bps? With Michtron 3.0 I usually get around 450-500 CPS at 9600 bps.
Does anybody have any information on Michtron 4? What's new about it?
And then for the second question, is there some _small_ non-GEM
text-editor available?
--

| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |

6407. Re: Falcon Status

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 01:24:51 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8363@uqcspe.cs.uq.oz.au>
Source record: 220802

In <4019@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:

>I'd say, if you have the money for a TT, get one now. If not, get one when
>you can, or get a Falcon if they're out by the time you get enough cash.

This seems like strange advice. Surely the best advice would be:

Wait. The TT will drop in price dramatically and/or become
obsolete with the Falcon. Sit on you cash for a while until
you're able to make an informed decision.

Maybe the TT will drop in price dramatically as dealers find
them hard to sell in the light of the Falcon.

Maybe the Falcon will use a 16MHz 68030, so the 32MHz TT will be better,
unless the better graphics of the Falcon is more important to you than
speed (eg. you more into computer art than compiling programs, or
raytracing).

Maybe the proposed Falcon 68040 model will be superior in performance
and price, and the TT will be a total dinosaur.

All sorts of horrible thoughts fill my mind.

The only thing I'm sure of is that an Amiga 300 is not the answer. I saw
one on the weekend. Nice and fast, and I think the desktop could be
configured to be nicer than GEM (though my friend's set-up was pretty
gross), but such WEAK graphics modes! No high-colour modes at all. Unless
you count HAM. Spam, spam, spam and blood.

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / No witticism?
_.-._/ University of Queensland, /
v Brisbane, Australia. / ... so sue me.

6408. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 02:50:37 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3qlntINN3r1@aludra.usc.edu>
Source record: 220804

In article <jmw.708520043@lad>, jmw@lad.med.utas.edu.au (John Mark Williams) writes:
>sheppard_r@kosmos.wcc.govt.nz writes:
>
>>One small problem was that these STE's had the DMA bug, and Dick Smiths
>>did not know a thing about it and how to test for it, you see they never sold
> ^^^^^^^^^^^^^^^^^^
>
>How do you test for this bug?
>
>--
>John M Williams, Faculty of Medicine, University of Tasmania
>J.M.Williams@med.utas.edu.au
>

Wasn't there a pretty reliable test of displaying Specturm Pics - and
in so doing, the screen would wrap and do all sorts of nasty things. Less
obviously, it produced noize when playing sound out of the DMA sound ports.
If this is incorrect, please correct me before I lead someone astray. Aside
from the chip numbers (that someone already posted) can think of any other
"obvious" signs of having the bad chips.

-Mike

6409. Re: Falcon memory design, how sis it done?

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 03:00:20 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3qma4INN46h@aludra.usc.edu>
Source record: 220805

In article <jonal.33@sofus.dhhalden.no> jonal@sofus.dhhalden.no (JON ARVID LOVSTAD) writes:
<Stuff deleted asking about the Falcon memory configurations>

>
>The Apple Macintosh LCII has 4 megs soldered in and 2 slots that accepts
>4MB SIMMs. This should bring the machine up to 12MB, but no - the MMU can
>only handle 10MB. Maybe Atari has done something stupid like this...?

Of course, this is Atari, so it is still possible. However, I am of (hopefull/optimistic) opinion that this is a configuration similar to the TT's: namely a split ST/TT memory design, coupled with a soldered-on bank of memory. Ie: 2MBSTram (soldered on)+4MBSTram (expansion) + 8MB TTram (fast ram expansion). It would _really_ suck if Atari pulled the ol' return a bus-error for all memory accesses above X, where X is a rediculously low number (ala 4MB for the ST). It would be unlikely that this is the case if the Falcon has a VME port - the VME card would be addressing 16MB (more if they put in the 6U VME ports as promised in the hardware docs - "future designs will implement 6U" or something like that - of course we may not be in the "future" yet....). Well, we can hope can't we?

>Nomad
>
>Jon Lovstad | Sorry, but this part of my .sig file has been
>jonal@sofus.dhhalden.no | retconned by DeFalco...
> |
>SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
>N-1776 HALDEN, NORWAY | I get a humble TT030?

-Mike

6410. Re: TOS 2.06 and Ajax chip

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 03:15:33 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3qn6lINN4q0@aludra.usc.edu>
Source record: 220807

In article <1992Jun15.030228.20474@cis.ohio-state.edu> may-j@tortoise.cis.ohio-state.edu (jeff a may) writes:
<stuff deleted>
>I've got a Mega STe that came with a built-in 1.44M drive and TOS 2.05.
>Drive A will not function at all if the external drive in turned off,
>but works fine when it is on. I haven't heard of any fixes for this.
>
>By the way, I also noticed that extended formats don't work too well
>with this configuration. Diamondback format, although it is supposed
>to be designed for 1.44 drives, terminates without error, but then
>the disks won't have the proper amount of room when I check (for example,
>20 sectors/track and 80 tracks gives about 1 meg). MSA also didn't work
>correctly. Is this because the TOS is only 2.05? Does anyone know of any
>fixes?

I was reading the (as of last week) latest Atari user and it stated
that you need at LEAST TOS2.06 to run the 1.44MB floppies correctly. In fact,
that is supposed to be part of the AJAX upgrade. If it isn't, go get a copy of
the June '92 Atari user and take it to whoever you bought the upgrade from.
Show them the article about the 1.44MB drives (like page 4 or 5 ish). You
should be able to get the new ROMs.

> --Jeff

-Mike

6411. Re: SHAREWARE, discussion

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 03:19:00 UTC
From: bill.merik@outlan.ersys.edmonton.ab.ca
Message-ID: <537.79.uupcb@outlan.ersys.edmonton.ab.ca>
Source record: 220826

I think that shareware is (assuming it's a good program) like
communisim-It would work if eveyone played by the rules. As it is, I
think that it can be mildly successful if the program is useful to a
wide enough spectrum of users, but not if it's a game. Llamatron had the
advantage of being heavily hyped. Perhaps you should try to get Blox on
tthe coerdisk of ST format?
Bill

6412. Re: Stuff uploaded to Atari.Archive - Gemview,BardTaleFix, RogueFix...

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 03:25:19 UTC
From: "Roger McGhee"
Message-ID: <1992Jun16.032519.15595@u.washington.edu>
Source record: 220808

Hmmmm...here in the U.S. I could swear that Hex or Mudpies was one of the first pieces of software available to the public. (at least in the game category)

Also, I was brousing a.a. trying desperately to locate the bt.lzh to help with Bard's Tale. Anyone know which directory it is cleverly located in?

Thanks in advance!

Roger Mcghee (automan@milton.u.washington.edu)

"All I ask is a chance to PROVE that money does not buy happiness"

6413. Connecting more SCSI to Atari Host Adapter (again)

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 04:19:29 UTC
From: avp@garfield.cs.mun.ca
Message-ID: <1992Jun16.041929.12994@cs.mun.ca>
Source record: 220761

I am trying to connect more than
1 SCSI device to the Mega STE's Host Adapter board. I was told
it was possible with AHDI 5.0 and some dip switch flipping on the
adapter board. Supposedly, one switch toggles multi drive enable/
disable and the other two are for SCSI ID offset. With 2 SCSI
drives connected with a 3 ended SCSI cable, and 1 set to ID 0 and
the other set to ID 1, the one at the end of the cable has the
resistor packs, neither has the parity jumper. I have tried all
8 combinations of the 3 dip switches and no luck. I have verified
that 2 of the switches adjust the SCSI offset. The other seems to
do nothing. I have tried both versions of SHDRIVR (alldrive and
regular) and nothing.

Please enlighten me.

I have noticed many jumpers on the motherboard of the Mega STE, maybe
one of these must be changed?
Near the back of the board, there are J290 and J291 and have a
jumper with 2 wires attached.
Near the back there are W401 and W402
Near the front, there are W201, W202, & W203
Also near front a bank of switches taped over, S701.

Are any of these relevant? Even if they are, could I find out what
they are for? It all seems very interesting to me. Also, there
are 2 empty sockets in the right hand side of the board.

Any info would be greatly appreciated.

Anthony V. PauL AV VPPPP
137 Rennies Mill Rd. A V V P
St. John's, Nf A V V P
CanadA AAAAV VPPPP
A1B 2P2 A V V
A VV

avp@garfield.UUCP || It wasn't me. || Electrical '9
avp@garfield.cs.mun.ca || Boston Celtics in 92-93 || Engineering 4
|| The best defense is a good offense. --- How do you Drive? ||

6414. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 04:21:34 UTC
From: ken@isgtec.com
Message-ID: <2720@isgtec.isgtec.com>
Source record: 220844

In article <1992Jun12.164832.20022@news2.cis.umn.edu> davidli@simvax.labmed.umn.edu writes:
> (The demo in question is usable, it just has an annoying "pay for shareware"
> message, and a 10-second delay, after every questionable word/phrase it finds.
> How can I evaluate its effectiveness using a large text if I have to wait
> several hours for it to go through the text in the first place!?!)

No one said all shareware demos were well done! So this one's annoying.

> Fine. Just don't call it SHAREWARE. Call it DEMOWARE, or something similar.

Personally, I don't care what it's called. I've been using the term loosely
I suppose as something you pay for.

> working program for which, after an evaluation period, she could either pay
> the shareware fee or stop using the program.

This doesn't work.

> solution. It isn't shareware -- it's a demo of a program for which the
> programmer expects money before I can get a full working program, and then
> provides no recourse if I decide the program isn't worth the shareware fee
> after all.

A well-done demo would let you decide before you sent money. There are
good and bad demos.

> A) If it isn't a full working program it's not Shareware. It's a demo of a
> sub-commercial program.

If you insist. How about SCPD's, then?

> B) Commercial programs get reviewed in the Atari ST press, most sub-commercial
> programs are never reviewed.

Some on-line mags review SCPD's.

> C) Most of the methods authors of sub-commercial programs have used to
> 'cripple' their demos are
> 1) insulting
> 2) annoying

I agree that flashing messages saying "Buy me, Buy me" is very annoying,
but I mentioned better alternatives in an earlier post.

> Check out a commercial demo sometime. The people who produce them make every
> effort NOT to annoy or insult the person using the demo. The Arabesque demo,
> for example, doesn't put in 10-second delays after every action.

I have, several times, and they are often well-done. Just because it's a commercial demo doesn't mean it's good though. For example, the Sudden View demo I believe puts up stupid ad messages with time delays.

> I DO have problems with certain authors of 'crippled demos
> posing as Shareware' who expect me to have a favorable view of their program
> after looking at a menu bar, or who cripple their demos in such a way that I
> have no idea of the program's performance.

As I said, there are good ones and bad ones. Throw away the bad ones.
There are good ones based for example on limited functionality.
Just because there are lousy SCPD's doesn't mean they're all junk.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6415. Re: The First ST Game: Sundog?

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 04:24:44 UTC
From: ken@isgtec.com
Message-ID: <2721@isgtec.isgtec.com>
Source record: 220845

In article <1992Jun12.170931.21004@email.tuwien.ac.at> yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
> Wasn't the first commercial game on the ST 'Goldrunner'? I only know
> that Steve Bak wrote it for the ST on the Sinclair QL, before the
> ST was available...

Nah, not by a long shot :-}. I think Dave B. was close when he said Hex.

--

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6416. Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 04:35:26 UTC
From: Chuck.Grimsby@p1.f47.n282.z1.tdkt.kksys.com
Message-ID: <708812841.F00001@tdkt.kksys.com>
Source record: 220663

In a message of 15 Jun 92 00:53:04, Kenneth W Hartlen wrote:
KW> Newsgroups: comp.sys.atari.st
KW> In article <1992Jun14.052650.27139@DIALix.oz.au> steveq@DIALix.oz.au
KW> (Steve Quartly) writes:
KW> > I am using the Drvmap command in 'C' to determine if drive B: is
KW> > connected plugged in or not.

KW> Drvmap reports the existance of drive B: because the internal drive
KW> can act as drive A: and B: providing "virtual-disking". This is why KW> you
see a dialog box saying "place disk in drive A: and press return" if KW> you
refer to drive B: which isn't connected. B: will exist as a logical
KW> drive.

You probably should of also mentioned that the number of drives connected is stored at memory location $4a6 (_nflops) for those that _really_ need to know how many floppy drives are attached. TOS only allows for up to 2 external floppy drives, so the number there will have to be between 0 (you don't have to have a drive attached) and 2.

I think it's stored as a word there, but it's been a long time since I've looked at it.

* Origin: FlightLine PointNet Point 1 (1:282/47.1)

6417. Re: TOS 2.06 and Ajax chip

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 04:54:14 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92168.005414JJL101@psuvm.psu.edu>
Source record: 220810

In article <l3qn6lINN4q0@aludra.usc.edu>, baffoni@aludra.usc.edu (Juxtaposer) says:
>
>In article <1992Jun15.030228.20474@cis.ohio-state.edu>
>may-j@tortoise.cis.ohio-state.edu (jeff a may) writes:
> <stuff deleted>
>>
>>By the way, I also noticed that extended formats don't work too well
>>with this configuration. Diamondback format, although it is supposed
>>to be designed for 1.44 drives, terminates without error, but then
>>the disks won't have the proper amount of room when I check (for example,
>>20 sectors/track and 80 tracks gives about 1 meg). MSA also didn't work
>>correctly. Is this because the TOS is only 2.05? Does anyone know of any
>>fixes?
>
> I was reading the (as of last week) latest Atari user and it stated
>that you need at LEAST TOS2.06 to run the 1.44MB floppies correctly. In fact,
>that is supposed to be part of the AJAX upgrade. If it isn't, go get a copy
>of
>the June '92 Atari user and take it to whoever you bought the upgrade from.
>Show them the article about the 1.44MB drives (like page 4 or 5 ish). You
>should be able to get the new ROMs.
>
>
>> --Jeff
>
>
>-Mike
>
>
>

This article says and I quote:

... a number of Mega STe computers have been found in dealer inventories
that have the new Ajax/1.44 meg drive installed, but are equipped with TOS
2.05 instead of 2.06. The latter is required to achieve IBM 1.44 meg
disk format compatibility. While Atari diss will work fine, a 2.05 formatted
1.44 disk will not read in an IBM. All other functions, including 'normal'
density disk interchangeability, are unaffected by the earlier TOS version.

I have one of these 2.05 ajax/1.44 MegaSTe's. I also recently did the
opwer supply fix. After performing the fix, my drive now formats at high
and normal density just fine. As the article says however, i can't take it
to an IBM at 1.44. Thus I just format all my 1.44 disks on an IBM, and

bring them back to the ST to use. Works just fine for me, and preserves
interchangeability for high density. When I bought the STe (last week) I
decided that the interchangeability was not worth the 60 dollars for the chips.
I know there were bug fixes, but until I actually have one that interferes,
I am happy with 2.05 for now.

PS. The dealer would not give 2.06 free if the Mega came with 2.05.

J.J. Lehett : Atari's, puzzles, games, chaos, fractals, math....

- jjl101@psuvm.psu.edu Penn State CAC
- aa400@cleveland.freenet.edu Atari 16/32 bit SIG Sysop
GEnie: JLEHETT2 Delphi: JLEHETT

6418. Re: ST HDU Virus Killer

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 05:42:00 UTC
From: Thomas_Leonhaeuser@f.maus.de
Message-ID: <A9849@F.maus.de>
Source record: 220658

>I'd like to know ,in your opinion , which is the best Virus Killer
>either PD or Commercial products for HDU users, I just wonder if
>something like the McAfee products exists in the Atari world too.
>
> Savino

Hello,

I think one very good viruskiller is "VIRENDETEKTOR". This is a german
Shareware programm and the programmer support it realy good. You can
connect him per E-Mail if you have problems with some new virus in
the MausNet. The MausNet is connected with Usenet per gate and the
E-Mail-adress is: (name of User) @ (Box) .maus.de
But I think that the programm is only with german text avaible. The
newest Version is only about one or two weeks old!

If you are intressted by the adress of the programmwriter tell it to me.

Hope this help you. Bye __
/ h o m a s

P.S.: Sorry for my bad english and the mistakes in the Text

/// Thomas_Leonhaeuser @ F.maus.de \\\
||| MAUSNET |||
\\\ Mailbox: Maus Frankfurt a.M. (germany) ///

6419. To all porters of GNU software ...

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 06:40:52 UTC
From: ASI503@DJUKFA11.BITNET
Message-ID: <92168.084052ASI503@DJUKFA11.BITNET>
Source record: 220812

This time I have one question and one little wish:

Q.: Will there be in the future a version of GDB that can debug C++ programs?

W.: For a beginner it is difficult to use the ported programs because not in all packages there is a documentation included. Of course, there is some documentation somewhere, but it's hard and time consuming to find it. So my wish is: Please include documentation as .texinfo file in every source or binary package.

This is no criticism, in fact I'd like to thank all of you very much for making available those programs to us Atari users !

Erik Sodtke

6420. Need Midi Software Recommendation

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 07:08:42 UTC
From: at731@cleveland.Freenet.Edu
Message-ID: <1992Jun16.070842.4163@usenet.ins.cwru.edu>
Source record: 220813

I'm looking for some good midi software. Not just a sequencer, but
something that will do staff displays and such. (I would RATHER not
spend $600 for Notator 3.0, but I'd be glad to hear why I SHOULD.)

What sort of MIDI support does Audio Sculpture have?

--
Troy L. Nothnagel
at731@cleveland.Freenet.Edu
"And for a gorilla, his English wasn't half bad." - Den of Earth
"No, now go away or I shall taunt you a second time-a!" - Guard, MP&tHG

6421. TOMSHELL, GAWK, UNIXTKIT (problems)

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 07:21:43 UTC
From: hm308ba@unidui.uni-duisburg.de
Message-ID: <hm308ba.708679303@unidui>
Source record: 220814

Hi,
I am trying to setup TOMSHELL on a 1MB ST for use with GAWK, EMACS and some small batch files. Everything seems to work fine, but ...

- GAWK does not recognize the variables that were defined via tomshell's "set var data" in its ENVIRON[var] array. Is there another way to do so?

- I tried to add a few Unix-like commands from the unixtkit package, but tomshell refuses to launch them saying something like "Bad executable format", even when I renamed the files from PRG to TTP/TOS. What's going wrong?

- Changing a floppy in an external drive causes trouble. How can I tell tomshell about a media change in drive B: ?

Any hints greatly appreciated.
Thanks in advance

+----------------------------+---+
Mathias Bartsch	email : hm308ba@unidui.uni-duisburg.de
Uni -GH- Duisburg (FB10)	phone : +49 203 379 3476
Lotharstr. 1-21	
W-4100 DUISBURG 1	
+----------------------------+---+

6422. Re: How do I compute Roland Sysex checksum?

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 08:03:22 UTC
From: qb7g6@fel.tno.nl
Message-ID: <1992Jun16.080322.27643@fel.tno.nl>
Source record: 220815

Look in comp.music for a summary of the replies I got.
Many thanks to the people who reacted!
Maarten.

6423. Re: Telecomms question.

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 08:57:27 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun16.085727.9020@peponi.wcc.govt.nz>
Source record: 220819

In article <4005@sersun1.essex.ac.uk>, woocm@essex.ac.uk (Chris Wood) writes:
>
> I'm just about to get my first MODEM, and having
>never used one before I'm not quite sure exactly what i'm
>surposed to need, i guess i need a terminal program of
>sorts but which are the best, Vaniterm and Uniterm are the
>two I hear most about, but also I've noticed a few posts
>about the Freeze Dried Terminal. Apart from one of these do
>I need anything to help me access and download files from
>BBS's?

Wel the terminal program you use depends on what features you
need for the BBS's you call, and you own personal preferences.
One other program i'd include would be XYZ.TTP, it's gotta be
the best file transfer program around, most comms programs just
use it now anyway instead of using built in ones. Freeze dried term
is supplied with it.
There are also some good commercial programs available... one i'd
advise against is Mini Office Professional by Database software.
In comparason to the shareware stuff I use now, it was a BIG waste of
$90 !! :-(

Flash seems to be pretty popular, and Interlink.

Craig. (shore_c@kosmos.wcc.govt.nz)

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6424. Re: ST HDU Virus Killer

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 09:00:25 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun16.090025.9144@peponi.wcc.govt.nz>
Source record: 220820

In article <54837@olivea.atc.olivetti.com>, grillo@iconet.ico.olivetti.com (Savino Grillo) writes:
>
>Hi There,
>
>I'd like to know ,in your opinion , which is the best Virus Killer
>either PD or Commercial products for HDU users, I just wonder if
>something like the McAfee products exists in the Atari world too.
>
> Savino

Yeah, I was wondering if there are any HD virus checkers as well?
Can a virus effect your HD boot sector???
Are there any/many link viruses (is this the same as a trojan?)

Can someone please post a nice message explaining all on how the HD works in comparason to floppy etc?

Thanks,
Craig. (shore_c@kosmos.wcc.govt.nz)

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6425. Telecomms question.

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 09:04:54 UTC
From: woocm@essex.ac.uk
Message-ID: <4005@sersun1.essex.ac.uk>
Source record: 220816

I'm just about to get my first MODEM, and having
never used one before I'm not quite sure exactly what i'm
surposed to need, i guess i need a terminal program of
sorts but which are the best, Vaniterm and Uniterm are the
two I hear most about, but also I've noticed a few posts
about the Freeze Dried Terminal. Apart from one of these do
I need anything to help me access and download files from
BBS's?
Does anybody have a list or know of some Atari-related
BBS's in Britain, i'm trying to find some so that i have
somewhere to go when I get my MODEM! Thanks,

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

6426. Re: ST HDU Virus Killer

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 09:13:04 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jun16.091304.135@unix.brighton.ac.uk>
Source record: 220821

I think that the only link-virus finder (killer?) is the "Ultimate Virus Killer" it's updated every 3 months (really!) and only costs 10 pounds, in the UK (and I think that updates are 5 pounds). It specializes on boot-sector virii (and can repair 500+ (?) game bootsectors) but can search HDs for 5 different (or more) link virii.

If you a stuck for more details mail me and I'll dig out there address etc.

Dom De Vitto

6427. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 09:37:59 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun16.093759.34421@bas-a.bcc.ac.uk>
Source record: 220817

In article <1992Jun15.150122.14350@us-es.sel.de> mohr@slsvaat.sel.de (Thomas Mohr US/ESC) writes:
>cstdxas@warwick.ac.uk (Leo Hendry) writes:
>: In article <1992Jun11.233558.10330@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

[Stuff deleted]

>:
>: - Leo Hendry
>
>Yep. If not for desktop publishing, I wouldn't see an application for the
>TT at all. If You need < Insert student's standard wishlist here >, which includes
>Unix, X-Window, *good* graphics & sound, SCSI; the average person
>would choose an '486. The 68030 ist *just too slow*. (look at the Next030,
>even the 040 is to replaced by an 88110).

Excuse me! The 68030 is approximately the same speed as the '486 at the same clock rate, the 68040 is about 1.5-2 times the speed of the '486. The main reason for the slowness of the original NeXT cube was the speed of its main storage device.. the read/write optical disks plus the speed at which the processor was running (25MHz I believe, though I could be wrong).

Have you ever used a Sun 3/60... that's got a lowly 68020 in it and it's a match for any '486 box in raw processing power. It's not the processor speed which is the bottle neck these days it's the peripherals and the internal architecture which determines the speed.

>I`ll be happy with my ST@16Mhz and Minix, thank You. (No X-Windows, right!)
>Maybe the Falcon 040 will be worth a second look.
>
>Tom
>
>#include <std.disclaimer>

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6428. Searching for prog.: MS-DOS ==> Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 09:39:16 UTC
From: ZAT047@DJUKFA11.BITNET
Message-ID: <92168.113916ZAT047@DJUKFA11.BITNET>
Source record: 220818

Heiko Fritze (ZAT047@DJUKFA11)
KFA-Juelich
Germany

I'm searching for a program to convert MS-DOS programs to Atari ST
standart.

I'm not sure if this is able, but I hope so.

If someone knows a possibility to do this, i'll be very thankful
to get some infos about this.

Thanxs......

Bye H.

6429. Re: CS-Tex 4.00: shell "feature"

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 09:48:23 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92168.104823MEBEB@LIVERPOOL.AC.UK>
Source record: 220757

In article <11982@ecs.soton.ac.uk>, dah90@ecs.soton.ac.uk (Halls DA) says:
>there. Looking at the free memory, it looks as if Neodesk/Gulam is trashed
>straight away. Is this a bug or a feature to get more memory?
>
I find that running it from a shell (in this case Craft), I can only run it
once without rebooting. If I try and run it a second time, it loads then
returns straight to the shell. It doesn't crash, it just exits.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

6430. PORTFOLIO Question!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 09:51:51 UTC
From: groenweg@phil.ruu.nl
Message-ID: <groenweg.708688311@groucho.phil.ruu.nl>
Source record: 220825

If i try to run an exe-file that is packed with PK-Lite, or run an file made with Turbo Pascal (With the special unit for the Portfolio), my Porrtfolio gives an Exec-error. I phoned Atari Benelux but nobody was able to answer the question why this error is given. On every Atari ftp-site or BBS Pklite can be found in the Portfolio directory so I assume that you can use that on the Portfolio. If someone can give a solution to this problem please e-mail me or put in on NN.

Thanx in advance,

Gerard.

E-mail: groenweg@phil.ruu.nl

6431. Re: Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 10:16:57 UTC
From: q92269@pbhrzx.uni-paderborn.de
Message-ID: <q92269.708689817@pbhrzx.uni-paderborn.de>
Source record: 220830

bpat@cs.mcgill.ca (Patrick BETREMIEUX) writes:

>From my experience, the "virtual-drive B" exists only for GEM, not TOS !!!
>So a .PRG or .APP program can do without worrying about it, but .TOS and
>.TTP will use drive A: WITHOUT WARNING FOR DISK SWAP !!! So you get
>a lot of data destruction. Drive A: will report a disk swap if you change
>disk, but it will only affect dirve A: !!! So any other read or write on drive
>B: will use the FAT and directory listing of the previous disk, and do it's
>stuff on the new one. Deadly !!!

This happens only because the standard error handler used in GEM programs
cannot be fully used when running in text-only mode. So the disk change
message from the bios is is just thrown away. It's not a bios problem,
rather a feature/bug in the critical error handling.

Daniel

--
Daniel Roedding "Dann wird am 1.3. also das Z-Netz geloescht? Denn das ist
Detmolder Str. 19 es ja, was mit laengeren Adressen nicht klar kommt :-)))"
D-4790 Paderborn -- Michael Keukert in de.comm.gateways
/ q92269@pbhrzx.uni-paderborn.de / danny@fiction.ms.sub.org / +49 5251 541965 /

6432. 1.44 Meg Floppy on TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 10:21:20 UTC
From: ganea@inmos.co.uk
Message-ID: <1992Jun16.102120.18345@inmos.co.uk>
Source record: 220822
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi
I am trying to upgrade the disk drive in my TT from 720 K to
1.44 Meg. I have managed to get TOS 3.06, but the every helpfull
Atari UK are unable to supply me with the new disk controller
chip that is needed 'AJAX' I think.

Anybody know of a Source in Europe ??

Apart from replacing the drive, the floppy controller chip and
upgrading TOS to 3.06 what else must I do.

Thanks in advance

Andy

ganea@inmos.co.uk

6433. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 10:34:36 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010022@hpbbrd.bbn.hp.com>
Source record: 220788

> Mtools uses only the first FAT on the Disk. The ST reads only the second one.
> Blurps, thats the Problem... :-(

That problem was fixed a long time ago. Just use a newer version of Mtools.
FYI, I used Mtools on a SparcStation a year ago, and all disks were perfectly
readable on my ST.

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

6434. Re: LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 10:40:38 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010023@hpbbrd.bbn.hp.com>
Source record: 220787

> compiler. Good prolog interpreters are prolog68 (I only have an
> experimental version) and Turbo Prolog (it's predecessor).

Prolog-68 is compiler-based, but generates intermediate code which is interpreted. So, even if it may not be a `true' compiler, it's definitely not an interpreter.
The predecessor of Prolog-68 was TOY Prolog ST, a port of TOY Prolog by Kluzniak & Szpakowicz. Turbo Prolog is something entirely different (it was the predecessor of PDC Prolog, on Messy-DOS machines).

There are several commercial Prologs, e.g. Maxon Prolog & MPROLOG. I never used any of them (being the author of the above, I didn't have to :-).

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

6435. Re: Bitstream PD fonts ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 10:41:04 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92168.104104ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 220774

In article <92167.080959ASI503@DJUKFA11.BITNET>, ASI503@DJUKFA11.BITNET (Erik Sodtke) says:
>
>Is anybody out there knowing a server where I can get Bitstream compatible
>PD fonts ? The new version of the chart publisher Scigraph (now X-act) works
>with those fonts.
>Although I'd prefer FSM-Gdos, in Germany it is not available up to now, as far
>as I know. Does anybody have information on a planned release of FSM-Gdos in
>Germany?
>
>Thanks in advance,
> Erik Sodtke

Of course X-Act does take advantage of FSMGDOS when it's installed :-) Needless to say, I'm also interested in a source of PD Speedo fonts...

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

6436. Re: Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 10:43:14 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92168.104314ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 220773

In article <1992Jun15.114857.11592@unibi.uni-bielefeld.de>,
itschere@techfak.uni-bielefeld.de (Torsten Scherer) says:
>Besides that it's always better to use the GEMDOS function "getdrv" and
>"setdrv" to determine the existing drives, because these ones use a 32 bit
>vector, the xbios only 16 bits. So under MiNT you won't be able to check
>for the drive U:

Wrong. Drvmap() is BIOS (not XBIOS) and _does_ return 32 bits. However,
it's true that you should call GEMDOS functions when you want to know
which GEMDOS devices exist (in this case: map = Dsetdrv (Dgetdrv());).

6437. Bob Brodies internet-adress?

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 11:02:40 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jun16.110240.23094@rz.uni-karlsruhe.de>
Source record: 220824

Hatari!

I got a mail from Bob Brodie, USA, but I forgot to answer it.

Now...I do not have his Email-adress.

Can someone mail it to me?

ThanX, Roland.

* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *

6438. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 12:37:48 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun16.123748.22129@aber.ac.uk>
Source record: 220828

In article <1992Jun16.093759.34421@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <1992Jun15.150122.14350@us-es.sel.de> mohr@slsvaat.sel.de (Thomas Mohr US/ESC) writes:
>>cstdxas@warwick.ac.uk (Leo Hendry) writes:
>>: In article <1992Jun11.233558.10330@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>[Stuff deleted]
>
>>:
>>: - Leo Hendry
>>
>>Yep. If not for desktop publishing, I wouldn't see an application for the
>>TT at all. If You need < Insert student's standard wishlist here >, which includes
>>Unix, X-Window, *good* graphics & sound, SCSI; the average person
>>would choose an '486. The 68030 ist *just too slow*. (look at the Next030,
>>even the 040 is to replaced by an 88110).
>
>Excuse me! The 68030 is approximately the same speed as the '486 at the same
>clock rate, the 68040 is about 1.5-2 times the speed of the '486. The main
>reason for the slowness of the original NeXT cube was the speed of its main
>storage device.. the read/write optical disks plus the speed at which the
>processor was running (25MHz I believe, though I could be wrong).
>
>Have you ever used a Sun 3/60... that's got a lowly 68020 in it and it's a
>match for any '486 box in raw processing power. It's not the processor speed
>which is the bottle neck these days it's the peripherals and the internal
>architecture which determines the speed.
>
>>Tom
>
> Steve
>
>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
>Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)
I have a TT at home and a 486 at work (not by choice) and I have found
the TT to be a bit slower, not much though. The main difference between the
two as far as I can tell is that the PC at work has 256K of external cache!
Whereas the TT has only it's 512K cache on board the cpu. It would be
interesting to be able to put the same amount of cache on my TT as is on
the PC and then compare them.

Herb

--

/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6439. Hard Disk Project

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 12:43:47 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jun16144347@orion.laas.fr>
Source record: 220843
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I currently have an Atari SH204 disk attached to my Mega 4 ST. I have
been thinking about a do-it-yourself hard disk project since I have
access to some used hard drives. First of all, I would like to have
some more information on these drives, since they come with only a
defective sector list. They are:

1) Quantum Q540, series 05, 15-50470 rev. A, copy. Quantum 1984.
This disk apparently has 480 cyls, 8 heads, and 16 sectors/track.
The precompensation cyl. is 256 and the landing zone is 643.
Apparently, its unformatted size is 40 Mb and formatted it is 31.4
Mb and it's average access time is 45 ms. The interface is
ST412/ST506.

2) Fujitsu Part No. B03B-4805-B003A#N2, rev. B 9, date 1986-4
This disk comes from a Sun-3 shoebox so it might be a Fujitsu
M2243AS. The latter is 86 Mb raw, 70.8 Mb formatted.

I would very much appreciate information such as no. tracks/cyl., no.
cyls, and no. sectors/track, data transfer rate, mean access time,
interleaving, power consumption, etc. Also, what the various jumpers
on the card might signify.

The Fujitsu disk also comes with an Adaptec ACB-4000 controller. I
suppose that this would convert the disk's native format (ST506 I
believe) to SCSI.

I was thinking of putting both disks in an XT style case, together
with the Adaptec controller. Is the controller any good for an ST?
Can this controller handle two disks? Both seem to be ST506 drives.

What are the pitfalls of such a project?

Another solution would be to use the Fujitsu drive directly in my
SH204. I suppose that this might work quite easily. How much power
does an SH204 power supply actually supply? The Fujitsu's rating is
+12V, 22W and +5V, 8w.

Pleas reply by e-mail, if at all possible, and I'll summarize if
there's any interest in such a homebrew.

Thanks a lot folks.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:

ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

6440. Re: Atari St booting up problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 12:44:00 UTC
From: CHT510@SIRIUS.UKC.AC.UK
Message-ID: <9206161246.AA24039@ucbvax.Berkeley.EDU>
Source record: 220827

Patrick.Devine

In article 708422583.0@cowichn.bc Patrick.Devine writes:
>
>>> I have an Atari STfm which will only run with a monitor
>>> attached (only triedwith mono hi -res). On trying to boot it up with a
> >> television attached the ST tries to boot up in hi-res mode (with the
> >> monitor
> >> lead detached).
>
>I think the problem here is that you're trying to boot up from a disk set at
> high-res .. UNPLUG the monochrome monitor and put in a disk set at Low or
> Medium res in the drive (you change this with your GEM desktop). Reboot the
> computer after you have plugged the TV in (or the GEM desktop will do it for
> you) and everything SHOULD work.

Hi, it actually appears as though there might be a short circuit on the circuit
board/monitor socket. I haven't worked out how to fix it but the computer boots
in hi-res mode even on a 'cold boot' (without any disk).
A short circuit isn't obviously visible but this seems the only likely
explanation.

thanks,
adam whitham.

6441. Re: How do I compute Roland Sysex checksum?

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 13:31:02 UTC
From: mir@opera.chorus.fr
Message-ID: <13738@chorus.fr>
Source record: 220829
Cross-posted to: comp.sys.atari.st,comp.music

In article <1992Jun15.082707.6093@fel.tno.nl>, qb7g6@fel.tno.nl (Maarten Landzaat) writes:
%% Hi,
%% I'm trying to take control over my Roland Sound Canvas (SC-55) with
%% my Atari using Turbo C 2.0.
%%
%% For system exclusive MIDI messages, Roland requires the last byte to
%% be a checksum. Of course, I'd be glad to compute it and give to the
%% needing thing, but HOW? I don't know whether to add or xor, or which
%% bytes to take into account, I can't find anything. Trying it out
%% takes too long; on every wrong checksum, the canvas displays
%% "Check sum error!" for about 1.5 second.

The right checksum must clear the seven lowest order bits of the
sum of all the bytes in the message when added to it. The sum is
computed starting from the first byte of the "address" up to the
checksum byte, not included.

Example (GS-Reset message)

F0 41 10 42 12 40 00 7F 00 41 F7

---------- --
ID Checksum

Address

--
Value

The sum of the bytes in the message is 0x40 + 0x00 + 0x7F + 0x00 = 0xBF.
In order to clear the seven lowest order bits, 0x80 - (0xBF & 0x7F) =
0x41 should be added to 0xBF, and 0x41 is precisely the checksum of the
message.

--
Adam Mirowski, mir@chorus.fr (FRANCE), tel. +33 (1) 30-64-82-00 or 74
Chorus systemes, 6, av.Gustave Eiffel, 78182 Saint-Quentin-en-Yvelines CEDEX

6442. Uploading from the spectrum 128

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 13:56:57 UTC
From: mjb@cs.nott.ac.uk
Message-ID: <1992Jun16.135657.7473@cs.nott.ac.uk>
Source record: 220831

For all you people who want to upload speccy games, but don't have the
RAM Music Machine, here's a way to do it from the speccy 128.

You need; A 6 pin jack like the ones used for a UK telephone lead (see spectrum
+2 manual circa page 199)
A 5 pin DIN plug
a piece of 2 core wire

To make the lead;
654321
+------+
||000000+
+------+

Connect pin 5 of the 6 pin connector to pin 4 of the 5 pin DIN lead (pin
numbers are on the back of the DIN plug) and pin 1 to pin 5 of the DIN plug.

Then you can use the spectrum MIDI port to send data to the MIDIXFER.TOS
program in zxupload.arc from atari.archive. You'll have to rewrite the
z80 routine, though because the MIDI port is at a different address.

The only drawback is; I can't figure out how to use the 128's MIDI
port from assembler, since it is also the RS232 port. TO get around this, use
the basic play command with the Z function to send data down the line,
something like

```
10 for n=start to end:play "Z"+str$(peek n):next n
```

Unfortunately this is very slow.

To get the program into memory, just truncate the z80.txt source after the
second call 1366 with an ret (decimal 201) and then randomize usr mcstart.

If anybody knows how to acces the spectrum 128 MIDI port in machine
code, either reply to me or to the newsgroup.

6443. Re: Unix

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 14:12:52 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jun16161252@orion.laas.fr>
Source record: 220832

Don't forget that there are Unix(tm) versions of lharc, zoo, and arc
on good ol' atari.archive.umich.edu. (I put 'em there.)

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

6444. Re: Spectrum 512/16 colors per line

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 14:16:20 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun16.161620@disuns2.epfl.ch>
Source record: 220834
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun15.040100.1147@debug.cuc.ab.ca>, Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:
: Hi,
: I'm trying to write a fractal program that can do 3072 colors/screen
: (STE), and I'm not quite sure how to implement the palette switch after
: each scanline. Could someone please tell me where I can get info on this
: subject?
:
: Thanks.
:

I know of a french magazine that presented (with every information
you can dream of) an assembly (of course) code to display 512 colors
as the Spetrum 512: with 3 palette-switches per scanline. It sure
does work on an STE with 4096 colors.

ST Magasine, editor: PRESSIMAGE, PARIS (same address as Generation 4)
I haven't got any more precise information.

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6445. SWI prolog for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 14:21:05 UTC
From: kwakkel@cwi.nl
Message-ID: <6327@charon.cwi.nl>
Source record: 220848
Cross-posted to: comp.lang.prolog,comp.sys.atari.st,comp.sys.atari.st.tech

Where can I find an executable of SWI prolog for the ATARI ST?

Thanks,

Fred

Smail: Fred Kwakkel Work: C.W.I. Email: kwakkel@cwi.nl
Comeniuslaan 32 Kruislaan 413
Naarden 1098 SJ Amsterdam
02159-46835 (+31) 020 592 4059/4151

6446. Re: Falcon memory design, how sis it done?

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 14:24:26 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun16.162426@disuns2.epfl.ch>
Source record: 220835

In article <jonal.33@sofus.dhhalden.no>, jonal@sofus.dhhalden.no (JON ARVID LOVSTAD) writes:

: The Apple Macintosh LCII has 4 megs soldered in and 2 slots that accepts
: 4MB SIMMs. This should bring the machine up to 12MB, but no - the MMU can
: only handle 10MB. Maybe Atari has done something stupid like this...?
:

Don't forget the Mac LCII (just like Classic II and LC) is a 16 bits machine (concerning RAM). I hope it is not true for the Falcon !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6447. Re: Falcon Status

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 14:38:01 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun16.163801@disuns2.epfl.ch>
Source record: 220837

In article <8363@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
: In <4019@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
:
: >I'd say, if you have the money for a TT, get one now. If not, get one when
: >you can, or get a Falcon if they're out by the time you get enough cash.
:
: This seems like strange advice. Surely the best advice would be:
:
: Wait. The TT will drop in price dramatically and/or become
: obsolete with the Falcon. Sit on you cash for a while until
: you're able to make an informed decision.

There is always a new machine close to come out: don't wait eternally!

: Maybe the TT will drop in price dramatically as dealers find
: them hard to sell in the light of the Falcon.
:
: Maybe the Falcon will use a 16MHz 68030, so the 32MHz TT will be better,
: unless the better graphics of the Falcon is more important to you than
: speed (eg. you more into computer art than compiling programs, or
: raytracing).
:
: Maybe the proposed Falcon 68040 model will be superior in performance
: and price, and the TT will be a total dinosaur.

Yes, but at that time YOU may be a dinosaur as well !

: Warwick

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6448. Re: LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 14:43:12 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun16.164312@disuns2.epfl.ch>
Source record: 220838

In article <92Jun15.053351edt.30990@marvin.cdf.toronto.edu>, g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:

: Hiya all,
:
: Are there any LISP compilers for the ST out there?? Any good ones?? How
: about ProLog?? Thanks,
:
: Damian

Please don't try to find a Common LISP: SCHEME is a much better LISP dialect. I don't know of compilers, but for interpreters, there is XSCHEME at a.a or (much better) SCM and a lot of other very nice things (docs, other interpreters, libraries, programs, ...) at

nexus.yorku.ca
altdorf.ai.mit.edu

There is also a Scheme to C compiler at gatekeeper.dec.com but you have to adapt it for Atari (it is for Unix and there is an Amiga version) It is pretty nice, fast, powerful (with C linking of course) on my UNIX account but too big for me to adapt it on my Atari !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6449. Re: The First ST Game: Sundog?

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 15:12:34 UTC
From: htodd@amadeus.wr.tek.com
Message-ID: <10179@wrgate.wr.tek.com>
Source record: 220836

In article <2714@isgtec.isgtec.com> ken@isgtec.com (Ken Newman) writes:
>In article <1992Jun12.134007.22347@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett)
writes:
>
>> Sundog was incredibly good, but wasn't Hex (by Mark of the Unicorn) the
>> first commercial ST game?
>
>You're right, Hex predated Sundog, but I have a way out :-}. I did say
>the first *major* commercial ST game. Compared to Sundog, Hex is definitely
>minor :-}. Hmmm I have Hex too, think I'll dig it up and see if it still
>runs. Another real oldie is Time Bandits, but not as old as the above.
>There were probably a couple other simple games before Sundog, anyone remember?

Yeah, yeah. Change the rules. The first ST game I saw (and the first
ST game I had) was Lands of Havoc. Boy, what a pile of junk. And
there were a couple of other Antic games out before I even heard about
Sundog.
--
Hisashi Todd Fujinaka
htodd@wrgate.wr.tek.com or 74540,1137 (CompuSurf) or WB7TKY
My name is Inigo Montoya, millionaire. I own a mansion and a yacht.

6450. Re: The First ST Game: Sundog?

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 15:16:51 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun16.151651.4479@newshost.lanl.gov>
Source record: 220833

Here's another real oldie... "MUDPIES" that came out with "HEX" and "Time Bandits".

"Goldrunner" was good (_fast_) but certainly followed those other games.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6451. Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 15:36:27 UTC
From: likos@clinet.fi
Message-ID: <1992Jun16.153627.4071@clinet.fi>
Source record: 220754

```
Where is ATARI's new powerstation?
MC68040 is too slow!
```

6452. Re: Michtron and a non-GEM text editor.

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 15:50:00 UTC
From: grahamt@syma.sussex.ac.uk
Message-ID: <1992Jun16.155000.7197@syma.sussex.ac.uk>
Source record: 220846

From article <1992Jun15.233228.9592@mits.mdata.fi>, by paetau@mits.mdata.fi (Rasmus Paetau):
>
> And then for the second question, is there some _small_ non-GEM
> text-editor available?

How small do you need it to be? Moshe Braner's GNOME is a very solid, slightly cut-down version of MicroEmacs which you can have as either a .ttp or an .acc. I think the executable is around 55k. It should be available from atari.archive, though I haven't checked this.

Graham

6453. GCC and 1 Meg

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 15:51:24 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1992Jun16.155124.28460@usenet.ins.cwru.edu>
Source record: 220839

Thanks to everyone who answered my question. Here's the scoop
I downloaded GCC 1.4: the binaries, libraries, and includes.
Then I got it set up to run.
After the requisite quantity of parse errors, I was able to compile some
small programs. It seemed to have trouble with recursive data structures
and would give me the message "virtual memory exhausted."
However, I haven't had too much trouble with small programs and Gulam.
I tried a smaller CLI, and it liked that better.
But, I compared it to Sozobon for compiled program size and speed of executables
and Sozobon's executables are smaller and faster. So, I'll use Gcc as long as
I can without putting too much pressure on it, but I simply can't afford the
memory upgrade, and will use Sozobon for projects of any magnitude.
Some things that would make GCC work in a small memory environment might be:
* using the command line to call gcc-cc1

* using lots of small files and linking them

But I think I'll stick with Sozobon...
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu

6454. SM124 Wanted!!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 15:51:58 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun16.155158.14232@pellns.alleg.edu>
Source record: 220842

Does anybody out there have an SM124 monitor that they want to sell?
Please e-mail me!!!

thanks,
Jason Heideloff
heidelj@alleg.edu

6455. Overscan with TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 15:52:41 UTC
From: bq035@cleveland.Freenet.Edu
Message-ID: <1992Jun16.155241.28643@usenet.ins.cwru.edu>
Source record: 220840

How can I do overscan with TOS 1.2? I have seen the Cuddly Demos do it, can
I get more lines *and* use them with an editor? Thanks in advance.
--
****
* "Nothing is true; Everything is permitted" - Hassan i Sabbah *
****
Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu

6456. Re: Email addresses of certain software develo

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 16:03:16 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun16.160316.10985@newshost.lanl.gov>
Source record: 220841

GFA BASIC is distributed in the US via GFA Software Technologies in Salem, Mass. They don't frequent Internet that I know of but do check their support area on GEnie (CATegory 22 of the Atari ST RoundTable). You can also reach them via phone at 1-800-766-6GFA.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6457. Moving sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 16:09:03 UTC
From: david@bdt.com
Message-ID: <1992Jun16.160903.26153@bdt.com>
Source record: 220760

I'm moving and I have to clear out some things. Everything
must go, so if you see something you might be interested
in, don't be shy!

*** ATARI ST STUFF ***

1040 ST in very good condition. Has been
very reliable. 1MB. Mouse. TOS 1.4. $250

SC1224 Goldstar Color Monitor. Like new. $130

SC1224 JVC Color Monitor (original 1985,
the really nice one). $180

External 1.44 Meg 3.5" Floppy Drive. Self
contained with case and P/S. $100

520 ST. 1MB RAM. Questionable reliability.
$100

Spare parts galore. Keyboards, chips, disk
drives, more. All for $50.

Nitelite SP808 multiport serial device.
Eight ports. Multi-line BBS and drivers
available. Manual included. $100

Astra HD Case and P/S with room for 3.5"
HD and floppy. $20

*** PRINTERS ***

Morrow MP100 Daisy Wheel printer. Emulates
Diablo 600. $50

*** OTHER STUFF ***

9-track tapes. Many are brand new. Have
a dozen or so. $2 each? $15 for all?

Lot's of 8.5x11 3-ring binders. Brand new.
$8 per box of 25 (0.32 each)

Six-line push button phones for standard
key-system (you can get adapters for RJ
connectors). $25 each or $75 for whole
box of six.
--
David Beckemeyer (david@bdt.com) | P.O. Box 21575, Oakland, CA 94620

Beckemeyer Development | UUCP: uunet!ossi!bdt!david

6458. Re: Falcon Status

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 16:32:55 UTC
From: ekrimen@wet.UUCP
Message-ID: <4023@wet.UUCP>
Source record: 220850

In article <8363@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>In <4019@wet.UUCP> ekrimen@wet.UUCP (Ed Krimen) writes:
>
>>I'd say, if you have the money for a TT, get one now. If not, get one when
>>you can, or get a Falcon if they're out by the time you get enough cash.
>
>This seems like strange advice. Surely the best advice would be:
>
> Wait. The TT will drop in price dramatically and/or become
> obsolete with the Falcon. Sit on you cash for a while until
> you're able to make an informed decision.
>
>Maybe the TT will drop in price dramatically as dealers find
>them hard to sell in the light of the Falcon.
>
>Maybe the Falcon will use a 16MHz 68030, so the 32MHz TT will be better,
>unless the better graphics of the Falcon is more important to you than
>speed (eg. you more into computer art than compiling programs, or
>raytracing).
>
>Maybe the proposed Falcon 68040 model will be superior in performance
>and price, and the TT will be a total dinosaur.
>Warwick

My reasons for offering that advice are that it seemed he wanted a new machine as soon as possible. The TT is out now. Although I think the Falcon won't take the four or five years that the TT did to be released and that it will be released before the end of year, doomsayers will still say it's vaporware and that Atari may never release it. Then there's the usual bugs in first-run production models.

The TT is not going to drop in price, especially at the dealer-->consumer level. Atari has priced it too high because it's expensive to manufacture. The only way the dealers are going to lower the price are if Atari lowers the price.

Finally, the TT and Falcon are suited for different markets. The TT is high-end and the Falcon is low-end, entry-level. Of course, at its debut, the Falcon will look like the better machine, but it probably won't have the VME port and detachable keyboard that some high-end users require. When the STE was released, the old Megas looked pale in comparison. The same idea applies here. Many expect Atari to release a Mega-like Falcon after the initial release of the low-end version and finally a 040 version perhaps late next year.

So, my advice is, if you want a 68030, get the TT now. Sell it off later if you want to get the mid-range Falcon or whatever. But at least in the meantime, you'll have a nice computer to play with and you won't be doing all that waiting Atari users seem to do. :^)

Of course, all of the above is IMHO. Why would you take any other way? :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6459. Re: Darek Mihocka (was: PC's are OK by me)

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 16:41:25 UTC
From: 86669629s@csghsg5a.bitnet
Message-ID: <1992Jun16.164125.93@csghsg5a.bitnet>
Source record: 220849

Dear Darek

In article <1992Jun08.224323.6838@microsoft.com>, darekm@microsoft.com (Darek Mihocka) you supply us with a long "hate mail". While I do not want to comment on the superiority/inferiority of the PC vs. the ST - I do agree that a 386/486 is a much more powerful machine than a ST and has a much better price/performance ratio than a TT - there are some other points I want to make:

(Just a small part of your letter:)
>
> "then you speed increses just went right out the door... not to mention your
> HD and memory space"? Well, maybe under OS/2. Under Windows, a DOS program
> runs at the same speed as without Windows. Of course, if you multitask you'll
> lose speed. So, duh, what a revelation. Unlike OS/2 which sucks up gobs of
> memory and disk space, Windows 3.1 can be installed in about 4 meg of disk
> space, almost half of which is scalable font files which you can delete if you
> don't want. Look at what FSMGDOS requires in terms of memory and hard disk
> space and it's similar. And I'm sure Multi-TOS isn't tiny either.
>

Point No. 1: Windows is s l o w ! ("How to turn a 386 into an XT? Run Windows!") Ok, if you use a fast 386/486 you will get a decent system, but just compare it to a Mac+: It's software is so much more cleverly designed, that is gives you GUI at a respectable speed on a hardware that one could call "antique". (This reminds me of an interview I read recently; in it N. Wirth said: "Todays software is getting slower at a greater speed than the hardware is getting faster." [I hope I translated this correctly, English isn't my native tongue...] Sounds like Windows, doesn't it?)
Point No. 2: Windows 3.1 uses "only" 4 meg? (Ok, that's nice compared to the 30 meg of OS/2.) Pitty is, the applications use lots of space: 7 megs for this wordprocessor, 6 megs for that spreadsheet, etc. Again, compare it to the Mac! If there is something that really uses lots of hardware ressources it's Windows & Windows-prgs.
Point No. 3: Don't tell me PCs are easy to programm... Especially if Microsoft doesn't hand out all the infos - of course that gives them an advantage on their competition...
Point No. 4: (The only time I will mention the ST, promised!) At home I got two systems, a 286-clone an a Mega ST. While I can still use my ST to run some decent programms supplying a GUI (yes, there are some decent programms, at least from Germany), there is little software nowadays for my AT (which I will trash before the end of this year). Now which machine was the better investment?
Point No. 5: Microsoft will love you for your marketing and - of course -

IBM-bashing. (Makes me wonder: Has everybody forgotten who
developped OS/2 in the first place? Don't tell me IBM has changed
all the code...)
Point No. 6: No, I don't hate Microsoft. Yes, I use Windows myself (on a 386,
btw), and I like a lot of the available Windows-programms. What
I hate to see is people claiming Microsoft products to be
ressource-efficient, fast, bug-free and in general the best
software available. I also believe there's more to (in?) life
than a MS-DOS PC!

(sigh!)

This just had to be said...

Greetings,
martin rosenkranz

/--\
| Martin Rosenkranz | BITNET: 86669629S@CSGHSG5A.BITNET |
| University of St. Gallen | INTERNET: 86669629S@ALPHA.UNISG.CH |
Switzerland	
*** I like ATARI-Computers, and I don't care if you don't! ***
\--/

6460. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 17:51:16 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun16.175116.14617@ucsu.Colorado.EDU>
Source record: 220847

In article <1992Jun16.093759.34421@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <1992Jun15.150122.14350@us-es.sel.de> mohr@slsvaat.sel.de (Thomas Mohr US/ESC) writes:
>>cstdxas@warwick.ac.uk (Leo Hendry) writes:
>>: In article <1992Jun11.233558.10330@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:
>
>[Stuff deleted]
>
>>:
>>: - Leo Hendry
>>
>>Yep. If not for desktop publishing, I wouldn't see an application for the
>>TT at all. If You need < Insert student's standard wishlist here >, which includes
>>Unix, X-Window, *good* graphics & sound, SCSI; the average person
>>would choose an '486. The 68030 ist *just too slow*. (look at the Next030,
>>even the 040 is to replaced by an 88110).
>
>Excuse me! The 68030 is approximately the same speed as the '486 at the same
>clock rate, the 68040 is about 1.5-2 times the speed of the '486. The main
>reason for the slowness of the original NeXT cube was the speed of its main
>storage device.. the read/write optical disks plus the speed at which the
>processor was running (25MHz I believe, though I could be wrong).

You have been gone for years right? Anyways the 030 at same clock rate is
only at the speed of a 386 at same clock ratings. If you assume that a 030-33
would be the same speed of the 486-33, your out of your mind. Like I have
mention before do not post false info! Even my 030 is slower than my
friends 386-33, no way can a 030 at same clock speed be ever close to the
performance of a 486. One of the more recent ways to see the power of
the 486 is seeing GEMULATOR actually emulating 2x the speed of an ST. While
running other software emulations on a 030 to emulate PC, you only get the
performance close to a XT. My 030 using the emulation of EGA only emulates
1.6 - 1.8 Mhz XT speed.
By the way a 040-25 Mhz is faster than a 486-25 TRUE, but it's only upto
the speed of a 486-33 w/o Weitek 4167.

Jeff

6461. Re: HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 18:55:04 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.e9ZEbfTFnc2@keep.fantasy.sub.org>
Source record: 220770

In <1992Jun13.213653.16039@peponi.wcc.govt.nz>, Craig Shore writes:
#
#Umm, well I renamed the mercury dir to merc as Hermes was finding Mercury
and using some of the config stuff from it.
#
#About polling, are you running uuwork or uupoll?
you need to run uuwork [hostname]

You also can setup uuwork to poll automatically for you in a specific
period of time. Just set the time s in XHOSTS and you can leave your ST
Also You may let others poll your Site with uuwork.
(But be careful with UNIX Siters, which sometimes send 7 bit and
parity for login purposes. and the hermes login.ttp wants 8 Bit which
gets with 7bit&parity in serious trouble.

This states for the Version 1.00 (1.03 may be different.)
UUWORK still has the same features (I think only less bugs.)

Gruss
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

6462. AT-Speed mouse configuration

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 19:50:15 UTC
From: meyer@milton.u.washington.edu
Message-ID: <1992Jun16.195015.18636@u.washington.edu>
Source record: 220751
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I need help configuring my Atari mouse to run under DRDOS viewmax. I have
following the instructions in the manual, but can't force results.
I think the mouse driver could be the problem. If this is true,
does anyone have a driver that will work?

It seem odd that DR would supply viewmax on their disk but no mouse driver.

My system configuration is:

520St with 1 mb
The Emulator is an AT-Speed 16 (This is a good emulator)

6463. STDCAT V5.1b at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 19:51:34 UTC
From: bobs@molienergy.bc.ca
Message-ID: <1992Jun16.195134.27581@molienergy.bc.ca>
Source record: 220775

On the weekend I uploaded STDCAT V5.1b to atari.archive.
The filename is 'stdcat51.arc' and is in the 'atari/new'
directory (of course it may be moved from there by now).

In case you don't know, STDCAT is a disk catalogue program
and is just another useless piece of shareware.

Bob S.
--
bobs@molienergy.bc.ca

6464. Re: PC's are OK by me (was Re: Atari's STI

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 20:21:52 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jun16.152152.11520@miavx1.acs.muohio.edu>
Source record: 220756

In article <1992May29.224011.7582@newshost.lanl.gov>, hutch@bellman.lanl.gov (John Hutchinson) writes:
> In article 4871@ryn.mro4.dec.com, rost@rgb.dec.com (My name is Brian Rost) writes:
>>In article <1992May29.181006.12392@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes...
>>>MAC cheapo LCs are now $1100 with 4 megs and 40 meg HD.
>>Wow, who's yer Mac dealer...around here $1100 barely gets you a Classic II,
>>never mind an LC....
> I tend to agree... Bottom Line Distributors (frequently known for having the lowest
> Mac mail order prices but not the best service record) offers a Mac LCII 4/40 for
> $1425... and monitors are extra (12" Apple color is $425; 13" Apple is $645).
> Yeh, Mac prices have come down but they are still a far cry from being cheap!

Yea, but for us starving college students, there is always the
educational discount. (I'm waiting till fall to decide against a
Powerbook 140,PB 100, 386SX notebook, or the ST Book, if it ever gets
into production at a fairly competitive price)

Later.......

-----=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
-----=======}}}}}}}}((((((()))))))))}}}}}}}}=======--------

6465. Re: Darek Mihocka (was: PC's are OK by me)

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 22:47:49 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun16.224749.13685@ucsu.Colorado.EDU>
Source record: 220753

>>
>
>Point No. 1: Windows is s l o w ! ("How to turn a 386 into an XT? Run
> Windows!") Ok, if you use a fast 386/486 you will get a decent
> system, but just compare it to a Mac+: It's software is so much
> more cleverly designed, that is gives you GUI at a respectable
> speed on a hardware that one could call "antique". (This reminds
> me of an interview I read recently; in it N. Wirth said: "Todays
> software is getting slower at a greater speed than the hardware
> is getting faster." [I hope I translated this correctly, English
> isn't my native tongue...] Sounds like Windows, doesn't it?)

Funny you mention MACs, the MAC 030-16Mhz is said to be equal in performance
to a 386SX20 running windows 3.0 and the 030-25Mhz to 486SX running windows
3.0. Both came directly from MAC recent ads. (486SX performance is somewhere
inbetween 386-33 to 386-40, and this is 16Bit windows 3.0 program, run it
against OS/2 then lets see.)

>Point No. 2: Windows 3.1 uses "only" 4 meg? (Ok, that's nice compared to the
> 30 meg of OS/2.) Pitty is, the applications use lots of space:
> 7 megs for this wordprocessor, 6 megs for that spreadsheet, etc.
> Again, compare it to the Mac! If there is something that really
> uses lots of hardware ressources it's Windows & Windows-prgs.

Not bad if you consider most standard pc clones are dealing with 120 MEGS
of drive space. THE PC OS/2 v2. is a pig, but its a nice pig.

>Point No. 3: Don't tell me PCs are easy to programm... Especially if Microsoft
> doesn't hand out all the infos - of course that gives them an
> advantage on their competition...

I program on MACs, ST, and PC, I find the PC are very easy, I can just load
turbo c++ for windows and develop faster programs than I can on the MAC.

>Point No. 4: (The only time I will mention the ST, promised!) At home I got
>Point No. 4: (The only time I will mention the ST, promised!) At home I got
> two systems, a 286-clone an a Mega ST. While I can still use my
> ST to run some decent programms supplying a GUI (yes, there are
> some decent programms, at least from Germany), there is little
> software nowadays for my AT (which I will trash before the end
> of this year). Now which machine was the better investment?

WHAT? LITTLE SOFTWARE, wrong there are plenty of software, let's see about
close to 50000 titles. Companies are still making software for the AT
machines.

>Point No. 5: Microsoft will love you for your marketing and - of course -
> IBM-bashing. (Makes me wonder: Has everybody forgotten who
> developped OS/2 in the first place? Don't tell me IBM has changed
> all the code...)

Love microsoft, no. I only like one or two products made by them.

>Point No. 6: No, I don't hate Microsoft. Yes, I use Windows myself (on a 386,
> btw), and I like a lot of the available Windows-programms. What
> I hate to see is people claiming Microsoft products to be
> ressource-efficient, fast, bug-free and in general the best
> software available. I also believe there's more to (in?) life
> than a MS-DOS PC!

AGREED here.

6466. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 23:07:00 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun16.230700.16123@ucsu.Colorado.EDU>
Source record: 220758

>running other software emulations on a 030 to emulate PC, you only get the
>performance close to a XT. My 030 using the emulation of EGA only emulates
>1.6 - 1.8 Mhz XT speed.

Made a mistake, I meant 1.6-1.8 Mhz AT speed which was still unuseable, an
XT turbo 10 mhz is at 3.4 AT speed to give an idea.

6467. .gl Viewer

Newsgroup: comp.sys.atari.st
Date: 1992-06-16 23:55:23 UTC
From: ninjam@csd4.csd.uwm.edu
Message-ID: <1992Jun16.235523.19656@uwm.edu>
Source record: 220755

Can anyone send me a copy of a good .gl viwer that run's on a 520?

Or at least point me in the right direction? I tried the graphics directory at the umich archive sight but didn't see one there.

Thanks...

Marty

6468. Re: gcc 2.1 vs gcc 1.40

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 02:30:09 UTC
From: torrance@ai.mit.edu
Message-ID: <TORRANCE.92Jun16223009@cookie-monster.ai.mit.edu>
Source record: 220759
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Can anyone explain how to make GCC 2.1 produce smaller executables on the Atari? How, for example, do I use the "integer only" libraries iio.olb, and will this decrease the size of the executable programs I create? All of my executables are about 30-32 K for even small programs with minimal integer only I/O, and I think this is too big.

--Mark
--

Mark C. Torrance torrance@ai.mit.edu o:(617)253-8829 h:868-2597

6469. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 03:22:28 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <12767@mindlink.bc.ca>
Source record: 220762

In reply to above messages compareing 68030 to 80486 etc.

My home 8Mhz 68000 Atari ST running Spectre GCR - Mac system 6.0.5 is easily faster than my work 80386DX 25 MHz - windows 3.1 - dos 5.0 running the same software. (WordPerfect - MS Word - Excel) Even though My PC at work has more memory.

Second the 68030 has 2 256 BYTE caches not a 512Kilobyte cache

Third internal design counts for a lot. I believe except for the 68030 the rest of a TT (read: memeory access even to TT Ram) runs at 16Mhz.

Opinion I have express are sure to be refuted by others

Jim Cruickshank

6470. Re: CS-Tex 4.00: shell "feature"

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 05:38:11 UTC
From: lahtinen@gideon.gideon.fmi.fi
Message-ID: <lahtinen.708759491@gideon>
Source record: 220764

MEBEB@LIVERPOOL.AC.UK writes:

>In article <11982@ecs.soton.ac.uk>, dah90@ecs.soton.ac.uk (Halls DA) says:
>>there. Looking at the free memory, it looks as if Neodesk/Gulam is trashed
>>straight away. Is this a bug or a feature to get more memory?
>>
>I find that running it from a shell (in this case Craft), I can only run it
>once without rebooting. If I try and run it a second time, it loads then
>returns straight to the shell. It doesn't crash, it just exits.

This might be a problem with memory. I do not remember wich TeX did it,
but I remember that one time TeX used more memory every time I run it
again. I have 4 MB so I could run it a couple of times, but then
I had to reset the machine. It did not release memory after it was run.

--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

6471. Re: ST HDU Virus Killer

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 07:36:12 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jun17.073612.20234@unix.brighton.ac.uk>
Source record: 220664

shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:
> Yeah, I was wondering if there are any HD virus checkers as well?
> Can a virus effect your HD boot sector???

UVK tells you you can't check a HD bootsector but I have no idea why
(unless TOS doesn't execute boot code from a HD boot sector).

> Are there any/many link viruses (is this the same as a trojan?)

Appearantly only 5, but there is little reason why they can't be ported and
become more and more frequent.

>
> Can someone please post a nice message explaining all on how the HD
> works in comparason to floppy etc?

Assuming you mean the virii, they 'tag on' or overwrite code to other
programs, by opening them for read/write they copy themselves into you 'host'
program (ie the victim program), then when you run the prorgram the virus's
code gets executed first and looks for another program to infest,
resets, deletes files, etc.

'Link-virii' are particulary dangerous because they can be uuencoded and sent
over the net as binaries, downloaded to archives etc. boot-sector virii can
only do this if the whole disk is snap-shot (ie in msa format) and compressed
so when you decompress the file to disc, the disc is a exact copy of the
original.

Gotta go exam in 20 mins ! (Degree in Comp-Sci)

Dom De Vitto

6472. Re: .gl Viewer

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 07:38:23 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <60677@cup.portal.com>
Source record: 220765

>Can anyone send me a copy of a good .gl viwer that run's on a 520?

>Or at least point me in the right direction? I tried the graphics
>directory at the umich archive sight but didn't see one there.

I doubt that there's any .GL viewers for the ST, or that there will
EVER be any...

You'll need an IBM emulator to run GRASPRT.EXE to see any GL files...

BobR

6473. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 08:42:00 UTC
From: only_bbs!arthur_dent@overmind.mind.org
Message-ID: <2127402@overmind.citadel>
Source record: 220678

92Jun15 8:27 am GMT from qb7g6 @ fel.tno.nl (TNO Physics and Electronics Laboratory)
Hi,
I'm trying to take control over my Roland Sound Canvas (SC-55) with my Atari using Turbo C 2.0.

For system exclusive MIDI messages, Roland requires the last byte to be a checksum. Of course, I'd be glad to compute it and give to the needing thing, but HOW? I don't know whether to add or xor, or which bytes to take into account, I can't find anything. Trying it out takes too long; on every wrong checksum, the canvas displays "Check sum error!" for about 1.5 second.

If anybody knows anything on this subject, please mail me!

Thank you for reading!

Maarten Landzaat, BSO/Aerospace & Systems, qb7g6@fel.tno.nl

In response to the above message:

Maarten:

I may be able to help you, since I faced a similar problem a while back trying to do sys-ex communications with a related device, the Roland D-110. I assume you've looked at the data sheets in the back of the sound canvas manual - you'll probably find that it says something like this:

* The error checking process uses a checksum that provides a bit pattern where the least significant 7 bits are zero when values for an address, size, and that checksum are summed.

As you can see, Roland manuals are not printed by someone who speaks good English. However, I managed (mostly through trial and error) to translate that. Here's the bit of C code where my program calculates the checksum:

...

```
char msg[44] /* message length should be 42 */
= {0xF0,0x41,0x10,0x16,0x12,0x20,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0xF7 } ;
...
```

```
sum = 0;
for(i=5; i<40; sum += msg[i++]);
msg[40] = (128 - sum % 128) % 128;
Midiws(41,msg);
...
```

The "sum" is calculated using the part of the sys-ex message beginning with (and including) the MSB and LSB of the data size (bytes 5 and 6 in my array) and ending with the last data byte. The (128 - sum % 128) % 128 is the tricky bit. Frankly, I don't really remember the logic that went into that statement - but it does work.

The system exclusive specs are identical in the manuals for my Roland D-110 and S-330 sampler, so I assume there is some kind of Roland standard - in other words, I'll bet this will work on the Sound Canvas.

Note that the checksum should be placed immediately after the last data byte, and before the 0xF7 which signifies the end of the sys-ex message. (msg[40] is where the checksum goes in my example)

Good luck. Let me know if this works, or if you need more help.

-arthur dent
internet: sysop@only_bbs.via.mind.org
citanet: sysop@only_bbs.UT

6474. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 08:56:21 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun17.085621.30609@bas-a.bcc.ac.uk>
Source record: 220769

In article <1992Jun16.123748.22129@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro)
writes:
>In article <1992Jun16.093759.34421@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R
Usher) writes:
>>In article <1992Jun15.150122.14350@us-es.sel.de> mohr@slsvaat.sel.de (Thomas Mohr
US/ESC) writes:
>>>cstdxas@warwick.ac.uk (Leo Hendry) writes:
>>>: In article <1992Jun11.233558.10330@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus
Paetau) writes:
>>
>>[Stuff deleted]
>>
>>>:
>>>: - Leo Hendry
>>>
>>>Yep. If not for desktop publishing, I wouldn't see an application for the

[More stuff deleted]

>>
>>>Tom
>>
>> Steve
>>
>>--
>>Addresses:-
>>JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
>>Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)
>I have a TT at home and a 486 at work (not by choice) and I have found
>the TT to be a bit slower, not much though. The main difference between the
>two as far as I can tell is that the PC at work has 256K of external cache!
>Whereas the TT has only it's 512K cache on board the cpu. It would be
>interesting to be able to put the same amount of cache on my TT as is on
>the PC and then compare them.
>
>Herb
>
>--
>/***
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales

The main thing I believe slows down the TT is the fact that the OS is in
ROM. Another possible problem is that Atari may have used a compiler which

doesn't do very good optimisation for the 6830, possibly not using the fast bitfield op codes.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6475. Re: Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 09:14:47 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun17.091447.20115@email.tuwien.ac.at>
Source record: 220767

likos@clinet.fi (Johannis Likos) writes:

>Where is ATARI's new powerstation?
>MC68040 is too slow!

I hear there will be no 68050, only a 68060... :-)

6476. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 10:01:42 UTC
From: kentd@FtCollins.NCR.com
Message-ID: <KENTD.92Jun17110142@zappa.FtCollins.NCR.com>
Source record: 220654

>>>>> On 16 Jun 92 09:37:59 GMT, ucacmsu@ucl.ac.uk (Mr Stephen R Usher) said:

Mr> In article <1992Jun15.150122.14350@us-es.sel.de> mohr@slsvaat.sel.de (Thomas Mohr US/ESC) writes:
>cstdxas@warwick.ac.uk (Leo Hendry) writes:
>: In article <1992Jun11.233558.10330@mits.mdata.fi> paetau@mits.mdata.fi (Rasmus Paetau) writes:

Mr> [Stuff deleted]

>:
>: - Leo Hendry
>
>Yep. If not for desktop publishing, I wouldn't see an application for the
>TT at all. If You need < Insert student's standard wishlist here >, which includes
>Unix, X-Window, *good* graphics & sound, SCSI; the average person
>would choose an '486. The 68030 ist *just too slow*. (look at the Next030,
>even the 040 is to replaced by an 88110).

Mr> Excuse me! The 68030 is approximately the same speed as the '486 at the same
Mr> clock rate,

I don't know what planet you're from, but here on earth we use the term
"same speed" to mean "equally fast". Clearly, this is different from
your definition, because the 486 is *way* faster than the 030 at the
same clock speed. Just look at any benchmark you can find... the 486
will blow the 030 away. (see below for examples).

Mr> the 68040 is about 1.5-2 times the speed of the '486.

This is BS also. The 486 is slightly *faster* than the 040 on integer
operations and slower by about 40% on floating point. This fact
completely invalidates your claim that the 030 is even near the 486 in
performance, since moto even itself claims the 040 is 4 to 5x the speed
of the 030.

I have nothing to gain by saying the above, I think Moto has always had
a superior architecture, etc and I personally *own* an 030 box.
But in *raw* performance they no longer have anywhere near the lead they
used to over Intel. I just can't stand the level of misinformation
you're spewing here.

IMHO, someone in the US looking at setting up inexpensive UNIX
workstations would have to be absolutely RETARDED to buy anything
but an Intel box. With the current state of the market there is no way
Moto boxes are going to touch Intel boxes on price performance.

Don't take my word for it. Here are SPECmark numbers from an objective
source:

OK! Again, just for the record... (taken from comp.arch)
Part of a posting by Michael Slater:

```
---------------------------------------------------------------------
Vendor Moto Moto Intel Sun MIPS Moto IBM Intel
Achitecture 68040 68040 486 SPARC R3000 88000 RS/6000 i860
Cache none 128K 128K 128K 128K 128K 64K/8K none
Clock (MHz) 25 25 25 25 25 25 25 33
---------------------------------------------------------------------
Integer gcc 12.4 13.8 13.8 13.8 15.5 17.5 17.8 11.5
espresso 12.8 13.4 12.2 11.6 17.7 19.4 20.7 20.0
li 14.9 15.5 16.8 11.2 20.4 20.7 19.8 17.7
---------------------------------------------------------------------
FP spice2g6 11.8 13.1 8.8 11.4 12.1 12.5 27.6 14.8
doduc 7.7 8.1 5.8 9.5 15.9 10.1 27.7 15.6
nasa7 11.5 12.1 5.8 14.0 18.1 15.2 35.5 45.0
matrix300 10.8 11.5 9.5 14.7 13.8 18.4 21.8 21.5
fpppp 12.1 13.4 7.0 13.1 17.8 14.7 54.7 21.8
tomcatv 8.4 9.1 4.3 8.2 13.9 11.6 75.7 34.0
---------------------------------------------------------------------
Means SPECmark 11.0 11.8 8.8 11.8 16.1 15.2 28.9 20.3
Integer 12.3 12.9 13.3 12.3 17.6 18.3 20.2 16.4
FP 10.2 11.0 6.6 11.6 15.1 13.5 36.7 23.4
---------------------------------------------------------------------
SPEC benchmark results for CISC and RISC systems at 25 MHz (except
i860 at 33 MHz). All results as published by SPEC, except for 486 and
860 results published by Intel and 68040 results provided by HP. The
systems are the HP 425t, HP 425s, an unspecified 486 system, Sun
SPARCstation 330, MIPS RC3240, Motorola 8864SP, IBM RS/6000 Model 530,
and an 860 PC add-in board with static column DRAM. Cache sizes shown
are external (second-level) caches only, except for RS/6000. MIPS and
88K caches are 64K instruction and 64K data.
---------------------------------------------------------------------
```

Michael Slater, Editor and Publisher, Microprocessor Report
mslater@cup.portal.com 707/823-4004 fax: 707/823-0504
874 Gravenstein Hwy. So., Suite 14, Sebastopol 95472

--

Mr> Have you ever used a Sun 3/60... that's got a lowly 68020 in it and it's a
Mr> match for any '486 box in raw processing power.

I'd really be amused to see some objective performance metrics
of a 3/60 vs an EISA 486 box. I had to use a 3/60 for a while at work,
and those things are *dogs*.

Mr> It's not the processor speed
Mr> which is the bottle neck these days it's the peripherals and the internal

Mr> architecture which determines the speed.

The SPECmarks above are tests of a complete system (i.e. disk, cpu,
etc.) it's clear that Moto and Intel are both in the same ball park
on performance.
--
/***/
/* Kent Dalton * EMail: Kent.Dalton@FtCollinsCO.NCR.COM */
/* NCR Microelectronics * Phone: (303) 223-5100 X-319 */
/* 2001 Danfield Ct. MS470A * FAX: (303) 226-9556 */
/* Fort Collins, Colorado 80525 * */
/***/
It's OKAY --- I'm an INTELLECTUAL, too.

6477. Re: Floppies: Sun to Atari

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 10:26:10 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jun17122610@orion.laas.fr>
Source record: 220772

You seem to have a *very* old version of Mtools. In the old days
there was this problem and #define DUP_FATS or some such that was
necessary. But Mtools 2.0 does things correctly (from fat_write.c):

```
void
fat_write()
{
int fat_start, buflen, dups;
void disk_write();

if (fd < 0)
return;

fat_start = dir_start - (fat_len * num_fat);
buflen = fat_len * MSECTOR_SIZE;

disk_write((long) fat_start, fat_buf, buflen);

/*
* Only duplicate the FAT table if no errors were detected
*/
if (!fat_error) {
dups = num_fat - 1;
while (dups--) {
fat_start += fat_len;
disk_write((long) fat_start, fat_buf, buflen);
}
}
return;
}
```

Bye,

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

6478. Midi / Guitar, what to do?

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 10:51:12 UTC
From: alx@altair.csustan.edu
Message-ID: <1992Jun17.105112.29995@koko.csustan.edu>
Source record: 220766
Cross-posted to: comp.sys.atari.st,rec.music.makers,alt.guitar.bass

I have a atari 1040st, and I play the electric guitar. Now I
hear that the atari's are known for music capabilities, so how do I get
set up? I don't know nothing about midi's, so what do I need to get
my guitar/atari st to get some midi action? Also can someone tell me
what the midi through the computer does, meaning whats the big deal.

Thanks.
--

e-mail : alx@ceti.csustan.edu

6479. Re: .gl Viewer

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 10:58:52 UTC
From: woocm@essex.ac.uk
Message-ID: <4037@sersun1.essex.ac.uk>
Source record: 220776

>You'll need an IBM emulator to run GRASPRT.EXE to see any GL files...

You do have another option, and that is to take a copy of
the X11 gl viewer can't remeber it's name, and alter the window
code to either use a GEM window, or straight to the screen. Takes
some work, bu tit depends on how much you want one.

Saying that, you could also take the gl lib program, and
extract all the picture files, if they are GIF format convert them
to say DEGAS, relib them into a different gl file, and hack the
viewer to load a DEGAS sequence from the gl file. Mind you this
also sounds a tad complecated, Just thinking out loud! :-)

C.W.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

6480. Memory Test Program

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 10:59:45 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun17.105945.16887@peponi.wcc.govt.nz>
Source record: 220768

Well I don't think this got out of here so I have posted it again..

Help, does any one know of a Good Memory Test Program, that tests all fited Ram, not just what the OS thinks there is..

I have a Ram problem with a Mega 1, the upper bank is dead, but would like to find if its a Ram fault or a MMU fault, and which ram it could be..

Note: the Supra ram test program only tests what the OS tells it there is, so it will never test the upper bank, also the Supra one does not Test 2.5 meg setups..

There was one sime time back that would locate and list the Ram chip, does any one know what that was called, I think it was to do with a ram upgrade article..

Thanks... Roger..... sheppard_r@kosmos.wcc.govt.nz

6481. Re: LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 11:21:58 UTC
From: tcsmith@ais1.bal.mmc.com
Message-ID: <1992Jun17.112158.19035@iplmail.orl.mmc.com>
Source record: 220777

In article <1992Jun15.105829.5078@email.tuwien.ac.at> yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
>g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
>
>
>> Hiya all,
>
>> Are there any LISP compilers for the ST out there?? Any good ones?? How
>>about ProLog?? Thanks,
>
>I haven't heard of any LISP compilers, but if you mean interpreters,
>check out XLisp (from version 2.0 it's object-oriented too).
>Again, I don't think there are any Prolog compilers for the ST, except
>for Maxon Prolog (which is a commercial product), which I think has a
>compiler. Good prolog interpreters are prolog68 (I only have an
>experimental version) and Turbo Prolog (it's predecessor).
>
> Marinos Yannikos
>
>

Try clisp from terminator.cc.umich.edu /atari/languages.

6482. Ram Upgrades

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 11:27:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun17.112735.17249@peponi.wcc.govt.nz>
Source record: 220771

Well I have just upgraded a Mega 1 to 2.5 megs..

This machine was fitted with 256 * 4 Drams, I just removed the set of 4 at the front, and placed SIMMS that are stuck together with double sided tape in front of the rams that I had just removed, also with double sided tape, there is plenty of room in this machine to upgrade them to 4 megs..

The SIMMS that I used were the 3 chip type, they use 4 meg ram chips in a 1 * 4 config and one of 1 * 1, this is the PC parity bit that is not used, I connect the inputs to VCC..

The Power Supply that is fitted to this Mega 1 is the same as a ST/STE one, But for one thing, it has much thicker and larger Heatsinks, ie, they are bent over at the top and are some 1/8" thick..

Some MMU's don't work with 2.5 megs, a ST-Format or ST-User some time back had a list of these MMU's that would not work..

If some one knows the date and which magazine could they please let me know..

Thanks...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6483. Michtron and a non-GEM text editor.

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 14:02:05 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <708789725snx@sphere.demon.co.uk>
Source record: 220782

In article <1992Jun15.233228.9592@mits.mdata.fi> paetau@mits.mdata.fi writes:

> Is there any way to boost up Michtron file transfer speeds at 9600
> bps? With Michtron 3.0 I usually get around 450-500 CPS at 9600 bps.
> Does anybody have any information on Michtron 4? What's new about it?

Because Michtron is a multi tasking setup, it won't go any faster.
Also if you logon to the console while someone is downloading at 500cps
you can see that figure drop quite a bit.

AFAIK Michtron went out of buisness well over a year ago, but Tim Purves is
supposed to have bought the rights to the BBS program. Correct me if I'm
wrong about that someone..

* Origin: Sphere - There can be only one..

Iain Paton +44-294-221350
Inet: lonewolf@sphere.demon.co.uk ipaton@cix.compulink.co.uk
FidoNet: 2:259/5 NeST: 90:5001/0

6484. FontGDOS or FSMGDOS ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 14:05:59 UTC
From: C.L.Cuckow@newcastle.ac.uk
Message-ID: <Bpzttz.HqG@newcastle.ac.uk>
Source record: 220778

I have put up with GDOS V1.1 long enough and am going to upgrade, but I am unshore of the difference between FontGDOS and FSMGDOS. Can anybody tell me:

i) Whats the differance.

ii) Which is best.

iii) Cost !!

With Tanxs.

6485. Multisync loss/ST lock-up with modem pwr.

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 14:17:52 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jun17.141752.9548@digi.lonestar.org>
Source record: 220779

Here is the problem: I recently purchased an NEC 3DS for my 16 Mhz 1040ST. When I power up the modem (via MasterPiece Plus), the monitor either goes completely black or I get double screens side by side (very hard to read :-). The only way to recover is to reboot the computer, usually with the reset button as the ST seems to be locked up (i.e., alt-ctl-del & alt-ctl-rshft-del) do not work. The problem also occasionally occurs on modem power *off*, but not nearly as frequently. Anyone have any clues?

Gory system details follow:

1040ST (TOS 1.4) w/ AdSpeed & 2.5 MB RAM (Z-Ram 3D/4)
NEC 3DS & Radio Shack 1 watt spkr/amp via Omniswitch (1)
ICD FaST (early model H.A.) with single ST157N
SuperCharger (separate PS & at end of DMA chain) (2)
UDS 2400 baud modem w/MNP5 (I forget the model number) (3)
Kensington MasterPiece Plus filter/power controller. (4)

Notes: (1) First try was with IB Multi-Sync switchbox. Same problem but I thought it was due to the 15 feet of monitor cable and 4 connectors / adapters that the signal was traveling through - even with a power supply plugged into the IB. :-)

(2) Problem was present before SC was added (shortly after NEC 3DS was added).

(3) I.E., the problem initiator :-(

(4) Due to limited desk/shelf space, power cords from MP+ do run very close to back of the monitor. But the monitor is allegedly shielded (3D"S") and how much power can a modem draw anyway? Note that phone line to modem runs through MP+ for surge protection.

Thanks for any information or suggestions.

Roy C. Gosewehr

6486. For Sale: Atari Monitor SM 124 $95 obo

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 15:19:24 UTC
From: gt2372b@prism.gatech.EDU
Message-ID: <61475@hydra.gatech.EDU>
Source record: 220785
Cross-posted to: ga.forsale,git.ads,comp.sys.atari.st,misc.forsale.computers

Hello,

I am selling my Atari SM 124 monitor:

* monochrome;
* for Atari ST computers
* bought in Sept. 90, used about 6 months, then rarely turned on afterwards.
* original box.

I would like to get $95 + shipping, but feel free to make offers...

Please e-mail me at

gt2372b@prism.gatech.edu

or call (404) 391-0282

Thanks,

Olympio

--
Olympio Achilles De Faria Mello
Georgia Institute of Technology, Atlanta Georgia, 30332
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt2372b
Internet: gt2372b@prism.gatech.edu

6487. WordPerfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 15:29:57 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun17.152957.22476@pellns.alleg.edu>
Source record: 220780

I understand that WordPerfect is considering 5.1 for the Atari ST. If you would like to see this happen, write to:

WordPerfect Corp.
288 West Center St.
Orem, UT 84057

6488. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 15:41:58 UTC
From: clint@artech.UUCP
Message-ID: <300@artech.UUCP>
Source record: 220657

In article <1992Jun16.175116.14617@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
> You have been gone for years right? Anyways the 030 at same clock rate is
> only at the speed of a 386 at same clock ratings. If you assume that a 030
> would be the same speed of the 486-33, your out of your mind. Like I have
> mention before do not post false info! Even my 030 is slower than my
> friends 386-33.

In side-by-side comparisons of some 3-D graphics routine that I wrote, which use the Intel and Motorola co-processor, I found the following to be true:

68030 is faster than the 386SX at the same clock speed
68030 is about the same as a 386 at the same clock speed.

Given that I used GCC 1.38 for the TT compile and Borland Turbo C++ for the PC compile, I'm tempted to say that the 68030 is roughly equivalent to a 486 without the 486 cache. This assumption is based on the the relative appraisal of GCC produced code versus Borland produced code. I may be talking "from my ass" on this, though...

To be fair, lets have somebody write a quick-index test for a 386/486 running windows. Compare window's dialog open/close time etc to GEM's on the TT. We may be shocked.

--
Clinton N. Keith ... Speaking for himself.
Applied Remote Tecnology Compiling on a Sparc IPC on a barge in a
crash!hp-sdd!artech!clint 4-foot swell is a unique, yet strangely natural
artech!clint@hp-sdd.sdd.hp.com experience.

6489. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 16:29:29 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun17.162929.24714@ucsu.Colorado.EDU>
Source record: 220784

In article <12767@mindlink.bc.ca> Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:
>In reply to above messages compareing 68030 to 80486 etc.
>
>My home 8Mhz 68000 Atari ST running Spectre GCR - Mac system 6.0.5 is easily
>faster than my work 80386DX 25 MHz - windows 3.1 - dos 5.0 running the same
>software. (WordPerfect - MS Word - Excel) Even though My PC at work has more
>memory.
>
>Second the 68030 has 2 256 BYTE caches not a 512Kilobyte cache
>
>Third internal design counts for a lot. I believe except for the 68030 the rest
>of a TT (read: memeory access even to TT Ram) runs at 16Mhz.
>
>
>Opinion I have express are sure to be refuted by others
>
>Jim Cruickshank
>

Not only refuted, but wrong as well.

6490. Re: Falcon memory design, how sis it done?

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 16:55:20 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3urjoINNjhh@aludra.usc.edu>
Source record: 220781

In article <jonal.33@sofus.dhhalden.no> jonal@sofus.dhhalden.no (JON ARVID LOVSTAD) writes:
>The Apple Macintosh LCII has 4 megs soldered in and 2 slots that accepts
>4MB SIMMs. This should bring the machine up to 12MB, but no - the MMU can
>only handle 10MB. Maybe Atari has done something stupid like this...?

I was just reading back over this, and it struck me what was wrong with this. The LCII (like the LC) has _2_ MB soldered on-board. This when added to the 2x4MB SIMMs is 10 MB. It makes me wonder though, just how much money Apple saved by not including two more SIMM sockets (and the trivial support lines - most memory handling chips support at _least_ two banks)?

Anyway...back to your regularly scheduled program...

>>--
>>---
>>| Rasmus Paetau (paetau@mits.mdata.fi) | Waiting for the Atari Falcon |
>>---
>
>
>Nomad
>
>Jon Lovstad | Sorry, but this part of my .sig file has been
>jonal@sofus.dhhalden.no | retconned by DeFalco...
> |
>SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
>N-1776 HALDEN, NORWAY | I get a humble TT030?

-Mike

6491. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 17:13:13 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3usl9INNkhp@aludra.usc.edu>
Source record: 220783

In article <1992Jun16.123748.22129@aber.ac.uk> hrs@aber.ac.uk (Herbert Martin Sauro) writes:
>I have a TT at home and a 486 at work (not by choice) and I have found
>the TT to be a bit slower, not much though. The main difference between the
>two as far as I can tell is that the PC at work has 256K of external cache!
>Whereas the TT has only it's 512K cache on board the cpu. It would be
>interesting to be able to put the same amount of cache on my TT as is on
>the PC and then compare them.

Actually, the TT has no cache except for the 256 _byte_ address/data cache that is on the chip of the 68030. A 486 has a 8 _Kbyte_ address/data cache on-chip in addition to any external cache (the 64k-1MB caches you hear about). I believe (but I am not sure) that the 68040 has an 8 _Kbyte_ address/data cache (4k each) - I know for sure it is much bigger than the '030s cache but I forget the exact size. And yes, the speeds would be much more comparable if the cache sizes were comparable.

>
>Herb
>
>--
>/***
>Herbert Sauro e-mail: hrs@aber.ac.uk
>Biological Sciences phone: +44 970 622353
>Univesity College of Wales

-Mike

6492. Emacs 1857 help

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 17:18:40 UTC
From: dale@celtech.COM
Message-ID: <925@ctsx.celtech.COM>
Source record: 220687

I downloaded Emacs 1857 from a.a and have run into a problem. When I try to run it, it complains that the TERM I selected is not powerful enough to run emacs. The terminal is not able to position the cursor. This happens no matter what TERM I choose to use. If anyone has had this problem please help me out!!

My configuration consists of:

1040 STE with 4meg of ram
2 Toshiba 107meg drives with ICD controller.
I am running under Mint 94.

Dale L Thomas |
Cellular Technical Services | dale@ctsx.celtech.com
2401 4th Ave., Suite 808 | -or-
Seattle, WA 98121 | uunet!ctsx!dale

I've been dazed and confused for so long it's not true ...

6493. Render512 V.2

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 17:38:44 UTC
From: ansga01@mailserv.zdv.uni-tuebingen.de
Message-ID: <ansga01.708802724@mailserv>
Source record: 220789

Today I downloaded Render 512 Version 2.0 from the atari.archive. Did something go wrong during my ftp/downloading session or are there really serious bugs in this version? For example: 2 bombs after selecting the object manipulation menu (scale, rotate, move), 2 bombs after clicking on the copy object button in the texture screen, and it takes ages to quit.
Did somebody try this program? I would be very happy to hear about your experiences!
Thomas

--
* Thomas Gaiser * ansga01@mailserv.zdv.uni-tuebingen.de *
* Seminar fuer Sinologie * *
* Herrenberger Str. 51 * *
* 7400 Tuebingen, Germany * *

6494. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 17:43:15 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l3uudjlNNml7@aludra.usc.edu>
Source record: 220786

In article <1992Jun16.175116.14617@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:

>You have been gone for years right? Anyways the 030 at same clock rate is
>only at the speed of a 386 at same clock ratings. If you assume that a 030-33
>would be the same speed of the 486-33, your out of your mind. Like I have
>mention before do not post false info! Even my 030 is slower than my
>friends 386-33, no way can a 030 at same clock speed be ever close to the
>performance of a 486.

What do you base this opinion on? And how much cache memory does
your friend have in his '386? At least 64k, right? Does your benchmark
(whatever it is you use to compare the two machines) use cache, or does it
do sequential read/writes that are more than the cache size? Even if it
does this, it still might be get an artificially high rating because most
caches are filled in burst-filled prefetches so that you get better performance
even if you are doing worst-case benchmarks (cache-wise). If you must compare
two processors from looking at their respective systems, remember you must
make sure their systems are comparable or you are going to mistake system
superiority for CPU superiority.

> One of the more recent ways to see the power of
>the 486 is seeing GEMULATOR actually emulating 2x the speed of an ST. While
>running other software emulations on a 030 to emulate PC, you only get the
>performance close to a XT. My 030 using the emulation of EGA only emulates
>1.6 - 1.8 Mhz XT speed.

Tsk. Bad example. This is just comparing two emulators, not comparing
the equipment they are running on. BTW, last I heard, the GEMULATOR (is it
really in all caps? :) was running at 80% of ST speed - did he speed it up?
Oh, and the TT emulates EGA because no one has bothered to write an emulator
that supports TT video cards - now that's a shame.

>By the way a 040-25 Mhz is faster than a 486-25 TRUE, but it's only upto
>the speed of a 486-33 w/o Weitek 4167.

Sure, but what about the 040-33? Especially with comparable cache
sizes? Please, if you must compare INTEL vs Motorola machines,
please make sure you are not comparing apples with apple pies -> they look
similar, but they really aren't. After all, it may take longer to cook an
apple pie, but it sure tastes better (to me anyway).

>
> Jeff
>
>

>

-Mike

6495. How much is my system worth?

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 18:09:53 UTC
From: meggin@epas.utoronto.ca
Message-ID: <MEGGIN.92Jun17180953@epas.utoronto.ca>
Source record: 220797

In a month or two, I am considering selling the following system:

o Atari mega 4 (3.5 years old) with replaced floppy drive.
o SM124 Monochrome monitor, mouse.
o Bytesize systems 50 MB Hard Drive, approx 32ms. seek rate.
o Atari SLM 804 with 1 toner catridge in use, another new (unopened).
o Assorted software, including Calamus 1.09 + many (licensed) fonts.

What should I sell this system for in Canada? I had thought of about CAN$800.-: is that just right, too much, or too little? Of course, we don't expect to recoup much of the CAN$6,000.- which we put into it back in '89, but it would be nice to get a few hundred, at least (we'll be in Ottawa by the time we are ready to sell).

Feel free to reply by private mail or over the net, and thank you for any advice.

David

--
o--------------- ---------------o
...	meggin@vm.epas.
. .avid meggin	utoronto.ca on
. .son.centre	the internet.
... for mediev	
al studies.univ	
ersity of toron	.explicit.
to	
..meggin	
o--------------- ---------------o

6496. boot blocks

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 18:50:36 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jun17.185036.13072@unix.brighton.ac.uk>
Source record: 220665
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just uploaded bpb37.arc to the atari archive, this contains
the assembly source (genst) for a cunning boot block shower (?), it also does
some neat screen mode changes etc.

Try it and see.

Dom De Vitto

Newsgroups: comp.sys.atari.st
Distribution:
Organization: Brighton Polytechnic, UK

6497. For Sale: 80 MEG EXTERNAL MAC SCSI DRIVE

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 19:39:04 UTC
From: joey@berkeley.edu
Message-ID: <JOEY.92Jun17143904@elysium.berkeley.edu>
Source record: 220794
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.mac.wanted,comp.sys.mac.hardware,ba.market.computers,su.market,ucb.general,ucb.wanted

I'm selling an 80-meg external SCSI hard drive. The case/power supply is by LaCie (originally housed a LaCie Cirrus 30), and the drive in the case is a Quantum, purchased from Hard Drives International in November 1990. Comes with a recent version of Silverlining formatting software (from winter 90/91), loads of PD software, and System 7 installed.

If desired, I can also sell MS Word 4.0, THINK C 4.0, and/or Fastbask II, including original floppies and manuals.

I'm selling the drive because my Mac died. It works great -- fast and quiet. I have original invoices for both the case and the drive. I also have mounting hardware if you prefer to install the drive internally.

I paid $500 for the Quantum alone in 1990. The case/power supply is worth about $100. I will, of course, accept substantially less than $600, given that the drive is used, and prices have dropped.

Mail offers to joey@postgres.berkeley.edu, as I do not read these groups with any frequency.

Joe Hellerstein

6498. Re: WordPerfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 20:00:11 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Jun17.130011.1@misvax.mis.arizona.edu>
Source record: 220792

In article <1992Jun17.152957.22476@pellns.alleg.edu>, heidelj@alleg.edu (Jason Heideloff) writes:
> I understand that WordPerfect is considering 5.1 for the Atari ST. If you
> would like to see this happen, write to:
>
> WordPerfect Corp.
> 288 West Center St.
> Orem, UT 84057

Where did you hear this information? I thought that Worm Perfect had given up on further development for Atari.
--

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

6499. Re: Telecomms question.

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 20:18:00 UTC
From: dford@cix.compulink.co.uk
Message-ID: <memo.479272@cix.compulink.co.uk>
Source record: 220790

Terminal program. I personally use Freeze Dreid Terminal or Vanterm, I have
very little perference. You will also need a protocall program. Usually this
comes with the terminal. The most common are X,Y and Z modem, X is the slowest
Z is the fastest. Mose STs need a RTS/CTS patch (but this usually only applies
to high speed modems.) TOS 1.02 (1.2) is supposed to be free of this but...
As for a list of BBSes Atari ST review have a long list on one of their back p
k
pages. Cix is a good commercial system with 'conferences' specifically for the
S
ST. Mail me if you want more information.

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

6500. Thank for Response AHDI

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 20:24:55 UTC
From: H.Regan@bradford.ac.uk
Message-ID: <1992Jun17.202455.169@bradford.ac.uk>
Source record: 220793

Thanks to all those who responde to my request
for an uptodate AHDI. I am arranging a copy
from one of you! This is a very frendly place!

Thanks,

Helen.

6501. Re: 1.44 Meg Floppy on TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 20:52:25 UTC
From: reeuwijk@dutentb.et.tudelft.nl
Message-ID: <1992Jun17.205225.16720@donau.et.tudelft.nl>
Source record: 220791
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <1992Jun16.102120.18345@inmos.co.uk> ganea@inmos.co.uk () writes:

>Hi
> I am trying to upgrade the disk drive in my TT from 720 K to
>1.44 Meg. I have managed to get TOS 3.06, but the every helpfull
>Atari UK are unable to supply me with the new disk controller
>chip that is needed 'AJAX' I think.
Atari Benelux has announced their own upgrade kit for this containing
TOS 2.06/3.06, AJAX, and a disk drive that has the same front panel as
the original ones. They will also sell the parts of the kit separately.
Especially the disk drive is of interest, since other ones require modification
of the housing.

> Anybody know of a Source in Europe ??
I've seen a British firm selling ST parts on a Dutch fair, I think they
are called "Best Electronics". If you cannot locate them, you might try
the more-or-less official Dutch parts dealer:
ATIN electronics
P.O. Box 16069
2301 GB Leiden
phone 071-153555 (this the number to dial from The Netherlands)
They accept VISA, AX and EUROCARD. I don't know if they are prepared
to ship abroad.

> Apart from replacing the drive, the floppy controller chip and
>upgrading TOS to 3.06 what else must I do.
At least for a Mega STe, Flip dipswitch 7 to enable the HD selection button
in the formatting dialog form.

=-=-=-

6502. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 21:25:18 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun17.212518.24529@ucsu.Colorado.EDU>
Source record: 220796

In article <l3uudjINNml7@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Jun16.175116.14617@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU
JEFFREY) writes:
>
>>You have been gone for years right? Anyways the 030 at same clock rate is
>>only at the speed of a 386 at same clock ratings. If you assume that a 030-33
>>would be the same speed of the 486-33, your out of your mind. Like I have
>>mention before do not post false info! Even my 030 is slower than my
>>friends 386-33, no way can a 030 at same clock speed be ever close to the
>>performance of a 486.
>
> What do you base this opinion on? And how much cache memory does
>your friend have in his '386? At least 64k, right? Does your benchmark
>(whatever it is you use to compare the two machines) use cache, or does it
>do sequential read/writes that are more than the cache size? Even if it
>does this, it still might be get an artificially high rating because most
>caches are filled in burst-filled prefetches so that you get better performance
>even if you are doing worst-case benchmarks (cache-wise). If you must compare
>two processors from looking at their respective systems, remember you must
>make sure their systems are comparable or you are going to mistake system
>superiority for CPU superiority.
>

It's not only my friends cpu and mine, its also in MAC ads as well! Look at
them yourself!

>
> Tsk. Bad example. This is just comparing two emulators, not comparing
>the equipment they are running on. BTW, last I heard, the GEMULATOR (is it
>really in all caps? :) was running at 80% of ST speed - did he speed it up?
>Oh, and the TT emulates EGA because no one has bothered to write an emulator
>that supports TT video cards - now that's a shame.
>

It's not a bad example, and the fact that your assumptions of mine 030 being
an ATARI is wrong, I'm running on SOFTPC-AT emulations. Last I heard from
Darek is that on a 386 it was at 80% of the ST speed.

>
>
> Sure, but what about the 040-33? Especially with comparable cache
>sizes? Please, if you must compare INTEL vs Motorola machines,
>please make sure you are not comparing apples with apple pies -> they look
>similar, but they really aren't. After all, it may take longer to cook an
>apple pie, but it sure tastes better (to me anyway).

>
>

I agree that the 040-33 cpu is quite fast, infact I wouldn't be much
surprise if it does a little better than the 486-50.

6503. Re: Ram Upgrades

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 22:17:00 UTC
From: dford@cix.compulink.co.uk
Message-ID: <memo.479481@cix.compulink.co.uk>
Source record: 220795

From he pages in my Frontier Xtra Ram Delus manual. 100109 MMUs will not accept 2.5Mb but will accept 2.0Mb so you will have to turn off bank 1 and bank 2.
This also comes with the memory testing software that (IIRC) will test faulty memory as well and give diagnostics as well, but this is copyright Andre Wiley He has an e-mail address tho (andre@cix.compulink.co.uk)

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

6504. Screen width (was: Re: Is it worth upgrading to Pure C?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 22:27:26 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.TfESjh&iFIA@marsu.tynet.sub.org>
Source record: 220688

In <708481903.F00002@royaljok.fidonet.org>, Bryan Hall writes:
> Mainly, it is a overall better product. The source-code debugger now works on non-ST mono screens (TT, etc), as well as 68030, etc. processors. The help facilities have been improved (you can now make your own english help screens), and now the assembler supports the 68000, 010, 020, 030, and 040 chips as well as the 68881 and 68882.

Have you ever heard of screens ending up within 80 columns?
It is nasty to move around window sliders all the time :-(

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Hey, Dave, what about releasing Spectre 3.1 ?" *

6505. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 22:42:54 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.EGZEX0obgLw@marsu.tynet.sub.org>
Source record: 220686

In <1778@sheoak.bcae.oz.au>, ***THE WIZZARD*** writes:
> I actually FTPed a program from the Stuttgart Ftp site which will
> transfer MAC disks without the need for hardware. It only goes one way,
> but the reverse operation is apparently available. Does anyone know
> more about this?

Could you be so kind to be more specific?

1. What's the name of the program? Path on ftp.uni-stuttgart.de?
2. On what system does it run?
3. What disk recording formats/densities are supported?

The only thing I know that there exists a DOS program that is able to
read/write/format Mac HFS 1.44-MB disk, because they are also formatted
in MFM mode, like normal DOS disks, only with a different file system
(HFS). But it is impossible to r/w/f a 720-KB disk in GCR format with
a DOS/TOS disk drive without additional hardware.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Hey, Dave, what about releasing Spectre 3.1 ?" *

6506. Video & audio to SC1435 or SC1224

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 22:50:42 UTC
From: chan@pyramid.unr.edu
Message-ID: <3983@equinox.unr.edu>
Source record: 220798

Awhile back I inquired about this question and received no response,
so here comes again...

We know that the audio/video plug from an ST(e) computer to the
SC1435/SC1224 color monitor is not a standard audio/video plug found on
stereo and t.v. systems.

My question:
Is there any way for a component such as a VCR or GAME machine
to send its video/audio signal to the SC1224 (on the SC1435 the STEREO
audio would be separate)?

ANY suggestions are welcomed!

Please send email or post!

_____ _____
/ _____() Kaho Chan(man) / /
/ /_____ University of /* /
/ /_/_____() Nevada, Reno \ /
/_____ Internet: \ /
L_____() chan@cs.unr.edu \/^

6507. Re: SVGA graphics boards for the TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 23:42:10 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a457b5ea@Kralizec.fido.zeta.org.au>
Source record: 220420

Original to: bnell@siemens.com.
In a message of <11 Jun 92 17:46:11>, bnell@siemens.com. (3:713/602) writes:

b> My second question is about adapting an IBM SVGA board to the TT. Don't
b> say this is impossible, because nothing is impossible, just extremely
b> difficult :-). The only problem with this is that I don't know anything
b> about the EISA/ISA specs (anyone out there know?). I don't see why
b> this wouldn't be possible, difficult, but possible. So any help would
b> be greatly appreciated.

Bleagh. Theoretically, you could botch up a VME board that would talk to the
SVGA card, but oooerrrr. Not easy or cheap.

b> Thanks
b> Bill

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

6508. Re: HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-06-17 23:51:09 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun17.235109.20776@peponi.wcc.govt.nz>
Source record: 220799

In article <H.e9ZEbfTFnc2@keep.fantasy.sub.org>, woju@keep.fantasy.sub.org (Wolfgang Jung) writes:
>In <1992Jun13.213653.16039@peponi.wcc.govt.nz>, Craig Shore writes:
>#
>#Umm, well I renamed the mercury dir to merc as Hermes was finding Mercury
># and using some of the config stuff from it.
>#
>#About polling, are you running uuwork or uupoll?
># you need to run uuwork [hostname]
>
>You also can setup uuwork to poll automatically for you in a specific
>period of time. Just set the time s in XHOSTS and you can leave your ST
>Also You may let others poll your Site with uuwork.
>(But be careful with UNIX Siters, which sometimes send 7 bit and
>parity for login purposes. and the hermes login.ttp wants 8 Bit which
>gets with 7bit&parity in serious trouble.
>
>This states for the Version 1.00 (1.03 may be different.)
>UUWORK still has the same features (I think only less bugs.)
>
>Gruss
> Wolfgang

How do you get uuwork to answer the modem, let others poll your site etc???
If this for on-line use, or UUCP only?

Thanks,
Craig. (shore_c@kosmos.wcc.govt.nz)

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6509. Re: Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 00:01:41 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jun18.000141.20628@rz.uni-karlsruhe.de>
Source record: 220651

Hatari!

>
> Where is ATARI's new powerstation?
> MC68040 is too slow!
>
>

Well ... better take a RISC ... or two ... :)

Roland.

* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *

6510. Re: Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 00:23:29 UTC
From: warwick@cs.uq.oz.au
Message-ID: <8782@uqcspe.cs.uq.oz.au>
Source record: 220800

yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:

>likos@clinet.fi (Johannis Likos) writes:

>>Where is ATARI's new powerstation?
>>MC68040 is too slow!

>I hear there will be no 68050, only a 68060... :-)

Most likely. Motorola use odd numbers for "enhanced" versions of the lower
even numbers.

a 68010 is an enhanced 68000 (So few changes, no-one uses 68010)
a 68030 is an enhanced 68020 (The gcc switch in -m68020)

How do you enhance a 68040? Why bother, the '060 is suspected to be radically
different.

--
Warwick.
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / No witticism?
_.-._/ University of Queensland, /
v Brisbane, Australia. / ... so sue me.

6511. SC1224 For sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 01:21:42 UTC
From: poulin@acsu.buffalo.edu
Message-ID: <Bq0p47.L9p@acsu.buffalo.edu>
Source record: 220652
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

I have an atari SC1224 Monitor for sale - perfect working condition, about 5 years old.....$140 (incl shipping)

6512. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 02:11:39 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <12794@mindlink.bc.ca>
Source record: 220655

Which opinion is wrong?

68030 - definitely has only 2 256 byte caches 1 data 1 instruction.

68040 - has 2 4096 byte caches 1 data 1 instruction

Speed Spectre Mac 8 mhz vs 386 windows 25 mhz - I will post timings

Internal bus speed of TT - ?? open to question.

Jim Cruickshank

6513. are STBooks being sold in Canada?

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 02:20:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <Bq0p2u.L7M@acsu.buffalo.edu>
Source record: 220653

To anyone in the know:

Are STBooks being sold in Canada yet (or the US for that matter)? I'm wondering about the Ontario area in particular. I live in Buffalo and do not know of any Atari hardware dealers in the area; consequently Ontario seems like the next best choice.

If they are being sold:
- are you aware of pricing
- and what dealers do you recommend

If they are NOT being sold:
- are you aware of any release date

I would greatly appreciate any information that anyone might have. My preference is to stick with Atari, but a friend of mine can get me a Mac Powerbook 140 for about $1500 US. Very tempting...

Thanks in advance,

.Philip

6514. CS-Tex and printers

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 02:36:13 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <11osqtINNl65@matt.ksu.ksu.edu>
Source record: 220656

I just downloaded and got CS-TeX up and running on my 1040ST (it does run in 1 Meg, its just a little tight ;)) and now have a few questions. First, is there anywhere that I can obtain an english copy of the docs included with it? Or is there anything that I really need the docs for? Second and most important, I have an Epson LQ-510 printer and am wondering what is needed to print in high resolution mode with it? The Nec P6 works to print, but only in 180x180 mode, and I believe that the LQ series is capable of more than that (feel free to correct me if I'm wrong, I don't have the printer manual here with me so I can't say for sure). Thanks for any help that anyone can be.

--
Ray Cole | raycole@matt.ksu.ksu.edu
Computer Consultant | This space for rent or hire
Manhattan KS USA | Make an offer

6515. Re: Falcon memory design, how sis it done?

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 06:22:33 UTC
From: jonal@sofus.dhhalden.no
Message-ID: <jonal.34@sofus.dhhalden.no>
Source record: 220671

In article <l3urjoINNjhh@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:

>In article <jonal.33@sofus.dhhalden.no> jonal@sofus.dhhalden.no (JON ARVID LOVSTAD)
writes:
>>The Apple Macintosh LCII has 4 megs soldered in and 2 slots that accepts
>>4MB SIMMs. This should bring the machine up to 12MB, but no - the MMU can
>>only handle 10MB. Maybe Atari has done something stupid like this...?

> I was just reading back over this, and it struck me what was wrong
>with this. The LCII (like the LC) has _2_ MB soldered on-board. This when
>added to the 2x4MB SIMMs is 10 MB. It makes me wonder though, just how much
>money Apple saved by not including two more SIMM sockets (and the trivial
>support lines - most memory handling chips support at _least_ two banks)?

> Anyway...back to your regularly scheduled program...

My Mac dealer says that the LCII has 4MB soldered. The same is stated in the
May 92 issye of MacWorld, even with a picture of it. They're giving it bad
marks for that. The LC had 2MB soldered though.

> -Mike

Nomad

Jon Lovstad | Sorry, but this part of my .sig file has been
jonal@sofus.dhhalden.no | retconned by DeFalco...
|
SnailMail: Storgata 18 | If Batman can have 2 Crays, then why can't
N-1776 HALDEN, NORWAY | I get a humble TT030?

6516. Want memory upgrade... but where?

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 06:32:00 UTC
From: elee8zz@jane.uh.edu
Message-ID: <18JUN199201325669@jane.uh.edu>
Source record: 220659

Hi there!

A few years ago I bought my 520 ST. Well, now I need a RAM upgrade.
The problem is that I don't know of anybody here in Houston that will
do it. The places that I have called tell me that the upgrades in my
particular ST model are hard to make. So, since I just graduated as an
electrical engineer (big deal) I think I can do it myself. All I need from
you guys is some good advice from people who have tried it before. If there
is anybody out there who might give me some hints I would greatly appreciate
it.

Thanks in advance.

John Pagan
University of Houston
elee8zz@jetson.uh.edu

6517. Re: Drvmap()

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 07:27:13 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92169.124859ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 220660

In article <1992Jun15.175740.24746@cs.mcgill.ca>, bpat@cs.mcgill.ca (Patrick BETREMIEUX) says:
>
>From my experience, the "virtual-drive B" exists only for GEM, not TOS !!!
>So a .PRG or .APP program can do without worrying about it, but .TOS and
>.TTP will use drive A: WITHOUT WARNING FOR DISK SWAP !!! So you get
>a lot of data destruction. Drive A: will report a disk swap if you change
>B: will use the FAT and directory listing of the previous disk, and do it's
>stuff on the new one. Deadly !!!
>
> Patrick BETREMIEUX

This is wrong. The only differentce is that with the non-GEM critical error handler, the disk swap is handled silently without user notification (of course that means that it's relatively useless in this case).

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

6518. User replies on REDACTEUR 3, your impressions.

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 07:51:26 UTC
From: rdt154k@monu6.cc.monash.edu.au
Message-ID: <1992Jun18.075126.24896@monu6.cc.monash.edu.au>
Source record: 220672

As the title explains. Has any one used REDACTEUR 3 and if so what
are your impressions. I am looking at buying theis wordprocessor as
it does almost every thing that I need. Please post direct to me and
I will summarize to net.

---
* Nino Benci. * Confucious say *
* Monash University, Caulfield Campus * 'Never stand alone against *
* Physics Department * ignorance' *
* 900 Dandenong Rd, Caulfield East **
* VIC, 3145. Australia. *
* Tel (61) (3) 573 2355/2519. Fax (61) (3) 573 2350 *
* email oz: rdt154k@monu6.cc.monash.oz.au *
* email world: rdt154k%monu6.cc.monash.edu.au@uunet.uu.net *

6519. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 08:26:14 UTC
From: bbs.ruscal@tsoft.sf-bay.org
Message-ID: <Fm3JmB1w165w@tsoft.sf-bay.org>
Source record: 220668

baffoni@aludra.usc.edu (Juxtaposer) writes:

> In article <jmw.708520043@lad>, jmw@lad.med.utas.edu.au (John Mark Williams)
> >sheppard_r@kosmos.wcc.govt.nz writes:
> >
> >>One small problem was that these STE's had the DMA bug, and Dick Smiths
> >>did not know a thing about it and how to test for it, you see they never so
==========
Having some non-STE machines around (Mega ST, 1040STfm), I am curious as
to whether this bug that has been reported on the STE is also present in
the earlier machines. All my machines had the '38 DMA chip.

--
Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

6520. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 09:40:47 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun18.094047.24261@bas-a.bcc.ac.uk>
Source record: 220661

In article <1992Jun17.212518.24529@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>In article <l3uudjINNml7@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>>In article <1992Jun16.175116.14617@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>>
>>>You have been gone for years right? Anyways the 030 at same clock rate is
>>>only at the speed of a 386 at same clock ratings. If you assume that a 030-33
>>>would be the same speed of the 486-33, your out of your mind. Like I have
>>>mention before do not post false info! Even my 030 is slower than my
>>>friends 386-33, no way can a 030 at same clock speed be ever close to the
>>>performance of a 486.
>>
[Stuff deleted]
>>
>> Sure, but what about the 040-33? Especially with comparable cache
>>sizes? Please, if you must compare INTEL vs Motorola machines,
>>please make sure you are not comparing apples with apple pies -> they look
>>similar, but they really aren't. After all, it may take longer to cook an
>>apple pie, but it sure tastes better (to me anyway).
>
>I agree that the 040-33 cpu is quite fast, infact I wouldn't be much
>surprise if it does a little better than the 486-50.

According to an article in a magazine I read about a year ago (I think it could have been Byte, but I'm not sure, I think it was in an article on RISC v CISC processors) the following is true:-

The number of instructions per clock pulse relative to a SPARC 1 processor were approximately as follows:-

68040 2/3
80486 1/3

This is of course theoretical.

From what I've gathered, for optimal code, the 68030 is about 70-80% of the speed of the 68040 and about 50% for sub-optimal. This would make the 68030 approximately the same speed as the 80486 (theoretically).

This doesn't mean to say that a machine with a 68030 and one with an 80486 will run at about the same speed. This totally depends upon the rest of the system architecture and the optimisation of the OS for the particular processor.

If you added a very large, very fast instruction and data cache to the 80486
then you could probably get up to the real speed of a 68040 machine without
and external cache and vice versa.

All I'm trying to say is that just because MACHINE A outperforms MACHINE B
it doesn't mean PROCESSOR A outperforms PROCESSOR B. These days the
processor IS NOT the speed bottle-neck.

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6521. Re: Falcon (Fresh news)

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 10:10:57 UTC
From: djs@jet.uk
Message-ID: <1992Jun18.101057.9298@jet.uk>
Source record: 220667

In <eLccmB2w164w@cellar.org> darling@cellar.org (Thomas Darling) writes:

>elendir@quasar.enst.fr (Vincent Habchi) writes:

>> I am back to give you some new infos regarding the Falcon.
>>
>> - The sound system has been modified. It now features full 16-bits DAC *and
>> ADC*, stereo.

>Thank God!!! I hope this is true in the final version. Folks, this feature
>alone could guarantee the Falcon's success as a pro MIDI machine. Currently,
>direct-to-disk digital audio recording systems cost $1500-$3000 and require
>external hardware (Atari Sound Tools, Digital Master, etc). With the above-
>mentioned hardware, all you'd need is some good software and a decent-sized
>hard disk. Extremely cool.

>Imagine doing your MIDI sequences at home, recording vocals over them at CD
>quality, and being able to manipulate those vocals for editing, remixes,
>etc. before dumping to DAT or analog tape. Atari would be all over it.
16bits Stereo does not necessarily equate to CD quality. Quality is also
affected by differences in sample rate, the quality of the analogue output
filters, accuracy of the ADC and DAC converters, phase coherency between the
two channels, ...

Most CD players also employ oversampling to improve output quality.

If you want an illustration of how different 16-bit systems can sound, compare
the Cheetah SX16 sampler with an Akai S1100.
--

+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not
be construed as an official comment from the JET project.

6522. No subject

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 10:35:00 UTC
From: sproducts@cix.compulink.co.uk
Message-ID: <memo.480157@cix.compulink.co.uk>
Source record: 220670

I think that Compo may have/be able to supply AJAX chips in the UK.

Their number is :- 0480 891819
Compo Software Ltd
7 Vinegar Hill
Alconbury Weston
Huntingdon
PE17 5JA

Simon @ GST

```
+-----------------------------------------------------+
| GST Software Products. sproducts@cix.compulink.co.uk |
+-----------------------------------------------------+
```

6523. WHERE CAN I GET FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 11:42:19 UTC
From: "Gerry O'Rourke"
Message-ID: <1992Jun18.114219.23247@nt.com>
Source record: 220666

HI
I NEED TO GET A COPY OF FOLDERxxx.PRG OR SOMETHING SIMILAR.
I CAN'T FIND IT IN THE ARCHIVES, CAN SOMEONE POST IT UP OR TELL ME
A FTP SITE.

REGARDS

GERRY O'ROURKE

P.S - I AM CONSIDERING GETTING TOS 1.4 (AS I AM FED UP WITH THE DISK
HANDLING OF 1.2), DOES IT ALSO REQUIRE FOLDERxxx.PRG TO WORK CORRECTLY.

6524. Re: CS-Tex and printers

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 11:45:48 UTC
From: hohmuth@freia.freia.inf.tu-dresden.de
Message-ID: <HOHMUTH.92Jun18124549@freia.freia.inf.tu-dresden.de>
Source record: 220662

In article <11osqtINNl65@matt.ksu.ksu.edu> raycole@matt.ksu.ksu.edu (Ray Cole) writes:

> [...] I have an Epson LQ-510 printer and am wondering what is needed to
> print in high resolution mode with it? The Nec P6 works to print, but only in
> 180x180 mode, and I believe that the LQ series is capable of more than that
> [...]

The dvi drivers that come with CS-TeX understand a switch (I think it's -v
but I don't know it for sure) that causes them to print in other resolutions
than the standard ones.

Michael

--
Internet: hohmuth@freia.inf.tu-dresden.de

6525. Re: The First ST Game: Sundog?

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 11:48:11 UTC
From: jarleb@diana.uio.no
Message-ID: <1992Jun18.114811.16562@ulrik.uio.no>
Source record: 220669

When I bought my ST back in 1986, I only got megaroids and First Word with the machine, this was back in Disk-Tos time. Some time later there was a lot of hype going on about Sundog, but before that I played Brattacus.

It was a game not needing the TOS-disk, so it was quite ok. There were of course
lots of games before that anyway. So Sundog was definitely not the first game,
major or not.

Jarle.

6526. Re: WHERE CAN I GET FOLDERXXX.PRG

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 12:46:57 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun18.124657.19846@a.cs.okstate.edu>
Source record: 220673

In article <1992Jun18.114219.23247@nt.com> Gerry O'Rourke writes:
>
>P.S - I AM CONSIDERING GETTING TOS 1.4 (AS I AM FED UP WITH THE DISK
>HANDLING OF 1.2), DOES IT ALSO REQUIRE FOLDERxxx.PRG TO WORK CORRECTLY.
>

Tos1.4 only requires folderxxx (or extra folders in ICDBoot(s) config) in extreme cases (subdirectory tree 20 folders deep, bunches of files open at once, etc). I uesr folder300 w tos 1.0, and now I ues folder040 for added space (I've got 2Meg) since I have 80meg of files and run up to 4 programs at once (not counting acc/auto)

jc

6527. Re: 1.44 Meg Floppy on TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 13:02:04 UTC
From: elendir@quasar.enst.fr
Message-ID: <2179@quasar.enst.fr>
Source record: 220679
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun16.102120.18345@inmos.co.uk>, ganea@inmos.co.uk writes:
> I am trying to upgrade the disk drive in my TT from 720 K to
> 1.44 Meg. I have managed to get TOS 3.06, but the every helpfull
> Atari UK are unable to supply me with the new disk controller
> chip that is needed 'AJAX' I think.
> Apart from replacing the drive, the floppy controller chip and
> upgrading TOS to 3.06 what else must I do.

Atari France sell it, and there is somewhere in Paris a place to buy it.
However, you don't need AJAX to handle 1.44 Mb disks. I have such a drive
in my TT, and I have changed nothing at all, execpt the 7th switch.

Even TOS 3.05 handles High Density.

So do nothing, and give up searching for the AJAX !

Vince.

6528. Re: CS-Tex 4.00: shell "feature"

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 14:17:39 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92170.151739MEBEB@LIVERPOOL.AC.UK>
Source record: 220690

In article <lahtinen.708759491@gideon>, lahtinen@gideon.gideon.fmi.fi (Kimmo Lahtinen) says:
>>once without rebooting. If I try and run it a second time, it loads then
>>returns straight to the shell. It doesn't crash, it just exits.
>
>This might be a problem with memory. I do not remember wich TeX did it,
>but I remember that one time TeX used more memory every time I run it
>again. I have 4 MB so I could run it a couple of times, but then
>I had to reset the machine. It did not release memory after it was run.
>
But I can run TeX itself as many times as I want within a CSTeX session, and also the problem occurs even if I simply run CSTeX and return straight to the shell without doing anything within CSTeX.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

6529. Need help converting some Atari clipart to pbm

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 14:34:27 UTC
From: clare@nynexst.com
Message-ID: <1992Jun18.143427.7631@nynexst.com>
Source record: 220674
Cross-posted to: alt.graphics.pixutils,comp.sys.atari.st

I got some public domain Atari clipart files from
umich.edu

They are label *.img

I tried the imgtoppm and it didn't work.
I've also tried the gemtopbm and got a bunch
of garbage. Does anyone know what format the
Atari graphics files are in and a conversion routine
to any of the more common file formats? I have
Poskanzer's pbmplus package.

Thanks, Clare
clare@nynexst.com

6530. Re: Overscanning B/W

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 18:29:00 UTC
From: tonyl@status.gen.nz
Message-ID: <23oLmB1w164w@status.gen.nz>
Source record: 220675
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Conan.Ford@debug.cuc.ab.ca (Conan Ford) writes:

>
> Lines: 5
>
> Is there anyway to overscan an SM124 Atari monochrome monitor? Is it
> actually possible on an SM124 for the electron gun to scan the borders, or
> is it limited to inside the borders?
>
> Conan.Ford@Debug.cuc.ab.ca

from what I have seen the overscan on mono isn't 100%. From memory
on mono the full borders are not used.

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

6531. Re: Overscan with TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 18:51:09 UTC
From: tonyl@status.gen.nz
Message-ID: <y4PLmB2w164w@status.gen.nz>
Source record: 220676

bq035@cleveland.Freenet.Edu (Brian Jepson) writes:

>
> How can I do overscan with TOS 1.2? I have seen the Cuddly Demos do it, can
> I get more lines *and* use them with an editor? Thanks in advance.
> --
> **********
> * "Nothing is true; Everything is permitted" - Hassan i Sabbah *
> **********
> Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu

If you are talking about the overscan mod, the early version worked
with Tos 1.2

Tony Lewis _
tonyl@status.gen.nz o( ) Fido: 3:772/105
Papakura / /\ Auckland, New Zealand

6532. PC's are OK by me (was Re: Atari's STILL here?!?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 19:19:32 UTC
From: Bill.Jones@f370.n231.z1.royaljok.fidonet.org
Message-ID: <709000277.F00001@royaljok.fidonet.org>
Source record: 220742

DM> $200. The used ST can't do DMA sound. So why mention it? It's like saying
DM> that a new TV costs $200 but a used Walkman costs $40, so gee, I guess I
DM> should buy the Walkman even though what I wanted was a TV.

Gee, okay - ya got me there, but a NEW 1040STe costs a whopping $349...

DM> the average ST user that TOS 1.4 didn't? Cuter icons and keyboard
DM> shortcuts.
DM> No multitasking, no virtual memory, no scalable fonts. So stop whining

Yeah - show me your "DOS window" applications that really support any of the above... I can whip out stuff written for MiNT or MGR that do quite well as virtual applications and multi-task.

DM> lose speed. So, duh, what a revelation. Unlike OS/2 which sucks up gobs of
DM> memory and disk space, Windows 3.1 can be installed in about 4 meg of disk
DM> space, almost half of which is scalable font files which you can delete if

4 MEGS?? Gee, and we're doing the same thing in 192K of ROM. Doesn't that seem a little peculiar to you?

You know, it would be really nice if I didn't have this firm assumption that MicroSoft was paying you to say all this. I also firmly recall your "articles" in ST-Report telling us about how Atari would be dead in 6 months (and that was almost 3 years ago). You're trying to imply that I know nothing about Windows applications or PC designs. That's bunk. I've programmed for Windows (gee, wonder what all those damn huge libraries were for - they're all built in on my ST!) and I've worked around PC's since

What this boils down to is if you're gonna sit here and bash the ST, get out of this newsgroup. We're not interested in your obviously biased opinion.

6533. Re: WordPerfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 19:44:00 UTC
From: ekrimen@wet.UUCP
Message-ID: <4027@wet.UUCP>
Source record: 220685

In article <1992Jun17.152957.22476@pellns.alleg.edu> heidelj@alleg.edu (Jason Heideloff) writes:
>I understand that WordPerfect is considering 5.1 for the Atari ST. If you
>would like to see this happen, write to:
>
>WordPerfect Corp.
>288 West Center St.
>Orem, UT 84057

From whom or what did you hear or read this? Just curious....

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6534. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 19:55:26 UTC
From: ue@nathan.do.open.de
Message-ID: <H.1HZSKJmjjs2@nathan.do.open.de>
Source record: 220634

In <H.QoSKgO_2htg@jonh.wimsey.bc.ca>, John Henders writes:

Hi John,
> However, is -lh5- documented anywhere? Did Thomas make this
>format up himself? If not, couldn't someone else write a nice
>portable version in C? Granted it wouldn't run as fast on an St,
>but at least those people who have to uncompress things on other
>platforms could take them apart.
The lh5 format was "invented" by the guy who wrote LHA 2.XX for MS-DOS (the japnese guy with that strange name). Some Amiga guy ported the MS-DOS source (assembler) to the Amiga (using C) and called this packer "ar". A german ST BBS sysop (Alexander Bochmann) got the sources and gave them to me. I just compiled them (and produced a very buggy, but working lh5 compatible version for the ST) and gave the sources to Thomas who re-ported it to assembler and added it to his old LZH 1.XX, thereby creating LHArc 2.00 for the ST.

The original C sources from the amiga should be available on the better amiga servers, a portable C version of LHArc 2.XX can be found on a.a.u.e within the unix directory. The C-sources for a small lh5-only packer/extractor as well as the assembler sources for LHArc 2.01l are available to the public on a German BBS (I think it's Maus HH2).

[This is more for the public, don't take it personally]
As you see, it's no problem to get sources for lh5, so I can't understand why some people are always saying the .LZH files cause problems. Take any LHArc-Version 2.01l and you will be able to extract EVERY LHArc archive created by whatever program on MS-DOS, Unix, Amiga or Atari.

It's also no problem to get the sources (well, currently there semms to be one: My mail requests to a.a.u.e are not answered, allthough I did not exceed my quota and the message has reached a.a.u.e. What's wrong up there??)

Currently, there are two good archivers for the ST: Zoo 2.1R4 by Gereon Steffens (the guy who wrote the Gemini Shell) and LHArc 2.01l by Thomas Quester. Zip is very fast on text files, but has a worse compression and big problems when compressing whole trees (these archives are not compatible wiht MS-DOS zip). ARC is dead, dead, dead, the new Arc versions for MS-DOS are commercial software, the method used is (c), Game Over. I personally do prefer LHArc.
/s/ Udo

--
Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

6535. Message for Jonathan Whitcomb

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 20:22:38 UTC
From: glennd@george.arc.nasa.gov
Message-ID: <1992Jun18.202238.28295@riacs.edu>
Source record: 220680

Jonathan -

All the mail I try sending to you keeps getting bounced back, but I most definitely am interested
in beta-testing your Quad+ profile, so e-mail it to
me at your convenience (I seem to be picking up your mail fine).

Thanks a lot!!

- Glenn

P.S. I've been trying you at whitcomb@aurxc3.aur.alcatel.com. Let me know if
there's someplace better.

6536. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 20:39:45 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l41t4hINNsuj@aludra.usc.edu>
Source record: 220677

In article <1992Jun17.212518.24529@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>In article <l3uudjINNml7@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
<stuff deleted>
>> What do you base this opinion on? And how much cache memory does
>>your friend have in his '386? At least 64k, right? Does your benchmark
>>(whatever it is you use to compare the two machines) use cache, or does it
>>do sequential read/writes that are more than the cache size? Even if it
>>does this, it still might be get an artificially high rating because most
>>caches are filled in burst-filled prefetches so that you get better performance
>>even if you are doing worst-case benchmarks (cache-wise). If you must compare
>>two processors from looking at their respective systems, remember you must
>>make sure their systems are comparable or you are going to mistake system
>>superiority for CPU superiority.
>>
>
>It's not only my friends cpu and mine, its also in MAC ads as well! Look at
>them yourself!

If I am to look at them, I need to know what ads. I am looking at a PCWeek ad from Motorola, but unfortunately it only shows the Quadra 950 ('040 @33MHz) and even the Quadra 700 ('040 @25MHz) beating the ALR VEISA 486/50 in the Ingram Performance Report - it shows some other 486s (33MHz ones) but no other systems that use the '030. Perhaps you are talking about a different ad. Besides, what I said was true, regardless of whether you are talking about a Mac vs. IBM, Atari vs. IBM, or Tandy vs. Sun - you must still have comparable systems if you wish to make any meaningful comparisons of the processors used.

>
>>
>> Tsk. Bad example. This is just comparing two emulators, not comparing
>>the equipment they are running on. BTW, last I heard, the GEMULATOR (is it
>>really in all caps? :) was running at 80% of ST speed - did he speed it up?
>>Oh, and the TT emulates EGA because no one has bothered to write an emulator
>>that supports TT video cards - now that's a shame.
>>
>It's not a bad example, and the fact that your assumptions of mine 030 being
>an ATARI is wrong, I'm running on SOFTPC-AT emulations. Last I heard from
>Darek is that on a 386 it was at 80% of the ST speed.

It doesn't matter whether I was assuming you had/used an Atari w/ emulator or not. Its a fact that varying quality of software in emulators, _compounded_ with the vageraries of the system it is running on, will give widely differing results; Hence my statement that it is not very useful to compare emulators on differing machines. Running a crappy Atari emulator

on a 586/100IBM that gives the equivalent of a 1.8 MHz Atari, while running an emulator on the Atari that gives the equivalent of a 386/33 MHz IBM running windows would _NOT_ neccessarily mean that the Atari was faster than an IBM 486/33! That is the point! (BTW - this is not a swipe at Derek - I applaud his programming skills to have produced such a product and he is a good example of how the envolpe can be pushed - something that has yet to be seen on the Atari IBM emulators...)

>>
>>
>> Sure, but what about the 040-33? Especially with comparable cache
>>sizes? Please, if you must compare INTEL vs Motorola machines,
>>please make sure you are not comparing apples with apple pies -> they look
>>similar, but they really aren't. After all, it may take longer to cook an
>>apple pie, but it sure tastes better (to me anyway).
>>
>>
>
>I agree that the 040-33 cpu is quite fast, infact I wouldn't be much
>surprise if it does a little better than the 486-50.

According to the ad I quoted above, the Quadra 950 w/ '040@33MHz runs about %20 faster than the ALR 486/50. However, it does not state whether or not that was with similar/comparable caches - and it is not neccessarily a good idea to assume that they are - does anyone know if there are memory-direct caches available yet for the Quadra 950? I don't believe (ie not sure) that it has any cache, other than that which is on-chip.

BTW, the Ingram report used programs that were available for both machines to perform this benchmark, so even those figures can be suspect. Granted, they will be much closer as each program will use the same algorithms to implement their programs and the variances will be more affected by the hardware they are run on, rather than the relative efficiency of the micro-code, but the effects of the differing micro code _are_ there.

And of course, you could get completely different benchmarks if they are done on a future Atari '040 model.

QUIT
get completely different benchmarks if they
are done on a future Atari '040 model.

6537. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 20:59:12 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l41u90INNgm@aludra.usc.edu>
Source record: 220681

In article <12794@mindlink.bc.ca> Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:
>Which opinion is wrong?
<stuff deleted>

>Internal bus speed of TT - ?? open to question.

Technically, it is an asynchronous bus, and _could_ handle sustained
exchanges on the bus (to the CPU) of 32 MHz, BUT (and I can't type big enough
to emphasize this) there is nothing else in the computer that _does_ handle
32MHz exchanges (so far) so the point is rather moot. Right now, the TT is
as fast as the devices it uses can go. BTW, if you put a VME card in the
TT that could handle 32MHz exchanges, you wouldn't really get 32MHz throughput
because, besides the fact that most instructions are at least 2 cycles long
(typically 4 cycles, and even more if communicating with slow RAM), I believe
I read somewhere that the VME bus introuces one wait-state on all accesses
through it. If you were to put 30ns memory on the TT bus, yes, you should
be able to access it in 32MHz bursts.

>
>Jim Cruickshank

-Mike

6538. TOS 2.06 and Ajax chip

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 21:00:00 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <709000277.F00003@royaljok.fidonet.org>
Source record: 220743

In a message of 16 Jun 92 00:54:14, J.J. Lehett wrote:

JL> and normal density just fine. As the article says however, i can't take
JL> it
JL> to an IBM at 1.44. Thus I just format all my 1.44 disks on an IBM, and
JL> bring them back to the ST to use. Works just fine for me, and preserves

Just DL fastcopy pro, and forget about the problem. It's silly to change ROMs just for a little problem like that...

"MICRO"

6539. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 21:13:27 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun18.211327.20483@aber.ac.uk>
Source record: 220684

In article <12794@mindlink.bc.ca> Jim_Cruickshank@mindlink.bc.ca (Jim Cruickshank) writes:
>Which opinion is wrong?
>
>68030 - definitely has only 2 256 byte caches 1 data 1 instruction.
>
>68040 - has 2 4096 byte caches 1 data 1 instruction
>
In an earlier post I, by accident, placed a 'K' next to the 512 figure
for the amount of cache in a TT. Clearly I did not mean this and what
I mean't was 512 bytes (as so many have pointed out). However, the
context of my remark should have many many of you realise that what
I mean't was _indeed_ 512bytes. The whole point of my post was
that we are not comparing like with like and the fact that my work place
486 has 256KKKK of cache (external though) means that I can't really
compare the computer cpus. I can of course compare their box
performaces, and in this case the 486 BOX wins. What would be nice is
if someone could produce a cache add on for the TTand then see about
speed differences.

Herb

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6540. UMS II...another vote in favour!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 21:24:27 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jun18.172427.1@vaxr.sscl.uwo.ca>
Source record: 220682

This letter is aslo in defen(s/c)e of UMS II. Okay it is a HUGE game, taking many hours to get into and complete, but that's a plus I feel. If I pay the prices software houses are asking for software (I didn't get an 'inexpensive' version) I expect to get value for money. If it's an action adventure I **EXPECT** superior graphics and gameplay for $60 (CDN); if it's a strategy game I expect great detail and, again, great gameplay; if I buy a simulation i expect attention to detail and something that will keep me playing. I feel UMS II fits the bill in the last category (as I did with SIM CITY and F19). Sure UMSII is big, but the attention to detail and numerous external influences on your troops performance MAKES the game...not detracts from it. I don't mean to sound ridiculous but if you want a quick action adventure get another piece of software, if you want an authentic, realistic and detailed simulation...get UMS II.

p.s. No I don't own stock in the company :^)

T.T.F.N.
JR.

+--------------------------------+ +--------------------------------------+
John Richardson		"An animal psychologist is a person
Dept. of Psychology		who pulls habits out of rats!"
University of Western Ontario,		
London, Ontario		- ANON.
CANADA	+-+------------------------------------+
+--------------------------------+ +-*-+- +--------------------------------+
+-------------------------------------+--+	The preceding opinions do not
e-mail: RICHARDSON@VAXR.SSCL.UWO.CA		necessarily reflect those of
		the Dept. of Psychology, or
phone: (519) 657-5102		UWO...unless by coincidence!!
+-------------------------------------+ +--------------------------------+

6541. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 21:37:48 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l420hclNN29j@aludra.usc.edu>
Source record: 220683

In article <1992Jun18.094047.24261@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>All I'm trying to say is that just because MACHINE A outperforms MACHINE B
>it doesn't mean PROCESSOR A outperforms PROCESSOR B. These days the
>processor IS NOT the speed bottle-neck.

Here here! In my own befuddled way, this was what I was trying to
say. Thank you Steve.

>
>Steve
>--
>Addresses:-
>JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
>Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

-Mike

6542. Re: HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 23:00:08 UTC
From: woju@keep.fantasy.sub.org
Message-ID: <H.hgZj0luT7Xc@keep.fantasy.sub.org>
Source record: 220711

In <1992Jun17.235109.20776@peponi.wcc.govt.nz>, Craig Shore writes:
#In article <H.e9ZEbfTFnc2@keep.fantasy.sub.org>, woju@keep.fantasy.sub.org (Wolfgang Jung) writes:
#>In <1992Jun13.213653.16039@peponi.wcc.govt.nz>, Craig Shore writes:
#>#
#>#Umm, well I renamed the mercury dir to merc as Hermes was finding Mercury
#># and using some of the config stuff from it.
#>#
#>#About polling, are you running uuwork or uupoll?
#># you need to run uuwork [hostname]
#>
#>You also can setup uuwork to poll automatically for you in a specific
#>period of time. Just set the time s in XHOSTS and you can leave your ST
#>Also You may let others poll your Site with uuwork.
#>(But be careful with UNIX Siters, which sometimes send 7 bit and
#>parity for login purposes. and the hermes login.ttp wants 8 Bit which
#>gets with 7bit&parity in serious trouble.
#>
#>This states for the Version 1.00 (1.03 may be different.)
#>UUWORK still has the same features (I think only less bugs.)
#>
#>Gruss
#> Wolfgang
#
#How do you get uuwork to answer the modem, let others poll your site etc???
If this for on-line use, or UUCP only?
#

You can use it as a general dialin, just set the shell part in the passwd
file, and the User gets the named shell. This coud be a normal shell
like gulam (Be careful their is no security machanism.), or just a small
shell which just allows newsreader UP/DOWNloads an mailreaders.
You can be creative with it.
You shouldn't run it beneath Mint as a prozess. it will use as much CPU time
as it can get.

Gruss
Wolfgang

--
Use this signature-checker to find out if your signature is Virusinfected !
-------------(NO VIRUS IN THIS ONE, SigVirCheck V 0.0001)------------------
woju@keep.fantasy.sub.org (Home) (Mail should be <= 10 KB)
or: wong@cs.tu-berlin.de, wojuacac@w250zrz.zrz.tu-berlin.de
NeXTMAIL: w271zrz.zrz.tu-berlin.de

6543. Re: ST HDU Virus Killer

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 23:43:24 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun18.234324.5730@peponi.wcc.govt.nz>
Source record: 220691

In article <A9849@F.maus.de>, Thomas_Leonhaeuser@f.maus.de (Thomas Leonhaeuser) writes:
>>I'd like to know ,in your opinion , which is the best Virus Killer
>>either PD or Commercial products for HDU users, I just wonder if
>>something like the McAfee products exists in the Atari world too.
>>
>> Savino
>
>Hello,
>
>I think one very good viruskiller is "VIRENDETEKTOR". This is a german
>Shareware programm and the programmer support it realy good. You can
>connect him per E-Mail if you have problems with some new virus in
>the MausNet. The MausNet is connected with Usenet per gate and the
>E-Mail-adress is: (name of User) @ (Box) .maus.de
>But I think that the programm is only with german text avaible. The
>newest Version is only about one or two weeks old!
>
>If you are intressted by the adress of the programmwriter tell it to me.

Yes, i'd like the address. Is this a commercial program or shareware?
If it's shareware, is it on a.a? If not, is anyone with access able to
upload it please?

Thanks,
Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6544. Re: Need help converting some Atari clipart to pbm

Newsgroup: comp.sys.atari.st
Date: 1992-06-18 23:52:18 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun18.235218.5840@peponi.wcc.govt.nz>
Source record: 220689
Cross-posted to: alt.graphics.pixutils,comp.sys.atari.st

In article <1992Jun18.143427.7631@nynexst.com>, clare@nynexst.com (Clare Chu Ayala) writes:
>
> I got some public domain Atari clipart files from
> umich.edu
>
> They are label *.img
>
> I tried the imgtoppm and it didn't work.
> I've also tried the gemtopbm and got a bunch
> of garbage. Does anyone know what format the
> Atari graphics files are in and a conversion routine
> to any of the more common file formats? I have
> Poskanzer's pbmplus package.
>
> Thanks, Clare

This is just a guess,... maybe you might need to be in the screen mode that the .img files were made in? A lot that i've seen are in Hi-res.

Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6545. Cheap color monitor?

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 00:42:12 UTC
From: bigham@hercules.acpub.duke.edu
Message-ID: <3390@news.duke.edu>
Source record: 220692

Now that I have my new Mega STe :-D, I'd like to hand my 1040STf down to my family. The only problem is that I didn't get a new monitor with my new computer, and giving my family a computer without a monitor would be silly. So I'm looking for the simplest and cheapest way to attach a color monitor or TV to the ST [gotta be color, since my brother wants it for the games :-)]. I've got an old Thompson composite monitor that I had connected to my 800XL, but the ST doesn't have an RF modulator, so I doubt that would work (would it work in the television port of the MSTe, though?). Can a modulator be easily added to an ST? Is there another better option? Barring all that, anyone got a color monitor they're willing to let go of cheap? :-)

As always, thanks in advance for all help.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

6546. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 01:00:17 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun19.010017.8141@ucsu.Colorado.EDU>
Source record: 220693

>PCWeek ad from Motorola, but unfortunately it only shows the Quadra 950 ('040
>@33MHz) and even the Quadra 700 ('040 @25MHz) beating the ALR VEISA 486/50 in
>the Ingram Performance Report - it shows some other 486s (33MHz ones) but no
>other systems that use the '030. Perhaps you are talking about a different
>ad. Besides, what I said was true, regardless of whether you are talking about
>a Mac vs. IBM, Atari vs. IBM, or Tandy vs. Sun - you must still have comparable
>systems if you wish to make any meaningful comparisons of the processors used.
>

Ok to find this ad find the one which compares the POWERBOOK to the SXs.
I'm not familiar with the ALR 486 50, it's even more harder to believe
on this comparison test ad from "Motorola" that a Q700 would be as fast.
Look at perhaps the PC mag on 486 50DX vs. Quadra 040-25. It shows the
486 beating the Quadra beast almost 2 folds everytime.

>>>
>>It's not a bad example, and the fact that your assumptions of mine 030 being
>>an ATARI is wrong, I'm running on SOFTPC-AT emulations. Last I heard from
>>Darek is that on a 386 it was at 80% of the ST speed.
>
> It doesn't matter whether I was assuming you had/used an Atari w/
>emulator or not. Its a fact that varying quality of software in emulators,
>_compounded_ with the vageraries of the system it is running on, will give
>widely differing results; Hence my statement that it is not very useful to
>compare emulators on differing machines. Running a crappy Atari emulator
>

Take into account that there are now numerous PC emulators floating
around for the MC cpu world and none can do as good? I mean Darek
pretty much hit the jack pot on the very first MC68000 computer emulator
doing that well. This emulator is actually the first software emulation
of a MC68000 based machine on running on the Intel cpu, come on.
I know SOFTPC has been trying, infact they release new versions of SOFTAT
which I mentioned.

>>
>>I agree that the 040-33 cpu is quite fast, infact I wouldn't be much
>>surprise if it does a little better than the 486-50.
>
>
> According to the ad I quoted above, the Quadra 950 w/ '040@33MHz runs

Then again you are looking at a Motorola ad, and then again we were talking
about 030 equal 486 at same clock speed. I'm not familiar with the Ingram
test, but there are certain things that may affect the performance of the
ALR486 machine just like many tests that affect the 040 machines. Look

at the SPEC chart posted earlier.

6547. Re: Please Read

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 01:02:17 UTC
From: rts@polari.online.com
Message-ID: <1992Jun19.010217.29678@polari>
Source record: 220695

alx@altair.csustan.edu (Alex Lee) writes:

> Does anyone know where I can get vt100 emulation?
> e-mail : alx@ceti.csustan.edu

I have found FLASH to be a good vt100 emulation! Use the ANSI mode!
THere is an ANSITERM out now too, which I hav enot yet tested enough
to give an opinion on!

--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

6548. Re: Please Read

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 01:05:12 UTC
From: rts@polari.online.com
Message-ID: <1992Jun19.010512.29881@polari>
Source record: 220696

Tim Miller,

I think that everyone here that has tried ansiterm was impressed.
Of course I speak for myself, but I was happy to see color, all though
I wont need it that much.

I give you my hand!
Now, lets get together and write an AWSOME BBS for the ST. I wrote one
on the 8bit that was so popular I had to hire a staff to keep up with
the users!

--
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/|
| rts@polari.uucp Dont think about moving here! |
| Seattle Online Public Unix Everyone else is thinking about it! |
| Seattle Washington, USA The rest already have! |

6549. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 01:39:51 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun19.013951.11228@ucsu.Colorado.EDU>
Source record: 220694

Ok, my original posting of "TT prices" was to inquire the cost to purchase
a TT at this time due to the fact that I just sold my MAC 030 machine.
One thing I did not mention during this little discussion was that
a 486-33DX is this roughly: 386-33DX + 387-33 + 8k cache. Now this
means that the 030-33 would be at the speed of a 486-33 if the 8k cache
was turn off and the 387 disabled. Now I'm not familiar with the internal
structure of the 040, I mean how one gets from a 030-33 to a 040-33, but
if its not near what Intel did, we should expect to see performances
of the 040 at same clock speed as the Intel to be faster. This may support
what some has already stressed, but I just wanted to make it clear that
not all of us here are wrong.

6550. Re: Cheap color monitor?

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 02:15:05 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jun19.021505.6229@msuinfo.cl.msu.edu>
Source record: 220697

bigham@hercules.acpub.duke.edu writes:

>though?). Can a modulator be easily added to an ST? Is there another

Look for a "Video Key" product at your local Atari dealer. (What? No
local Atari dealer??? IMAGINE THAT!) It allows connection of a TV
and/or VCR to STs which don't have the built-in RF circuitry.

molin@crs.cl.msu.edu
--
==
The definition of a mess... ||| Windows!
4 Megs of shit in a 640k box. ||| From the nice people
Have you crashed Windows today? / | \ who brought you EDLIN
==

6551. Re: Want memory upgrade... but where?

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 06:06:53 UTC
From: PAULETTI@biel.be.tech.ascom.ch
Message-ID: <1992Jun19.060653.19568@hasler.ascom.ch>
Source record: 220699

In <18JUN199201325669@jane.uh.edu> elee8zz@jane.uh.edu writes:

> Hi there!
>
> A few years ago I bought my 520 ST. Well, now I need a RAM upgrade.
> The problem is that I don't know of anybody here in Houston that will
> do it. The places that I have called tell me that the upgrades in my
> particular ST model are hard to make. So, since I just graduated as an
> electrical engineer (big deal) I think I can do it myself. All I need from
> you guys is some good advice from people who have tried it before. If there
> is anybody out there who might give me some hints I would greatly appreciate
> it.
>

I just upgraded my ST520 last weekend. I needed three attempts to do that
because I did not solder properly. Take your time for doing that.
I even took all the old RAM out, so I could get the address lines A0-A8 from
a RAM's location. I used the additional serial resistors only in the CAS1L
and CAS1H lines.

If you need more advice let me know

cheers andreas

PS : I used the IMEX 4MB upgrade from a company in Germany

6552. Midi Software for novice

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 06:21:06 UTC
From: denault@galileo.ifa.hawaii.edu
Message-ID: <1992Jun19.062106.4385@news.Hawaii.Edu>
Source record: 220698

Hello,

I have an 1040st, 2 floppies Drives, color & mono monitor.
I also have a keyboard with a midi interface. I would
like to use my ST with this keyboard to learn how to play
the panio. Can anyone recommend midi software for someone
who just want to learn to play?

I don't need anything fancy, just something to teach me to read
music, provide interactive drills to build up skills, and work
on a 2 drive system. (I don't want to buy a harddisk).

Thanks,

Tony Denault

--
/--\
| Tony Denault, Institute for Astronomy, | denault@uhifa.ifa.hawaii.edu |
| 2680 Woodlawn Drive, Honolulu, HI 96789 | (808) 956-8101 |
\--/

6553. Re: Production 1040/520 STe

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 06:27:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun19.062740.8575@peponi.wcc.govt.nz>
Source record: 220700

In article <Fm3JmB1w165w@tsoft.sf-bay.org>, bbs.ruscal@tsoft.sf-bay.org (Russel Mar) writes:
>baffoni@aludra.usc.edu (Juxtaposer) writes:
>
>> In article <jmw.708520043@lad>, jmw@lad.med.utas.edu.au (John Mark Williams)
>> >sheppard_r@kosmos.wcc.govt.nz writes:
>> >
>> >>One small problem was that these STE's had the DMA bug, and Dick Smiths
>> >>did not know a thing about it and how to test for it, you see they never so
>==========
>Having some non-STE machines around (Mega ST, 1040STfm), I am curious as
>to whether this bug that has been reported on the STE is also present in
>the earlier machines. All my machines had the '38 DMA chip.
>
>--
>Russel Mar (bbs.ruscal@tsoft.sf-bay.org)

I have thought that myself, I think that the problem with the STE was noise, causing problems with this chip, due to a poor lay out and long DMA leads as well.

All the early mods to fix the DMA fault were of the noise fix type, by ICD and Atari, adding caps shorter leads, etc..

Note: this chip was/is only rated at 1 * LPTTL rating, I did find that the new chip has a lot more drive, I can leave my Supra host adapter pluged in a turned off and still read disks, this was not possible before..??

Food for thought...!!!

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6554. Crack Art V1.10

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 07:37:07 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7560@laas.laas.fr>
Source record: 220701

Yesterday, I received from Germany the new version of this
astounding drawing program. (All I did to get it was to send
the shareware fee (DM20, ~US$13) to the authors when I got it
from a.a.u.e. and saw I'd use it intensively).

As it seems that many (?) people here use this program, and
as it's sure (??) they paid the fee, I think it would not
be difficult to find somebody to talk with about this new version.

That's what this posting is for. Thanks for any reply.

| Jean-Etienne DOUCET |
| doucet@laas.laas.fr |

6555. Re: Cheap color monitor?

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 08:30:39 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun19.083039.11705@beaver.cs.washington.edu>
Source record: 220702

In article <3390@news.duke.edu> bigham@hercules.acpub.duke.edu writes:
>Now that I have my new Mega STe :-D, I'd like to hand my 1040STf down to
>my family. The only problem is that I didn't get a new monitor with my
>new computer, and giving my family a computer without a monitor would be
>silly. So I'm looking for the simplest and cheapest way to attach a
>color monitor or TV to the ST [gotta be color, since my brother wants it
>for the games :-)]. I've got an old Thompson composite monitor that I
>had connected to my 800XL, but the ST doesn't have an RF modulator, so I
>doubt that would work (would it work in the television port of the MSTe,
>though?). Can a modulator be easily added to an ST? Is there another
>better option? Barring all that, anyone got a color monitor they're
>willing to let go of cheap? :-)
>

Well, I believe your 1040 STf might have the capability to get
composite output (in your manual one of the pins should say "composite"
or something), I used to have the same monitor and had it hooked up with
a cable I got with my computer. You might want to call Toad Computers
or Redmond Cable (they made me a cable to hook up to my Magnavox RGB),
I don't have the numbers now but I can dig for 'em if anyone is
interested. Of course, hooking up to a composite monitor gives much
poorer quality than an RGB, but it is better than the TV, where you can't
even read the text in 80 columns. BTW you can tell for sure if you
have a modulator by checking for an RCA plug with a little TV picture above
it, also a small channel switch. I believe any ST which has these has the
modulator and therefore the composite output.

Conclusion : Go for the composite monitor if you can get the cable,
if you don't have a modulator at all maybe just buy a used color RGB.

>As always, thanks in advance for all help.
>
> -sbigham
>--
>Scott Bigham | The opinions expressed above are
>bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
> | copied or distributed without a
> | Darn Good Reason(tm).

Ben Gilbert
bgilbert@cs.washington.edu

6556. Re: LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 09:33:46 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun19.093346.14764@email.tuwien.ac.at>
Source record: 220703

jensk@hpbbrd.bbn.hp.com (Jens Kilian) writes:

>> compiler. Good prolog interpreters are prolog68 (I only have an
>> experimental version) and Turbo Prolog (it's predecessor).

>Prolog-68 is compiler-based, but generates intermediate code which is
>interpreted. So, even if it may not be a `true' compiler, it's definitely not
>an interpreter.
>The predecessor of Prolog-68 was TOY Prolog ST, a port of TOY Prolog by
>Kluzniak & Szpakowicz. Turbo Prolog is something entirely different (it was the
>predecessor of PDC Prolog, on Messy-DOS machines).

>There are several commercial Prologs, e.g. Maxon Prolog & MPROLOG. I never
>used any of them (being the author of the above, I didn't have to :-).

> Jens.

Oops! Sorry for the mistakes... Of course TOY Prolog is the predecessor of
Prolog-68... BTW, will there be a version of Prolog-68 which can create
an executable file?

Marinos Yannikos

6557. Re: Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 09:48:27 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun19.094827.15281@email.tuwien.ac.at>
Source record: 220704

warwick@cs.uq.oz.au (Warwick Allison) writes:

>>I hear there will be no 68050, only a 68060... :-)

>Most likely. Motorola use odd numbers for "enhanced" versions of the lower
>even numbers.

> a 68010 is an enhanced 68000 (So few changes, no-one uses 68010)
> a 68030 is an enhanced 68020 (The gcc switch in -m68020)

>How do you enhance a 68040? Why bother, the '060 is suspected to be radically
>different.

I have heard something about a 128 bit bus! Sounds weird, I know...

Marinos Yannikos

6558. ST/STE/STF/STFM...arghhh!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 10:41:18 UTC
From: nunis@hpsgm2.sgp.hp.com
Message-ID: <52170001@hpsgm2.sgp.hp.com>
Source record: 220719

hi everyone!

i am a long time user of PCs and have recently got into using my old 286PC to do some MIDI sequencing (i use MPU-401-IPC and Cakewalk 3.0). this all gone along just fine at first. but now, am no longer happy with some character based (read DOS-based) user interface for MIDI stuff, and i remember about 2 yrs ago i used a NOTATOR software by CLABS on an ATARI MEGA something...and now i am looking high and low for it...

now, the question is this...i notice a lot of notes here talk about the ST,STe,STf,STfm,MEGA,STT,TT and lots of other stuff...i need to find out what they all mean...what would i need (minimum) to run the NOTATOR software?

please response via email if possible.

thanks for all your time,

simon ;)

email: nunis@hpsgm2.sgp.hp.com

6559. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 10:55:12 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun19.125512@disuns2.epfl.ch>
Source record: 220705

In article <1992Jun16.230700.16123@ucsu.Colorado.EDU>, chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
: >running other software emulations on a 030 to emulate PC, you only get the
: >performance close to a XT. My 030 using the emulation of EGA only emulates
: >1.6 - 1.8 Mhz XT speed.
:
: Made a mistake, I meant 1.6-1.8 Mhz AT speed which was still unuseable, an
: XT turbo 10 mhz is at 3.4 AT speed to give an idea.

STOP: The emulation is mainly very slow cause it has to translate
all accesses to EGA video memory. On the other side, GEMULATOR hasn't
got to translate accesses to ST video memory: instead of calling ST Roms
graphics routine (that are not very fast), it calls PC specific
routines: Gemulator has no overhead on Graphics. Drawings (alone)
should be as fast with Gemulator as with PC software ! That's
the good part of device independence !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6560. STDCAT 5.1 problem...

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 10:59:32 UTC
From: hjv@phil.ruu.nl
Message-ID: <hjv.708951572@groucho.phil.ruu.nl>
Source record: 220707

Hello everybody,

Yesterday I downloaded the new STDCAT v.5.1 from a.a. It's packed as an
ARC archive, but I didn't manage to unpack it. I use ARC 6.02, which is,
as far as I know, the latest arc-version.
Has someone else experienced the same problems? Is the archive damaged,
or is there a newer version of ARC (with another compression algorithm
maybe)? BTW, STDCAT is in the atari/new(s?) directory of a.a.

Thanks in advance for any help,
Hendrik Jan

--
Hendrik Jan Veenstra - Department of Philosophy
University of Utrecht - The Netherlands
USENET: hjv@phil.ruu.nl
*** If you remember the 60s, then you weren't really there ***

6561. Gulam and french keyboard

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 13:07:07 UTC
From: maraninx@imag.fr
Message-ID: <35868@imag.imag.fr>
Source record: 220708

Does GULAM do something particular to control the keyboard ?
I have a french keyboard Atari-st. When I start GULAM, I have the
english mapping, until I press SHIFT/HELP.
Then, each time I run an editor or another program, and exit it,
GULAM has the english mapping again.
I have problems with the binding of arrow keys too.

Is there a configuration file, or something like that ?

--

Florence Maraninchi
maraninx@imag.imag.fr Tel: (33) 76.51.49.15
LGI-IMAG Campus, BP 53X, 38041 Grenoble cedex, FRANCE

6562. Re: HERMES setup

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 13:08:28 UTC
From: herby@danubix.ulm.sub.org
Message-ID: <H.SQuCPwf&Mlw@danubix.ulm.sub.org>
Source record: 220736

Hi!

In <1992Jun17.235109.20776@peponi.wcc.govt.nz>, Craig Shore writes:
>How do you get uuwork to answer the modem, let others poll your site etc???
> If this for on-line use, or UUCP only?

I'm working with HERMES 1.03, polling 2 Sites and i'm a Node for 11 Sites.
uuwork must be startet with 'uuwork -a'. Once started, uuwork waits for an
event, either 'RING' from modem or time for polling. Detecting 'RING',
uuwork starts a program, specified in \etc\config.sys 0109:

```
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
#!0108 "c:\,c:\bin,h:\bin"
0001 "C:"
0002 "danubix"
0003 "Node Ulm/Donau"
0004 ".ulm.sub.org"
0005 "c:\usr\adm"
0006 "postmaster"
0007 "c:\bin\uucico.prg"
0008 "c:\bin\compress.ttp"
0009 "c:\etc\passwd"
0010 "0"
0011 "c:\bin\mail.prg"
0012 "c:\usr\lib\hermes\active"
0013 "c:\usr\lib\hermes\sys"
0014 "c:\usr\spool\mqueue"
0015 "c:\etc\hosts"
0016 "c:\usr\spool\mail"
0017 "novalis.stgt.sub.org"
0018 "c:\usr\spool\news"
0019 "c:\usr\lib\mail\mydomain"
0020 "c:\bin\vi.ttp"
0021 "g:\tmp"
0022 "c:\usr\lib\mail\paths"
0024 "c:\bin\uuencode.ttp"
0025 "c:\bin\uudecode.ttp"
0026 "c:\bin\pnews.prg"
0027 "server"
0028 "C:\usr\spool\uucppubl"
#!0100 "c:\bin\btoa.ttp"
#!0101 "c:\bin\atob.ttp"
#!0102 "c:\usr\lib\mail\alias"
#!0103 "c:\etc\xhosts"
#!0104 "c:\bin\batchmai.ttp"
```

```
#!0105 "c:\bin\batch.ttp"
#!0106 "c:\bin\mmail.ttp"
#!0107 "c:\bin\clih.ttp c:\etc\doqueue.cli"
#!0109 "c:\bin\login.ttp -a -i"
^^^^^^^^^^^^^^^^^^^^^^^
#!0110 "c:\etc\envinit"
#!0111 "MET"
#!0112 "c:\usr\lib\mail\svrpaths"
#!0113 "c:\usr\lib\mail\mdbs"
#!0114 "c:\usr\spool\uucppubl"
#!0115 "c:\usr\lib\mail\mailmode"
#!0116 "c:\bin\freeze.ttp"
#!0117 "j:\usr\man"
#!0118 "h:\bin\man.ttp"
#!0119 "c:\usr\lock"
#!0120 "c:\etc\seqf"
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
```

-a means: take and put all from/to RS232, -i switches a TSR AUX: <-> CON: for shells or other programs.

login does, what all un*x-logins do: asking for Login: and Password:. Theese are placed in \etc\passwd, here's a small part of mine:

```
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

root::0:0:System Administration:c:\usr\users\root:cli.ttp
news::100:100:News Admin danubix:c:\usr\lib\news:cli.ttp
postmaster::108:100:Postmaster of danubix:c:\usr\users\postmstr:cli.ttp
herby:IWt4EwoG.uR1A:100:100:Herbert Dampel:c:\usr\users\herby:cli.ttp
danubix::100:100:Herbert Dampel:c:\usr\users\danubix:cli.ttp
server::101:100:Archive-Server danubix:c:\usr\users\server:cli.ttp
list::102:100:User-Liste:c:\usr\users\list:cli.ttp
gast:RGCCQEz1JMINQ:105:100:Guest of danubix:c:\usr\users\gast:cli.ttp
remote:EKsp418zSSa0Y:104:100:REMOTE-LOGIN:c:\usr\users\remote:cli.ttp
fido::109:100:Fido-Site:f:\point\outbound:uucico
b:y6J1SjlKno5F.:109:100:Mail-Box:c:\usr\users\gast:cli.ttp
B:f7p5QFn3Ob1/o:109:100:Mail-Box:c:\usr\users\gast:cli.ttp
UNUUCP:0fVRL9yUuPnqc:111:100:Anonymous UUCP:c:\usr\spool\uucppubl:uucico
utest:BhT0t2kQzc6sY:109:100:Test-Site:c:\usr\spool\uucp\test:uucico
ukcs_next:N1re2cQfDuGHg:110:101:KCS-Next-Computer:c:\usr\spool\uucp\kcs_next:uucico
MAILER-DAEMON::3:3:Mailer Daemon danubix:c:\usr\lib\mail:cli.ttp
reflect::4:4:Reflector of danubix:c:\usr\users\reflect:cli.ttp
/dev/null::900:9:Flame receptor:c:\usr\tmp:cli.ttp
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
```

All hosts and sites you're polling or are polling you must have an entry in \etc\xhosts:

```
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++
novalis%novalis.stgt.sub.org|\
atx4b0e0|0:30/5/5-6:31|19200/r|\
```

```
07031386724%07031386716|\
ogin:|uulogin|word:|password|\
c:\usr\spool\uucp\novalis|708928274|708928334
# last attempt: Fri Jun 19 05:31:14 1992
# last success: Fri Jun 19 05:32:14 1992

heaven7|\
atx4b0e0||19200/r|\
0303051623|\
ogin:|UNUUCP|word:|UNUUCP|\
c:\usr\spool\uucp\heaven7|691972918|691973032
# last attempt: Thu Dec 05 23:41:58 1991
# last success: Thu Dec 05 23:43:52 1991

dummy|\
atx4b0e0||19200/r|\
|\
ogin:|test|word:||\
c:\usr\spool\uucp\dummy|0|0
# last attempt: never
# last success: never

dummy1%dummy1.ulm.sub.org|\
atx4b0e0||19200/r|\
|\
ogin:|test|word:|gast|\
c:\usr\spool\uucp\dummy1|0|0
# last attempt: never
# last success: never
+++++++ fetz +++++++ reissab +++++++ beisskante ++++++ schnippel ++++++

So far, hope it helps, sorry for my bad english.

cu l8ter mfG herby@danubix.ulm.sub.org
--
* E-Mail: herby@danubix.ulm.sub.org ccc_damp@rzmain.rz.uni-ulm.de *
* CCC_DAMP@DULRUU51.BITNET Fido: 2:241/7902.1 *
```

6563. Re: Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 13:34:56 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992Jun19.133456.13924@news.uni-stuttgart.de>
Source record: 220713

In article <1992Jun16.153627.4071@clinet.fi> likos@clinet.fi (Johannis Likos) writes:
>Where is ATARI's new powerstation?
>MC68040 is too slow!

What do you want?
Try "telnet rusc2.rus.uni-stuttgart.de", if you need a Cray 2.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* /etc/motd >> Luck is believing you're lucky! << *

6564. Plural of 'virus'

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 14:19:43 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun19.141943.9219@chinet.chi.il.us>
Source record: 220718

Seeing viri used as a plural of virus really grates. The Latin plural of virus is virus. The English plural of virus is viruses. Viri would be ok as a joke, but viruses aren't something I like jokes about. I've been crying about this for hours, could I have a handful of Kleenices?

Steve

6565. Atari TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 14:20:48 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Jun19.142048.8647@colorado.edu>
Source record: 220706
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,misc.comp.forsale

In an attempt to get some cold hard cash, I need to sell my TT.
The package includes:

TT030 Computer w/ 4MB ST RAM
50MB internal hard drive
PTC1426 color monitor
Cordless mouse

All for the low asking price of $2000.
If you are interested, make me an offer.

Besides the above, you get all the other TT features like VME, LAN,
multiple serial ports, higher rez, etc.

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

6566. Re: LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 14:26:41 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <Bq3K4H.E5B@math.waterloo.edu>
Source record: 220709

In article <92Jun15.053351edt.30990@marvin.cdf.toronto.edu> g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
>
> Are there any LISP compilers for the ST out there?? Any good ones?? How
>about ProLog?? Thanks,

The program GLISP has just been uploaded to atari.archive.umich.edu.

It was written by J.J. Girardot of St.Etienne School of Mines.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

6567. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 14:57:06 UTC
From: pete@introl.introl.com
Message-ID: <1992Jun19.145706.20108@introl.introl.com>
Source record: 220710

In article <1992Jun19.013951.11228@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>One thing I did not mention during this little discussion was that
>a 486-33DX is this roughly: 386-33DX + 387-33 + 8k cache. Now this
>means that the 030-33 would be at the speed of a 486-33 if the 8k cache
>was turn off and the 387 disabled. Now I'm not familiar with the internal

Nonononononono. What are you talking about? Where did you get this
garbage from?

>structure of the 040, I mean how one gets from a 030-33 to a 040-33, but
>if its not near what Intel did, we should expect to see performances
>of the 040 at same clock speed as the Intel to be faster. This may support
>what some has already stressed, but I just wanted to make it clear that
>not all of us here are wrong.

Well you definitely are...

The 030 and the 386 have an internal divide by 2
clock. IE: for every 2 external cycles 1 internal cycle is executed. The
486 DX has a 1 internal / external cycle ratio. (040 is the same)

The 486 and 040 have been designed to be "almost" able to execute 1 instruction
per cycle. Whereas on the 386 / 030 it is usually 2 - 4 cycles for
code being executed out of the cache.

IE: the "4" chips (note chips alone not external hardware) ahould be more than
2ce the speed of their "3" counterparts. And they ARE. Period.

My ex-030 sun @20MHz was aproximately as fast as a friends 386i@25MHz.
Neither of them come close to a 040 station or 486 Unix box at 25MHz.
We measured both integer and fp performance. If I still have
the figures I'll post them.

-Pete
--

Pete Ikusz Introl Corporation pete@introl.com

6568. Literatur program wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 15:26:32 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.29kO5v8wmHU@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 220726

Our group is looking for a _good_ literature program for the ST/TT. We have
the following wishlist:

- maintain database of sci. articles
- import/export functions
- interface to BiBTeX, if possible (helpwise to REFER).
- adding/sorting, generation of keys, checking for double entries, etc.
- GUI interface

This sounds pretty simple, but we haven't found _any_ useable program. We
have REVIEW 1.0 from Joerg Peters, but it's terribly slow and crashes often.
I don't know if 2.0 will be any better (GFA Basic, uurgh :-(

I don't know if Adimens would fit our needs.

Bibcard for Un*x is exactly what one wants, so I'd like to ask you if there
is something roughly equivalent for the ST (CiteCard from A.Tenud might be
such thing, but seems to have stopped in development).

We'd also take commercial software up to $500.

Thanks for any hints,
Thomas.
--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

6569. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 16:54:15 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <1796@sheoak.bcae.oz.au>
Source record: 220739

In article <H.EGZEX0obgLw@marsu.tynet.sub.org> wenzel@marsu.tynet.sub.org writes:
>In <1778@sheoak.bcae.oz.au>, ***THE WIZZARD*** writes:
>> I actually FTPed a program from the Stuttgart Ftp site which will
>> transfer MAC disks without the need for hardware. It only goes one way,
>> but the reverse operation is apparently available. Does anyone know
>> more about this?
>
>Could you be so kind to be more specific?
>
>1. What's the name of the program? Path on ftp.uni-stuttgart.de?
The program was found in a file called macexch.arc. I think that I was slightly deranged when I wrote my posting. I am now unsure where I obtained it from (I think it must have been from a bbs). As soon as I can find the file on the mess of disks I have, I'll post it to the binaries newsgroup and let everyone know (I have had several enquiries).
>2. On what system does it run?
I have no idea, as I never really bothered to test it out. When I transferred the file I hoped to transfer some Mac sound samples to my ST. The program I had transferred from ST to Mac. Upon receipt of a shareware fee, other programs would be made available.
>3. What disk recording formats/densities are supported?
I think it was 720k/800k. It was definitely not HD disk format.

Hope this clears things up. I will place a posting when I find the .arc file.

Jared Quinert
i921652@redgum.ucnv.edu.au

PS You're welcome to look on stuttgart ftp site if you want. It could be there for all I know. It isn't easy looking for a specific file there.

6570. Wanted external drive & ram upgrade

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 17:02:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <Bq3oKv.HLs@acsu.buffalo.edu>
Source record: 220712

I am looking to buy an DS disk drive and memory upgrade for my Atari 520.

if you are selling any of the following please reply to this account.

6571. Re: WordPerfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 17:27:43 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun19.172743.9630@pellns.alleg.edu>
Source record: 220715

In article <1992Jun17.130011.1@misvax.mis.arizona.edu>
dtarico@misvax.mis.arizona.edu writes:
> In article <1992Jun17.152957.22476@pellns.alleg.edu>, heidelj@alleg.edu
(Jason Heideloff) writes:
> > I understand that WordPerfect is considering 5.1 for the Atari ST. If
you
> > would like to see this happen, write to:
> >
> > WordPerfect Corp.
> > 288 West Center St.
> > Orem, UT 84057
>
> Where did you hear this information? I thought that Worm Perfect had
given
> up on further development for Atari.

--->>>I read this in the May issue of the MACE newsletter. Someone from
their group evidently spoke with someone at WP.

6572. WordPerfect 5.1 Update

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 17:53:09 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun19.175309.9956@pellns.alleg.edu>
Source record: 220714

Well, I just spoke with the people at WP and I got two different answers. One person told me that she had heard that they were thinking about updating the program and the other person told me that they stated in January that there would be no more updates because of the lack of demand for the software.....I think that it would be worth the effort if people did decide to write to WordPerfect Corp. and let them know that we do want an update. It can't hurt to try.

-Jason Heideloff
heidelj@alleg.edu

6573. Re: Gulam and french keyboard

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 17:56:31 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Jun19185631@serdlc11.essex.ac.uk>
Source record: 220735

In article <35868@imag.imag.fr> maraninx@imag.fr (Florence Maraninchi) writes:
| Does GULAM do something particular to control the keyboard ?
| I have a french keyboard Atari-st. When I start GULAM, I have the
| english mapping, until I press SHIFT/HELP.
| Then, each time I run an editor or another program, and exit it,
| GULAM has the english mapping again.
| I have problems with the binding of arrow keys too.
|
| Is there a configuration file, or something like that ?

The keyboard tables are within Gulam itself. I modified mine to get quote and backslash characters working properly. You need to search through the program for 'qwerty', and you will find the key tables. They are given as a continuous string of characters, indexed by the scancode values. Use a binary editor to swap the letters around within the tables and it should work ok. There are 3 tables: Unshifted, shifted and caps (not necessarily in that order).
--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

6574. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 18:01:30 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun19.180130.17446@ucsu.Colorado.EDU>
Source record: 220716

In article <1992Jun19.145706.20108@introl.introl.com> pete@introl.introl.com (Pete Ikusz) writes:
>In article <1992Jun19.013951.11228@ucsu.Colorado.EDU> chuj@horton.Colorado.EDU (CHU JEFFREY) writes:
>>One thing I did not mention during this little discussion was that
>>a 486-33DX is this roughly: 386-33DX + 387-33 + 8k cache. Now this
>>means that the 030-33 would be at the speed of a 486-33 if the 8k cache
>>was turn off and the 387 disabled. Now I'm not familiar with the internal
>
>Nonononononono. What are you talking about? Where did you get this
>garbage from?

Ah, I guess I don't know as much of the internal workings of my 486 as I thought I did, so I guess there is a tremendous amount of difference.

>
>My ex-030 sun @20MHz was aproximately as fast as a friends 386i@25MHz.
>Neither of them come close to a 040 station or 486 Unix box at 25MHz.
>We measured both integer and fp performance. If I still have
>the figures I'll post them.
>
>-Pete
>--
>---
>Pete Ikusz Introl Corporation pete@introl.com

Yes Pete, thanks for pointing out that I was wrong here, but then again I originally did support the speed of the 486 from my original topic.

6575. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 18:52:50 UTC
From: gl8f@fermi.clas.Virginia.EDU
Message-ID: <1992Jun19.185250.23172@murdoch.acc.Virginia.EDU>
Source record: 220717

In article <1992Jun19.145706.20108@introl.introl.com> pete@introl.introl.com (Pete Ikusz) writes:

>My ex-030 sun @20MHz was aproximately as fast as a friends 386i@25MHz.

Before anyone becomes confused by this, you shouldn't directly compare TT performance to Suns, because Sun never built a burst-mode memory subsystem for their 030 machines. If you're curious about TT performance, benchmark a TT.

6576. Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 20:48:04 UTC
From: Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org
Message-ID: <709086677.F00001@royaljok.fidonet.org>
Source record: 220748

In a message of 16 Jun 92 15:36:27, Johannis Likos wrote:

JL> Where is ATARI's new powerstation?
JL> MC68040 is too slow!

Excuse me... For WHAT? Like a good article in a SunWorld magazine said, you don't need 150MIPs for word processing. Although my 8Mhz 68000 is a little slow (for running several programs at the same time ala MultiTos), it still has enough power to control 1.3Mbyte/sec disk transfers, etc. A 50Mhz '030 is plenty of power for the majority of the users out there. I suppose a Sparcstation 10 with four SuperSparc processors is also to slow as well, right???

"MICRO" ;^)

6577. Atari 520ST FORSALE

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 21:00:43 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9791@vice.ICO.TEK.COM>
Source record: 220721
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale,misc.forsale.computers

```
==========================

Atari 520ST (old style)
1 DS/DD Future Systems 3 1/2 drive
1 SS/DD Atari 3 1/2 drive
with Monochrome Monitor and Mouse
*** asking $200 ***

Also available:
Future Systems 360K 5 1/4 drive
for the ST.
*** asking $65 ***

Everything comes with cords and cables.
In excellent working condition.

Shipping costs are negotiable

keithr@icogem3.ICO.TEK.COM
```

6578. Re: Want memory upgrade... but where?

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 21:52:00 UTC
From: dford@cix.compulink.co.uk
Message-ID: <memo.482801@cix.compulink.co.uk>
Source record: 220720

I upgraded the memory in my 520STFM to 2.5 meg using the Xtra RAM delux board. For most cmoputers there is no soldering required as it comes supplied with a 'piggy back' pair of boards for the MMU and Video shifter. If the MMU is soldered to the board you may need to de-solder that but otherwise they will both go piggy-back with no problems. The advantage with the Xtra RAM Delux is that it uses simms (same as the STe) so upgrading it is easy later on.

David Ford	To err is human but to really cock it up takes
dford@cix.compulink.uk	a computer operator.
Another Englishman :-)	Practice safe sex, as often as possible :-)

6579. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 23:12:05 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Jun19.161205.1@misvax.mis.arizona.edu>
Source record: 220722

In article <memo.482801@cix.compulink.co.uk>, dford@cix.compulink.co.uk (David Ford)
writes:
> I upgraded the memory in my 520STFM to 2.5 meg using the Xtra RAM delux
> board. For most cmoputers there is no soldering required as it comes supplied
> with a 'piggy back' pair of boards for the MMU and Video shifter. If the MMU is
> soldered to the board you may need to de-solder that but otherwise they will
> both go piggy-back with no problems. The advantage with the Xtra RAM Delux is
> that it uses simms (same as the STe) so upgrading it is easy later on.
>
> |David Ford |To err is human but to really cock it up takes|
> |dford@cix.compulink.uk |a computer operator. |
> |Another Englishman :-) |Practice safe sex, as often as possible :-) |

Just a note of correction, the MMU is never soldered to the motherboard,
as it is designed for a socket. It may be possible that the video shifter
is soldered in, but in my experience this is always socketed also.

For you electronics whizzos, what is the proper name for the packaging
of the MMU chips. I think it is PGA, but I might be wrong :)

--

Doug Tarico
dtarico@mis.arizona.edu Stop cruelty to plants!!
(602)795-7633

6580. SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-19 23:26:00 UTC
From: Roger.Mier@f47.n282.z1.tdkt.kksys.com
Message-ID: <709037907.F00001@tdkt.kksys.com>
Source record: 220728

The main reason the programmers "cripple" their software is to ensure that they GET paid for it. If they send out a full working version and people use it and don't pay for it that, IMHO, is stealing, but alot of people do just that. When you send out a crippled version and they like it, they pretty much HAVE to send in the money to get the rest of it. It isn't to be annoying, but to make sure they get money for the program(s) they make!

I agree, it's not quite shareware, but it's not exactly Demoware either.

* Origin: FlightLine BBS Mpls,MN USRdual 612-544-5118 (1:282/47.0)

6581. Plot 1.72e --> Terminator

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 00:28:35 UTC
From: cordes@ac.dal.ca
Message-ID: <1992Jun19.212835.6228@ac.dal.ca>
Source record: 220723

I've just put plot172e.zoo into the /new directory on a.a. It fixes a couple of problems with printing GDOS plots on some printers and also has somewhat improved window handling in the data editor.

John Cordes
Dept. of Physics
Dalhousie University
Halifax, N.S., Canada B3H 3J5
email: cordes@ac.dal.ca

6582. Re: For Sale: 80 MEG EXTERNAL MAC SCSI DRIVE

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 01:28:26 UTC
From: bbs.shelby@goonsquad.Spies.COM
Message-ID: <4L9mmB3w165w@goonsquad.Spies.COM>
Source record: 220724
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.atari.st,comp.sys.mac.wanted,comp.sys.mac.ha

joey@berkeley.edu (Joe Hellerstein) writes:

> I'm selling an 80-meg external SCSI hard drive. The case/power supply
> is by LaCie (originally housed a LaCie Cirrus 30), and the drive in
> the case is a Quantum, purchased from Hard Drives International in
> November 1990. Comes with a recent version of Silverlining formatting
> software (from winter 90/91), loads of PD software, and System 7
> installed.
>

Hey there, if that hard drive is still available, I'd like to
offer $250 + I'll pick it up myself. I live in Santa Clara. What do you
think?

Shalam.......
$]-[e l b y

6583. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 04:57:49 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1992Jun19.235749.11556@miavx1.acs.muohio.edu>
Source record: 220725

In article <H.EGZEX0obgLw@marsu.tynet.sub.org>, wenzel@marsu.tynet.sub.org (Markus Wenzel) writes:
> In <1778@sheoak.bcae.oz.au>, ***THE WIZZARD*** writes:
>> I actually FTPed a program from the Stuttgart Ftp site which will
>> transfer MAC disks without the need for hardware. It only goes one way,
>> but the reverse operation is apparently available. Does anyone know
>> more about this?
>
> Could you be so kind to be more specific?
>
> 1. What's the name of the program? Path on ftp.uni-stuttgart.de?
> 2. On what system does it run?
> 3. What disk recording formats/densities are supported?
>
> The only thing I know that there exists a DOS program that is able to
> read/write/format Mac HFS 1.44-MB disk, because they are also formatted
> in MFM mode, like normal DOS disks, only with a different file system
> (HFS). But it is impossible to r/w/f a 720-KB disk in GCR format with
> a DOS/TOS disk drive without additional hardware.

I've used what sounds like the same program, I got it off of
atari.archive. What it does is makes a 720K HFS disk in MFM mode, which
Macs with High Density drives can read. The program will take a Spectre
formatted disk and transfer it to Mac disk.

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))){{{{{{{{=======--------
"You can give her the usual rlcollins@miavx1.acs.muohio.edu
things: candy, flowers, promises RC1DSANU@miamiu.acs.muohio.edu
you don't intend to keep." rcollins@apsvax.aps.muohio.edu
-Cogsworth R.COLLINS1 on GEnie
(Beauty and the Beast)
----------=======}}}}}}}}(((((()))))))){{{{{{{{=======--------

6584. SPX -> GIF converter?

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 08:47:49 UTC
From: "J.J. Lehett" <JJL101@psuvm.psu.edu>
Message-ID: <92172.044749JJL101@psuvm.psu.edu>
Source record: 220727

Is there a converter out there for an .spx file into .gif or something similiar?

J.J. Lehett

6585. Calculators and Computers For Sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 16:22:31 UTC
From: sandy47@cats.ucsc.edu
Message-ID: <37257@darkstar.ucsc.edu>
Source record: 220729
Cross-posted to: misc.forsale,comp.sys.handhelds,comp.sys.3b1,comp.sys.atari.st

```
Misc. Electronics For Sale
==========================

Will consider offers on all items and bundles, shipping extra from
Santa Cruz, California.

Calculators:

(Additional accessories and supplies available - send for list)

HP41CV (excellent condition) + overlays 60.00

HP41CV Owner's Handbook & Program Guide 5.00
HP41CV Operating Manual (Experienced) 3.00
HP41CX Owner's Manual Volume I 3.00
HP41CX Owner's Manual Volume II 5.00

HP41 Advantage Advanced Solutions Book 3.00
Home Management ROM 10.00
Thermal ROM + book 15.00
Circuits I ROM + book 15.00

HP41 Library Solutions Books with Bar Codes
Optometry I (General) 5.00
Optometry II (Contact Lens) 5.00
Antennas 5.00
Chemistry 5.00
Games 5.00
Test Statistics 5.00
Electrical Engineering 5.00

HP65 Application Pacs w/magnetic strips & books (New)
E.E. Pac 1 8.00
Chem. E. Pac 1 8.00
Math Pac 1 8.00
Math Pac 2 8.00
Stat Pac 1 8.00
Stress Analysis Pac 1 8.00
---

Texas Instruments TI-95 60.00
Users Guide included
Programmers Guide included
Statistics Library ROM + book 20.00
Mathematics Library ROM + book 20.00
```

Berlitz EuroTraveller (New) 50.00
1400 phrases in each of 10 languages:
English, French, German, Spanish, Italian,
Portugese, Dutch, Norwegian, Swedish
(any two languages translated at the same time)

Computers:
Atari 520ST w/single sided floppy 200.00 (3)
(manuals, mouse, cables, power supplies included)

Atari 1040ST w/double sided floppy internal 250.00
(manuals, mouse, power cable included)

Original software available for the above with purchase

Atari SM124 Monochrome monitor 100.00 (2)

Toshiba T1100 Laptop 500.00
(plus power supply + battery)
(includes manuals, carrying case, original software)
Add-in internal modem and RS232 port included
External 5.25" Floppy Drive included

AT&T 7300 (1 MB RAM - 20MB Hard Drive) 300.00
Unix 3.51m software loaded
C Development package loaded
Toybox games loaded
AT&T BASIC Interpreter loaded
Multiplan Spreadsheet loaded
(choice of Fortran or Pascal included)

AT&T 3b1 (2 MB RAM - 67MB Hard Drive) 500.00
Unix 3.51m software loaded
C Development package loaded
Toybox games loaded
(choice of AT&T WordProcessor or Sound Presentations)
(choice of dbaseIII or Informix loaded)

5 hours of support and up to 10 disks of PD software included
with each machine.

Timex Sinclair 1000 (ZX81) 30.00
including cables, power supply
(add-on RAM available at extra cost)

Programs on cassette
States & Capitals 2.00
Super Math 2.00
Critical Path Analysis 2.00
The Coupon Manager 2.00

Loan/Mortgage Amortizer 2.00
The Stamp Collector 2.00
Manufacturing Control 2.00
Inventory Control 2.00
Vu-Calc 2.00
The Budgeter 2.00
Statistics 2.00
Chess 2.00
Checkbook Manager 2.00
The Starter 2.00

Radio Receiver

Kenwood R-1000 (excellent condition) 250.00

Prefer money orders but personal checks accepted with delay for bank clearance. No CODs. UPS or US Mail depending upon size, weight, etc.

Larry McElhiney
c/o Plantronics
345 Encinal Street
Santa Cruz, CA 95060

(408) 426-5858 x358 (w)
(408) 475-8027 (h)

Best email address: mack@mchome.santa-cruz.ca.us
or reply to this account

6586. Re: STDCAT 5.1 problem...

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 16:46:27 UTC
From: bobs@wimsey.bc.ca
Message-ID: <1992Jun20.164627.10648@wimsey.bc.ca>
Source record: 220730

In article <hjv.708951572@groucho.phil.ruu.nl> hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
>Hello everybody,
>
>Yesterday I downloaded the new STDCAT v.5.1 from a.a. It's packed as an
>ARC archive, but I didn't manage to unpack it. I use ARC 6.02, which is,
>as far as I know, the latest arc-version.
>Has someone else experienced the same problems? Is the archive damaged,
>or is there a newer version of ARC (with another compression algorithm
>maybe)? BTW, STDCAT is in the atari/new(s?) directory of a.a.

Someone complained to me by mail about this so I ftp'd the file back
and, yes, it is corrupted. I put another copy of stdcat51.arc in atari/new
last night (June 19 sometime after 8:00PM PST).

Please try again and let me know by mail (bobs@wimsey.bc.ca).

Bob Silliker
--
--
bobs@wimsey.bc.ca || ...!ubc-cs!van-bc!bobs
|| ...!uunet!van-bc!bobs

6587. Re: ST HDU Virus Killer

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 18:04:36 UTC
From: alf@skid.north.de
Message-ID: <a6223543@skid.north.de>
Source record: 220606

In <A9849@F.maus.de> Thomas_Leonhaeuser@f.maus.de (Thomas Leonhaeuser) writes:

>the MausNet. The MausNet is connected with Usenet per gate and the
>E-Mail-adress is: (name of User) @ (Box) .maus.de
^^

Not all MausBoxes have this adress. If you wants to mail to someone in the
MausNet who can be reached on a-w, a2w, bi, coe, gg, lu, m3, r and tbb then
the adress will be: (name of User) @ (Box) .maus.sub.org

Alf

Alf Hoheisel, Potsdamer Str. 14, D-2940 Wilhelmshaven, Phone: +49 4421 52635
<university> alf@zfn.uni-bremen.de | alf@informatik.uni-bremen.de
<home> alf@skid.north.de

6588. Mint programs ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 19:58:52 UTC
From: leonp@cs.kun.nl
Message-ID: <1992Jun20.195852.15087@sci.kun.nl>
Source record: 220737

I'm new to Mint.
I rather like its concept however, but I'd like to now
what programs are recommended to use with mint.

I know that these should be tos programs to be run as a background
process.

So Mint users out there. What programs are available for the
following things:
- command line shell
- editors (I appreciate small easy to use ones)
- terminal programs, this is really important for me
- others??

At the moment I owe a 1 meg 1040, tos 1.2
This will be changed however to a 4 meg 1040, tos 2.06 within
a few months.
Will Mint work with tos 2.06?

Thnx for any usefull information ....

Leon.
leonp@cs.kun.nl
leonp@sci.kun.nl

Life is what's happening when you're making other plans.
John Lennon.

6589. Re: WordPerfect 5.1 Update

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 20:11:59 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <12865@mindlink.bc.ca>
Source record: 220731

The best way to confince wordperfect to update to 5.1 for the ST _BUY_ a copy of 4.1!!

I bought mine in January 87.

But then again I gave up long ago on an atari upgrade and upgraded to WP 2.1 Macintosh running on Spectre GCR. Vastly superior to WP 5.1 or WP 5.1 Windows.

Jim Cruickshank

6590. Unix / Atari..print??

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 20:28:29 UTC
From: alx@altair.csustan.edu
Message-ID: <1992Jun20.202829.2286@koko.csustan.edu>
Source record: 220732

I use a communication program called "vanterm 3.8",
I have a 1040st and I telnet to a unix on school. My question is
how do I get any files to print on my atari, when using unix??

Oh I have a star dot-matrix printer.

Thanks.
--

e-mail : alx@ceti.csustan.edu

6591. Redacteur Demo

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 21:16:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun20.211656.4872@kosmos.wcc.govt.nz>
Source record: 220443

Well I have just uploaded the English version (Demo) of the French Wordprocessor Redacteur, the file is called rad_demo.lzh and is in the new directory on A.A...

From memory this is a mono only program..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

6592. Re: TT prices (and worth of the 030)

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 21:49:32 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A43A7EC.26435@noiro.acs.uci.edu>
Source record: 220733

>(Thomas Mohr US/ESC) writes:
>>Yep. If not for desktop publishing, I wouldn't see an application for
>>the TT at all....[re:major applications]: The 68030 is *just too slow*.
>>(look at the Next030, even the 040 is to replaced by an 88110).

(Mr Stephen R Usher) writes:
>The main reason for the slowness of the original NeXT cube was the
>speed of its main storage device.. the read/write optical disks plus
>the speed at which the processor was running (25MHz I believe, though
>I could be wrong). [stuff deleted] It's not the processor speed
>which is the bottle neck these days it's the peripherals and the internal
>architecture which determines the speed.

I'm sorry, but the NeXT Cube (030) is a poor machine to determine
the value of the 030. What killed the speed of the Cube was not the
optical disks (which mainly affected cold boot time as the OS was
loaded then, and most Cube owners did not turn off their Cubes often).
Fast hard disks were used more for normal storage. What *really*
slowed down the Cube was Display Postscript. If you thought that
Postscript laser printing required a lot of processing power (and
time), then think of what updating a 19 inch Postscript display
requires in processing power.
I never played with a 040 NeXT, but my understanding was that the
Display Postscript knocked the 040 down to almost the speed of an 030
in terms of real applications.
Architecture and design certainly has a lot to do with speed. The
030 in a TT doesn't mean that the TT is slow. Speed is all relative
anyway. Most people would agree that and 030 is faster than a 386 and
an 040 is faster than a 486. So what. What really matters is that
you like the machine you own and the applications you need are
available for it. This is, IMHO, a more valid test of the value of a
machine to an individual rather than it's specs.
My roomate just spent about $15k on a Quadra with a nice video
board, 19" monitor, 64 meg ram and 1.2 gig drive (and software). He
doesn't need it, he just wants bigger-faster-better. Sure it's nice,
but he is still impressed with some applications on my "lowly" 2.5 meg
no hard drive (ouch), vintage 1985 ST as am I. I could use a tad bit
more speed and graphics after almost 7 years, but I'm happy with it.
Whether the TT is a value or not does not rest on it's speed but
it's software. The first Falcon won't be anywhere near the speed of
the TT. But it will probably also lack software that takes advantage
of many of it's exciting features and thus may not be as great a
value to begin with.

--
Joachim Vance
^~^~^~

6593. GNU bc 1.02 upload to atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 21:51:57 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun20.215157.29711@convex.com>
Source record: 220734

last night i ported GNU bc v1.02 to the ST. i uploaded the binaries to atari.archive (bc102b.zoo in ~ftp/atari/new). included are manpage, .ttp, readme's, and math library source. and of course the ubiquitous "copying" file. compiled with GCC 1.40 with MiNT libs at PL 19. stripped the .ttp.

will post the source or diffs later next week, probably as bc102s.zoo.

in a nutshell, what was done to the original GNU distribution was:

- run "configure" on a 4.3BSD/POSIX system to gen makefile, config.h
- modify makefile (used flex v2.3.7 so lex.yy.c->lexyy.c and used bison v1.14 so y.tab.c->y_tab.c and y.tab.h->y_tab.h)
- discard *.dist files (ie use *.y and *.l)
- change scan.l:

```
#ifdef atarist
#include "y_tab.h"
#else
#include "y.tab.h"
#endif
```

and changed

```
[ \t]+ ... to [ \t\r]+ ...
```

so that carriage returns are also ignored making it possible to read files with either newline or cr-nl terminated lines
- tweak manpage (renamed from bc.1 to bc.man) a bit, generate bc.1 for manpager
- make (compiled with libmath.b->math.h as distributed, ie with library internal to the code if invoked "bc -l")

see readme.st and manpage for more details. original src is available as prep.ai.mit.edu:~ftp/pub/gnu/bc-1.02.tar.Z.

enjoy...

-bill
rosenkra@convex.com

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

6594. Re: STDCAT 5.1 problem...

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 22:34:51 UTC
From: gaertner@rz-berlin.mpg.de
Message-ID: <1992Jun20.233451.7624@rz-berlin.mpg.de>
Source record: 220745

In article <hjv.708951572@groucho.phil.ruu.nl>, hjv@phil.ruu.nl (Hendrik Jan Veenstra) writes:
> Hello everybody,
>
> Yesterday I downloaded the new STDCAT v.5.1 from a.a. It's packed as an
> ARC archive, but I didn't manage to unpack it. I use ARC 6.02, which is,
> as far as I know, the latest arc-version.

I encountered the same problem; seems that the archive has been corrupted.

Ralf

~~~~~~~~~

Ralf Gaertner gaertner@rz-berlin.mpg.de
FHI Berlin
~~~~~~~~~

6595. Re: SPX -> GIF converter?

Newsgroup: comp.sys.atari.st
Date: 1992-06-20 23:03:25 UTC
From: jvance@maxwell.oac.uci.edu
Message-ID: <2A43B93D.27665@noiro.acs.uci.edu>
Source record: 220738

JJL101@psuvm.psu.edu (J.J. Lehett) writes:
>
> Is there a converter out there for an .spx file into .gif or something
>similiar?

Good question. There is a PD program called SPECGIF4 made by Trio
that converts .SPU and .SPC pictures (.SPS not supported) to
320x200x256 GIF in either interlaced or non-interlaced format.
Conversion takes under 10 seconds. It is not on atari.archive as far
as I know. I could upload it there if it isn't.

--
Joachim Vance
^~^~^~

6596. Re: ST/STE/STF/STFM...arghhh!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 01:21:30 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jun21.012130.22273@actrix.gen.nz>
Source record: 220740

The only ones that you would be interested int are:

STFM
STE
Mega STFM
Mega STE
TT030

The rest are pretty-much obsolete, (or at least un-available on todays market)

You'd be best to go for a 1040STE.

Runs at 8Mhz, and has 1meg of RAM. It'll quite happily work with
Notater, and has advantages like a Blitter Chip for high-speed data
shifting, a 4096 colour palette, DMA (Direct Memory Access) chip for
high-speed, and high-quality sound & memory access. it'll happily
play music at up to 25Mhz (and higher, but that's the standard)

The Mega STE is the same, but it's faster (16Mhz) - and has a different
desktop with more features. not really necessary. (But it DOES come
with a Hard-Drive!!)

The TT - is much more powerful, with a 32Mhz 68030 processor, and a
maths co-processor to speed things up. It also has everything the STE
has, but can display 256 colours on screen at once. It also has
6-graphics modes, including VGA-type resolutions.

Basically, all you need for everyday home & music use, is a 1040STE,
and then buy some SIMMS (Single, In-line Memory Modules) and upgrade
it to 4megs'.... This should keep you happy!
--

_____
__________/ Nil Mortifi Sine Lucre _____

6597. Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 02:24:00 UTC
From: Lawrence.Gold@f21.n311.z1.royaljok.fidonet.org
Message-ID: <709259471.F00001@royaljok.fidonet.org>
Source record: 220578

Previously Marinos Yannikos wrote:
> >Where is ATARI's new powerstation?
> >MC68040 is too slow!
>
> I hear there will be no 68050, only a 68060... :-)
>
What are the specs for the 68060? (And why will there be no 68050?)
Lawrence Gold

6598. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 03:11:40 UTC
From: michael.smith@p3.f842.n680.z3.fido.zeta.org.au
Message-ID: <a481e705@Kralizec.fido.zeta.org.au>
Source record: 220419

Original to: mohr@slsvaat.sel.de
In a message of <15 Jun 92 15:13:02>, mohr@slsvaat.sel.de (3:713/602) writes:

m> Yep. If not for desktop publishing, I wouldn't see an application for
m> the TT at all.

Then you've never tried using one. I run a fidonet point on it,
word-process a bit, but mostly code - and _that_ is where it really shines.

M> If You need < Insert student's standard wishlist here >,
m> which includes
m> Unix, X-Window, *good* graphics & sound, SCSI; the average person
m> would choose an '486. The 68030 ist *just too slow*. (look at the
Next030,
m> even the 040 is to replaced by an 88110).

Umm, well as far as comparitive application tests go, my TT seems quite
capable of holding its own against ye average 486 - that's TOS/DOS
comparisons - I don't have ASV so I can't make ASV/ESIX (or whatever)
comparisons.
The NeXT 030's big problem is a top-heavy operating system - X on the TT is
reputedly quite snappy.

m> Tom

*Dr. Ziplok

--- ScanMail 0.68 X0501
* Origin: That Which is Not, control point. (3:680/842.3)

6599. Using an HP Deskjet 500C with an ST -> ie. printer driver wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 03:25:04 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun21.032504.6562@oz.plymouth.edu>
Source record: 220744

I'm looking for a printer driver for a Hewlett-Packard DeskJet 500C
printer. I have some for the Deskjet 500 but none for the color model
(the 500C).

Any pointers to such a device driver would be appreciated.

Thanx.....

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

6600. Hard Drive backup to 1.44's

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 04:58:44 UTC
From: JJL101@psuvm.psu.edu
Message-ID: <92173.005844JJL101@psuvm.psu.edu>
Source record: 220746

Besides the new Diamond Back II, are there any other HD backup progs that support high density drives? (even PD or shareware ones?)

J.J. Lehett

6601. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 07:38:27 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Jun21.073827.18111@mnemosyne.cs.du.edu>
Source record: 220747
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

Everyone is joining WORLD and STOP buying Windows!! This is
news from announcer.. (please do NOT send mail because NO ROOM FOR IT)

Msg# : 82578 Lines: Extended Read: 1
Sent : Jun 19, 1992 at 1:35 PM
To : RON PETERS
From : James Fisher
Subj : Boycotting Windows

In reply to:

> It's a shame that when there's a global consciousness
> regarding resource conservation and utilization, a
> firm (flaccid?) like Microsoft foists upon the world
> a bunch of carp that forces people to upgrade PCs
> to merely run stuff; Stuff that has been running
> -better- on inexpensive 68000-based machines like
> Atari STs and Amigas for the better part of a decade.
>
> It's enough to make me green...as in hurling up...up
> chuck...barf! <g> Really, I know environmental
> protectionists who would have no qualms about trashing
> the Windows environment!

***** Announcing a worldwide boycott/riot of Windows *****

As learned peoples, we have the obligation to save our planet from
the utter waste of sand-cum-silicon perpetrated by Microsoft Windows
and their by-products. Therefore this boycott/riot (to last until
January 1, 2001) is necessary and just. Dei gratia et ventis secundis,
magnae spes altera atari.

So go forth and never forget our motto: Break like the WindOS!
==========

6602. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 10:15:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2133255@overmind.citadel>
Source record: 220633

Yet another in a long list of annoying questions for the net to answer:

Can anyone tell me the format, or direct towards an editor for, the MIDIMAZE II mazes?

6603. Re: TOS 2.06 and Ajax chip

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 10:25:11 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.709122311@gideon>
Source record: 220749

Bryan.Hall@f2703.n206.z1.royaljok.fidonet.org (Bryan Hall) writes:

>In a message of 16 Jun 92 00:54:14, J.J. Lehett wrote:

>JL> and normal density just fine. As the article says however, i can't take
>JL> it
>JL> to an IBM at 1.44. Thus I just format all my 1.44 disks on an IBM, and
>JL> bring them back to the ST to use. Works just fine for me, and preserves

> Just DL fastcopy pro, and forget about the problem. It's silly to change ROMs just for a
little problem like that...

>"MICRO"
I really hope you do not mean you can DL Fastcopy Pro. It is a commercial
program and if you DL it you are pirating.

You can buy it from ST Club (U.K.) and it does not cost so much.
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

6604. Re: AT-Speed mouse configuration

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 10:55:53 UTC
From: jonc@status.gen.nz
Message-ID: <uFTomB4w164w@status.gen.nz>
Source record: 220741
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

meyer@milton.u.washington.edu (Bent Meyer) writes:

> I need help configuring my Atari mouse to run under DRDOS viewmax. I have

I use PC Speed here and I simply added a serial mouse and it works
100% with it.

Jon Clarke HSBC NZM EBD
GEnie: J.CLARKE6 FIDONET: 3/772:105 TheNets: jonc@status.gen.nz

6605. Gcc 2.2.1(2)

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 13:13:28 UTC
From: wong@opal.cs.tu-berlin.de
Message-ID: <1992Jun21.131328.15025@cs.tu-berlin.de>
Source record: 220750

Hi
did womeone already ported Gcc 2.2.1(2) to the atari ?
or inbedded the patches to gcc 2.1 ST -version ?
If so, could someone point me to the ftpplace for it ...
Thanks for Your Help
Gruss
Wolfgang

6606. GRM2ENG

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 17:25:16 UTC
From: dud@hardy.u.washington.edu
Message-ID: <1992Jun21.172516.5994@u.washington.edu>
Source record: 220643

Does anyone know of any German/English translator that works better than GRM2ENG? It seems to do only about 1/3 of the words, which is respectable, but if there's something better...

Dan Aylward
dud@u.washington.edu

6607. Re: ST/STE/STF/STFM...arghhh!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 18:33:59 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <8frlbfxv@csv.warwick.ac.uk>
Source record: 220602

In article <1992Jun21.012130.22273@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>
>The only ones that you would be interested int are:
>
>STFM
>STE
>Mega STFM
>Mega STE
>TT030
>
>The rest are pretty-much obsolete, (or at least un-available on todays market)

The STFM is also obsolete and hasn't been on sale for some time now.

>You'd be best to go for a 1040STE.

Not really. I would buy 520STE ready upgraded to 2Mb - slightly cheaper
and twice the memory. However, you do get some low end software packages
free with the 1040STE, but done of them good enough for serious work.

>Runs at 8Mhz, and has 1meg of RAM. It'll quite happily work with
>Notater, and has advantages like a Blitter Chip for high-speed data
>shifting, a 4096 colour palette, DMA (Direct Memory Access) chip for
>high-speed, and high-quality sound & memory access. it'll happily
>play music at up to 25Mhz (and higher, but that's the standard)
>
>The Mega STE is the same, but it's faster (16Mhz) - and has a different
>desktop with more features. not really necessary. (But it DOES come
>with a Hard-Drive!!)

There is a hard drive option which costs as much as a stand alone hard
drive for a 520STE.

>
>The TT - is much more powerful, with a 32Mhz 68030 processor, and a
>maths co-processor to speed things up. It also has everything the STE
>has, but can display 256 colours on screen at once. It also has
>6-graphics modes, including VGA-type resolutions.

The graphic modes on the TT are not as good as typical VGA cards.

>Basically, all you need for everyday home & music use, is a 1040STE,
>and then buy some SIMMS (Single, In-line Memory Modules) and upgrade
>it to 4megs'.... This should keep you happy!

If you do this you will have to throw away 1Mb of old memory chips (they
are not worth anything anymore). You might as well get the 520STE which is

less than 3/4 of the price.

If you are willing to wait the other computer you might consider is the Falcon. The latest rumours are that it will be powered by a 16MHz 68030 (3-4 times the speed of an 520STE) with a powerful DSP chip that is twice as powerful of as the 68030 and suitable for high speed graphics and sound co-processing. The machine is said to have 10 channel 16-bit stereo sound with built in 16-bit digitaliser. Rumours about the graphics are less precise, but it is meant to be better than the TT's. Apparently it will be available late this year and cost about twice as much as a 520STE.

- Leo Hendry

6608. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 18:59:33 UTC
From: smsmith@magnus.acs.ohio-state.edu
Message-ID: <1992Jun21.185933.17085@magnus.acs.ohio-state.edu>
Source record: 220601
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

jyoung@isis.cs.du.edu (Jeff Young) writes:

>Everyone is joining WORLD and STOP buying Windows!! This is
>news from announcer.. [ ]

First of all, was it necessary to post this to 8 different newsgroups?
Secondly, though I'm not a great supporter of Windows (understatement :-),
I think appeals such as this turn people off.

>> It's a shame that when there's a global consciousness
>> regarding resource conservation and utilization, a
>> firm (flaccid?) like Microsoft foists upon the world
>> a bunch of carp that forces people to upgrade PCs
^^^^
Actually, the trouble I had with my machine was that it wouldn't run
any tuna. Bluegill and bass worked fine, but tuna just crashed.

Steve Smith | __|__ | " #*&<-[89s]*(k#$@-_=//a2$]'+=.(2_&*%>,,@
<smsmith@magnus.acs. | | | {7%*@,..":27g)-=,#*:.#,/6&1*.4-,l@#9:-) "
ohio-state.edu> | | |
BTW, WYSInaWYG | | | --witty.saying.ARC

6609. TI TMS320xx Assembler

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 20:23:52 UTC
From: bergma@ee.ualberta.ca
Message-ID: <bergma.709158232@ee.ualberta.ca>
Source record: 220603

Does anyone know of an assembler for the Texas Instrument's TMS320xx line of Digital Signal Processors usable on Atari (1040 ST) or the 68000 in general???

6610. Re: STDCAT V5.1b at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 20:35:35 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Jun21.203535.24595@olymp.informatik.uni-bonn.de>
Source record: 220605

In article <1992Jun16.195134.27581@molienergy.bc.ca> bobs@molienergy.bc.ca (Robert J. Silliker) writes:
>On the weekend I uploaded STDCAT V5.1b to atari.archive.

Thank you Bob!

I like your program very much, and I appreciate your support for the ST user community on the network.

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

6611. Re: STDCAT V5.1b at atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-06-21 20:46:33 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Jun21.204633.24996@olymp.informatik.uni-bonn.de>
Source record: 220604

In article <1992Jun16.195134.27581@molienergy.bc.ca> bobs@molienergy.bc.ca (Robert J. Silliker) writes:
>On the weekend I uploaded STDCAT V5.1b to atari.archive.

Thank you Bob!

I like your program very much, and I appreciate your support for the ST user community on the network.

-- Volker

--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

6612. Calamus 1.09 for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 00:38:38 UTC
From: ekrimen@wet.COM
Message-ID: <4044@wet.UUCP>
Source record: 220608

<<<<< FOR SALE >>>>>

Calamus 1.09 (dated 07.02.90, which I think is the latest version)
Calamus Font Editor 1.0 (dated May 9, 1989)

* Original disks and manuals (of course), in good condition.
* Reason for sale: I bought it and I don't use it.

* $105 -- I pay non-COD shipping within U.S.

Please respond via e-mail (path listed above or ekrimen@wet.uucp,
ekrimen@wet.com, or hoptoad!wet!ekrimen) or at 415-751-3693.

6613. Athena CAD

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 00:50:13 UTC
From: fox@VULCAN.NOARL.NAVY.MIL
Message-ID: <9206220050.AA14370@vulcan.noarl.navy.mil>
Source record: 220623

Is anyone aware of whether the Athena CAD program is still available?
Some years ago, I helped a friend set up an ST for his business and
we bought Athena after comparing a few reviews. He's since sold his
computer (with all the s/w). Now another friend wants to start using
his ST in his business to design landscapes and other plans. I recall
reading about an upgrade (Athena III maybe?) a long while ago but
haven't seen any ads for at least a year. Was there an upgrade?
If so, anybody got one they'd be interested in selling?

Thx.

- dan.

fox@vulcan.noarl.navy.mil

6614. ST games for sale dirt (I mean dirt) cheap

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 01:05:39 UTC
From: Xorg@cup.portal.com
Message-ID: <60887@cup.portal.com>
Source record: 220607

ATARI ST GAMES FOR SALE CHEAP!

$4 a game.
Must buy at least 5 games ($20 minimum.)
No exceptions.
Most games like new, some unopened, some review copies.
Add $3 shipping per 5 games ordered (to a $9 maximum) for UPS shipping.

Altered Beast
Annals of Rome
Araknoid
Blockbuster
Bobo
Bubble Bobble
Chuck Yeager Advanced Flight Simulator
Dragons of Flame
Epyx Karate
F40 Pursuit
Flight Simulator II
Global COmmander
Harrier
Jet (and Scenery Disk 7)
Juc
Leatherneck
Metrocross
Oids
Omega
Platoon
Project Neptune
Renegade
Space Station Oblivion
Star Command
Star Ray
Star Trek Rebel Universe
Stellar Crusade
Street Fighter
Super Hang On
Sword of Kadish
Targhan
Technocop
Temple of Doom
The Games
Tiger Road
Tower Toppler
Vegas Craps

Vegas Gambler

Thanx!
Peter Szymonik
xorg@cup.portal.com

6615. Notator and Accelerator cards

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 01:31:59 UTC
From: bmw@swanee.ee.uwa.oz.au
Message-ID: <bmw.709176719@swanee>
Source record: 220610

I would like to install an accelerator card in my MEGA 4 ST. I have
Notator 3.14 and know that early accelerator cards did not support Notator.
Does anyone have an idea as to which cards would be suitable (if possible
could you include estimates of the cost). Please note: it is important
that Notator operates in the accelerated mode. I'm particulary interested in
the SST range as I would like that type of speed increase for some of my other
software.

Thanks

Rob
--
==
Mr. Robert Woodcock Phone: +61-9-380-3856 _--_|\
Centre for Intelligent Information Processing Systems / \
Dept. of Electrical & Electronic Engineering *_.--._/
The University of Western Australia Fax: +61-9-380-1101 v
NEDLANDS WA 6009 Australia Email: bmw@swanee.ee.uwa.edu.au

6616. FIDELITY RADIO LTD

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 01:32:27 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun22.013227.5029@peponi.wcc.govt.nz>
Source record: 220612

*** HELP ***

Any of you chaps in the U.K. know if this firm is still going..

...Fidelity Radio Ltd...

I have a monitor (CM14) made by them and I would like to get a manual
or circuits for it..

Thanks, any help would be appreciated.

The British High Commission here, were unable to help,
the firm was not on there lists..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6617. Sagrotan English version

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 02:05:32 UTC
From: Conan.Ford@debug.cuc.ab.ca
Message-ID: <1992Jun22.020532.300@debug.cuc.ab.ca>
Source record: 220638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, does anyone here know where I can get an English version of the German Virus Killer `Sagrotan'? Please reply via Email as we're not properly receiving this newsgroup.

Thanks,

-Conan.Ford@Debug.cuc.ab.ca

6618. 640*800 screen resolution

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 02:41:16 UTC
From: azog@thoth.rent.com
Message-ID: <1992Jun22.024116.19230@thoth.rent.com>
Source record: 220561

I found a program the other day, called DOUBLE2, that lets me make
the screen twice as large (from 640*400, to *800), in two ways...

One is to scroll the screen up and down with the mouse (STe only)
The other is to actually double the screen height.

When I run it the second way, it flickers horribly. What I would like
to know, is there a monitor I can run thatll stop the flicker? Ive
been considering getting a multisync for some time now, and if thatll
stop the flicker, that basiclly settles the question.

One other thing... Its interesting to note, that GEM programs, run
under the higher resolution can handle it. Even the desktop can.
I dunno what it means, but it sounds like good programming to me.
Even NeoDesk can do it, but complained about no defaults the first
time... (I saved the defaults as NEODESKS, the S for super :-)

Thanx

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

6619. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 03:35:07 UTC
From: jfh@netcom.com
Message-ID: <+fplc=g.jfh@netcom.com>
Source record: 220609
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

In article <1992Jun21.073827.18111@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:

>As learned peoples, we have the obligation to save our planet from
>the utter waste of sand-cum-silicon perpetrated by Microsoft Windows

I wasn't aware that the world was in danger of running out of silicon dioxide.

--

Jack Hamilton jfh@netcom.com P. O. Box 281107 SF, CA 94128-1107

6620. Fcopy Pro / (Was TOS 2.06 & Ajax Chip)

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 03:56:31 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jun22.035631.29864@actrix.gen.nz>
Source record: 220613

Since when has F-Copy Pro been PD/Shareware. As far as I know it is
'commercial' (can only be obtained by sending $$$ to the author of
Fastcopy III.....)
--

_____
__________/ Nil Mortifi Sine Lucre _________

6621. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 06:55:23 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l4auarINNdpj@aludra.usc.edu>
Source record: 220614

In article <1992Jun19.161205.1@misvax.mis.arizona.edu> REFRESH writes:
>In article <memo.482801@cix.compulink.co.uk>, dford@cix.compulink.co.uk (David Ford)
writes:
<stuff deleted>
>For you electronics whizzos, what is the proper name for the packaging
>of the MMU chips. I think it is PGA, but I might be wrong :)

You are. :) (sorry had to say it!)

I believe that they are PLCC (you are talking about the "square chips"
right?)

>
>--
>--
> Doug Tarico
> dtarico@mis.arizona.edu Stop cruelty to plants!!
> (602)795-7633
>--

-Mike

6622. Re: 1.44 Meg Floppy on TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 08:01:28 UTC
From: UK1T@DKAUNI2.BITNET
Message-ID: <1992Jun22.080128.15099@rz.uni-karlsruhe.de>
Source record: 220615

Hatari!

> In article <1992Jun16.102120.18345@inmos.co.uk>, ganea@inmos.co.uk writes:
> > I am trying to upgrade the disk drive in my TT from 720 K to
> > 1.44 Meg. I have managed to get TOS 3.06, but the every helpfull
> > Atari UK are unable to supply me with the new disk controller
> > chip that is needed 'AJAX' I think.
> > Apart from replacing the drive, the floppy controller chip and
> > upgrading TOS to 3.06 what else must I do.
>
> Atari France sell it, and there is somewhere in Paris a place to buy it.
> However, you don't need AJAX to handle 1.44 Mb disks. I have such a drive
> in my TT, and I have changed nothing at all, execpt the 7th switch.
>
> Even TOS 3.05 handles High Density.
>
> So do nothing, and give up searching for the AJAX !
>
> Vince.

Sorry...but that's only the half truth. Well, maybe he has got much
luck and got a TT with a _very_ good WD-1772-02-02 (floppy-chip), but
the most TTs do _not_ work correctly with a HD-Ddrive.

But one thing is right: first try to use the HD-Ddrive without any
AJAX-chip. But if there is any serious trouble, try to get the AJAX.

Roland.

* uk1t@dkauni2.bitnet uk1t@ibm3090.rz.uni-karlsruhe.de *
* Roland_Schorr@ka.maus.de ATARI/NeXT/INGENIUM *

6623. Re: Midi Software for novice

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 08:08:35 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun22.080835.8080@peponi.wcc.govt.nz>
Source record: 220619

In article <1992Jun19.062106.4385@news.Hawaii.Edu>, denault@galileo.ifa.hawaii.edu (Tony Denault) writes:
>Hello,
>
>I have an 1040st, 2 floppies Drives, color & mono monitor.
>I also have a keyboard with a midi interface. I would
>like to use my ST with this keyboard to learn how to play
>the panio. Can anyone recommend midi software for someone
>who just want to learn to play?
>
>I don't need anything fancy, just something to teach me to read
>music, provide interactive drills to build up skills, and work
>on a 2 drive system. (I don't want to buy a harddisk).

Hi Tony,
I don't use midi myself, but since noone else has answered (maybe because it's still the weekend in the states even though it's Monday night here!) There are a few shareware programs around, also, there was the "Sequencer One" (sp?) on a ST Format coverdisc about 1/2 a year ago... you might be able to get someone to sell you their copy of the magazine with the disc (I believe it is still a commercial package even though it was distributed with the magazine?)

Craig.

| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6624. Mouse

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 08:21:03 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun22.082103.8279@peponi.wcc.govt.nz>
Source record: 220620

Ok, my poor little mouse cord is dying, the left hand button quite often
won't go, but a little movement of the cord fixes the problem. :-(

I might go out and buy a new plug & cord (since the plug is moulded onto
this one), but I thought I might check out what you lot thought of
an alternative mouse first.

The mouse i've got is actually quite a decent one compared to a lot
of the Atari ones i've used. Mine seems to roll around quite nicely
etc.

So what alternatives are there? What is the price like? What are the
mice like? I've seen the "Beatle" one,.. how does that rate?

Thanks,
Craig.
| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6625. Burrows printer

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 08:28:04 UTC
From: shore_c@kosmos.wcc.govt.nz
Message-ID: <1992Jun22.082804.8358@peponi.wcc.govt.nz>
Source record: 220618

A friend of a friend has a Burrows AP-1354 printer.

He can't get it to work with his ST. Does anyone have a printer driver
for such a printer, or know how to get it to go with an ST?

Thanks,
Craig.
| Craig Shore, Email:shore@yonder.equinox.gen.nz |
| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

6626. REDACTEUR DEMO

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 08:47:55 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun22.084755.8619@peponi.wcc.govt.nz>
Source record: 220621

I have posted this Demo of the French Word Processor, English version
on to A.A. its in the new directory as rad_demo.lzh..

I think its mono only..

I did not see this posting come back to me, so I am posting this again..

Roger........ sheppard_r@kosmos.wcc.govt.nz

6627. email adress of Jens Pirnay (author of TeXDraw) wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 09:02:11 UTC
From: gti17@eva.informatik.uni-dortmund.de
Message-ID: <1244ujlNNhqv@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 220617

Hi folks,

as the subject says I'm looking for the email adress of Jens Pirnay, he
is the author of TeXDraw for the Atari ST.

I tried the email adress given in the manual of TeXDraw 1.71 it was:
pirnay@vax1.rz.uni-regensburg.dbp.de but my email prog says 'host unknown',
so I think this adress isn't valid anymore.

Just in case Jens is reading this:

I saw TeXDraw on an Atari and now I want it for my Amiga, because there isn't
any program on the Amiga with all the features of TeXDraw. So I've got two
questions:

1) Is there already an Amiga version of TeXDraw (if yes: where do I get it ?)

2) If there is no Amiga version: Is it possible to get the sourcecode
anywhere ?

Thanks in advance
Christoph

--
Christoph Stoppe +---+
Poppelsdorferstr. 5 | stoppe04@merlin.informatik.uni-dortmund.de |
4600 Dortmund | gti17@eva.informatik.uni-dortmund.de |
0231/134038 +---+

6628. Re: Mouse

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 09:16:40 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun22.091640.9297@peponi.wcc.govt.nz>
Source record: 220622

In article <1992Jun22.082103.8279@peponi.wcc.govt.nz>, shore_c@kosmos.wcc.govt.nz (Craig Shore) writes:
>Ok, my poor little mouse cord is dying, the left hand button quite often
> won't go, but a little movement of the cord fixes the problem. :-(
>
>I might go out and buy a new plug & cord (since the plug is moulded onto
> this one), but I thought I might check out what you lot thought of
> an alternative mouse first.
>
>The mouse i've got is actually quite a decent one compared to a lot
> of the Atari ones i've used. Mine seems to roll around quite nicely
> etc.
>
>So what alternatives are there? What is the price like? What are the
> mice like? I've seen the "Beatle" one,.. how does that rate?
>
> Thanks,
> Craig.
>| Craig Shore, Email:shore@yonder.equinox.gen.nz |
>| ChCh, New Zealand. or:shore_c@kosmos.wcc.govt.nz |

You can buy the cords here from (Atari), and one type of button swiches from D.J Reeds..

Well Light Speed did a good cheap one, $50nz it was the same as the first version of the Golden Image one, this is the version that I am using, Kmart here sells the Golden Image II one for $60nz from memory...

It has a switch for Atari/Amiga uses..

Roger.......... sheppard_r@kosmos.wcc.govt.nz

6629. WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 10:41:04 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun22.104105.26694@urz.unibas.ch>
Source record: 220616

Hi,
I am using WINX on my 1040STFM (4MB), TOS 1.4 (or rather 1.04).
I installed it with 16 windows. Works fine with most gem-progs that
use windows, but in the ATARI-DESKTOP I still can open only 4
windows.
I also use TOS1.4-FIX (or however it is called); I first
run WINX, then TOS1.4-FIX as one is told in the readme-file of WINX.

Is everything the way it is supposed to be (still only 4 windows in desktop),
or do I have to change something ?

thanks in advance,

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

6630. Re: LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 10:54:46 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010024@hpbbrd.bbn.hp.com>
Source record: 220564

/ hpbbrd:comp.sys.atari.st / yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) / 3:33 am Jun 19, 1992 /

> Oops! Sorry for the mistakes... Of course TOY Prolog is the predecessor of
> Prolog-68... BTW, will there be a version of Prolog-68 which can create
> an executable file?

Maybe.
I tried to make a `dumped' version a la GNU Emacs, but that won't work due to the data-structure layout I'm using (in case you're interested, I have to rely on all data structures being 4-byte aligned. TOS only guarantees 2-byte alignment when loading executables).
I could try to pack all the preloaded stuff into a single file and append that to the executable, but at the moment I'm occupied with something else (making Prolog-68 more compliant with the draft ISO standard, among others).
I've also taken up a full-time job ...

Greetings,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

6631. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 10:55:43 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun22.105543.17206@rhrk.uni-kl.de>
Source record: 220625

minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:

>Hi,
>I am using WINX on my 1040STFM (4MB), TOS 1.4 (or rather 1.04).
>I installed it with 16 windows. Works fine with most gem-progs that
>use windows, but in the ATARI-DESKTOP I still can open only 4
>windows.

This is normal. The desktop of TOS 1.04 doesn't support more than four
windows. This applies only to the desktop, not to other programs, of course.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----

* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

6632. Re: Emacs 1857 help

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 10:58:39 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010025@hpbbrd.bbn.hp.com>
Source record: 220563

```
/ hpbbrd:comp.sys.atari.st / dale@celtech.COM (Dale Thomas) / 11:18 am Jun 17, 1992 /
> I downloaded Emacs 1857 from a.a and have run into a problem. When I try to
> run it, it complains that the TERM I selected is not powerful enough to
> run emacs. The terminal is not able to position the cursor. This happens
> no matter what TERM I choose to use. If anyone has had this problem please
> help me out!!

Have you set the TERMCAP variable (either to the path of your Termcap file, or
to the Termcap entry corresponding to TERM) ?
If so, does your Termcap file contain CR characters ?

Good luck,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049
-------------------------------------------------------------------------------
As the air to a bird, or the sea to a fish, so is contempt to the contemptible.
```

6633. Mouse port

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 11:30:31 UTC
From: wilesaj@uhura.aston.ac.uk
Message-ID: <1992Jun22.113031.3382@aston.ac.uk>
Source record: 220624

Does anyone have any information about the mouse ports on an ST.
I'm trying to connect an analogue joystick to my STe, to replace
the mouse for flight sims etc. There are two options, connect it
the analogue port and write a software patch, or build a hardware
device which converts the pot resistances into a pulse train like
the mouse produces.

The second is more likely as I don't know if there is any way of
intercepting reads to the keyboard processor, and anyway most games
would probably object to a software patch. As regards the hardware
solution, does anyone know what sort of frequencies the ST mouse
produces?

Any comments appreciated

Adrian

6634. Re: ST/STE/STF/STFM...arghhh!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 11:45:18 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun22.114518.25075@bas-a.bcc.ac.uk>
Source record: 220628

In article <8frlbfxv@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>In article <1992Jun21.012130.22273@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
[Stuff deleted]
>>The TT - is much more powerful, with a 32Mhz 68030 processor, and a
>>maths co-processor to speed things up. It also has everything the STE
>>has, but can display 256 colours on screen at once. It also has
>>6-graphics modes, including VGA-type resolutions.
>
>The graphic modes on the TT are not as good as typical VGA cards.

The TT resolutions are the same a VGA, you are talking of SVGA (SuperVGA).

[More stuff deleted]
>
>- Leo Hendry

Steve

--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6635. Re: FIDELITY RADIO LTD

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 11:48:43 UTC
From: ucacmsu@ucl.ac.uk
Message-ID: <1992Jun22.114843.19771@bas-a.bcc.ac.uk>
Source record: 220629

In article <1992Jun22.013227.5029@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>*** HELP ***
>
>Any of you chaps in the U.K. know if this firm is still going..
>
>...Fidelity Radio Ltd...
>
>I have a monitor (CM14) made by them and I would like to get a manual
>or circuits for it..
>
>Thanks, any help would be appreciated.
>
>The British High Commission here, were unable to help,
>the firm was not on there lists..
>
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz

Fidelity went broke about two years ago, Amstrad PLC bought the trade name so that they could sell thier saalite dishes with a household name which wasn't Amstrad :-).

Steve
--
Addresses:-
JANET:- ucacmsu@uk.ac.ucl or steve@uk.ac.ox.earth (preferable)
Internet:- ucacmsu@ucl.ac.uk or steve@earth.ox.ac.uk (preferable)

6636. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 12:00:17 UTC
From: CASTAN@bonnie.physik.uni-stuttgart.de
Message-ID: <1992Jun22.120017.3420@news.uni-stuttgart.de>
Source record: 220626

In <1992Jun22.104105.26694@urz.unibas.ch> minidis@urz.unibas.ch writes:

> Hi,
> I am using WINX on my 1040STFM (4MB), TOS 1.4 (or rather 1.04).
> I installed it with 16 windows. Works fine with most gem-progs that
> use windows, but in the ATARI-DESKTOP I still can open only 4
> windows.
> I also use TOS1.4-FIX (or however it is called); I first
> run WINX, then TOS1.4-FIX as one is told in the readme-file of WINX.
>
> Is everything the way it is supposed to be (still only 4 windows in desktop),
> or do I have to change something ?
No chance. The number of windows the ATARI-DESKTOP uses hasn't anything
to do with the number of windows AES support.

Use gemini (or something else) instead of your desktop.
> Alexander <minidis@urz.unibas.ch>
Gerd

##
internet: CASTAN@bonnie.physik.uni-stuttgart.de
##
Real Name: # Einem Land, dessen Sprache das Wort "Kultur - Beutel"
Gerd Castan # hervorgebracht hat, ist nicht zu trauen.
Hoehbergstr. 16 # (Luisa Francia)
D-7000 Stuttgart 60 #

6637. Re: Plural of 'virus'

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 12:27:46 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jun22.122746.24854@unibi.uni-bielefeld.de>
Source record: 220627

In article <...>, saj@chinet.chi.il.us (Stephen Jacobs) writes:

|> Seeing viri used as a plural of virus really grates. The Latin plural of
|> virus is virus. The English plural of virus is viruses. Viri would be ok
|> as a joke, but viruses aren't something I like jokes about. I've been crying
|> about this for hours, could I have a handful of Kleenices?
|>
|> Steve

...and the german plural would be 'Viren'. But is it not enough to have
problems with ONE virus?

Btw, I've NEVER seen the faintest part of what possibly might be a virus
(I'm talking about link-viri (jau, gebt's mir!!!), can anyone mail me a
uuencoded program which definitely is link-virus-infected? I really want to
know what all these virus testers are good for...

TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

6638. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 12:28:57 UTC
From: okes@solb1.essex.ac.uk
Message-ID: <OKES.92Jun22132857@solb1.essex.ac.uk>
Source record: 220631

In article <1992Jun22.104105.26694@urz.unibas.ch> minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
>Hi,
>I am using WINX on my 1040STFM (4MB), TOS 1.4 (or rather 1.04).
>I installed it with 16 windows. Works fine with most gem-progs that
>use windows, but in the ATARI-DESKTOP I still can open only 4
>windows.
>I also use TOS1.4-FIX (or however it is called); I first
>run WINX, then TOS1.4-FIX as one is told in the readme-file of WINX.

>Is everything the way it is supposed to be (still only 4 windows in desktop),
>or do I have to change something ?

I think the problem is caused by the desktop itself. WINX is supposed to increase the number of windows that GEM can use, but this is no good to the desktop since it was written with the 7 window limit in mind, and so was hard-coded to only allow 4 file windows, leaving a few spare for accessories. The answer is hack your ROMs, or to use a desktop replacement such as Gemini or Neodesk.

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

...though he was master of all the world, he was not quite sure what to do next. But he would think of something.

6639. Re: Mouse port

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 13:08:36 UTC
From: stigvi@Lise.Unit.NO
Message-ID: <1992Jun22.130836.27169@ugle.unit.no>
Source record: 220632

In article <1992Jun22.113031.3382@aston.ac.uk>, wilesaj@uhura.aston.ac.uk (AJ WILES) writes:

> would probably object to a software patch. As regards the hardware
> solution, does anyone know what sort of frequencies the ST mouse
---
> produces?

>
It depends on how fast you move the mouse. Try moving the mouse and count how many pixels it moves on the screen. One pixel is one pulse from the mouse.

Stig Vidar Hovland - stigvi@lise.unit.no

6640. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 13:12:46 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jun22.131246.6112@unix.brighton.ac.uk>
Source record: 220635

dtarico@misvax.mis.arizona.edu writes:
> Just a note of correction, the MMU is never soldered to the motherboard,
> as it is designed for a socket. It may be possible that the video shifter
> is soldered in, but in my experience this is always socketed also.

Not mine, my '89 TOS 1.2 STFM had it soldered in so I had to solder a socket
ONTOP of the shifter, then the push-in sits in that (it took about 2 hours and
a 50p socket)

Dom De Vitto

6641. ST BOOK, MULTITOS?

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 13:57:28 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <1992Jun22.135728.22115@magnus.acs.ohio-state.edu>
Source record: 220636

Just wondering what the status of these two "products" (really just 'ideas' at this point I suppose, since we have not actually seen any *produced* yet) is. I am interested in the battery life of the ST BOOK, the Powerbook is lucky to get 4 hours (usually 2.5) if you are *really* careful, the ST BOOK sounds like it should get about double that in general. Multitos sounds *extremely* nice.

SO:

Do either of these things actually exist?

Will they ever be PRODUCED?

Anyone from ATARI out there?
-->
:-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"Dude man! How can you eat this shit? It's nasty!" - the cook

||| - There's a statue in the city square
/ | \ Images of heroes that were never there
We rally strong around the statue's base
There is a storm on the way - Willie Phoenix, 1986

6642. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 14:09:37 UTC
From: sauron@femto.engr.mun.ca
Message-ID: <sauron.709222177@femto.engr.mun.ca>
Source record: 220630
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

jfh@netcom.com (Jack Hamilton) writes:

>In article <1992Jun21.073827.18111@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu
>(Jeff Young) writes:
>
>>As learned peoples, we have the obligation to save our planet from
>>the utter waste of sand-cum-silicon perpetrated by Microsoft Windows

>I wasn't aware that the world was in danger of running out of silicon
>dioxide.

See? It's attitudes like *this* that are causing our society to go to
hell in a handcart! We should make sure me make good use of our silicon
diaoxide - it's not as if you could just scoop it up like sand or
anything!

:v)

--
,---, ,---, ,-----, / Of course I said it! Do you / sauron@ / o o
/ / / / / / think MUN even acknowledges / femto. / v
/---` /---/ / / my existence, let alone allow / mun.ca / `-'
/ / / / / me to speak for them?/chris@zeus rented this space

6643. DEKA Address Again

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 14:51:59 UTC
From: rickhall@bruno.cs.colorado.edu
Message-ID: <1992Jun22.145159.25424@colorado.edu>
Source record: 220639

Someone posted the address and phone number for the
company that sells DEKA, but I lost it...could someone
email it to me...thanks...

--
Richard Hall - University of Colorado at Boulder

"Life's like holding water in your hands,
No grip is tight enough to keep it in." - me

6644. New Version of BASH (1.12)

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 14:56:12 UTC
From: skolodzieski@vaxc.stevens-tech.edu
Message-ID: <1992Jun22.095612.1@vaxc.stevens-tech.edu>
Source record: 220637

Hello,

It seems that with the arrival of summer and all, my latest port of BASH,
(Version 112 with UNIXMODE extensions) has got stranded forever in the
/atari/new directory on atari.archive.umich.edu. So if you like you can
fetch it from there, the three releven file names are:

112src-d4.zoo - diffs to make source code.
112bin-d4.zoo - complete binary distribution.
112doc-d4.zoo - a Nice LaTeX document describing
this port of BASH on the ST/TT

Note that the doc file is include in the binary and source
distributions also, but has been made available seperately
fo those who are unsure what bash is or are unsure if bash
is for theme.

Also since the atari/new directory is really only for incoming
files, you cannot do a directory of it ro do wildcard get's from
it. Nevertheless if you know the file name you can retreive it
individually. Remeber binary mode for these zoo files.

Highlights in 112-distribution 4:

1. Fixed bug that caused terminal to hang on heavy readling
editing input.
2. External executable file referances now work much better
from scripts.
3. Functions that call external programs do not hang.
4. Slightly smaller and faster.

Cheers,
Scott Kolodzieski...

6645. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 15:42:39 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun22.154239.21691@a.cs.okstate.edu>
Source record: 220640

I thought it only worked w German tos 1.4!

Hummm... maybe it's only the desktop that give it fits!
Glad you mentioned other programs can take advantage of it.
I ignored it when TOS refused to open a fifth window.

(just gave up on it)

jc

6646. Re: WordPerfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 15:48:13 UTC
From: neubert@cuphub.cup.edu
Message-ID: <47049@cuphub.cup.edu>
Source record: 220559

In article <1992Jun17.130011.1@misvax.mis.arizona.edu>, dtarico@misvax.mis.arizona.edu writes:
> In article <1992Jun17.152957.22476@pellns.alleg.edu>, heidelj@alleg.edu (Jason Heideloff) writes:
>> I understand that WordPerfect is considering 5.1 for the Atari ST. If you
>> would like to see this happen, write to:
>>
>> WordPerfect Corp.
>> 288 West Center St.
>> Orem, UT 84057
>
> Where did you hear this information? I thought that Worm Perfect had given
> up on further development for Atari.
> --
> --
> Doug Tarico
> dtarico@mis.arizona.edu Stop cruelty to plants!!
> (602)795-7633
> --
You are correct. There is and will be no 5.1 for Atari. This type
"news" has been posted previously in Atari pubs recently. It seems
more wishful thinking or and attempt to get Atari users to flood
WP in hopes of a favorable reaction. I have called WP (and was even
a 4.1 beta site way back when for WP on the Atari. Put simply...
forget it!!

John Neubert

6647. Re: Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 15:52:51 UTC
From: neubert@cuphub.cup.edu
Message-ID: <47050@cuphub.cup.edu>
Source record: 220560

In article <8782@uqcspe.cs.uq.oz.au>, warwick@cs.uq.oz.au (Warwick Allison) writes:
> yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
>
>>likos@clinet.fi (Johannis Likos) writes:
>
>>>Where is ATARI's new powerstation?
>>>MC68040 is too slow!
>
>>I hear there will be no 68050, only a 68060... :-)
>
>
> Most likely. Motorola use odd numbers for "enhanced" versions of the lower
> even numbers.
>
> a 68010 is an enhanced 68000 (So few changes, no-one uses 68010)
> a 68030 is an enhanced 68020 (The gcc switch in -m68020)
>
> How do you enhance a 68040? Why bother, the '060 is suspected to be radically
> different.
>
>
> --
> Warwick.
> --
> _-_|\ warwick@cs.uq.oz.au /
> / * <-- Computer Science Department, / No witticism?
> _.-._/ University of Queensland, /
> v Brisbane, Australia. / ... so sue me.

Either I've totally lost my sense of humor, or it's just the lack of
a smily in the last posting. As early as a couple years back it seemed
fairly common knowledge (from semiconductor conferences, etc) that
Moto had no 050 or subsequent follow-ons planned. Does someone
(say, Steve Jobs?) know differently? That seems why Sun went SPARC,
Apple is going PowerPC, and NeXT is unsure just WHAT to do.

John Neubert

6648. Atari ST -> Commie 1084 monitor

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 16:30:13 UTC
From: cs902117@juno.ariel.yorku.ca
Message-ID: <1992Jun22.163013.26809@newshub.ariel.yorku.ca>
Source record: 220556

Hi all! Thanks to Ben Gilbert, and some spare time on my hands, I managed to put together a monitor cable to hook up the ST to my Commodore 1084 monitor. I have run into a small problem with it... I hooked up everything the way it should be, and there was nothing on the screen. Then I accidentally wired up a pin labelled "monochrome" to a color pin (Blue) and the cable now works, BUT, I don't have BLUE!!!!

The 8 pin digital RGBI input looks like this (from Commodore manual):

```
2 .
4 . . 5
8 .
1 . . 3

6 . . 7
```

1. Not Connected
2. Red
3. Green
4. Blue
5. Intensity
6. Ground
7. Horizontal Sync.
8. Vertical Sync.

The 13 din pin connector (listing only those connected) for the ST is as follows:

```
4* 3* 2* 1* 1. Audio Out
8* 7* 6* 5* 6. Green 7. Red
12 11 10 9* 9. Horizontal Sync. 10. Blue 11. Monochrome
13* 12. Vertical Sync. 13. Ground
```

(pins 1 and 5 from the 8 pin connector for the monitor are not connected)

Any help on how to get blue back into the picture would be appreciated!]

```
____
/ o n y.
```

6649. Atari Messe in August 1992.

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 16:34:06 UTC
From: schmidt@gauss.math.mcgill.ca
Message-ID: <1992Jun22.163406.16363@sifon.cc.mcgill.ca>
Source record: 220641

This has been posted for Odisseas Kosmatos (shammer@mafalda.math.mcgill.ca):

Can someone please tell me where in Dusseldorf the Atari Messe will be this summer? I heard it is from Aug. 21 to Aug. 23. this year, and want to go. This is the limit of the information I have. I would apreciate it if someone would tell me the address, and perhaps how to get there. (And the opening hours, entrance fees?) Hopefully, anyone is admitted.

THANKS.
--

This post has been posted for Odisseas Kosmatos. E-mail to: shammer@mafalda.math.mcgill.ca

6650. Address for Wilhelm Mikroelektronik needed, help!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 16:56:59 UTC
From: <>
Message-ID: <bnell.709232219@ferrari>
Source record: 220649

Does anyone out there know the address for Wilhelm Mikroelektronik?
The only info I have is that it is in someplace called Luenen in
Germany. According to a post I read a long time ago they sold some
really nice graphics boards for the TT for ~$500. If anyone knows
their address or phone number I would greatly appreciate it!

Thanks
Bill

--
Those who are wise to the words are wise to those for whom words are sufficient.
- Scott Surowiec

6651. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 17:29:07 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun22.172907.3639@news2.cis.umn.edu>
Source record: 220642

In article <H.1HZSKJmjjs2@nathan.do.open.de>, ue@nathan.do.open.de (Udo Erdelhoff) writes:
>As you see, it's no problem to get sources for lh5, so I can't understand
>why some people are always saying the .LZH files cause problems.

It IS a problem to get sources for lh5! Of the off-the-cuff sources you've mentioned in this article, I was unable to come up with a single, verifiable version of LHARC source code which incorporated the -lh5- format.

The problem with .LZH files is this: I cannot dearchive on the machine I have (in this case, a VAX/VMS system) in order to determine whether the archive contains anything useful for further download. (At 15 megabytes a month worth of archive files, I want to be choosy about downloading at 2400 baud!)

>Take any
>LHArc-Version 2.01l and you will be able to extract EVERY LHArc archive
>created by whatever program on MS-DOS, Unix, Amiga or Atari.

Good. Please provide an executable of LHArc-Version 2.01l which works on a VAX/VMS system, so that I can make use of the power of this version on the system which connects me with the Internet.

>It's also no problem to get the sources

It's a problem. The source is not available in the /unix directories on atari.archive.umich.edu. The Archie server lists any number of lharc directories, most created in 1990 or early 1991, NONE of the first 200+ listings contain a '2.0' version capable of dearchiving -lh5- archives. The only 'Amiga'-related directory found in that search carried a copy of lharc version 1.0.

LHArc 2.xx may be better than Zoo 2.1, but the archives produced with LHArc are certainly not as portable across platforms.

-- David Paschall-Zimbel

"The Greatest Thing Since Sliced Bread" is worthless if it requires tools which are unavailable to the general public.

6652. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 17:39:13 UTC
From: iank@microsoft.com
Message-ID: <1992Jun22.173913.17859@microsoft.com>
Source record: 220551
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

In article <+fplc=g.jfh@netcom.com> jfh@netcom.com (Jack Hamilton) writes:
>In article <1992Jun21.073827.18111@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu
>(Jeff Young) writes:
>
>>As learned peoples, we have the obligation to save our planet from
>>the utter waste of sand-cum-silicon perpetrated by Microsoft Windows
>
>I wasn't aware that the world was in danger of running out of silicon
>dioxide.

You'd be supprised! Up here in the Pacific Northwest there is NO
SILICON LEFT! It is all gone! It is an empty void up here and
everthing is built upon ancient computers and the remains of
Old-Growth forests and spotted owls. As a matter of fact my building
rests upon the carcases of thousands of 64K IBM PCs that couldn't
be upgraded to run Windows!

>
>--
>
>---
>Jack Hamilton jfh@netcom.com P. O. Box 281107 SF, CA 94128-1107

--
/* It's not a cruise... It's the Love Boat*/
/* Iank@microsoft.com */
/* I want my 32bit chip set */

6653. Re: Mouse port

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 17:55:44 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <1tslbks7@csv.warwick.ac.uk>
Source record: 220645

In article <1992Jun22.113031.3382@aston.ac.uk> wilesaj@uhura.aston.ac.uk (AJ WILES) writes:
>Does anyone have any information about the mouse ports on an ST.
>I'm trying to connect an analogue joystick to my STe, to replace
>the mouse for flight sims etc. There are two options, connect it
>the analogue port and write a software patch, or build a hardware
>device which converts the pot resistances into a pulse train like
>the mouse produces.
>
>The second is more likely as I don't know if there is any way of
>intercepting reads to the keyboard processor, and anyway most games
>would probably object to a software patch. As regards the hardware
>solution, does anyone know what sort of frequencies the ST mouse
>produces?

You are right that it would be difficult to write a software patch. The reasons for this really belong in .tech, however it is possible and in general flight simulators tend to be more patch friendly than other games.

As for the second solution I think the Gravis Mousestick does exactly what you suggest. They advertise in at least one of the British ST magazines. The device apparently works very well, but is quite expensive.

- Leo

6654. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 17:55:45 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun22.175545.3852@news2.cis.umn.edu>
Source record: 220644

In article <709037907.F00001@tdkt.kksys.com>, Roger.Mier@f47.n282.z1.tdkt.kksys.com (Roger Mier) writes:
>The main reason the programmers "cripple" their software is to ensure that they
>GET paid for it. If they send out a full working version and people use it and
>don't pay for it that, IMHO, is stealing, but alot of people do just that. When
>you send out a crippled version and they like it, they pretty much HAVE to send
>in the money to get the rest of it. It isn't to be annoying, but to make sure
>they get money for the program(s) they make!
>
>I agree, it's not quite shareware, but it's not exactly Demoware either.

The point is exactly this -- a 'crippled' demo of a sub-commercial program IS 'demoware'. It is definitely NOT 'shareware'.

Shareware (noun) - A fully working program, including documentation, which is freely distributed to computer users in the hope that those users will find the program valuable and, thus, send money as compensation. In general practice, it is useful to offer a program with a few more 'features' as an inducement toward payment. In some cases, the source code for shareware is offered for an additional fee. In rare practice, the shareware 'fee' is minimal --- a request for a postcard from the user, for example.

Demoware (noun) - A crippled program, sometimes including documentation, which is freely distributed to computer users in the hope that those users, being frustrated with the unusability of the demo program, will send money in the hope of obtaining a fully working program. In general practice, demoware generally imposes (1) time limits on the working of the program, after which the computer may need to be reset; (2) lack of a 'save' feature for data and/or configuration files; (3) lack of a 'print' feature for data output; (4) incomplete data output when using a 'print' feature; (5) annoying alert boxes after the execution of every command. Freqently masquarades as 'shareware'.

Demo program (noun) - A clearly labelled, limited demonstration of a commercial program used to acquaint the purchasing public with the features of said commercial program.

Demo (noun, slang) - A fully working program, or series of programs, which usually provides graphics and music in a format meant to impress the person running the program with the limits to which the programmer(s) can take the hardware and software of the particular machine for which the demo is designed. When they are good, they are really really good. Bad demos don't generally get distributed to the general public. There ARE differences in taste among the public. For example, this writer is not impressed with gratuitous violence in demos.

Freeware (noun) - A fully working program, including documentation, which is freely distributed to computer users. No recompense is required, although the author may provide an address for bug reports and/or a general "thank you" note. In some cases, the source code for freeware is offered for a minimal fee.

Public Domain (noun) - A program which has been released to the public without copyright, and for which all rights, including the rights to limit changes to the program or prohibit commercial use, are waived. Sometimes used (incorrectly) to cover the whole range of freeware to shareware.

-- David Paschall-Zimbel

6655. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 17:59:10 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <5tslb1x7@csv.warwick.ac.uk>
Source record: 220650

In article <1992Jun22.105543.17206@rhrk.uni-kl.de> seimet@rhrk.uni-kl.de (Uwe Seimet) writes:
>minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
>
>>Hi,
>>I am using WINX on my 1040STFM (4MB), TOS 1.4 (or rather 1.04).
>>I installed it with 16 windows. Works fine with most gem-progs that
>>use windows, but in the ATARI-DESKTOP I still can open only 4
>>windows.
>
>This is normal. The desktop of TOS 1.04 doesn't support more than four
>windows. This applies only to the desktop, not to other programs, of course.

Some other programs inforce a limit to the number to windows to insure that there is always windows free for desktop accessories, so this does in fact apply to some other programs.

- Leo Hendry

6656. Re: ST/STE/STF/STFM...arghhh!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 18:03:48 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <0tslbb97@csv.warwick.ac.uk>
Source record: 220647

In article <1992Jun22.114518.25075@bas-a.bcc.ac.uk> ucacmsu@ucl.ac.uk (Mr Stephen R Usher) writes:
>In article <8frlbfxv@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>>In article <1992Jun21.012130.22273@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>[Stuff deleted]
>>>The TT - is much more powerful, with a 32Mhz 68030 processor, and a
>>>maths co-processor to speed things up. It also has everything the STE
>>>has, but can display 256 colours on screen at once. It also has
>>>6-graphics modes, including VGA-type resolutions.
>>
>>The graphic modes on the TT are not as good as typical VGA cards.
>
>The TT resolutions are the same a VGA, you are talking of SVGA (SuperVGA).

>Steve

Most VGA cards exceed the minimum VGA standard, which is why I said "typical
VGA cards".

- Leo Hendry

6657. Re: Plural of 'virus'

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 18:09:34 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <fvslbqg@csv.warwick.ac.uk>
Source record: 220648

In article <1992Jun22.122746.24854@unibi.uni-bielefeld.de>
itschere@techfak.uni-bielefeld.de (Torsten Scherer) writes:
>In article <...>, saj@chinet.chi.il.us (Stephen Jacobs) writes:
>
>|> Seeing viri used as a plural of virus really grates. The Latin plural of
>|> virus is virus. The English plural of virus is viruses. Viri would be ok
>|> as a joke, but viruses aren't something I like jokes about. I've been crying
>|> about this for hours, could I have a handful of Kleenices?
>|>
>|> Steve
>
>...and the german plural would be 'Viren'. But is it not enough to have
>problems with ONE virus?

Both "viri" and "viruses" sound clumsy to me. I vote we call them "Viren"
because it sounds better.

- Leo Hendry

6658. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 18:26:00 UTC
From: gentile@bcse.enet.dec.com
Message-ID: <1992Jun22.172302.14839@e2big.mko.dec.com>
Source record: 220646
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advoca

In article <1992Jun21.073827.18111@mnemosyne.cs.du.edu>, jyoung@isis.cs.du.edu (Jeff Young) writes...
>Everyone is joining WORLD and STOP buying Windows!! This is
>news from announcer.. (please do NOT send mail because NO ROOM FOR IT)
>
>
>Msg# : 82578 Lines: Extended Read: 1
>Sent : Jun 19, 1992 at 1:35 PM
>To : RON PETERS
>From : James Fisher
>Subj : Boycotting Windows
>
>In reply to:
>
>> It's a shame that when there's a global consciousness
>> regarding resource conservation and utilization, a
>> firm (flaccid?) like Microsoft foists upon the world
>> a bunch of carp that forces people to upgrade PCs
>> to merely run stuff; Stuff that has been running
>> -better- on inexpensive 68000-based machines like
>> Atari STs and Amigas for the better part of a decade.
>>
>> It's enough to make me green...as in hurling up...up
>> chuck...barf! <g> Really, I know environmental
>> protectionists who would have no qualms about trashing
>> the Windows environment!
>
>***** Announcing a worldwide boycott/riot of Windows *****
>
>As learned peoples, we have the obligation to save our planet from
>the utter waste of sand-cum-silicon perpetrated by Microsoft Windows
>and their by-products. Therefore this boycott/riot (to last until
>January 1, 2001) is necessary and just. Dei gratia et ventis secundis,
>magnae spes altera atari.
>
>So go forth and never forget our motto: Break like the WindOS!
>==
>

Grow up!

6659. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 18:37:50 UTC
From: plate@cdsmn.mn.org
Message-ID: <1992Jun22.183750.8456@cdsmn.mn.org>
Source record: 220558

In article <l4auarINNdpj@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
>In article <1992Jun19.161205.1@misvax.mis.arizona.edu> REFRESH writes:
>>In article <memo.482801@cix.compulink.co.uk>, dford@cix.compulink.co.uk (David Ford)
writes:
><stuff deleted>
>>For you electronics whizzos, what is the proper name for the packaging
>>of the MMU chips. I think it is PGA, but I might be wrong :)
>
> You are. :) (sorry had to say it!)
>
> I believe that they are PLCC (you are talking about the "square chips"
>right?)
Yeah, a PGA is PIN Grid Array. It has pins sticking down out of the bottom to
fit into a socket or solder into holes in a PC board.

PLCC is Plastic Leadless Chip Carrier which causes me confusion often because
an LCC package is Leaded Chip Carrier (has leads)

PLCC's can be solder directly to a board using surface mount technology.
>>--
>>---
>> Doug Tarico
>> dtarico@mis.arizona.edu Stop cruelty to plants!!
>> (602)795-7633
>>---
>-Mike

Doug Plate

6660. Re: Atari Messe in August 1992.

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 19:46:16 UTC
From: uace0@menudo.uh.edu
Message-ID: <1992Jun22.194616.24810@menudo.uh.edu>
Source record: 220553

>This has been posted for Odisseas Kosmatos (shammer@mafalda.math.mcgill.ca):
>
>Can someone please tell me where in Dusseldorf the Atari Messe will be this
>summer? I heard it is from Aug. 21 to Aug. 23. this year, and want to go.

The Messe is at the Duesseldorf Fair Grounds bldgs 11 and 12. You can't
miss the fairgrounds, all roads lead there <grin>. Last year many signs were
posted everywhere on many roads. Hours are 10.00 to 18.00

One can call for more info: (in Germany) 06142/209-0

- mike

--

Double Click Software | P.O. Box 741206 | Houston, Tx, 77274

Voice: (713)977-6520 (weekdays noon-6pm) | Data Diet | DC Utilities 2.0 | More

6661. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 20:24:33 UTC
From: kuch@reed.edu
Message-ID: <1992Jun22.202433.579@reed.edu>
Source record: 220552
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

In article <1992Jun22.173913.17859@microsoft.com> iank@microsoft.com (Ian Kennedy) writes:
>In article <+fplc=g.jfh@netcom.com> jfh@netcom.com (Jack Hamilton) writes:
>>In article <1992Jun21.073827.18111@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu
>>(Jeff Young) writes:
>>
>>>As learned peoples, we have the obligation to save our planet from
>>>the utter waste of sand-cum-silicon perpetrated by Microsoft Windows
>>
>>I wasn't aware that the world was in danger of running out of silicon
>>dioxide.
>
>You'd be supprised! Up here in the Pacific Northwest there is NO
>SILICON LEFT! It is all gone! It is an empty void up here and
>everthing is built upon ancient computers and the remains of
>Old-Growth forests and spotted owls. As a matter of fact my building
>rests upon the carcases of thousands of 64K IBM PCs that couldn't
>be upgraded to run Windows!

Actually Building 13 where the Multimedia Systems Group was until about a
week ago suffered from a side effect of a similar problem. Do you remember
the movie Poltergeist where a suburban family is terrified by horrible spirits
from the beyond because some sleazy real-estate promoter built their sub-
division on top of an old graveyard without removing the bodies? Well
the vengeful souls of all of the 64K CGA IBM PCs that were buried beneath
Building 13 recently surfaced and drove everyone out. "Theeeyy're baaack..."

Hmm.... I think that the building's now going to become an extension of
the executive briefing center.... :-)

>/* It's not a cruise... It's the Love Boat*/
>/* Iank@microsoft.com */
>/* I want my 32bit chip set */
--
Jerry Kuch (t-gerldk@microsoft.com) | "Sic Gorgianus Allos Subjectatus Nunc."
"I was wrong to play God. Life is precious, not a thing to be toyed with.
Now take out that brain and flush it down the toilet." - Montgomery Burns

6662. Alternative keyboard help wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 20:32:10 UTC
From: ty@ais.org
Message-ID: <ty.709245130@ais.org>
Source record: 220554

Can someone please point me in the right direction for replacing the keyboard on my 1049st? What are my options?

6663. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 22:17:29 UTC
From: rcain@netcom.com
Message-ID: <v#qlv3c.rcain@netcom.com>
Source record: 220555
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc
Body handling: Inline uuencoded payload not displayed: bobskey.pub

sauron@femto.engr.mun.ca (Patrick Ryan) writes:
: jfh@netcom.com (Jack Hamilton) writes:
:
: >In article <1992Jun21.073827.18111@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu
: >(Jeff Young) writes:
: >
: >>As learned peoples, we have the obligation to save our planet from
: >>the utter waste of sand-cum-silicon perpetrated by Microsoft Windows
:
: >I wasn't aware that the world was in danger of running out of silicon
: >dioxide.
:
: See? It's attitudes like *this* that are causing our society to go to
: hell in a handcart! We should make sure me make good use of our silicon
: diaoxide - it's not as if you could just scoop it up like sand or
: anything!
:

Yeah, just imagine the consequnces on the Earth's crust of a 10 percent
sand shortage. I mean it could take hundreds of millions of years to
manifest but that is yet another example of our short range thinking.

Bob

--
Bob Cain rcain@netcom.com 408-358-2007

"Systems should be described as simply as possible, but no simpler."
A. Einstein

-----------------------------Cut Here-------uuencoded PGP public key------------

[Inline uuencoded payload not displayed: bobskey.pub]

-----------------------------Cut Here---

6664. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-22 23:59:22 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun22.235922.23363@oz.plymouth.edu>
Source record: 220565

In article <OKES.92Jun22132857@solb1.essex.ac.uk> okes@solb1.essex.ac.uk (Oke S) writes:

>I think the problem is caused by the desktop itself. WINX is supposed to
>increase the number of windows that GEM can use, but this is no good to the
>desktop since it was written with the 7 window limit in mind, and so was
>hard-coded to only allow 4 file windows, leaving a few spare for accessories.

Umm... when did this happen ? I can get more than 4 file windows open
at the same time on my MegaSTe and the same was true for my old
1040STf w/TOS 1.2. I know I can get MORE windows from TOS 2.05 than
1.2 but the exact number escapes me.... (7 for 2.05, I just checked)

But who needs that many windows open at the same time ? The ST is not
like a mac where each sub-directory (ie. folder) opens into its own
window on the screen. Changing directories on the same drive is very
easy on an ST so there is really no need for so many file windows open at
the same time.

-Andy-

--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

6665. Tired of mindless flaming

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 00:20:57 UTC
From: ziggy@grafted.UUCP
Message-ID: <mPmsmB3w161w@grafted.UUCP>
Source record: 220577

Come on people, cant we all fucking grow up and quit bashing each
others equipment? They all have there merits and none deserve to be
bashed.....This is all getting a little tiring to my "ears", if you
all have to bitch to prove you are someone special, at least start
another 'group so the rest of us can get something real accomplished..
Grrrrrrrrrrrrrrrrr!!!

Ziggy.

BTW, I have: MAC, ST , IBM, C64, C16, and vairous homebuilts of MANY CPU's
(most of which you all have not even heard of) and I dont have to
bash any of mine.. Hint, Hint.......

--
anthony lewis
The Grafted Branch BBS
317-881-4369
internet: ziggy@grafted.UUCP
uucp: ..!uunet!grafted.UUCP!ziggy
= = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

6666. Re: Atari ST -> Commie 1084 monitor

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 00:23:09 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l4crndINNkgv@aludra.usc.edu>
Source record: 220557

In article <1992Jun22.163013.26809@newshub.ariel.yorku.ca> cs902117@juno.ariel.yorku.ca (ToneSTer) writes:
>Hi all! Thanks to Ben Gilbert, and some spare time on my hands, I managed to
>put together a monitor cable to hook up the ST to my Commodore 1084 monitor.
>I have run into a small problem with it... I hooked up everything the way it
>should be, and there was nothing on the screen. Then I accidentally wired up
>a pin labelled "monochrome" to a color pin (Blue) and the cable now works, BUT,
>I don't have BLUE!!!!
>
>
>The 8 pin digital RGBI input looks like this (from Commodore manual):

<diagrams deleted>

Well, it sounds like (corect me if I'm wrong) you didn't connect the
monochrome detect line (pin 11) to either 0/vcc. I'm not sure about this, but
I believe that it _does_ have to be connected to one or the other or the ST
doesn't know whether you have a color or monochrome monitor attached. I think
that the line is active low, so you want to tie VCC to pin 11 and put the
blue line back to the blue line (st->commie). That way the ST knows that
it is connected to a color monitor.

>Any help on how to get blue back into the picture would be
>appreciated!]
>
> ____
> / o n y.

Hope it don't blow up tho...:)

-Mike

6667. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 05:05:00 UTC
From: jhenders@jonh.wimsey.bc.ca
Message-ID: <H.lioV4P8cHJM@jonh.wimsey.bc.ca>
Source record: 220562

In <H.1HZSKJmjjs2@nathan.do.open.de>, Udo Erdelhoff writes:
>In <H.QoSKgO_2htg@jonh.wimsey.bc.ca>, John Henders writes:

>> However, is -lh5- documented anywhere? Did Thomas make this
>>format up himself? If not, couldn't someone else write a nice
>>portable version in C? Granted it wouldn't run as fast on an St,
>>but at least those people who have to uncompress things on other
>>platforms could take them apart.

>The original C sources from the amiga should be available on the better
>amiga servers, a portable C version of LHArc 2.XX can be found on a.a.u.e
>within the unix directory. The C-sources for a small lh5-only packer/extractor
>as well as the assembler sources for LHArc 2.01l are available to the public
>on a German BBS (I think it's Maus HH2).
>
>[This is more for the public, don't take it personally]
>As you see, it's no problem to get sources for lh5, so I can't understand
>why some people are always saying the .LZH files cause problems. Take any
>LHArc-Version 2.01l and you will be able to extract EVERY LHArc archive
>created by whatever program on MS-DOS, Unix, Amiga or Atari.

Well, thre's no reaon I should take it personally, as you've just
backed up my question. I personally have no problems with -lh5- compressed
files, and find it easier than zoo, though the person who pointed out that
cd'ing to the destination directory would work well. Zoo, on the other
hand, broke beteen the latest version and the last with the commands a
program I was useing to extract anything. This program doesn't have enough
space in the tedinfo field to take the "novice" commands, so it's back to
the hard way. I've been playing with writing a script that creates basename
as a folder, cd's to it, then calls zoo, but have yet to find a good
basename clone.
Anyway, my point was that anyone who really wanted to could get the
sources and convert them, if they tried. Personally, I like the increased
speed of -lh5- as it seems to work well in the cache of my accelerator.

>
>It's also no problem to get the sources (well, currently there semms to be
>one: My mail requests to a.a.u.e are not answered, allthough I did not exceed
>my quota and the message has reached a.a.u.e. What's wrong up there??)
>
If you do get it, please put it on atari.archive, maybe someone will
get ambitious.

>Currently, there are two good archivers for the ST: Zoo 2.1R4 by Gereon Steffens
>(the guy who wrote the Gemini Shell) and LHArc 2.01l by Thomas Quester.

Where's Gereon's 2.1r4? I'd like to get it.

--
jhenders@jonh.wimsey.bc.ca

6668. :) 64MB of TT-RAM in my TT :) :) :) (no joke!)

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 07:46:37 UTC
From: rdjeline@faui09.informatik.uni-erlangen.de
Message-ID: <BqAG9p.JEE@immd4.informatik.uni-erlangen.de>
Source record: 220589

Hi all ya ! (TT Wizards)

Well the price and that it works I posted in comp.sys.atari.st.tech !

Now the Question: What should one do with such amount of memory ?

Don't forget MultiTOS. The more memory you have, the more Applications
you can run. Calamus itself, needs (fully uploaded here 20MEG) mem.
Can you imagine the whole Pure C System on a FAST-RAM Ramdisk ?
YOU CAN'T (believe me). The ridiculous 512KB needed for speeding up
the OS (RomRam) (really ridiculous).
Outside - VRam - whats that :) ? Don't need it any more. Did you ever
see Kobold with 30 MEG for his own ? Puuh !
Well and a small 2MEG Cache for the Gemdos and Folders should help
your System with its 10 Terra Hard-Disk :) .

I see the TT is just good for Games - like all ATARI-Stuff :)))

I always used the ATW for Space Invaders and Breakout.

Unix with 64MB (Well - Actually 74 (St-Ram)) ?? Without Swapping ?
All I can say: Cremedelacreme.

So long my dear Apprentices

Ciao

Atarico

PS: My Computer is intelligent !

6669. Re: Atari Messe in August 1992.

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 09:27:36 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun23.092736.6726@rhrk.uni-kl.de>
Source record: 220570

schmidt@gauss.math.mcgill.ca (Georg SCHMIDT) writes:

>This has been posted for Odisseas Kosmatos (shammer@mafalda.math.mcgill.ca):

>Can someone please tell me where in Dusseldorf the Atari Messe will be this
>summer? I heard it is from Aug. 21 to Aug. 23. this year, and want to go.
>This is the limit of the information I have. I would apreciate it if someone
>would tell me the address, and perhaps how to get there. (And the opening
>hours, entrance fees?) Hopefully, anyone is admitted.

Opening hours are from 10.00 am to 6.00 pm. Of course, everyone is admitted.
The fair takes place on the Duesseldorf fair ground. There are signs
everywhere, so you'll easily find it.

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *

----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

6670. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 09:44:53 UTC
From: tleylan@pegasus.com
Message-ID: <1992Jun23.094453.5224@pegasus.com>
Source record: 220531
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

jfh@netcom.com (Jack Hamilton) writes:

>I wasn't aware that the world was in danger of running out of silicon
>dioxide.

Jack: I suppose it is safe to say you aren't "joining WORLD and STOP
buying Windows" ?

Personally I'm going to buy another couple of copies just to ensure my
investment isn't ruined by the O/S lunatic fringe <g>.

tom

6671. GNU-C 2.1 Compiler Problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 09:51:52 UTC
From: kring@efes.physik.uni-kl.de
Message-ID: <1992Jun23.095152.10429@rhrk.uni-kl.de>
Source record: 220571

I have a problem with GNU-C 2.1. When I try to compile the file

```
#include <stream.h>

int main( void )
{
cout << "Hello world!\n";
return 0;
}
```

by typing

```
gcc -v -o test.tos test.cc -lg++
```

I get the following output:

```
gcc-ariST version 2.1 Patchlevel 2
d:\gcc\bin\gcc-cpp.ttp -lang-c++ -v -undef -D__GNUC__=2 -D__GNUG__=2 -D__cplusplus
-Datarist -Dgem -Dm68k -D__atarist__ -D__gem__ -D__m68k__ -D__atarist -D__gem -D__m68k
hello.cc d:/tmp/cc100000.i
GNU CPP-ariST version 2.1 Patchlevel 2
d:\gcc\bin\gcc-cc1plus.ttp d:/tmp/cc100000.i -quiet -dumpbase hello.cc -version -o
d:/tmp/cc100000.s
GNU C++ version 2.1-ariST Patchlevel 2 (68k, MIT syntax) compiled by GNU C version 2.1.
d:\gcc\bin\gcc-as.ttp -v -mc68000 -o hello.o d:/tmp/cc100000.s
GNU assembler version 1.38 ariST PatchLevel 2
d:\gcc\bin\gcc-ld.ttp -v -o hello.tos d:\gcc\lib\crt0.o hello.o -lg++ -lgnu
`gcc-ld' linker Patchlevel 21 for GNU, Atari ST version (Jul 22 1991 21:17:09)
malloc.o: Undefined symbol __split_mem referenced from text
malloc.o: Undefined symbol __split_mem referenced from text
malloc.o: Undefined symbol __split_mem referenced from text
sbrk.o: Undefined symbol __split_mem referenced from text
sbrk.o: Undefined symbol __split_mem referenced from text
sbrk.o: Undefined symbol __split_mem referenced from text
```

I used the files from `includ80.zoo' and `libolb80.zoo' and `crt0.o' from
GCC version 1.4 (it wasn't in the archive `libolb80.zoo').

I can compile `hello.c' by replacing the file `gnu.olb' with the one
which comes with GCC 1.4, but with `hello.cc' I get

```
...
d:\gcc\bin\gcc-ld.ttp -v -o hello.tos d:\gcc\lib\crt0.o hello.o -lg++ -lgnu
`gcc-ld' linker Patchlevel 21 for GNU, Atari ST version (Jul 22 1991 21:17:09)
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: Undefined symbol ___gtdf2 referenced from text
sbufvfor.o: Undefined symbol ___ltdf2 referenced from text
```

```
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: Undefined symbol ___nedf2 referenced from text
sbufvfor.o: More undefined symbol ___nedf2 refs follow
sbufvfor.o: Undefined symbol ___ltdf2 referenced from text
```

My environment is

```
PATH=.,c:\bin,c:\gemini,d:\gcc\bin,d:\emacs
UNIXMODE=/.,rDHLAb
GCCEXEC=d:\gcc\bin\gcc-
GNUINC=d:\gcc\include
GXXINC=d:\gcc\gxxinc
GNULIB=d:\gcc\lib
CFLAGS=-O
CC=gcc
...
```

What did I do wrong? Please mail me!

--
VinK - Voss is not Kring

You can e-mail me at `kring@physik.uni-kl.de'.
(use `c/o Jochen' in the Subject)

6672. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 10:22:19 UTC
From: ralph@laas.fr
Message-ID: <RALPH.92Jun23122219@orion.laas.fr>
Source record: 220566

It's called specstuf.arc and it's in the emulators directory.
CompInd.Z says "Spectre utilities". There's also ghost.arc which
"Exchanges aladin - spectre - mac disks" according to CompInd.Z.

--
Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@laas.fr Addresses are ordered by importance.
ralph@laas.fr If all else fails, try:
ralph@laas.uucp, or ...!uunet!laas!ralph sobek@eclair.Berkeley.EDU
Phone: (+33-)61-33-62-66 FAX-1: (+33-)61-33-64-55 FAX-2: (+33-)61-55-35-77
==========
Got a Mega 4 ST. Wish it was a Mega STe? :-| Do I *really* want a Falcon/Next?

6673. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 11:16:37 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun23.121637.26695@urz.unibas.ch>
Source record: 220567

Hi,
about that worldwide boycott ...
I thinks it`s okay - it`s fine -

but doesn`t that belng to another newsgroup ?
This is comp.sys.atari.st - users which use ST and PC (or at least
are interested in PCs) can read about windows stuff in the PC group, eh ?

So long, and thanks for the fish...

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

6674. Spectre GCR for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 11:28:45 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92175.122845MEBEB@LIVERPOOL.AC.UK>
Source record: 220592

Anyone interested in buying a slightly damaged Spectre GCR? It works perfectly with hard disks, and there's no problems with the emulation, *however* you can only access one floppy per session - the next time you insert a floppy and try to access it, the machine locks up. This may be fixable, I don't know. Since I ran everything off hard disk, I didn't notice this as being a particularly serious problem.

It comes with all leads and software, original manual and box, Mac roms, and the version 3.0 update. I'll stick system 6.0.5 and a few previous versions in with it as well. If you're interested, make me an offer. Bare in mind I'm in the UK though.

Kev

Kevin O'Donovan | D'you wear a black armband when they shot the man
kebab@uk.co.compulink.cix| who said 'Peace could last forever', and in my
mebeb@uk.ac.liv.uxa | first memories they shot Kennedy, I went numb
| when I learned to see...
~~~~~~
~~~~~~

6675. Minix on the ST: Requirements? Performance? Supplier?

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 11:31:00 UTC
From: J.Mullin@lut.ac.uk
Message-ID: <1992Jun23.113100.29662@lut.ac.uk>
Source record: 220573

Hi

The subject line says it all. Will Minix run on a 1MB ST, with 42MB disk space? What's the performance like? (using a SPARCStation at work can spoil you :-)

Finally, is there a UK supplier for Minix?

Thanks in advance

John

6676. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 11:39:54 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun23.113954.18299@email.tuwien.ac.at>
Source record: 220568

oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

>But who needs that many windows open at the same time ? The ST is not
>like a mac where each sub-directory (ie. folder) opens into its own
>window on the screen. Changing directories on the same drive is very
>easy on an ST so there is really no need for so many file windows open at
>the same time.

Wait for MultiTOS, then you'll know! How would you be able to run
20 programs at the same time (every TOS program in a window) if you
had only 7 windows (or 4 for that matter)? What if you wanted to
have a terminal program on the desktop (good ones can handle several
windows at the same time), edit some C-modules at the same time,
and run TOP or whatever? MultiTOS has been reported to have run
with 90 windows open at the same time BTW.

Marinos Yannikos

6677. Re: Atari Messe in August 1992.

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 11:47:06 UTC
From: ONM07@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92175.114706ONM07@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 220569

In article <1992Jun22.163406.16363@sifon.cc.mcgill.ca>,
schmidt@gauss.math.mcgill.ca (Georg SCHMIDT) says:
>
>This has been posted for Odisseas Kosmatos (shammer@mafalda.math.mcgill.ca):
>
>Can someone please tell me where in Dusseldorf the Atari Messe will be this
>summer? I heard it is from Aug. 21 to Aug. 23. this year, and want to go.
>This is the limit of the information I have. I would apreciate it if someone
>would tell me the address, and perhaps how to get there. (And the opening
>hours, entrance fees?) Hopefully, anyone is admitted.
>
>THANKS.

Well. It's on the 'Messegelaende' :-) I guess it will open at 10.00 in the
morning. You can take the 'U-Bahn' (underground) from the 'Hauptbahnhof'
(Railway Station).

_____________________________ cut here _____________________________________
JULIAN F. RESCHKE, HENSENSTR. 142, D-W4400 MUENSTER
EMAIL: JULIAN@MATH.UNI-MUENSTER.DE, JR@MS.MAUS.DE
____________________ correct me if I'm wrong ______________________________

6678. Re: WordPerfect 5.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 13:13:02 UTC
From: jreiss@magnus.acs.ohio-state.edu
Message-ID: <1992Jun23.131302.4459@magnus.acs.ohio-state.edu>
Source record: 220572

In article <47049@cuphub.cup.edu> neubert@cuphub.cup.edu writes:
>In article <1992Jun17.130011.1@misvax.mis.arizona.edu>, dtarico@misvax.mis.arizona.edu writes:
>> In article <1992Jun17.152957.22476@pellns.alleg.edu>, heidelj@alleg.edu (Jason Heideloff) writes:
>>> I understand that WordPerfect is considering 5.1 for the Atari ST. If you
>>> would like to see this happen, write to:
>>>
>>> WordPerfect Corp.
>>> 288 West Center St.
>>> Orem, UT 84057
>>
>> Where did you hear this information? I thought that Worm Perfect had given
>> up on further development for Atari.
>> --
>> --
>> Doug Tarico
>> dtarico@mis.arizona.edu Stop cruelty to plants!!
>> (602)795-7633
>> --
>You are correct. There is and will be no 5.1 for Atari. This type
>"news" has been posted previously in Atari pubs recently. It seems
>more wishful thinking or and attempt to get Atari users to flood
>WP in hopes of a favorable reaction. I have called WP (and was even
>a 4.1 beta site way back when for WP on the Atari. Put simply...
>forget it!!
>
>John Neubert

Well, I can attribute a source to this "rumor". In the last issue of the M.A.C.E. newsletter (Midlands Atari Computer Enthusiasts), there was a brief blurb saying that one of their members had recieved a letter ***FROM WORDPERFECT*** asking for input on the release of v5.1 for the Atari. Now, if this rumor is just that -- a rumor -- that means somebody somewhere along the line is blatantly lying. No accusations, just observation.

Personally, I sent in my letter. I mean, what harm can it do. Even if it is just a rumor, at least it lets WP know that there ARE people out here who would like to see it happen.

Hope this clears things up some (though it might just add to the fire).

Joe
--
_____ | jreiss@magnus.acs.ohio-state.edu
| |___) | """
_/OE | \EISS | Self-destruct has been initiated. Detonation in 10...
`---- | 9...8...7...6...5...4...3...2...1... PSYCHE!!!

6679. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 14:27:44 UTC
From: cary@acuson.com
Message-ID: <1992Jun23.142744.19779@acuson.com>
Source record: 220580
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

iank@microsoft.com (Ian Kennedy) writes:
>In article <+fplc=g.jfh@netcom.com> jfh@netcom.com (Jack Hamilton) writes:
>>In article <1992Jun21.073827.18111@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu
>>I wasn't aware that the world was in danger of running out of silicon
>>dioxide.
>
>You'd be supprised! Up here in the Pacific Northwest there is NO
>SILICON LEFT! It is all gone! It is an empty void up here and

My god! I suppose that once the mining operations here in the Silicon Valley cease, then that will be it! I suppose then we'll go on Silicon rationing. You know, I hear that the *real* reason that Silicon breast implants are being investigated is because the special interest chip making groups were worried that this type of thing would happen!

-- Cary
--

Cary A. Farrier Software Engineer, Acuson Computed Sonography
cary@acuson.com

6680. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 14:32:41 UTC
From: cary@acuson.com
Message-ID: <1992Jun23.143241.19911@acuson.com>
Source record: 220581
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

```
cary@acuson.com (Cary Farrier) writes:
>Silicon breast implants are being investigated is because the special

BTW, for you humor-impaired folks that's a play on words, ok? :-)

>-- Cary

-- Cary
--
------------------------------------------------------------------------
Cary A. Farrier Software Engineer, Acuson Computed Sonography
cary@acuson.com
------------------------------------------------------------------------
```

6681. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 14:55:39 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun23.145539.7953@oz.plymouth.edu>
Source record: 220574

In article <1992Jun23.113954.18299@email.tuwien.ac.at> yannikos@vmars.tuwien.ac.at (Marinos Yannikos (Prak Alex)) writes:
>oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:
>
>>But who needs that many windows open at the same time ? The ST is not
(Oops) ^ insert 'file' here....

>>easy on an ST so there is really no need for so many file windows open at
>>the same time. ^^^^^^^^^^^^

I stand by this statement... I was refering to a very specific
instance of window usage. On the DESKTOP showing directories.

>Wait for MultiTOS, then you'll know! How would you be able to run
I am :-).... Right now, a program I've been working on is stymied by
two things.
1. How do you get it to behave in an environment such as Multi-Tos/Gem.
2. GEM itself....
Someone from Atari mentioned a few months back that programs that use
a lot of dialog/alert boxes aren't very GEM friendly in a multitasking
environment because they take control of the system when they are used
and you can't switch to another program until they are dealt with.
Once I can figure out how to do what I want in windows ONLY, I'll be
all set.
>20 programs at the same time (every TOS program in a window) if you

Isn't that a bit much for one person ? :-).

The only problem is memory. Does the ST use up huge chunks of RAM for
windows ? How much memory would you have left over after opening the
90 windows you mentioned ? On a TT there might be enough memory left
over to run a large application but on an ST where the max is 4megs of
RAM ?

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

6682. Flight Simulator II

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 15:00:03 UTC
From: meggin@epas.utoronto.ca
Message-ID: <MEGGIN.92Jun23150003@epas.utoronto.ca>
Source record: 220584

I will be selling off my old ST soon, but before I do that, I would like to try something. Years ago, I bought Flight Simulator II, and I have enjoyed it very much. It has a modem option, to allow two planes on two separate systems to fly together -- I have a 2400 baud modem, and would like to try this just once while I still have my ST. I would like to hear from someone in the local Toronto calling area (I live downtown) who would like to spend an hour or so flying some evening -- I will be moving soon, so this will be a one-time deal.

David

--
o--------------- ---------------o
...	meggin@vm.epas.
. .avid meggin	utoronto.ca on
. .son.centre	the internet.
... for mediev	
al studies.univ	
ersity of toron	.explicit.
to	
..meggin	
o--------------- ---------------o

6683. How to convert MS Mouse for Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 15:53:32 UTC
From: jfbruno@rodan.acs.syr.edu
Message-ID: <1992Jun23.115332.3321@newstand.syr.edu>
Source record: 220576
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

A while back, someone posted a set of instructions to allow a Microsoft Mouse to be used on the Atari by plugging in the Atari's mouse port. Does anyone still have the instructions, or does anyone know where they might be archived? (I checked atari.archive and didn't see it there)

Thanks in advance,
---jb (jfbruno@rodan.acs.syr.edu)

6684. Re: Atari Messe in August 1992.

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 15:58:37 UTC
From: brayl@isis.cs.du.edu
Message-ID: <1992Jun23.155837.24656@mnemosyne.cs.du.edu>
Source record: 220575

Mike,

Will you be going to the Messe this year? Double click went last year,
right? Isn't The CT show sorta conflicting wiht the Messe? I know
we'll be goin to CT, will you be there?

Pattie Rayl (Atari Interface)

6685. Softs ....

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 17:15:26 UTC
From: mallarin@loria.fr
Message-ID: <298@muller.loria.fr>
Source record: 220579

Hello everybody

I want to find CAD softs which are :
PAD, SB-PAINT, STUDENT CAD, DISP, ATADRAW and ST DESIGNER.
Does somebody could tell me where I can find these softs ?

More over, I want to find games :
HEXTRIS, Monochrome TENNIS, SOLITAIRE (not the game card but the board game)

I have seen this softs in DOMPUB Magazine in French and I haven't seen the softs
in the network.

Could you hel me ?

If possible, please E-MAIL response

Thank you

-- E-MAIL : mallarin@loria.fr --

6686. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 18:09:12 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jun23.180912.8691@pbhya.PacBell.COM>
Source record: 220582

There really is a problem with having such a wide variety of compression programs available. It has been a major hassle to try to keep up with the current newest. I like compression programs. I use them often, but I always make sure the recipient can handle the format before hand.

I recently became the publisher of our User's group Newsletter, and find that the people who lh, arc and zoo their articles don't EVER say what version was used to create it. If I have to call the person who uploaded the article to my bbs, then get the newer version, then un[pack|compress|lzh|...], I loose all the time saved by the original uploader.

It's even worse when I have needed to download a new version of ARC, LZ etc from Compuserve. That gets expensive.

Enough soap box. Many thanks to those of you who have taken the time to create and distribute the archivers and compressors.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe
==========
= Youth is a difficult time... it gets tougher the longer you draw it out. =
==========

6687. Re: GNU-C 2.1 Compiler Problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 18:18:26 UTC
From: dbsuthe@pbhya.PacBell.COM
Message-ID: <1992Jun23.181826.8908@pbhya.PacBell.COM>
Source record: 220583

In article <1992Jun23.095152.10429@rhrk.uni-kl.de> kring@efes.physik.uni-kl.de (Thomas Kettenring) writes:

>I have a problem with GNU-C 2.1. When I try to compile the file

```
> #include <stream.h>
>
> int main( void )
> {
> cout << "Hello world!\n";
> return 0;
> }
```

[TEXT DELETED... He got error messages.]

According to my books, cout() uses iostream.h; Let us know if that helped.

Daniel B. Suthers, CCP
Technology Consultant, PCS & IN Development Lab, Pac*Bell
Voice: (510) 671-1325 UUCP: pacbell!pbeos!dbsuthe

```
================================================================================
= Youth is a difficult time... it gets tougher the longer you draw it out. =
================================================================================
```

6688. ATARI STfm system 4sale or seperate

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 18:35:57 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun23.183557.9746@ucsu.Colorado.EDU>
Source record: 220587

I have the following complete system forsale. THE SYSTEM IS CURRENTLY
compatible with ST software, PC software, and is ready for MAC emulation,
and ATARI transformer. READS AND WRITES 720K PC/AT disks, and ST formats
also.

*ATARI 1040STfm with 1 meg RAM, 720K internal 3.5" Drive
With internal clock and calender, keyboard
anti-static pad, 9 pin extender for easy access, and
TopCase Cooling FAN (LOW NOISE) for the POWER SUPPLY
SPECS:
MC68000-8Mhz 32 BIT internal/16 BIT arch.
MIDI IN/OUT
RS-232 port, Parallel port, HARD DISK PORT,
Floppy Disk port, TV port.
ROM cartridge port
VIDEO RGB/MONO PORT
VIDEO card built in for low, medium, and high rez.
Emulates MAC with GCR 30% faster than the MAC
(GCR not included)

*BEST MOUSE (2-button oval shape) w/pad

*External 360K drive

*RGB color monitor ATARI 1124 w/ swival monitor stand

*External HardDrive Case with Power Supply (Ready for HD)

*about 400 3.5" 720K floppies with case holders.
Many titles that still have original boxes.

Such Titles as:

PC-Ditto software.
SPACE ACE
WAR IN THE MIDDLE EARTH
FIRST WORD
SHADOWGATE
BAAL
WAR CONSTRUCTION SET
OGRE
OBLITERATOR
THE PAWN
and more...

*BOOKS such as GEM programmers reference from ABACUS
MANUALS, MAGAZINES, AND ORIGINAL BOXES are included.

SEPERATE PURCHASE:
1040stfm w/ mouse etc.. ..... $250.00
monitor with stand $150.00
external 3.5" drive ..... $ 30.00
software ..... $ 10 - 25.00 each
GEM programmers reference manual $ 17.50

BUYER GETS EVERYTHING ... $600.00

EMAIL me if interested:
chuj@horton.colorado.edu
chuj@spot.colorado.edu

6689. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 18:50:40 UTC
From: steve@thelake.mn.org
Message-ID: <A1851005143@thelake.mn.org>
Source record: 220585

[In article <1992Jun23.145539.7953@oz.plymouth.edu>,
oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes ...]

> Someone from Atari mentioned a few months back that programs that use
> a lot of dialog/alert boxes aren't very GEM friendly in a multitasking
> environment because they take control of the system when they are used
> and you can't switch to another program until they are dealt with.
> Once I can figure out how to do what I want in windows ONLY, I'll be
> all set.

I think this goes back to a December 1991 message on GEnie from Bill
Rehbock, who said:

``Static Dialog boxes are bad, very bad, and really, really, really
irritate users on a multi-tasking system, because they generally
take control, and leave the user with no ability to get at their
other applications.''

Many others have pointed out that making dialogs modal is Atari's
choice, and not an unavoidable law of nature.

>>20 programs at the same time (every TOS program in a window) if you
>
> Isn't that a bit much for one person ? :-).

So is 20 megabytes of hard disk space. Oops, I mean 80. Or maybe I meant
to say 160.... :-)

> The only problem is memory. Does the ST use up huge chunks of RAM for
> windows ? How much memory would you have left over after opening the
> 90 windows you mentioned ? On a TT there might be enough memory left
> over to run a large application but on an ST where the max is 4megs of
> RAM ?

Mmmm. I can remember when the question was: ``Is 48K of RAM was enough,
or so I need 64K?''

I think that when MultiTOS shows up, it will be recommended for use with
the 68030/040 machines. In addition to the 4MB memory limitation, the
68000 can't protect memory regions from being stomped by wild programs.
All indications are that MultiTOS will run on the older machines, but
you'll have to live with their shortcomings.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6690. Re: ST BOOK, MULTITOS?

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 18:55:58 UTC
From: pmh@cutie.ka.sub.org
Message-ID: <H.LmBZ7MPYvVY@cutie.ka.sub.org>
Source record: 220536

In <1992Jun22.135728.22115@magnus.acs.ohio-state.edu>, Jonas Psalter writes:
> Just wondering what the status of these two "products" (really just 'ideas' at
> this point I suppose, since we have not actually seen any *produced* yet) is. I
> am interested in the battery life of the ST BOOK, the Powerbook is lucky to get
> 4 hours (usually 2.5) if you are *really* careful, the ST BOOK sounds like it
> should get about double that in general. Multitos sounds *extremely* nice.
>
> SO:
>
> Do either of these things actually exist?

Both of them.

> Will they ever be PRODUCED?

The ST-Book is produced. If you're interested in buying one ... :-)
There are only the books with 1M of main memory so far, but we're
selling them (German Atari dealer).

Multi-TOS is still in beta-testing. If you're an Atari developer you may
have a copy. It seems like it _will_ be presented as a product on the
Atari fair in Duesseldorf in late August.

Cheers, Paddy
--
Patrick M. Hausen Gerwigstr. 11 D-W7500 Karlsruhe 1 +49-721-699234
pmh@cutie.ka.sub.org Patrick_Hausen@KA.maus.de UK9U@DKAUNI2.bitnet
"Love is Russian Roulette for me." (Freddie Mercury)

6691. Re: GRM2ENG

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 19:03:18 UTC
From: david@ariel.yorku.ca
Message-ID: <1992Jun23.190318.6707@newshub.ariel.yorku.ca>
Source record: 220591

In article <1992Jun21.172516.5994@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
>
> Does anyone know of any German/English translator that works better than
> GRM2ENG? It seems to do only about 1/3 of the words, which is
> respectable, but if there's something better...
>
> Dan Aylward
> dud@u.washington.edu

If you just want GER2ENG to handle more words, you just have to expand its dictionary. However, if you want a translater which does a better job of translating, then you'll have to cough up real money (and probably buy a new platform to run the program on). From what I can tell, GER2ENG just does a table lookup on German words, substituting catalogued English words for them. It doesn't seem to do much (any?) syntactic analysis, and doesn't allow for any form of ambiguity. It doesn't even handle verb conjugations. The methods used would appear to be over 30 years old.

If you pay real money, you can probably get something which handles a fair amount of English and/or German, but don't expect a lot in the PD domain. Even programmes for which you pay substantial sums should be looked on more as aids for translators -- a `Translator's Workbench', if you will. This is, after all, a research subject.

If you're interested in machine translation in general, your library probably has lots of useful references -- some names to look for include Jonathan Slocum and Sergei Nirenburg. W.J. Hutchins wrote a book in 1986 which I believe was generally well received entitled ``Machine translation: past, present, future,'' but it will be somewhat dated now. There's also a journal on MT, but that's not my area, so I don't subscribe.

- DF

6692. Re: GRM2ENG

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 19:06:31 UTC
From: david@ariel.yorku.ca
Message-ID: <1992Jun23.190631.6775@newshub.ariel.yorku.ca>
Source record: 220590

In article <1992Jun21.172516.5994@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
>
> Does anyone know of any German/English translator that works better than
> GRM2ENG? It seems to do only about 1/3 of the words, which is
> respectable, but if there's something better...
>
> Dan Aylward
> dud@u.washington.edu

If you just want GER2ENG to handle more words, you just have to expand its dictionary. However, if you want a translater which does a better job of translating, then you'll have to cough up real money (and probably buy a new platform to run the program on). From what I can tell, GER2ENG just does a table lookup on German words, substituting catalogued English words for them. It doesn't seem to do much (any?) syntactic analysis, and doesn't allow for any form of ambiguity. It doesn't even handle verb conjugations. The methods used would appear to be over 30 years old.

If you pay real money, you can probably get something which handles a fair amount of English and/or German, but don't expect a lot in the PD domain. Even programmes for which you pay substantial sums should be looked on more as aids for translators -- a `Translator's Workbench', if you will. This is, after all, a research subject.

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- DF

6693. GDOS Fonts needed

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 19:12:58 UTC
From: AHOFFMAN@CIPVAX.BIOLAN.UNI-KOELN.DE
Message-ID: <1992Jun23.191258.116243@rrz.uni-koeln.de>
Source record: 220485

Hello!

I'm looking for GDOS fonts to use on my system. I tried the font packages on atari.archive., but there are two problems:

1. All these fonts on a.a. are proportional fonts. I need UNproportional fonts because the applications I'm using doesn't support proportional fonts.

2. I haven't seen many printer fonts for a NEC P6 and/or DESKJET printer.

If anybody out there in the net has some sets of fonts (UNproportional ones!) for the SM124, NEC P6 and DESKJET resolutions, or knows where to ftp such stuff, please let me know.

On the other hand, is there any font editor for GDOS fonts that works like the font editor that comes with SIGNUM!2, in that way that you create a font in one resolution and the editor converts it for you to any/some other resolution?

Hope there's someone who can help me...

CU
Andreas

6694. Re: ST BOOK, MULTITOS?

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 19:39:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <memo.488571@cix.compulink.co.uk>
Source record: 220508

>Just wondering what the status of these two "products" (really just 'ideas' a-
t
>this point I suppose, since we have not actually seen any *produced* yet) is.-
I
>am interested in the battery life of the ST BOOK, the Powerbook is lucky to g-
et
>4 hours (usually 2.5) if you are *really* careful, the ST BOOK sounds like it-

>should get about double that in general. Multitos sounds *extremely* nice.
>
>SO:
>
>Do either of these things actually exist?
Yes. The ST Book has been on sale in the UK for a couple of months now.
The price is about 1300 UKP which is stupidly high for the spec so
apart from Atari die-hards it is pretty doomed. It really ought to
be around #700 if it's going to sell.

Reading from the Silica Shop ad in this months ST User..
1Mb RAM
20Mb HD
10 hours battery life.
8mhz 68000
640x400 supertwist mono display
RS232, parallel, midi, dma & 120 pin expansion
Built in organiser, file transfer software & cable
3 1/2 drive available soon.

Oh yes, and 16 nights free hotel accomadation if you buy one :-)

As for MTOS, it's real but currently beta only.

/**
** Iain R Laskey ** I don't want to start any blasphemous rumours **
******************** But I think that God's **
** Unix >= DOS ** Got a sick sense of humour - M L Gore **
****
** ilaskey@cix.compulink.co.uk ** Atari user & proud of it **
**/

6695. Re: Atari ST -> Commie 1084 monitor

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 20:03:21 UTC
From: krakover@spot.Colorado.EDU
Message-ID: <1992Jun23.200321.18420@ucsu.Colorado.EDU>
Source record: 220594

Correct me if I'm wrong, but I've been trying to hook my Atari to an Enhanced Digital RGB and nothing works. (A Sysdyne). Isn't the atari a analog RGB?
I've come to the conclusion that I'll have to bypass the D/A converter in the monitor if I want to get it working. Am I goinbg about this wrong?
Thanks,
Jonathan
krakover@spot.colorado.edu

6696. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 20:24:59 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jun23.202459.20865@cis.uab.edu>
Source record: 220586

I assume the file everyone is talking about is WINXV13.LZH?? If it is, would someone please tell me which lharc program they are using to dearc this file. I have tried *four* different varieties on this file and none of them seem to do the job?

Todd

6697. Mac Gif converters

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 20:25:22 UTC
From: moon!cyberden!tyree@well.sf.ca.us
Message-ID: <Z99TmB2w164w@cyberden.uucp>
Source record: 220421

A friend of mine has been cruising through the atari boards in our area and found loads of SPC, SPS, and etc files he would like to view. Are there any converters for the Mac that would let him view these files in GIF format, or a compatible Macintosh format?

| / |\
| H E \ Y B E R |/ E N [moon!cyberden!tyree@well.sf.ca.us]

6698. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-23 21:15:21 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <akBumB4w164w@ersys.edmonton.ab.ca>
Source record: 220588

davidli@simvax.labmed.umn.edu writes:

> The point is exactly this -- a 'crippled' demo of a sub-commercial program IS
> 'demoware'. It is definitely NOT 'shareware'.
>
>
> Shareware (noun) - A fully working program, including documentation, which is
> freely distributed to computer users in the hope that those users will find t
> program valuable and, thus, send money as compensation. In general practice,
> it is useful to offer a program with a few more 'features' as an inducement
> toward payment. In some cases, the source code for shareware is offered for
> additional fee. In rare practice, the shareware 'fee' is minimal --- a reque
> for a postcard from the user, for example.
>
>
> Demoware (noun) - A crippled program, sometimes including documentation, whic
> is freely distributed to computer users in the hope that those users, being
> frustrated with the unusability of the demo program, will send money in the
> hope of obtaining a fully working program. In general practice, demoware
> generally imposes (1) time limits on the working of the program, after which
> the computer may need to be reset; (2) lack of a 'save' feature for data and/
> configuration files; (3) lack of a 'print' feature for data output; (4)
> incomplete data output when using a 'print' feature; (5) annoying alert boxes
> after the execution of every command. Freqently masquarades as 'shareware'.
>
>
> Demo program (noun) - A clearly labelled, limited demonstration of a commerci
> program used to acquaint the purchasing public with the features of said
> commercial program.
>
>
> Demo (noun, slang) - A fully working program, or series of programs, which
> usually provides graphics and music in a format meant to impress the person
> running the program with the limits to which the programmer(s) can take the
> hardware and software of the particular machine for which the demo is designe
> When they are good, they are really really good. Bad demos don't generally g
> distributed to the general public. There ARE differences in taste among the
> public. For example, this writer is not impressed with gratuitous violence i
> demos.
>
>
> Freeware (noun) - A fully working program, including documentation, which is
> freely distributed to computer users. No recompense is required, although
> the author may provide an address for bug reports and/or a general "thank you

> note. In some cases, the source code for freeware is offered for a minimal
> fee.
>
>
> Public Domain (noun) - A program which has been released to the public withou
> copyright, and for which all rights, including the rights to limit changes to
> the program or prohibit commercial use, are waived. Sometimes used
> (incorrectly) to cover the whole range of freeware to shareware.
>
> -- David Paschall-Zimbel

The definitions you listed above are interesting, but hardly based in reality. The programs released by Shareware authors are crippled for a good reason; most of them have released fully-operational versions of other programs and received absolutely nothing in the way or compensation for their work. Can you blame them for wanting to make sure that it doesn't happen again? One user mentioned that a program he uploaded was downloaded more than 1500 times (the message was posted here in comp.sys.atari.st) but the author only received about twenty registrations.

It would be nice if a programmer could release a program and receive compensation from the people who use it regularly, but this doesn't seem to happen. So why am I defending the practice of crippling Shareware programs?

The answer is simple; within the next month, I am going to be releasing a terminal program called ShadowTerm II to the general public. I wrote the program for my own use, with a secondary objective of learning more about Pascal programming. My third objective was to release the program so that other people could use it. If I had put, say, a month or two of work into it, I would have released it as Freeware. Instead, I put over a year of work into it and I will release it as Shareware. I have every intention of disabling the save feature, and possibly a few other relatively minor features. I really hate to do it (and I mean that) but since it is the only way to ensure that the people who use it pay for it, it is what I will do. I have seen too many other Shareware authors get burned by people with bad attitudes to do anything else.

Face it, who will get hurt by this? The users? No. If they want to use the program, they should be honest enough to pay the fee. Will I be hurt? Perhaps less people will use the program, but I don't think that will affect me much, since those will most likely be the people who would not have payed anyway.

I've already said it, but I don't like the idea of crippling Shareware programs. Unfortunately, it is the only way to make people purchase the product if they intend to use it.

The actual definition of Shareware should be this:

Shareware (noun) - a concept in which the user is presented with a program for the purpose of evaluation. Should the user decide to purchase the program, a fee is sent to the author.

Note that I did not specify that the program must be fully-operational. Does the disabling of a save feature prevent the user from evaluating the program? No. It prevents him from using the program without paying for it.

I'd like to here comments, but I'm not interested in flames.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< "A penny saved is a penny to squander!" >>
<< -- >>

6699. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 00:08:45 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <nlvlb53g@csv.warwick.ac.uk>
Source record: 220593

In article <1992Jun23.202459.20865@cis.uab.edu> sundsted@cis.uab.edu (Todd Sundsted) writes:
>I assume the file everyone is talking about is WINXV13.LZH?? If it is,
>would someone please tell me which lharc program they are using to
>dearc this file. I have tried *four* different varieties on this
>file and none of them seem to do the job?
>
> Todd
>

Well that's LHARC for you. Try and find a copy that has been ZOOed.

6700. Re: :) 64MB of TT-RAM in my TT :) :) :) (no joke!)

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 02:28:13 UTC
From: jdm@sma2.rain.com
Message-ID: <1992Jun24.022813.10139@sma2.rain.com>
Source record: 220501

>Now the Question: What should one do with such amount of memory ?

Well, I have an Amiga, but the only things that I think that anyone could use
that much for is--

Raytracing
RAM disk
A _very_ fast UNIX system

I've been wondering what someone would actually use that much for...

(there are now a couple commercial 32-bit RAM boards for the Amiga that hold
116 megs of RAM!?!)

>Unix with 64MB (Well - Actually 74 (St-Ram)) ?? Without Swapping ?

>All I can say: Cremedelacreme.

That _would_ be nice...

Good luck figuring out how to use it!

-Jesse
--
\ . . . . . /
[> jdm@sma2.rain.com - Haze - Epsilon America! The BEST in NTSC demos! <]
/ . . . . . \

6701. IBM Mono TTL monitor

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 04:14:08 UTC
From: al885@cleveland.Freenet.Edu
Message-ID: <1992Jun24.041408.17891@usenet.ins.cwru.edu>
Source record: 220596

I have an Edison 12" mono monitor (yech!) for an IBM. It has a resolution capability of 768x400. This seems to fit the requirements of Atari Hi-rez. Will it work?

Also, how about a VGA monitor as a color/mono?

--
_______ ________ ________ "Small nose, loose girls, no nipples, (.|.)
/ ___/ / _____/ / __ / Iczer curls!" -=- Gerard Pinzone).(
/ ___/ / /____ / __ / gpinzone@tasha.poly.edu (v)
/______/ /_______/ /__/ /__/ Join the ECA Wehrmacht! Kill CM! \|/

6702. GNU indent

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 04:17:06 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <4396@daily-planet.concordia.ca>
Source record: 220597

Hi all,
I just d/l'ed GNU's indent version 2.1 from atari.archive and upon
trying to indent a small C file (206 bytes), got a "virtual memory exhausted"
error. I have a 1040ST with 1meg RAM, no HD. I use Gulam as my shell, and
with a few accessories, end up with about 530k of ram left. Now, the indent
program is around 74k. Is it conceivable that it would need more than 500k to
indent a 206-byte C source file?? Has anyone else experienced this problem? Is
there a way around it? Are there any other good C beautifiers/pretty printers
for the ST which do not require huge amounts of memory to use?

Any info greatly appreciated!

-ad

--
Agostino Deligia
agostino@cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

6703. Re: Lynx @ Batman Returns?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 04:24:43 UTC
From: jyoung@isis.cs.du.edu
Message-ID: <1992Jun24.042443.14534@mnemosyne.cs.du.edu>
Source record: 220595
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <1992Jun23.232725.4481@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>In a previous article, rjung@aludra.usc.edu (Robert A. Jung) says:
>> On the other hand, my local Electronics Boutique dealer reports that they
>>have been geting a lot of requests about the Lynx/BATMAN RETURNS deal. Seems
>>customers have seen the tie-in promoted on TV, and want to join in the fun.
>>Wouldn't you know, the darn spots air when I'm not watching... B-)
>
>
>I saw the Lynx advertisements on TV. I guess what really will help
>right now is if we all go down to our favorite Lynx dealer and tell them
>we want more game cards to choose from.

Yes!! LOTS of Lynx ads on TV and papers so Atari is running over
other ads! Pretty soon we will see Atari Falcon ads?! Bookstores sell
Explorer magazine with Batman cover and Len Stys letter inside!

Also news about Lynx Batman game programers..Eric Ginner, Jerome Strach
(Ms PacMan, Checkered Flag, Shanghai, Rampart), Artists Susan Mcbride,
Melody Rondeau, Cartoonists Eric Elliott, Robb Mariani, Philip Temple,
Eric Blumrich, Musician Bob Vieira. Batman game started Sept. 1991
but movie not started until January so programers used empty time to
make best Rampart game!! People working 12 HOURS every day and weekends
so Atari kept Sunnyvale airconditioning on FULLTIME!

New Atari ads is proof Jack 'The Terminator' Tramiel is BACK IN
HIS SEAT AGAIN!!

6704. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 05:36:53 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun24.053653.17481@peponi.wcc.govt.nz>
Source record: 220440

In article <1992Jun19.161205.1@misvax.mis.arizona.edu>, dtarico@misvax.mis.arizona.edu writes:
>
>Just a note of correction, the MMU is never soldered to the motherboard,
>as it is designed for a socket. It may be possible that the video shifter
>is soldered in, but in my experience this is always socketed also.
>
>For you electronics whizzos, what is the proper name for the packaging
>of the MMU chips. I think it is PGA, but I might be wrong :)
>---
> Doug Tarico
> dtarico@mis.arizona.edu Stop cruelty to plants!!
> (602)795-7633
>---

I am sorry you are WRONG, I have just upgraded a STFM1040 and all the chips are soldered onto the mother board, and that was the MMU....!!!!!

Roger.......... sheppard_r@kosmos.wcc.govt.nz

6705. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 06:07:11 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun24.060711.18029@peponi.wcc.govt.nz>
Source record: 220433

In article <H.1HZSKJmjjs2@nathan.do.open.de>, ue@nathan.do.open.de (Udo Erdelhoff) writes:
>
>Currently, there are two good archivers for the ST: Zoo 2.1R4 by Gereon Steffens
>(the guy who wrote the Gemini Shell) and LHArc 2.01l by Thomas Quester. Zip
>is very fast on text files, but has a worse compression and big problems
>when compressing whole trees (these archives are not compatible wiht MS-DOS
>zip). ARC is dead, dead, dead, the new Arc versions for MS-DOS are commercial
>software, the method used is (c), Game Over. I personally do prefer LHArc.
>/s/ Udo
>
>--
>Udo Erdelhoff ue@nathan.do.open.de udo@iml.fhg.de

Udo what about AJR, from bench marks that I have seen posted here, it would be
the best..???

Roger.......... sheppard_r@kosmos.wcc.govt.nz

6706. ANTIC software wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 07:27:22 UTC
From: ortega@cactus.org
Message-ID: <1992Jun24.072722.12339@cactus.org>
Source record: 220599

Where is software from the old Antic catalog available?

I'm particularly interested in the Cyber family (Cyber Studio,
Cyber Paint, Cybermate, etc...).
--
Paul Ortega | "Does this mean that we have
2015 Cedar Bend Dr., #1105 | to fight now?" - Selina Kyle
Austin, TX 78758 |_____________________________
(512) 832-9197 ortega@cactus.org

6707. Is there a MinT FAQ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 07:41:45 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Jun24.074145.4476@olymp.informatik.uni-bonn.de>
Source record: 220503

Hello out there!

Is there a MinT FAQ out there, preferably for ftp? I know, I could look
in atari.archive first :-)

If there isn't, how about creating one (the docs that come with MinT are a
starting point but don't answer ALL the questions :-) ?

Eric?

Thanks -- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

6708. Re: Mint programs ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 08:45:56 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992Jun24.084556.1133@news.uni-stuttgart.de>
Source record: 220504

Hi!

In article <1992Jun20.195852.15087@sci.kun.nl> leonp@cs.kun.nl (Leon Pillich) writes:
>So Mint users out there. What programs are available for the
>following things:
>- command line shell
tcsh is my favoured one.

>- editors (I appreciate small easy to use ones)
A friend of mine uses emacs and is really pleased with its enormous
possibilities. 7up is a good editor, but uses GEM, so that you cannot
use another GEM application while editing. Anyway, 7up behaves very
stable in a MiNT environment.

>- terminal programs, this is really important for me
Try connect, version >= 1.05, available on ftp.uni-stuttgart.de.
This terminal program was designed to work correctly with MiNT and MultiTOS.

>- others??
GNU C 2.1 or 2.2, GNU GhostScript 2.3, GNU Make 3.62, GNU Plot 3.0,
GNU Find 3.?, GNU Awk, GNU Sed, GNU Tar, GNU ...

>At the moment I owe a 1 meg 1040, tos 1.2
>This will be changed however to a 4 meg 1040, tos 2.06 within
>a few months.
>Will Mint work with tos 2.06?
Yes, of course.

Bye,
Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* /etc/motd >> Luck is believing you're lucky! << *

6709. Re: Software-Spectre (GCR!!)-Emulator ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 08:52:26 UTC
From: ttinfo@rusmv1.rus.uni-stuttgart.de
Message-ID: <1992Jun24.085226.1808@news.uni-stuttgart.de>
Source record: 220505

In article <1796@sheoak.bcae.oz.au> i921652@redgum.ucnv.edu.au (***THE WIZZARD***) writes:
>The program was found in a file called macexch.arc. I think that I was
>slightly deranged when I wrote my posting. I am now unsure where I
>obtained it from (I think it must have been from a bbs). As soon as I
>can find the file on the mess of disks I have, I'll post it to the
>binaries newsgroup and let everyone know (I have had several
>enquiries).
I found it on atari.archive yesterday, located in ../emulators.

>>2. On what system does it run?
>I have no idea, as I never really bothered to test it out. When I
>transferred the file I hoped to transfer some Mac sound samples to my
>ST. The program I had transferred from ST to Mac. Upon receipt of a
>shareware fee, other programs would be made available.
It is able to format a disk in a 720 kB MFM format that can be read by a Mac (with a FDHD floppy drive) and a Spectre 128-Atari as well.
The limited version is able to convert Spectre formatted disks into this format, the registered version is even able to convert a Mac disk.

>PS You're welcome to look on stuttgart ftp site if you want. It could
>be there for all I know. It isn't easy looking for a specific file
>there.
I'll have a look. If I don't find it, I'll drop it there.

Regards,
Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* /etc/motd >> Luck is believing you're lucky! << *

6710. Re: Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 08:56:56 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun24.085656.25169@email.tuwien.ac.at>
Source record: 220598

Lawrence.Gold@f21.n311.z1.royaljok.fidonet.org (Lawrence Gold) writes:

>What are the specs for the 68060? (And why will there be no 68050?)

I don't know. Perhaps you should post this question to comp.sys.m68k,
many Motorola employees read that newsgroup.

6711. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 09:02:57 UTC
From: reiner@kommu.UUCP
Message-ID: <500@kommu.UUCP>
Source record: 220502

In article <1992Jun22.104105.26694@urz.unibas.ch>, minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
> I am using WINX on my 1040STFM (4MB), TOS 1.4 (or rather 1.04).
> I installed it with 16 windows. Works fine with most gem-progs that
> use windows, but in the ATARI-DESKTOP I still can open only 4 windows.

With WINX, more than 8 windows can be used by applications.
However, the desktop is always limited (hardcoded) to 8 windows
(and provides only 4 windows for the user).
By the way, with MultiGEM II, a new version of WINX is delivered, which
not only supports TOS 1.04, but all versions of TOS.

Reiner.

Email: reiner@kommu.erls01.siemens.de

6712. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 09:08:59 UTC
From: yannikos@vmars.tuwien.ac.at
Message-ID: <1992Jun24.090859.25674@email.tuwien.ac.at>
Source record: 220600

dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:

>There really is a problem with having such a wide variety of compression
>programs available. It has been a major hassle to try to keep up with
>the current newest. I like compression programs. I use them often, but
>I always make sure the recipient can handle the format before hand.

Why is it so difficult to keep up with the latest compression programs?
I use zoo 2.1, lharc 2.01e and tar/compress, and I never need anything
else! The only program that's being updated quite often is lharc2.01,
but for decompression 2.01e is fine (even if the latest version is 2.01l).
lharc2.01e has been out for quite a while now, and everybody should have
it.

>I recently became the publisher of our User's group Newsletter, and find
>that the people who lh, arc and zoo their articles don't EVER say what
>version was used to create it.

So what's the problem? At least on the ST, all you need is lharc2.01?,
Arc 6.02 and zoo 2.1, at least at this time. Arc 6.02 has been around
for over 2 years for sure, zoo 2.1 and lharc2.01e a year or so, but
they are only really necessary because of the new algorithm. I don't
see why you would need to download new versions of those (which?), at
least for the time being.

Marinos Yannikos

6713. Re: 640*800 screen resolution

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 09:26:10 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun24.092610.19650@rhrk.uni-kl.de>
Source record: 220506

azog@thoth.rent.com (Billy D'Augustine) writes:

>I found a program the other day, called DOUBLE2, that lets me make
>the screen twice as large (from 640*400, to *800), in two ways...

stuff deleted

>One other thing... Its interesting to note, that GEM programs, run
>under the higher resolution can handle it. Even the desktop can.
>I dunno what it means, but it sounds like good programming to me.
>Even NeoDesk can do it, but complained about no defaults the first
>time... (I saved the defaults as NEODESKS, the S for super :-)

This is how it should be. Every clean program will run independent of the screen resolution. If you don't use any dirty tricks and rely on the VDI for your screen output your program will always run on every resolution with every graphics car.


```
**************************************
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
*------------------------------------*
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
**************************************
```

6714. Re: :) 64MB of TT-RAM in my TT :) :) :) (no joke!)

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 09:29:30 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1992Jun24.092930.19971@rhrk.uni-kl.de>
Source record: 220507

rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek) writes:

>Hi all ya ! (TT Wizards)

>Well the price and that it works I posted in comp.sys.atari.st.tech !

>Now the Question: What should one do with such amount of memory ?

>Outside - VRam - whats that :) ? Don't need it any more. Did you ever
>see Kobold with 30 MEG for his own ? Puuh !
I use Kobold with 18 Mbyte. Kobold only uses up to 10 Mbyte of ram, so there
is no difference with 18 or 30 or 64 Mbyte, is it? :-)
BTW, as far as I know TOS doesn't recognize TT ram correctly if you have more
than 16 Mbyte of it. Did you ever test if your programs really get all the
memory you have?

****
* Uwe Seimet *
* seimet@rhrk.uni-kl.de *
* seimet@chemie.uni-kl.de *
----
* I really hate this damned machine, *
* I wish that they would sell it. *
* It never does that what I mean *
* but only what I tell it. *
****

6715. Re: ST BOOK, MULTITOS?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 10:21:31 UTC
From: godot@uni-paderborn.de
Message-ID: <1992Jun24.122131@uni-paderborn.de>
Source record: 220512

In article <1992Jun22.135728.22115@magnus.acs.ohio-state.edu>,
dhbutler@magnus.acs.ohio-state.edu (Jonas Psalter) writes:
|> Just wondering what the status of these two "products" (really just 'ideas' at
|> this point I suppose, since we have not actually seen any *produced* yet) is. I
|> am interested in the battery life of the ST BOOK, the Powerbook is lucky to get
|> 4 hours (usually 2.5) if you are *really* careful, the ST BOOK sounds like it
|> should get about double that in general. Multitos sounds *extremely* nice.
|>
|> SO:
|>
|> Do either of these things actually exist?

Both exist. And you can buy ST Books, at least in germany, though not in big
quantities (might have changed).

|>
|> Will they ever be PRODUCED?

ST Books are in production as mentioned above and MultiTOS is in development
and available for registrated developers.

Bye,

Frank

6716. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 12:04:14 UTC
From: okes@essex.ac.uk
Message-ID: <OKES.92Jun24130414@serdlc16.essex.ac.uk>
Source record: 220537

In article <1992Jun23.145539.7953@oz.plymouth.edu> oddjob@oz.plymouth.edu (Andrew C. Stoffel) writes:

> >20 programs at the same time (every TOS program in a window) if you
>
> Isn't that a bit much for one person ? :-).
>
> The only problem is memory. Does the ST use up huge chunks of RAM for windows ? How much memory would you have left over after opening the 90 windows you mentioned ? On a TT there might be enough memory left over to run a large application but on an ST where the max is 4megs of RAM ?

No, there is another problem. Speed. My ST runs just about fast enough for my liking in single-tasking mode. When I get 3 or 4 programs going under MiNT it's too slow. Can you imagine 20 programs at once?

--
This signature is copyright 12/6/1992 Simon Oke. All rights reserved. If you like it and keep a copy for your own use, you owe me $20. Please pass it on to your friends with all documentation. Email okes@essex.ac.uk.

6717. Answer: Exchanging Files Mac<->ST [long]

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 12:45:14 UTC
From: Jeroen.Scheerder@phil.ruu.nl
Message-ID: <Jeroen.Scheerder-240692142255@mcscheerder.phil.ruu.nl>
Source record: 220516

On the subject of getting stuff across between Spectre/ST and Mac I think I could clear things up a little. I think you'll find a quite complete summary of how-to-get-things-done.
First, a more detailed answer to the question raised on the net that lead me to write this:

> > I actually FTPed a program from the Stuttgart Ftp site which will
> > transfer MAC disks without the need for hardware. It only goes one way,
> > but the reverse operation is apparently available. Does anyone know
> > more about this?
>
> Could you be so kind to be more specific?
>
> 1. What's the name of the program? Path on ftp.uni-stuttgart.de?

The program is called MacExchange. You've probably got the demo version, which only 'translates' one way around.
What the program does is support two weird disk formats - a strange Spectre format and a strange Mac format, both 720kB MFM. A Mac with a HD drive (almost any Mac nowadays, except the Plus and a few SE's) will be able to use the 720kB Mac disk, the program can convert the entire disk to a 720kB Spectre disk.
The full version can be obtained from the author, as is stated from the docs. I have bought it, and it works fine. Price: About $25.

After I bought it, I've been involved in further development too. I've created a prettier user interface for it, and there were some improvements (more options, floppy disk detection, sensible defaults etc.) I am not sure, however, since the author and me have not been in contact for a while, whether he actually released MacExchanger II. I'll try to find out.

> 2. On what system does it run?

Any Macintosh system that supports the Hierarchical Filing System - that is, 4.0 onwards. Any system that works with Spectre will do, I think. There are no INITs or CDEVs or anything to install on your Mac [Spec].

> 3. What disk recording formats/densities are supported?

See above.

> The only thing I know that there exists a DOS program that is able to
> read/write/format Mac HFS 1.44-MB disk, because they are also formatted
> in MFM mode, like normal DOS disks, only with a different file system
> (HFS). But it is impossible to r/w/f a 720-KB disk in GCR format with
> a DOS/TOS disk drive without additional hardware.

There _are_ other ways of getting things across, without 'converting' anything. As of Spectre 3.0, you get a Mac Plus that thinks it has a SuperDrive (HD) built in. Therefore, some Mac utilities that allow you to use DOS disks run just peachy on it. I know of three:

* PC Exchange, by Apple itself: needs 3 MB and System 7 (so is right out for Spectre users currently) Price: Unknown
* DOS Mounter: will mount DOS formatted disks and maintain a Mac filing system on it. Slow. Price: About $100
* AccessPC, the best IMHO. You get an in-line formatter (if you insert an unformatted disks you get to choose whether you want to format it as a Mac [which means Spectre when in Spectre] or a DOS disk). DOS disks are mounted on the Mac as well as on the Spec and can be used to transfer stuff.
Minor Caveat: Under System 7, AccessPC <= 1.1 could sometimes mess up a little file called APCINFO.DAT, which it used to store Mac file infos. This resulted in the Mac crashing and the disk being unusable. This bug is supposed to have disappeared in recent versions (2.0?). Price: About $100.

Of course, the best solution still is using the GCR - if you've got one, and if it works with your ST's disk drive. But that's cheating by using extra hardware :-).

Hope y'all find this info useful, J.

6718. Re: Mint programs ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 12:46:56 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun24.124656.3403@aber.ac.uk>
Source record: 220509

In article <1992Jun24.084556.1133@news.uni-stuttgart.de>
ttinfo@rusmv1.rus.uni-stuttgart.de (Markus Wenzel) writes:
>Hi!
>
>In article <1992Jun20.195852.15087@sci.kun.nl> leonp@cs.kun.nl (Leon Pillich) writes:
>>So Mint users out there. What programs are available for the
>>following things:
>>- command line shell
>tcsh is my favoured one.

I keep hearing about tcsh but not being a UNIX expert (assuming it has
something to do with UNIX) I've no idea about its capabilities,
anybody care to explain?

>>- editors (I appreciate small easy to use ones)
>A friend of mine uses emacs and is really pleased with its enormous
>possibilities. 7up is a good editor, but uses GEM, so that you cannot
>use another GEM application while editing. Anyway, 7up behaves very
>stable in a MiNT environment.

I've been having problems with emacs 3.10 with Gulam under MiNT.
I only have to do a few edits and the machine (TT) freezes up. Which
emacs were you refering to?

>--
>* /dev/ Markus Wenzel, University of Stuttgart *
>* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
>* /bin/ps -l status: idle; waiting for better times *
>* /etc/motd >> Luck is believing you're lucky! << *

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6719. Re: Overscan with TOS 1.2

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 12:57:15 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun24.145715@disuns2.epfl.ch>
Source record: 220511

In article <y4PLmB2w164w@status.gen.nz>, tonyl@status.gen.nz (Tony Lewis) writes:
: bq035@cleveland.Freenet.Edu (Brian Jepson) writes:
:
: >
: > How can I do overscan with TOS 1.2? I have seen the Cuddly Demos do it, can
: > I get more lines *and* use them with an editor? Thanks in advance.
: > --
: > **********
: > * "Nothing is true; Everything is permitted" - Hassan i Sabbah *
: > **********
: > Brian Jepson = iby223@uriacc.uri.edu || bq035@cleveland.freenet.edu
:
: If you are talking about the overscan mod, the early version worked
: with Tos 1.2
:

In fact, it is mainly TOS independent cause it is too close to
hardware to use TOS: upper & lower lines can be overscanned by switching
from 50Hz to 60Hz at some favorable time (the shifter is a bit upset
by this switching and "forget" to stop printing lines), while for the
left and right border, the trick is to switch between Hires and Lores.

I don't know much more details (can be found in the french magazine
ST Magasine about 2-3 years ago) but, as you can see, TOS has nothing
to do with it (it does hard use of interrupts, assembler and needs speed).

Anyway, a hardware overscan is much easier to do (as does Autoswitch-overscan)
Just look at "overscan" at a.a !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6720. Re: Falco 050 ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 13:14:07 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun24.151407@disuns2.epfl.ch>
Source record: 220514

In article <709259471.F00001@royaljok.fidonet.org>,
Lawrence.Gold@f21.n311.z1.royaljok.fidonet.org (Lawrence Gold) writes:
:
: Previously Marinos Yannikos wrote:
: > >Where is ATARI's new powerstation?
: > >MC68040 is too slow!
: >
: > I hear there will be no 68050, only a 68060... :-)
: >
: What are the specs for the 68060? (And why will there be no 68050?)
: Lawrence Gold

I have no precise idee but:

As you know, there has always been a competition between 680xx and
80xxx the first x of each coresponding. Until now, 680xx have been
more powerful than 80xxx. This is still true for the 68040 compared
to 80486 (of course at same clock speed).
I heard some months ago that Motorola was planing a 68050 which was
just an improved version of 68040 (as 020 to 030). BUT, since then,
some more precisions have been known concerning 80586: it is radically
new: with superscalar or superpipelining, RISC core cpu and about
100 MIPS.

That's why I personally think that Motorola gave up with his 68050 that
wouln't have been in the race any more!

Any way, I don't know whether there'll be a 68060 or whether Motorola
has decided to give up this line to concentrate on PowerPC or on
the very powerful (although not successful) 88000 ! Wait & see !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6721. Re: LISP and/or ProLog for the ST ??

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 13:31:15 UTC
From: cbbrowne@csi.uottawa.ca
Message-ID: <1992Jun24.133115.23253@csi.uottawa.ca>
Source record: 220518

In article <92Jun15.053351edt.30990@marvin.cdf.toronto.edu> g0omen@CDF.TORONTO.EDU (Damian R Kanarek) writes:
>
> Are there any LISP compilers for the ST out there?? Any good ones?? How
>about ProLog?? Thanks,

Since nobody has mentioned COMPILERS yet, I'll mention one:

Cambridge LISP (by the Lattice C people, I believe) was a commercial LISP for the ST that DID feature a compiler. I'm not sure how far it went towards producing native code.

I doubt that it's terribly supported anymore, and it's not QUITE Common Lisp. An orphan copy has been kicking around the main local Atari store for a couple of years, and if it ever gets marked down low enough, I'll pick it up and play with it. I'm NOT going to pay $120 for it, when I can get Common Lisp for free...

--
Christopher Browne
cbbrowne@csi.uottawa.ca
University of Ottawa
Master of System Science Program

6722. Re: Want memory upgrade... but where?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 13:45:55 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun24.154555@disuns2.epfl.ch>
Source record: 220515

In article <18JUN199201325669@jane.uh.edu>, elee8zz@jane.uh.edu (Pagan, John) writes:
: Hi there!
:
: A few years ago I bought my 520 ST. Well, now I need a RAM upgrade.
: The problem is that I don't know of anybody here in Houston that will
: do it. The places that I have called tell me that the upgrades in my
: particular ST model are hard to make. So, since I just graduated as an
: electrical engineer (big deal) I think I can do it myself. All I need from
: you guys is some good advice from people who have tried it before. If there
: is anybody out there who might give me some hints I would greatly appreciate
: it.
:

I upgraded mine with 2 SIMMs and a few accessories (sockets, flat cable,
standard board,...): just get the pin order of SIMMS, of Atari ST
(from MMU,DRAMS,drivers or ...) and connect the corresponding points
(just add a little "serial" resistor between MMU and SIMM for the
CAS signals. And don't forget to use good power-supply-cable
(better: use two cables for 5V and two cables for 0V) !

I already did it in 4 Atari ST (520 ST, STF, Mega) without big
problems (apart from flickering when using too weak supply-cables)

Good Luck !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6723. Re: Lynx @ Batman Returns?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 13:47:44 UTC
From: plucky@ais.org
Message-ID: <BqCrnM.62M@ais.org>
Source record: 220510
Cross-posted to: rec.games.video,comp.sys.atari.st

In article <1992Jun24.042443.14534@mnemosyne.cs.du.edu> jyoung@isis.cs.du.edu (Jeff Young) writes:
>
>New Atari ads is proof Jack 'The Terminator' Tramiel is BACK IN
>HIS SEAT AGAIN!!
>
Oh good -- let's pass a few million volts through that seat before
he gets up again.

==
/ Chris L. Adamson / Always look on the bright side of life: /
/ Michigan State U. / Face east in the morning and west in afternoon./
/ Telecomm Production / --- /
/ M.A. student / plucky@irie.ais.org , plucky2@aol.com /
==

DISCLAIMER: MSU wishes it could be so erudite and clever...

6724. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 14:28:01 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun24.162801@disuns2.epfl.ch>
Source record: 220517

In article <1992Jun22.183750.8456@cdsmn.mn.org>, plate@cdsmn.mn.org (Doug Plate) writes:
: In article <l4auarINNdpj@aludra.usc.edu> baffoni@aludra.usc.edu (Juxtaposer) writes:
: >In article <1992Jun19.161205.1@misvax.mis.arizona.edu> REFRESH writes:
: >>In article <memo.482801@cix.compulink.co.uk>, dford@cix.compulink.co.uk (David Ford) writes:
: ><stuff deleted>
: >>For you electronics whizzos, what is the proper name for the packaging
: >>of the MMU chips. I think it is PGA, but I might be wrong :)
: >
: > You are. :) (sorry had to say it!)
: >
: > I believe that they are PLCC (you are talking about the "square chips"
: >right?)
: Yeah, a PGA is PIN Grid Array. It has pins sticking down out of the bottom to
: fit into a socket or solder into holes in a PC board.
:
: PLCC is Plastic Leadless Chip Carrier which causes me confusion often because
: an LCC package is Leaded Chip Carrier (has leads)
:
: PLCC's can be solder directly to a board using surface mount technology.
:
: Doug Plate

You're absolutely right: I even have seen a 1040 STF (with TOS 1.2) with
no sockets at all (and of course no sockets for the blitter although
there is a place for it to be soldered) !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6725. Re: ANTIC software wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 14:32:18 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun24.143218.6313@beaver.cs.washington.edu>
Source record: 220513

In article <1992Jun24.072722.12339@cactus.org> ortega@cactus.org (Paul Ortega) writes:
>Where is software from the old Antic catalog available?
>
>I'm particularly interested in the Cyber family (Cyber Studio,
>Cyber Paint, Cybermate, etc...).
>--

The entire Cyber series can be purchased from E. Arthur Brown. They have closeout-type prices on all the stuff (Like $14.95 for Cyber Paint or Cyber Studio/CAD 3D 2.0, etc.) -- Hopefulyl they still have some copies left. The address is:

E. Arthur Brown Company
3404 Pawnee Drive
Alexandria, MN 56308
(612) 762-8847 (info) * Hours:
(800) 322-4405 (orders) 8:30 AM - 4:30 PM CST, Mon-Fri

>Paul Ortega | "Does this mean that we have
>2015 Cedar Bend Dr., #1105 | to fight now?" - Selina Kyle
>Austin, TX 78758 |_____
>(512) 832-9197 ortega@cactus.org

Cheers,

Ben Gilbert
bgilbert@cs.washington.edu

6726. Re: Software trashing hardware

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 15:39:37 UTC
From: xepama@usmi02.midland.chevron.com
Message-ID: <1992Jun24.153937.27253@usho93.hou281.chevron.com>
Source record: 220519

In 1987, I bought a 1040ST, a copy of Word Perfect (the first release, I believe), and an Okidata Okimate 20 printer. The printer worked fine for all applications until I tried to print from within Word Perfect. When I sent the print command, the printer typed out a single letter (capital P, I think) and never worked again under any application. This happened three times, with assorted exchanges and warranty repairs. The next release of Word Perfect fixed the problem.

Everyone I asked (Atari, Okidata, Word Perfect, local experts) was unable to tell me what happened; WP went so far as to duplicate my hardware set-up without duplicating the problem.

Although the question has been moot for years, I have always been curious as to what actually was going on. Has anyone ever seen another case of a particular piece of software breaking hardware? Any theories? If it matters, my machine has TOS 1.0.

Thanks.

--
Parker Mann xepama@usmi02.midland.chevron.com

6727. Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 15:57:10 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.709401430@odin>
Source record: 220520

There are several things that really bug me about Word Perfect for the Atari ST. For one, the program is VERY slow... Even the most basic public domain word processor can outrun the scrolling of WP for the ST. Who are these programmers? (And why are they still in business? :)

My main complaint about the version I have is the lousy fileselector that they used. I thought I heard something about a patch that would allow use of UIS III, or even the GEM file selector (which I like better than their poor attempt) Where can I get this patch?

Later

Obiwan Kenobi

6728. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 16:38:14 UTC
From: exuhag@exu.ericsson.se
Message-ID: <1992Jun24.163814.14055@exu.ericsson.se>
Source record: 220521

Michel Forget writes:
>
>The definitions you listed above are interesting, but hardly based in
>reality. The programs released by Shareware authors are crippled for a
>good reason; most of them have released fully-operational versions of
>other programs and received absolutely nothing in the way or compensation
>for their work. Can you blame them for wanting to make sure that it
>doesn't happen again?

I don't have a problem with so-called "crippleware." Hey, I have the program in my possesion and I can read the manual and use it and see if it will do what I want. If I think I want to use it then I mail off a check and in two weeks time I have a full-fledged version. The only people who would object to such a deal are those who simply want the dang thing for free.

[I'm talking about non-obnoxious crippled programs here. Authors who force the user to sit through a thirty second intro screen, etc., obviously don't know much about marketing and customer service and shouldn't be in business.]

The people who violently argue for pure shareware over cripple/demo-ware do so on the grounds that they should be TRUSTED to pay. Yet dismal registration percentages show how far this trust usually goes.
--
James Hague
exuhag@exu.ericsson.se

6729. TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 16:53:42 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jun24.165342.26478@crc.ac.uk>
Source record: 220522

Hi everyone!
This might sound like a stupid question but I am asking it anyway.
What version of TOS is Rainbow TOS (I had a piece of paper about it but
it got lost:-).
Also, what difference does the version of TOS you have make?
Is there some kind of major speeding up or what?
(I told you this was a stupid question)

help!

Phil
E-mail naffara@uk.ac.crc

PS Can anyone tell me how to get a sig file included in the message?

6730. Re: 640*800 screen resolution

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 17:01:09 UTC
From: ekrimen@wet.UUCP
Message-ID: <4050@wet.UUCP>
Source record: 220527

In article <1992Jun22.024116.19230@thoth.rent.com> azog@thoth.rent.com (Billy D'Augustine) writes:
>I found a program the other day, called DOUBLE2, that lets me make
>the screen twice as large (from 640*400, to *800), in two ways...
>

Great program.

>One is to scroll the screen up and down with the mouse (STe only)
>The other is to actually double the screen height.
>

I prefer the first way. :^)

>When I run it the second way, it flickers horribly. What I would like
>to know, is there a monitor I can run thatll stop the flicker? Ive
>been considering getting a multisync for some time now, and if thatll
>stop the flicker, that basiclly settles the question.
>

When I run it in "flicker" mode on my NEC 3D, it flickers pretty badly. It's not that bothersome to me; the thing I don't like is that the screen is so distorted. I'm sure, though, that if you found a monitor that could handle 800 line non-interlaced, it wouldn't flicker. However, and it's a big however, finding a monitor that can handle that and the st low and med resolutions will be extremely difficult if not impossible.

>One other thing... Its interesting to note, that GEM programs, run
>under the higher resolution can handle it. Even the desktop can.
>I dunno what it means, but it sounds like good programming to me.
>Even NeoDesk can do it, but complained about no defaults the first
>time... (I saved the defaults as NEODESKS, the S for super :-)

Yeah, nice, huh? :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6731. GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 17:47:49 UTC
From: Jonas Psalter <dhbutler@magnus.acs.ohio-state.edu>
Message-ID: <9206241747.AA23681@photon.magnus.acs.ohio-state.edu>
Source record: 220523

Hi, I'm interested in talking the lab I work in into purchasing GEMULATOR for the 486 we just got in.

1) Where do I order it?

2) How much does it cost for the minimal settup? (say just the card and TOS 2.06 or whatever...)

3) When can I expect to actually recieve it?
-->
:-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

"Dude man! How can you eat this shit? It's nasty!" - the cook

||| - There's a statue in the city square
/ | \ Images of heroes that were never there
We rally strong around the statue's base
There is a storm on the way - Willie Phoenix, 1986

6732. Re: :) 64MB of TT-RAM in my TT :) :) :) (no joke!)

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 19:20:45 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l4hiodINNkpc@aludra.usc.edu>
Source record: 220524

In article <BqAG9p.JEE@immd4.informatik.uni-erlangen.de>
rdjeline@faui09.informatik.uni-erlangen.de (Richard Jelinek) writes:

<power-user drivel deleted>

>see Kobold with 30 MEG for his own ? Puuh !

What (who? :) is Kobold? Why does he (it) need 30MB?

And as far as neat ways of using 64MB, I like the idea of running
GCC2.2.1 (I believe...maybe its 2.1.2) on a 8-20MB RAM disk - especially if
it has the mintlibs to go with it. BTW, has anyone made 2.1 compatable MINT
libs yet?

And of course the thought of running ASV on 64MB makes me feel gushy
inside...if/when they can release it with color support.

>Ciao
>
> Atarico
>
>
>PS: My Computer is intelligent !

Glad one of you is. (Just kidding...sheesh! :)

-Mike

PS: Now that you've talked about having such a goody, how'd ya do it?

6733. SuperCharger upgrade?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 19:39:05 UTC
From: petcher@ds10.scri.fsu.edu
Message-ID: <9504@sun13.scri.fsu.edu>
Source record: 220526

Hello all. I just received a SuperCharger from my sister (who couldn't use it for various reasons) so it is not the current release I presume. Can someone tell me what the current version of software is for this? Mine has version 1.4 and came with Dos 4.0. Are there upgrades for this box available or in the works (VGA graphics in particular would be nice)?

Does someone in the US support this box?

Cheers,
Don Petcher petcher@wuphys.wustl.edu
Department of Physics
Washington University
Saint Louis, Missouri

6734. GNU indent

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 20:10:04 UTC
From: agostino@concour.cs.concordia.ca
Message-ID: <4399@daily-planet.concordia.ca>
Source record: 220525

Well, it looks like the problem I had with GNU's indent version 1.2 ("virtual memory exhausted") had something to do with the fact that I'd packed the executable. It seems to work ok unpacked. But: it only accepts Unix-style text files (i.e. it treats ^M's like ordinary characters...) :-(

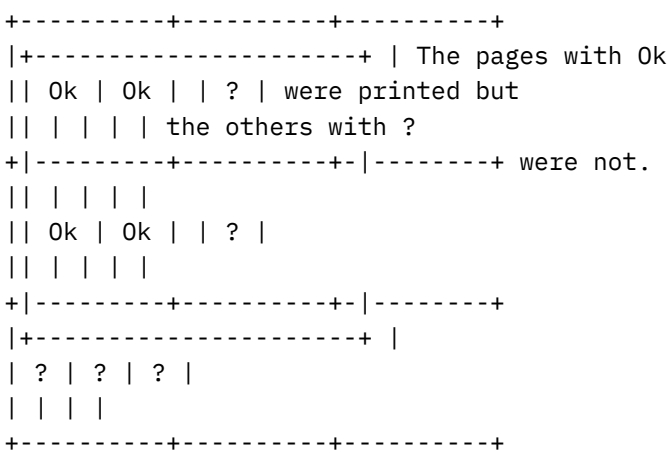
-ad

--
Agostino Deligia
agostino@cs.concordia.ca
It was the best of .sigs, it was the worst of .sigs...

6735. BeckerCAD ST output problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 20:12:04 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun24.201204.13638@newton.ccs.tuns.ca>
Source record: 220530

I'm having a problem with BeckerCAD ST when I print a .CAD file using BC_OUT.PRG for dot-matrix printers. It seems to be ignoring the right most and bottom most portions of the drawing when I choose the "divided" option. It appears fine in the preview window, but it isn't all printed. I tried printing in landscape and portrait mode with a simple drawing having a border a 1/2" in from the perimeter of the drawing area. It printed the following parts of a 22" x 17" drawing (shown as the inner rectangle).



Has anyone else using BeckerCAD ST experienced this? Is there a solution? It also did it when I tried to print a 17" x 11" drawing with similar results. The program versions I have are: BCAD.PRG v1.2 and BC_OUT.PRG v1.4. I read a review of BeckerCAD ST which said it was version 1.29, but the version of BC_OUT.PRG wasn't mentioned.

==========

Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

6736. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 20:25:57 UTC
From: petcher@ds10.scri.fsu.edu
Message-ID: <9505@sun13.scri.fsu.edu>
Source record: 220532

I hadn't thought about hte issue of sharware much, but in reading Michael Forget's comments I started thinking a little, realized I do not use any shareware programs at all (with one exception - see below), and began to wonder why. For me it is clearly not a matter of policy, but a practical/psychological matter.

I think there are two reasons. First, I like very much the attitudes expressed implicitly by those writing public domain software and freeware and feel a part aof a community that is supporting one another when I use and help support those programs. Each person gives a little and takes a little, and in the end we have a very nice collection of software for our machines, covering most areas. So if I can offer something in compensation for the use of some free software, I tend to feel happy to do so. Although I haven't written a commonly used PD program myself, I've been involved in making suggestions, beta testing, porting and am presently working on translating a manual, all of which adds to the spirit of the common cause and makes me feel a part of it. It's the least I could do for the likes of Uniterm, gcc, CS-TeX, etc. which I use on a regular basis. In the case of sharware, I feel no such comradery, and would be just as happy to purchase a commercial program if it fills the bill for what I need if nothing can be found in the public domain.

The other reason has to do with the typical sharware that is on the market (note - there clearly are exceptions so please don't flame me for criticizing your favorite program). I think typically shareware consists of programs which people have written that are not quite seen as filling a unique enough nitch or are not quite competitive enough so as to warrant commercial marketing (or perhaps the author does not want to spend the time), but a good deal of time has been put into the program so that the author feels the desire to be compensated. This casts the shareware author in a role outside of the PD comradery circle above, and makes many of us prefer psychologically (perhaps only on a subtle level and not a conviction) to look for a PD program to suit our purposes rather than go for shareware. Since much shareware either is fairly simple (i.e. does not do a lot), or falls in a category likely to be covered by free software, there is little need to turn to the commercial market.

Please don't misuderstand. I am not criticizing the concept of shareware per se, but only trying to analyze why psychologically I don't gravitate towards it. The notable exception in my case is a bible search program by Spiritware, which is unique, and cannot be replaced by any software I know of, PD or commercial.

Cheers,
Don Petcher petcher@wuphys.wustl.edu
Department of Physics
Washington University
Saint Louis, Missouri

6737. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 20:40:37 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun24.204037.21943@news2.cis.umn.edu>
Source record: 220528

In article <akBumB4w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>The definitions you listed above are interesting, but hardly based in
>reality. The programs released by Shareware authors are crippled for a
>good reason;

I don't care if an author releases a crippled version of a program. I object to the use of the term 'Shareware' for such releases. That was the whole purpose behind the definitions -- to use words properly.

>It would be nice if a programmer could release a program and receive
>compensation from the people who use it regularly, but this doesn't seem
>to happen. So why am I defending the practice of crippling Shareware
>programs?

I don't object to the release of a crippled version of a program. I object to the use of the term 'Shareware' for such releases.

>Face it, who will get hurt by this? The users? No. If they want to use
>the program, they should be honest enough to pay the fee. Will I be
>hurt? Perhaps less people will use the program, but I don't think that
>will affect me much, since those will most likely be the people who would
>not have payed anyway.
>
>I've already said it, but I don't like the idea of crippling Shareware
>programs. Unfortunately, it is the only way to make people purchase the
>product if they intend to use it.

You are not producing 'Shareware' ... you are producing a product for which you expect payment BEFORE a fully working copy is provided. You may obtain more money that way, but it ISN'T 'shareware' -- it's a crippled demonstration of your sub-commercial (sub-commercial because you don't think it's worth the cost of advertising the product) program.

Just be sure to put the word "demo" in your documentation.

-- David Paschall-Zimbel

6738. Re: ST BOOK, MULTITOS?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 20:43:49 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <0swlbb6w@csv.warwick.ac.uk>
Source record: 220529

In article <memo.488571@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk writes:
>Yes. The ST Book has been on sale in the UK for a couple of months now.
>The price is about 1300 UKP which is stupidly high for the spec so
>apart from Atari die-hards it is pretty doomed. It really ought to
>be around #700 if it's going to sell.

I think its aimed at musicians who's budgets appear to be unlimited judging
by the price of MIDI software.

- Leo Hendry

6739. Re: Software trashing hardware

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 21:30:43 UTC
From: wmagro@uiuc.edu
Message-ID: <BqDD38.JDz@news.cso.uiuc.edu>
Source record: 220533

In article <1992Jun24.153937.27253@usho93.hou281.chevron.com>,
xepama@usmi02.midland.chevron.com (P.Mann) writes:

|> Although the question has been moot for years, I have always been
|> curious as to what actually was going on. Has anyone ever seen another
|> case of a particular piece of software breaking hardware?

Yes, in fact we are seeing that right now at NCSA. One of our research
programmers has a code that runs on the brand new Connection Machine-5.
This is a massively parallel machine based on 512 SPARC processors.

Each time this researchers code has run, it blows out a few of the
processor boards. Other programs do not do this. I think they've
tracked down the hardware problem that manifests itself when this particular
program is run, now.

All in all, it is very wierd.

--Bill

6740. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 21:40:13 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun24.214013.22549@news2.cis.umn.edu>
Source record: 220534

In article <1992Jun24.163814.14055@exu.ericsson.se>, exuhag@exu.ericsson.se (James Hague) writes:
>The people who violently argue for pure shareware over
>cripple/demo-ware do so on the grounds that they should be TRUSTED
>to pay. Yet dismal registration percentages show how far this
>trust usually goes.

I wouldn't say that "trust" had much to do with it. Rather, the whole concept of Shareware, as it emerged in the Intel-clone domain during the early years, was that people were probably willing to pay a minimal fee for a good program. The program could be widely distributed at zero cost to the author, and whatever profits were derived from that distribution were free and clear -- there were no overhead expenses involved. It was a MUCH easier way to get a product to the people who would use it, and the honesty of the author in providing a tool which matched the description of said tool was greatly appreciated.

It didn't hurt that there were well over 5 million Intel-clones out there at the time.

Today it appears that some people believe that any program which they've spent more than a week programming should gain them hundreds, if not thousands, of dollars in return for the selfless act of releasing the program to an on-line service.

So, they release their program, not understanding that 90% of the owners of the computer upon which their program runs do not own a modem; nor that 50% of the owners of the computer upon which their program runs do not use anything except commercial programs. When they fail to recover the expected dollars, they get bitter, blame it on the untrustworthiness of the computer user, and plot ways to cripple and otherwise make their 'shareware' offerings useless to the public.

What did the Intel-clone Shareware authors do that the Atari ST Shareware authors didn't? They analyzed the market. Word processors, as an example, cost a large amount of money, upwards of $500 for a simple package. PC-Write offered the same sort of features at 1/20 of the cost. Of COURSE people sent in the shareware fee!

Now consider, FLASH II (a commercial telecommunications program) is now available at a street price of $40. Freeze-Dried Terminal is a 'demoware' telecommunications program available at a cost of $15. UNITERM is a 'freeware' telecommunications program available at a cost of $0. Am I going to consider Freeze-Dried Terminal when, for $25 more, I can obtain a commercial program, well-reviewed in any number of Atari ST-related magazines? Only if the 'demo' provides me with a sense that the program is better than UNITERM and that it is

exceptionally better than FLASH II. The cost/benefit ratio is not as good for Freeze-Dried Terminal as it was for PC-Write. Ergo, fewer people will consider it -- and fewer sales will result. Should the author of Freeze-Dried Terminal fret because sales are down? Should he design even more clever ways to extract money from the shareware public? Should he complain that there are no trustworthy people out there because he isn't making as much as expected?

[Hint - the answer to the questions is "no". "Know your market -- and your competition" is the first thing any author should learn before attempting to launch a shareware product.]

Now consider, you've come up with a unique program for which there is no competition. You spent quite a long period of time producing the product. You believe that you should receive money from those people who would find your program useful. What should you do?

Release the program commercially.

I know, I know, you don't have the funding to do a commercial release. Besides, you've heard that this 'shareware' thing is a great way to distribute your program -- you place it on an on-line service and, pretty soon, the bucks are rolling your way.

Problem #1: the number of people who download your file is NOT equivalent to the number of people who can actually use your program. You lose a sale.

Problem #2: the number of people who see your program as 'less than commercial quality' rises -- you did release it as 'shareware' after all... You lose a sale.

Problem #3: the number of people who are put off by the clever inducements you have placed in the program to demand payment increases. You lose a sale.

Problem #4: the number of people who actually pass on your program to another computer user can be counted on one's hands and toes. They are primarily user club librarians. Your program is packaged with a dozen other programs, all vying for the attention of the club member who gets the DOM upon which your program is located. Some of these members never even bother to look at the programs on the disks they get. You lose sales.

Problem #5: your program doesn't work properly on the user's system. You are never going to hear about this problem, because the user isn't sure whether it's a hardware problem, a software problem, or a problem with the method you've used to cripple your 'shareware' offering. The program isn't worth the time to pursue the matter. You lose a sale.

You get discouraged. You spent a lot of time on this program, and people should have shown their appreciation with money. You accuse the user community with thievery (using your program and not paying for it). You get bitter, and the comments from people like me appear to enhance your own views of the nature of computer users.

Now, if you had released the program commercially, either as an offering from an established house (such as the CodeHead, Gribnif, DoubleClick, etc.), or as

an individual offering, you would know the most important thing: the number of people who purchase your program. If this number is low, you can probably deduce that there really isn't a market for yet another slicing-dicing file selector. If this number is high, you must have done something right.

In conclusion:

You're not going to get RICH(tm) writing software unless you name is Bill Gates.

If you write a trivial program, expect a trivial return if you release it as shareware.

If you slaved for years over a program, and really think it is worth paying for, offer it commercially.

If your program is a [database, spreadsheet, word processor, editor, terminal program, compiler] it had better be the BEST in its field if you expect to get any money by releasing it as shareware. There are already too many freeware and low-cost commercial programs out there as your competition.

-- David Paschall-Zimbel

6741. Re: Lynx @ Batman Returns?

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 22:47:46 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <1992Jun24.224746.8934@usenet.ins.cwru.edu>
Source record: 220535

In a previous article, jyoung@isis.cs.du.edu (Jeff Young) says:

>In article <1992Jun23.232725.4481@usenet.ins.cwru.edu> aa399@cleveland.Freenet.Edu (Len Stys) writes:
>>In a previous article, rjung@aludra.usc.edu (Robert A. Jung) says:
>>> On the other hand, my local Electronics Boutique dealer reports that they
>>>have been geting a lot of requests about the Lynx/BATMAN RETURNS deal. Seems
>>>customers have seen the tie-in promoted on TV, and want to join in the fun.
>>>Wouldn't you know, the darn spots air when I'm not watching... B-)
>>
>>
>>I saw the Lynx advertisements on TV. I guess what really will help
>>right now is if we all go down to our favorite Lynx dealer and tell them
>>we want more game cards to choose from.
>
>Yes!! LOTS of Lynx ads on TV and papers so Atari is running over
>other ads! Pretty soon we will see Atari Falcon ads?! Bookstores sell
>Explorer magazine with Batman cover and Len Stys letter inside!
>
>Also news about Lynx Batman game programers..Eric Ginner, Jerome Strach
>(Ms PacMan, Checkered Flag, Shanghai, Rampart), Artists Susan Mcbride,
>Melody Rondeau, Cartoonists Eric Elliott, Robb Mariani, Philip Temple,
>Eric Blumrich, Musician Bob Vieira. Batman game started Sept. 1991
>but movie not started until January so programers used empty time to
>make best Rampart game!! People working 12 HOURS every day and weekends
>so Atari kept Sunnyvale airconditioning on FULLTIME!
>
>
>New Atari ads is proof Jack 'The Terminator' Tramiel is BACK IN
>HIS SEAT AGAIN!!

Hey, I had a talk with him about the way he edited my first letter
that was published in Atari Explorer. The sentences were rearranged
so the meaning was changed.

I then sent in another letter to Explorer with my subscription and if
I'm correct, it was smaller than the one that was published.

I think he added the Free-Net access info but that was alright,
I didn't mind. :)

I do think the Lynx ads will definitely help Atari out.
This is the marketing that I've been looking for.

Len
>

- -

6742. For Sale/Trade, Wanted, ...

Newsgroup: comp.sys.atari.st
Date: 1992-06-24 23:23:22 UTC
From: dtarico@misvax.mis.arizona.edu
Message-ID: <1992Jun24.162322.1@misvax.mis.arizona.edu>
Source record: 220538

WANTED :
-> Atari external disk drive cable (the type with the round plugs)
-> a bare 1.44 meg floppy drive that will work properly with an
ST. (or course the ST will have the necessary controller
modifications) I am just looking for a bare drive.
-> Other ST stuff you might want to use to trade for/towards
the following goodies:

For sale or trade :
-> Atari 1040 STf computer. This is just the computer (no monitor,
software, etc). It has the standard TOS 1.0 (1.4 available),
1 meg RAM, built in 720k drive, manual and mouse. $175?
-> STime battery backed up clock. Plugs in internally in a 520 or
1040 ST. Usually works, but seems to loose the time when you
play certain games or don't use the computer for a long time.
This is installed (and included) in the above computer, but I'll
sell/trade it separately if you want.
-> Astra Systems hard drive host adaptor. May or may not work (It
doesn't like my 200 meg drive at least). I don't know
much about it, so it is "as is".

-> DynaCADD software. This is version 1.4, but it is fully
registered and is upgradable to version 2.0 for $99. Includes
all disks and manuals (hardly used) and info/order form for the
upgrade to ver. 2.0. As far as I know, version 2.0 sells for
about $640 mail order. If you are interested in this, make an
offer. Note, however, that I will probably just keep it if the
offers are too low. This is SERIOUS, professional CAD software.

That's about it for now. If you are at all interested in any of this
stuff, or if you have one of the things I am looking for, or if you just
have questions, please contact and we'll talk. Let's make a deal! I can
be contacted either by email, or you can try to reach me at home at the
number listed below. Thanks!
--

Doug Tarico
dtarico@mis.arizona.edu Have a nice day!!
dtarico@ccit.arizona.edu
doug@catalina.sie.arizona.edu
(602)795-7633

6743. FREEWARE printing utilities

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 00:07:08 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun25.000708.21036@newton.ccs.tuns.ca>
Source record: 220540

I've uploaded two files to the atari/new directory at
atari.archive.umich.edu.

The programs were written by me and here is a brief description
of each:

CDPRNT15.ARC (Code Print v1.5) simply prints ASCII files in
double column format with a date, time, filename header on
each page. Prints 116 lines/per page to save valuable
printer paper. I use it to print source listings when I'm
debugging.

JACKET17.ARC (Disk Jacket v1.7) creates a disk jacket like
those for 5.25" disks with a directory listing of your disk
with the date, available space and volume name along with a
file list sorted by directory. The printed jacket (can print
a jacket for a 3.5" or 5.25" disk) is then folded up and
your disk is placed in it.

The programs where written for the ST, however a PC
executable file for each is also included in the .ARC file.

==
Kenneth W. Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

6744. Color, DiskDrv, 30MB HD, Printer, Atari ST 1MB $100

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 00:24:36 UTC
From: seattle@hydra.unm.edu
Message-ID: <1-sl8wl@lynx.unm.edu>
Source record: 220539
Cross-posted to: misc.forsale.computers,comp.sys.atari.st

Newsgroups: misc.forsale.computers,comp.sys.atari.st

Hardware:
Atari ST 1MB $100
SF314 External Floppy $100
SC1224 Color Monitor $150
Megafile 30 30MB Hard drive $250
Citizen 120D NLQ Printer $ 50

Whole package: $550

David G Adams
Seattle@hydra.unm.edu
(505) 268-0876

--
/|\ | Lords of the / seattle@hydra.unm.edu < <>--<> > David G. Adams \
< |/\ | Earth: | "Modern love is automatic" - A Flock of Seagulls |
\| | Live it! \ Don't bug the University 'bout nuthin' I've said. /

6745. Re: :) 64MB of TT-RAM in my TT :) :) :) (no joke!)

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 02:36:02 UTC
From: thaanuj@prism.CS.ORST.EDU
Message-ID: <1992Jun25.023602.4329@CS.ORST.EDU>
Source record: 220542

In article <1992Jun24.022813.10139@sma2.rain.com> jdm@sma2.rain.com (Haze of Epsilon) writes:
>>Now the Question: What should one do with such amount of memory ?
>
>Well, I have an Amiga, but the only things that I think that anyone could use
>that much for is--
>
>Raytracing
>RAM disk
>A _very_ fast UNIX system
>
>
>I've been wondering what someone would actually use that much for...
>

[a little deleted here and there...]

Well, at the 'local' dealer the other day, I saw a TT with 32 meg, and he very nearly used all of it. He scanned a picture at 600dpi, 24 bit color, and the resulting file was 19 meg all by itself. Having the whole thing loaded into RAM and playing with it with Retouche Pro and Didot Pro was absolutely stunning. And no redraws, it just scrolled. Amazing.

That still leaves another 32 meg to fill up, but it really isn't that hard to imagine a use for it.

>
>-Jesse
>--
>\ . . . . . /
>[> jdm@sma2.rain.com - Haze - Epsilon America! The BEST in NTSC demos! <]
>/ . . . . . \

--
+---+
John Thaanum thaanuj@prism.cs.orst.edu
"A better tomorrow takes your best today..." -Triumph
+---+

6746. Re: GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 02:52:08 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Jun25.025208.10854@u.washington.edu>
Source record: 220541

Willie,

This info comes from an advertisement in "Current Notes" magazine:

Introductory Price: $199 (till August 31, 1992)

Branch Always Software
14150 N.E. 20th Street, Suite 302, Bellevue, WA 98007
Phone/Fax: 206-885-5893
CIS: 73657,2714
Genie: BRASOFT
DELPHI: DAREKM

A demonstration video is available for $5.

6747. Need help with Hard Drive Purchase

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 03:24:12 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Jun25.032412.11530@u.washington.edu>
Source record: 220543

Hi Netters!

I will be (maybe) buying a Supra 52Meg Hard Drive in a few days. It is brand new and only $399.

Before I make this purchase, I was hoping anyone out there with experience or knowledge of Supra products could provide any information (positive or negative) regarding the drives reliability, speed etc.

I do not know much about Atari HD setups, but I do know that:

A supra is not SCSI (but no, I will want to hook up other drives)
It is loud.
It is LARGE (looked almost as big as my monitor!)

Any suggestions on HD utilities?

It seems like for $399 a good deal. It is supposed to be ready to roll, just plug in and go!

Any buying tips would be greatly appreciated.

Thanks in adavnce,

Roger Mcghee (automan@milton.u.washington.edu)

"All I ask is a chance to PROVE that money does not buy happiness"

6748. anyone heard of "Vanterm"

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 05:24:22 UTC
From: alx@altair.csustan.edu
Message-ID: <1992Jun25.052422.4855@koko.csustan.edu>
Source record: 220544

Well, if you use vanterm 3.8 as a communications software,
and do unix, your in the same boat as me.

My question is, how the heck do you print something on the screen,
when your doing unix?

And how do I get vt-100, with vanterm and uniterm, is uniterm
supposed to work like vanterm?

Thanks.
--

e-mail : alx@ceti.csustan.edu

6749. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 06:10:20 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun25.061020.11502@peponi.wcc.govt.nz>
Source record: 220435

In article <1992Jun22.172907.3639@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>
>-- David Paschall-Zimbel
>

I do suggest you pay your sharware fee to Thomas Quester, then you can get the full source code..

Tell me how do you port Assm code to a Vax Unix etc..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

6750. Re: GRM2ENG

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 06:13:15 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun25.061315.11572@peponi.wcc.govt.nz>
Source record: 220436

In article <1992Jun21.172516.5994@u.washington.edu>, dud@hardy.u.washington.edu (Daniel Aylward) writes:
>
>Does anyone know of any German/English translator that works better than
>GRM2ENG? It seems to do only about 1/3 of the words, which is
>respectable, but if there's something better...
>
>Dan Aylward
>dud@u.washington.edu

Yes there is..!! its called a German translator...:-).

Roger..... sheppard_r@kosmos.wcc.govt.nz

6751. Re: Atari ST -> Commie 1084 monitor

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 06:19:10 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun25.061910.11708@peponi.wcc.govt.nz>
Source record: 220438

In article <1992Jun22.163013.26809@newshub.ariel.yorku.ca>, cs902117@juno.ariel.yorku.ca (ToneSTer) writes:
>Hi all! Thanks to Ben Gilbert, and some spare time on my hands, I managed to
>put together a monitor cable to hook up the ST to my Commodore 1084 monitor.
>I have run into a small problem with it... I hooked up everything the way it
>should be, and there was nothing on the screen. Then I accidentally wired up
>a pin labelled "monochrome" to a color pin (Blue) and the cable now works, BUT,
>I don't have BLUE!!!!
>
> ____
> / o n y.

You can't do this, you must use the Scart if it has one, or go though
23 pin 'D' type Amiga monitor connector..

Do you have the pin outs for this..??

You can't use the RGBI input...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6752. Re: Tired of mindless flaming

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 06:28:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun25.062807.11777@peponi.wcc.govt.nz>
Source record: 220442

In article <mPmsmB3w161w@grafted.UUCP>, ziggy@grafted.UUCP (anthony lewis) writes:
>Come on people, cant we all fucking grow up and quit bashing each
>others equipment? They all have there merits and none deserve to be
>bashed.....This is all getting a little tiring to my "ears", if you
>all have to bitch to prove you are someone special, at least start
>another 'group so the rest of us can get something real accomplished..
>Grrrrrrrrrrrrrrrrr!!!
> Ziggy.
>BTW, I have: MAC, ST , IBM, C64, C16, and vairous homebuilts of MANY CPU's
>(most of which you all have not even heard of) and I dont have to
>bash any of mine.. Hint, Hint.......
>
>--
>anthony lewis
>The Grafted Branch BBS
>317-881-4369
>internet: ziggy@grafted.UUCP
>uucp: ..!uunet!grafted.UUCP!ziggy
> = = Grafted Branch BBS (317) 889-6997 2 Gig on-line = =

Sounds like you have only a 4" one..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6753. Re: Mint programs ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 06:49:41 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jun25084924@kopeka.cs.tu-berlin.de>
Source record: 220545

> >- terminal programs, this is really important for me
> Try connect, version >= 1.05, available on ftp.uni-stuttgart.de.
> This terminal program was designed to work correctly with MiNT and MultiTOS.

CoNnect V1.06i (International-Version) has an english RSC! Take a look to
ftp.cs.tu-berlin.de (130.149.17.7).

Bye Herwig
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

6754. Re: Mint programs ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 09:38:58 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun25.093858.13603@peponi.wcc.govt.nz>
Source record: 220437

In article <HESCHE.92Jun25084924@kopeka.cs.tu-berlin.de>, hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>
> > >- terminal programs, this is really important for me
> > Try connect, version >= 1.05, available on ftp.uni-stuttgart.de.
> > This terminal program was designed to work correctly with MiNT and MultiTOS.
>
>CoNnect V1.06i (International-Version) has an english RSC! Take a look to
>ftp.cs.tu-berlin.de (130.149.17.7).
>
>Bye Herwig
>--
>Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
> 1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
>Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

I tried to run the software on a STFM TOS 1.4 mono and got a dialog box
to do with system ??? this was the German 1.06 version..??

Roger..... sheppard_r@kosmos.wcc.govt.nz

6755. GCC/++ Question

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 10:46:44 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jun25.104644.26101@unix.brighton.ac.uk>
Source record: 220547

Sorry to post such a miserable question, but do any versions of GCC (or G++)
work on a 1Mb machine ?

What other requirements are there ?

Thanks for any response,

Dom

6756. TOS 2.05 <-> 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 11:22:50 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jun25.112250.10499@echo.philips.nl>
Source record: 220548

Hi,

Having read so many articles about the HD floppy drive attached to
an MEGA STE, I wonder about updrading to 2.06.

Besides of the possible 1.44 drive problems solved(?),
I wonder what is new in that version.

And please do not forget the things that do not longer work:-)

Thanks,

John
--
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

6757. Re: Unpack WINX.LYH, was: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 11:30:34 UTC
From: minidis@urz.unibas.ch
Message-ID: <1992Jun25.113034.27617@urz.unibas.ch>
Source record: 220546

In article <1992Jun23.202459.20865@cis.uab.edu>, sundsted@cis.uab.edu (Todd Sundsted) writes:
> I assume the file everyone is talking about is WINXV13.LZH?? If it is,
> would someone please tell me which lharc program they are using to
> dearc this file. I have tried *four* different varieties on this
> file and none of them seem to do the job?
>
> Todd
>

If you use LHARC V2.1xx then there should be no problemo.
This version upacks .LZH from V1.3xx and V2.1xx.
Just use the x command.

If that doesn't work, get a different archive, for example a .ZOO,
or ask someone via (e)mail.

--
Alexander <minidis@urz.unibas.ch>

-- Scotty, beam me up, there`s no intelligent life down here! --
-- (Capt. J.T. Kirk, USS Enterprise) --

6758. ---FTP ADVICE---

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 12:29:36 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jun25.122936.24281@unlinfo.unl.edu>
Source record: 220549

I'm new to the ftp world and I need some advice.

I'm OK on downloading documents/text files from the various archives using "anonymous," but how do I download programs and utilities--in a form my ST will understand? (This is all being done on a Mac SE, mind you!)

Right now I've got a couple of files (an .lzh and and an .arc) residing on my Mac hard disk; how do I plug 'em in the ST?

Large thanks.

Gary
ganderso@unlinfo.unl.edu

6759. Re: anyone heard of "Vanterm"

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 12:51:29 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun25.125129.26768@news2.cis.umn.edu>
Source record: 220550

In article <1992Jun25.052422.4855@koko.csustan.edu>, alx@altair.csustan.edu (Alex Lee) writes:
> And how do I get vt-100, with vanterm and uniterm, is uniterm
>supposed to work like vanterm?

If, by your question, you mean "Does UNITERM emulate a VT-100 terminal", the answer is YES.

I have been using UNITERM since version 1.4, and have never had a problem with 80-column terminal mode. I work with VAX and UNIX machines daily, and have a frequent need to connect with them from home at odd hours --- UNITERM has never let me down.

If you have a printer connected to your ST, UNITERM allows you to "print the current screen" and "print whatever comes up on the screen". The former allows a screen dump, the latter allows continuous printing as though you had a printer attached to a real VT100.

The file transfer protocols available work well. I especially like the ability to run a program while connected to a VAX at work -- for instance, running a shell program or editor to get a file in shape for transfer. UNITERM doesn't have a built-in ZMODEM protocol, but the ability to run an external program makes it simple to use 'sz' or 'rz' while online.

I haven't used the macro capabilities to their fullest, but there is ample documentation if you want to take the time to create a log-on macro, for example.

Overall, UNITERM is a very nice program. I've played around with a number of telecommunications programs (including VanTerm), and I keep coming back to UNITERM.

-- David Paschall-Zimbel

6760. Re: GCC/++ Question

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 12:59:34 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun25.125934.26854@news2.cis.umn.edu>
Source record: 220451

In article <1992Jun25.104644.26101@unix.brighton.ac.uk>, ddv@unix.brighton.ac.uk (Domenico De Vitto) writes:
>Sorry to post such a miserable question, but do any versions of GCC (or G++)
>work on a 1Mb machine ?
>
>What other requirements are there ?

GNU C (which now incorporates GNU C++) requires a minimum of 2.5 megabytes. 4 megabytes of memory is recommended. I dimly remember an EARLY release of GNU C which worked with 1 megabyte, barely. You could only write trivial programs (like "hello world"). I doubt that there are any archive sites containing that particular version.

A hard disk, with about 10 megabytes of space available, is also highly recommended. The binary release of GNU C 2.1 occupies 6 double-sided disks in archived format.

You might want to use the MiNT versions of the GNU C libraries if you plan on writing MiNT-compatible programs.

-- David Paschall-Zimbel

6761. Public Domain Programs

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 13:57:41 UTC
From: heidelj@alleg.edu
Message-ID: <1992Jun25.135741.20762@pellns.alleg.edu>
Source record: 220454

I just read the latest issue of Atari User and in it had reviews of some public domain programs which can be found on GEnie, CompuServe, etc. I was wondering if someone could upload any of the following programs to atari.archive.umich.edu?

Programs: CAL62b - A nice calendar program by Bill Aycock
Little Green Selector - An item selector by Charles F. Johnson
Autosort program - A program sorter for auto folder programs

These can all be found in the June 1992 issue of Atari User.

Thanks,
Jason Heideloff
heidelj@alleg.edu

6762. Re: GNU-C 2.1 Compiler Problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 13:58:07 UTC
From: kring@efes.physik.uni-kl.de
Message-ID: <1992Jun25.135807.16951@rhrk.uni-kl.de>
Source record: 220457

In article <1992Jun23.181826.8908@pbhya.PacBell.COM>, dbsuthe@pbhya.PacBell.COM (Daniel B. Suthers) writes:
>In article <1992Jun23.095152.10429@rhrk.uni-kl.de>kring@efes.physik.uni-kl.de (Thomas Kettenring) writes:
>>
>>I have a problem with GNU-C 2.1. When I try to compile the file
>>
>> #include <stream.h>
>>
>> int main(void)
>> {
>> cout << "Hello world!\n";
>> return 0;
>> }
>>
> [TEXT DELETED... He got error messages.]
>
> According to my books, cout() uses iostream.h; Let us know if that helped.

I think that wasn't the problem. Turbo-C's iostream.h is GNU-C's stream.h.

I got six answers now, and most of them said I should get a new crt0.o
to solve the problem. Bob Malay sent me this file, but I haven't
tried it yet. Thanks to everybody! If it doesn't work, I'll be back!

--
VinK - Voss is not Kring

You can e-mail me at `kring@physik.uni-kl.de'.
(use `c/o Jochen' in the Subject)

6763. Re: expensive MIDI software (was: ST BOOK, MULTITOS?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 14:18:37 UTC
From: whitcomb@aurs01.UUCP
Message-ID: <60859@aurs01.UUCP>
Source record: 220453

In article <0swlbb6w@csv.warwick.ac.uk> cstdxas@warwick.ac.uk (Leo Hendry) writes:
>In article <memo.488571@cix.compulink.co.uk> ilaskey@cix.compulink.co.uk writes:
>>Yes. The ST Book has been on sale in the UK for a couple of months now.
>>The price is about 1300 UKP which is stupidly high for the spec so
>>apart from Atari die-hards it is pretty doomed. It really ought to
>>be around #700 if it's going to sell.
>
>I think its aimed at musicians who's budgets appear to be unlimited judging
>by the price of MIDI software.
>
>- Leo Hendry

Interesting logic at work here:

MIDI programs are expensive ==> musicians are rich.

Actually I know very few musicians who have large budgets. Professional musicians invest in music software much as professional writers invest in desktop publishing software. It's not a matter of having great amounts of cash, but in investing intelligently in your business.

MIDI software ain't cheap, but then, it takes an extraordinary amount of time to develop powerful MIDI software with a useful interface. Then consider that a MIDI program has a rather limited market and the price of the software can easily be justified.

Considering you can make recordings in a $5000 MIDI home studio that can compare favorably to recordings made in professional studios the prices are quite reasonable.

****
Jonathan Whitcomb UUCP: <whitcomb%aurgate@mcnc.org>
Alcatel Network Systems Delphi: JBWHIT
Raleigh, NC GEnie: J.WHITCOMB3

6764. atari progs. on a PC?

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 15:53:01 UTC
From: naffara@crc.ac.uk
Message-ID: <1992Jun25.155301.7776@crc.ac.uk>
Source record: 220455

Can anybody out there help me?
I would like to download some programs that have been uuencoded.
The problem is this.
I am speaking now on a PC(yes it is true :-). I have to log on to
another machine to be able to read the news etc.
So, to get my programs on to my ST I have to do this:-
FTP programs from original site to the machine I am logged on to.
Then Kermit them down to my PC.
Then (this is the problem) once they are on a PC disk can I use this
straight on my ST?

Thanks for any help

Phil
(E-mail naffara@uk.ac.crc)

6765. Looking for CLA_V1R1.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 16:00:32 UTC
From: Martin Friz-Jung <UJ9W@DKAUNI2.BITNET>
Message-ID: <1992Jun25.160032.6063@rz.uni-karlsruhe.de>
Source record: 220456

```
After a rather prolonged delay, where a few ugly bugs appeared at the last min
> Craig Graham writes:
> After a rather prolonged delay,.... st min
> CLA LOGIC will be posted to atari.archive.umich.edu today.
>
> The file to download is:
>
> CLA_V1R1.LZH
-
sorry i am looking, but i could not found it.
Anyone knews anything about it ????
Then please send me a note !!!
Martin 00020000
------------------------------------------------------------------------00030000
E-MAIL: 00031000
.. 0003200
X.400 :S=UJ9W;OU=IBM3090;OU=RZ;P=UNI-KARLSRUHE;A=DBP;C=DE 00040000
BITNET :UJ9W@DKAUNI2 00050000
INTERNET :UJ9W@IBM3090.RZ.UNI-KARLSRUHE.DE 00060000
LOKAL :UJ9W 00070000
```

6766. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 16:03:48 UTC
From: ken@isgtec.com
Message-ID: <2749@isgtec.isgtec.com>
Source record: 220475

Well said, Michel. I agree with your definition. Good luck with ShadowTerm,
I think the removal of certain features for the demo is a good approach.

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6767. serialfx.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 16:12:46 UTC
From: ken@isgtec.com
Message-ID: <2750@isgtec.isgtec.com>
Source record: 220476

The copy of serialfx.lzh on atari.archive in the "new" directory seems to be corrupted, I ran Questor lharc 2.01i on it and it said "bad header" and quit. With unlzh172 I could see there were three files in it, in lh5 format, but it's pretty screwed up. Can someone put up a good version?

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6768. Re: ST BOOK, MULTITOS?

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 16:21:52 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun25.162152.2881@chinet.chi.il.us>
Source record: 220479

In Milwaukee, Bob Brodie told me that the ST Book is being revised a bit on the basis of the response to the early units. This is going to mean further delays, necessarily. He looked sad, and was in no way encouraging, when I asked about maybe July sometime.

It'll arrive in the US when it arrives. I'm sure there'll be some fanfare.

Steve

6769. Re: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 17:29:12 UTC
From: steve@thelake.mn.org
Message-ID: <A1671829721@thelake.mn.org>
Source record: 220468

[In article <OKES.92Jun24130414@serdlc16.essex.ac.uk>,
okes@essex.ac.uk (Oke S) writes ...]

> | The only problem is memory. Does the ST use up huge chunks of RAM for
> | windows ? How much memory would you have left over after opening the
> | 90 windows you mentioned ? On a TT there might be enough memory left
> | over to run a large application but on an ST where the max is 4megs of
> | RAM ?
>
> No, there is another problem. Speed. My ST runs just about fast enough for
> my liking in single-tasking mode. When I get 3 or 4 programs going under MiNT
> it's too slow. Can you imagine 20 programs at once?

It depends (tm).

If you have four programs going under MiNT, it's likely that most of them
are actually doing something.

If Joe User has a cartload of programs active under MultiTOS, I'd bet that
most of them are going to blocked, waiting for a GEM event. That shouldn't
translate into performance degradation.

For that reason, I think a lot of people are going to find MultiTOS useful
on a 4-meg machine -- in spite of the shortcomings of running it on a
68K-8mHz, including speed as well as lack of memory protection.

We use Macintosh Multifinder under System 6 and the multitasking System 7
on some of the photo-editing stations at work. Most of the time it's just
a matter of convenience, keeping several major applications available for
a quick switch. There's no performance degradation there at all -- just a
requirement for gobs of RAM.

The exception is when the night photo editor is pulling Reuter images off
Presslink via modem in the background, converting TIFF files into Leaf
format in the foreground, and monitoring the Photostream satellite
delivery in a semi-hidden window. Then you can feel the difference, even
on an accelerated 68030. Don't try this at home. :-)

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6770. THINK C 5.0 on Spectre works

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 17:53:01 UTC
From: wmagro@uiuc.edu
Message-ID: <BqExoF.Jtr@news.cso.uiuc.edu>
Source record: 220459

I just bought the THINK C 5.0 package for my Spectre. It works beautifully. Really an amazing package. The good news is that the patch for the 4.0 version of the debugger also works on the version 5.0 debugger, though the offset in the code is different.

Thanks to those who figured out and provided this patch. If anyone needs it, I will send it via e-mail.

--Bill

6771. Re: Looking for CLA_V1R1.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 17:56:16 UTC
From: baffoni@alcor.usc.edu
Message-ID: <l4k260INN7km@alcor.usc.edu>
Source record: 220458

In article <1992Jun25.160032.6063@rz.uni-karlsruhe.de> "Martin Friz-Jung"
<UJ9W@DKAUNI2.BITNET> writes:
>After a rather prolonged delay, where a few ugly bugs appeared at the last min
>> Craig Graham writes:
>> After a rather prolonged delay,.... st min
>> CLA LOGIC will be posted to atari.archive.umich.edu today.
>>
>> The file to download is:
>>
>> CLA_V1R1.LZH
>-
>sorry i am looking, but i could not found it.
>Anyone knews anything about it ????
>Then please send me a note !!!
> Martin

I am interested too, so _PLEASE_ post any answers. BTW, if the author
of CLA frequents this group at all, I have a few questions about CLA.

What are the memory requirements of CLA (I assume it is mono only).
Is it STE/TT compatible? Is it Mint compatable. Does it support lots of
printers? Does it support Postscript file output? Does it import device
files from other programs (IE. will it import Viewlogic/ORCAD/SPICE models of
other devices). What devices come with the package. Lastly, is it TOS3.06
compatible.

If not too many other people object, could you post a description of
the program (if you answer my questions, you'd just about be doing that
anyway :).

Thanks!

6772. Using an HP Deskjet 500C with an ST -> ie. printer driver

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 18:19:15 UTC
From: martyn@dryden.demon.co.uk
Message-ID: <709496355snx@dryden.demon.co.uk>
Source record: 220452

In article <1992Jun21.032504.6562@oz.plymouth.edu> oddjob@oz.plymouth.edu writes:

>
> I'm looking for a printer driver for a Hewlett-Packard DeskJet 500C
>
I've written a program to print DEGAS and NEO pics. I am
releasing it as shareware and asking 5 UK pounds to register -
this includes a manual and various ancillary stuff.

I have also circulated an 'unregistered' version, which is fully
functional. It is with all the PD libraries in the UK, plus the
major ones in the Netherlands and France.

I'll be glad to upload and/or post it somewhere you can get hold
of it, if you're interested, but as a newcomer to this Net thing,
I don't yet know how to do so, suggestions welcome.

Martyn.

Martyn Dryden	Dryden Brown Limited, Shamrock Quay,
martyn@dryden.demon.co.uk	Southampton SO1 1QL, UK
mdryden@cix.compulink.co.uk	Tel: UK 703 229041 Fax: UK 703 227274
_____	_____

6773. Re: TOS 2.05 <-> 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 18:25:45 UTC
From: baffoni@alcor.usc.edu
Message-ID: <l4k3t9INN8bc@alcor.usc.edu>
Source record: 220460

In article <l4k2tbINN7tn@alcor.usc.edu> baffoni@alcor.usc.edu (Juxtaposer) writes:

Oops. I know its bad form to followup your own post, but....

>even 3.01 or 3.0 for that matter, but they sure fixed some bugs and added a
>whole lot of new features!

I realize that TOS 2/3 introduced the first version of TOS to nicely
allow the addition/modification of icons, but will future versions of TOS
allow for greater flexibility of those icons? Specifically, I have heard
that there is a limited number of icons that can be present on a running
system - that is, if you already have 32 (or 256 or whatever the limit is)
icons and wish to add another, that you have to remove one before adding
your icon. Isn't there a way of dynamically sizing the number of icons usable?
I realize that that could induce a performance hit, but if the user realizes
this, but wants the other icons, they should be able to do so.

I have been told that the icons are also limited by the number of
colors that can be used on the desktop to something like four colors. This
is rediculous considering all of the 24-bit color cards available, not to
mention that you can get 16 colors in low rez on a lowly 520ST, why not go for
a larger number of colors usable? The lack of colors on the desktop makes
it look a lot worse than it should be. I think that 256 colors would be a
reasonable number (of course, that is just for the icon's software stucture
since you will still be limited by the screen resolution you are in), but if
you want to limit it to 24 (or even 16) bit, _I_ won't complain! :)

These are the changes that I would like to see in MTOS, up and above
any of the other changes already made.

Anyway, enough of the soapbox, my feet (fingers) are getting tired.
:)

-Mike

6774. GCR on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 18:56:47 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <25JUN92.14564790@cc4.crl.aecl.ca>
Source record: 220463

My GCR use to freeze up on my TT until I did a hardware mod of the GCR (mod based on a FAX from Gadgets). FAX Gadgets and ask for details of the mod (do not have my original FAX from GBS).

6775. FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 18:57:44 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <25JUN92.14574474@cc4.crl.aecl.ca>
Source record: 220462

Could someone E-mail me a list of FTP sites for Atari stuff. TIA, Greg

6776. A new MiNT aware emacs

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 19:00:09 UTC
From: sundsted@cis.uab.edu
Message-ID: <1992Jun25.190009.8278@cis.uab.edu>
Source record: 220465

```
It seems that the previous version of MiNT aware emacs 18.57 wasn't
uploaded with the correct documentation file. I have just uploaded
a new version of MiNT aware emacs which comes with the _correct_
documentation file. It is called emacsb2.zoo in a.a /atari/new.
Todd
```

6777. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 19:47:33 UTC
From: hutch@bellman.lanl.gov
Message-ID: <1992Jun25.194733.8965@newshost.lanl.gov>
Source record: 220466

In article 26478@crc.ac.uk, naffara@crc.ac.uk (Dr. N.A. Affara) writes:
>Hi everyone!
>This might sound like a stupid question but I am asking it anyway.
>What version of TOS is Rainbow TOS (I had a piece of paper about it but
>it got lost:-).
>Also, what difference does the version of TOS you have make?
>Is there some kind of major speeding up or what?
>(I told you this was a stupid question)

Phil, the only "stupid" question is the one that's not asked.

Minor variances aside, the major TOS versions released from Atari are:

TOS 1.0 - from the original 520ST/1040ST. Did the job but slow and suffered some annoying folder bugs, et. al.

TOS 1.2 - for the original MegaST machines. Fixed some of the bugs (not all) in TOS 1.0 but basically very similar.

TOS 1.4 - This is the famed "Rainbow TOS" first out for the STe. A vast improvement in performance over TOS 1.0/1.2. Very worthwhile even though a few programs (mostly older games) might not like it. Excellent upgrade.

TOS 1.62 - This is the latest (I believe) STe TOS version. Not sure what improvements were made over 1.4, probably mostly minor bug fixes.

TOS 2.05 - The first release TOS for the MegaSTe machines. A radically different desktop patterned on that of the TT machines. Lots of nifty features and ideas "borrowed" from alternative desktops like Neodesk.

TOS 2.06 - A bug fix to TOS 2.05. Now available as an upgrade to older machines through goodies like Codehead's TEC board.

TOS 3.0x - TT TOS visually identical to 2.05/2.06 (or vice versa) but for the TT machines only.

>PS Can anyone tell me how to get a sig file included in the message?

Just create a standard text file of how you want your sig to appear (net etiquette dictates 5 lines or less), name it .sig and put it in your home directory and it will be appended automatically. Also see the newusers FAQ for lots of other tips.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@bellman.lanl.gov GEnie: FAIR-DINKUM _____

6778. Re: ---FTP ADVICE---

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 20:16:58 UTC
From: lohse@rhrk.uni-kl.de
Message-ID: <1992Jun25.201658.21973@rhrk.uni-kl.de>
Source record: 220471

ganderso@unlinfo.unl.edu (gary anderson) writes:

>I'm new to the ftp world and I need some advice.

>I'm OK on downloading documents/text files from the various archives
>using "anonymous," but how do I download programs and utilities--in
>a form my ST will understand? (This is all being done on a Mac SE,
>mind you!)

>Right now I've got a couple of files (an .lzh and and an .arc)
>residing on my Mac hard disk; how do I plug 'em in the ST?

You can simply copy your files from your MAC to an ST formatted disk with
the file transfer program that you should find on one of your system
disks. Be sure to use the standard converter. Then everything should
be fine.

Gruss Frank

--
Frank Lohse
University of Kaiserslautern
Germany
lohse@rhrk.uni-kl.de

6779. Re: GCR on a TT

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 20:18:31 UTC
From: paul@jupiter.noname
Message-ID: <1992Jun25.131835.3393@arizona.edu>
Source record: 220469

In article 14564790@cc4.crl.aecl.ca, csullogg@cc4.crl.aecl.ca () writes:
> My GCR use to freeze up on my TT until I did a hardware mod of the
> GCR (mod based on a FAX from Gadgets). FAX Gadgets and ask for details
> of the mod (do not have my original FAX from GBS).

Can you clue me in on what was in this fax (I have no machine)? I've had all kinds of problems running CGR on my TT (but with 720K disk).

Also, does anyone know if an upgrade is out yet to let me hook my hard drive back up to the SCSI port instead of the DMA port (GCR doesn't recognize SCSI)?

6780. Re: GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 20:20:54 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <k7xlbfrm@csv.warwick.ac.uk>
Source record: 220470

In article <1992Jun25.025208.10854@u.washington.edu> automan@milton.u.washington.edu ( ) writes:
>
>
>Willie,
>
>This info comes from an advertisement in "Current Notes" magazine:
>
>Introductory Price: $199 (till August 31, 1992)
>
>Branch Always Software
>14150 N.E. 20th Street, Suite 302, Bellevue, WA 98007
>Phone/Fax: 206-885-5893
>CIS: 73657,2714
>Genie: BRASOFT
>DELPHI: DAREKM
>
>A demonstration video is available for $5.

The big question is does PC Ditto work on it, and of course, does it work under PC Ditto?

- Leo Hendry

6781. Re: TOS 2.05 <-> 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 20:24:19 UTC
From: gfarrell@fraser.sfu.ca
Message-ID: <1992Jun25.202419.1934@sfu.ca>
Source record: 220467

In article <l4k3t9INN8bc@alcor.usc.edu> baffoni@alcor.usc.edu (Juxtaposer) writes:
>In article <l4k2tbINN7tn@alcor.usc.edu> baffoni@alcor.usc.edu (Juxtaposer) writes:
>
[...]
>allow for greater flexibility of those icons? Specifically, I have heard
>that there is a limited number of icons that can be present on a running
>system - that is, if you already have 32 (or 256 or whatever the limit is)
>icons and wish to add another, that you have to remove one before adding
>your icon. Isn't there a way of dynamically sizing the number of icons usable?
>I realize that that could induce a performance hit, but if the user realizes
>this, but wants the other icons, they should be able to do so.

As far as I know, there is no way to do this. The problem is that TOS 2.xx/3.xx
use .RSC files to store their icons, and the size of a .RSC file is limited
(32 or 64k, I can't remember...). You can fit over 200 icons in this space,
though.

>
> I have been told that the icons are also limited by the number of
>colors that can be used on the desktop to something like four colors. This

Actually, you're limited to two colours: foreground and mask.

>is rediculous considering all of the 24-bit color cards available, not to
>mention that you can get 16 colors in low rez on a lowly 520ST, why not go for
>a larger number of colors usable? The lack of colors on the desktop makes
>it look a lot worse than it should be. I think that 256 colors would be a
>reasonable number (of course, that is just for the icon's software stucture
>since you will still be limited by the screen resolution you are in), but if
>you want to limit it to 24 (or even 16) bit, _I_ won't complain! :)

Yes, more colours for the icons _would_ be nice! I suppoes it's partly a
compatibility issue (a 16 colour icon will look pretty lousy on a monochrome
screen :-)). 256 colours would be a problem, at least on current machines,
because they would look like hell in all of the standard resolutions except
TT low. Perhaps if somone came up with an extension for those fortunate
people among us who can afford one of those new graphics boards (I want one,
I want one, I want one), then it would work better (if you don't mind losing
the additional memory such icons would gobble up!).

>
> These are the changes that I would like to see in MTOS, up and above
>any of the other changes already made.
>
> Anyway, enough of the soapbox, my feet (fingers) are getting tired.
>:)

>
>
> -Mike
>
>

Gordon

6782. Re: GCR on TT 3.06

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 21:23:53 UTC
From: ens@ccu.umanitoba.ca
Message-ID: <1992Jun25.212353.29808@ccu.umanitoba.ca>
Source record: 220464
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <1992Jun24.220430.27432@ccu.umanitoba.ca> I wrote:
>Does anyone have spectre 3.0 (GCR) running on a recent TT with TOS
>3.06 (and 1.4M floppy). Mine gets up to the Welcome to Macintosh
>screen, then freezes. I have tried booting from an ACSI hard disk and
>from a working bootable MAC floppy with the same result. The program/
>cartridge works fine on a 1040ST either way.
>

Someone at gadgets suggested I get a document called TT GCR MOD or
something to that effect, from either Genie or Compuserv. I don't have
access to either. Is there an internet site that might have it, or
could someone send me a copy? I'm told the document describes a
physical modification to the cartridge that may make it work with a TT.

Werner Ens
Univ Manitoba
ens@ccu.umanitoba.ca

6783. Re: What is a *.SPS file?

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 22:26:29 UTC
From: d_alvear@jhunix.hcf.jhu.edu
Message-ID: <1992Jun25.222629.29692@jhunix.hcf.jhu.edu>
Source record: 220472

In article <1992Jun10.093658.2095@desire.wright.edu> s0339@desire.wright.edu writes:
>In article <1992Jun9.023907.27722@panix.com>, reynolds@panix.com (Brian Reynolds) writes:
>>
>> I recently downloaded some files that I thought were pictures. They
>> all ended with a .SPS extension. I thought this was the format for
>> Anispec (the animation format for Spectrum 512), but I can't get
>> Anispec, Spectrum 512 or Unispec to load the files. Is there another
>> paint program that uses the .SPS extension
>
>Those files are "smooshed" Spectrum 512 pictures. The only program I know
>of that makes SPS files from SPC & SPU is SPSlidex.prg. This is a viewer
>put out by (I'm guessing) Antic.

Nope. It was written by Darek Mihoka. Antic would not put out a
shower/converter that used the same extension that would be quite dumb.
Anyway, try this trick with SPSlideX. Take a bunch of .SPS files and convert
them back to .SPU then delete the .SPS files and ask SPSlideX to convert
again. If memory serves me correctly, SPSlideX will delete all the .SPU files!

Neat, huh?

Dom

6784. Yet another ST for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 22:36:43 UTC
From: ckb@athena.mit.edu
Message-ID: <1992Jun25.223643.840@athena.mit.edu>
Source record: 220473

A hate to do it, but the time has come.

Vintage 1985 Atari 520ST w/TOS 1.0
1 Meg (piggyback expansion)
SC1224 Color Monitor (also 1985, nice one)
Atari's Double Sided Drive (720K)
1st Stop DS Drive with a new Sony mechanism (6 months old)
Mouse Master
Tweety Board (not installed - I never got a chance to
solder it in, and it kept popping off otherwise)
About 300 Disks with various things on them.

Best Offer. Whole System Only.

Well, I may consider parting it up if the offers are to my liking.

:-)

```
/************************************************************/
/* Chris K. Brown G Massachusetts Institute of Technology */
/* AA AA AA I -------->ckb@athena.mit.edu<--------- */
/* AA AA AA A Bull HN Worldwide Information Systems */
/* AA AA AA N ---->brown@granite.ma30.bull.com<---- */
/* AA AA AA T __There__Can__Be__Only__One!_- Connor */
/* AA AA AA S Life is like a game of Chess..... */
/* Zeta Psi(PA) ! Oh, Wait.... No it isnt. Forget it. */
/* Disclaimer: I represent only myself, not those with me. */
/************************************************************/
```

6785. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 23:33:19 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Jun25.233319.10783@u.washington.edu>
Source record: 220474

John,

I think that TOS 1.98 is the latest version for STE. That's what the ST-type programs tell me I have when I run them. No idea what improvements it might have over TOS 1.62. This machine was purchased in March of '92.

Anyone out there have any ideas what 1.98 has that 1.62 doesn't?
(Besides a larger version number and later release date?)

Regards,

Roger Mcghee (automan@milton.u.washington.edu)

"All I ask is a chance to PROVE that money does not buy happiness"

6786. Re: Looking for CLA_V1R1.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-06-25 23:52:45 UTC
From: Hendrik Jan Veenstra <HendrikJan.Veenstra@phil.ruu.nl>
Message-ID: <l4kn2dINNbqe@aludra.usc.edu>
Source record: 220477

Hendrik e-mailed this to me and wanted me to post it for him:

In comp.sys.atari.st you write:

>In article <1992Jun25.160032.6063@rz.uni-karlsruhe.de> "Martin Friz-Jung"
<UJ9W@DKAUNI2.BITNET> writes:
>>After a rather prolonged delay, where a few ugly bugs appeared at the last me
>>> Craig Graham writes:
>>> After a rather prolonged delay,.... st min
>>> CLA LOGIC will be posted to atari.archive.umich.edu today.
>>>
>>> The file to download is:
>>>
>>> CLA_V1R1.LZH
>>-
>>sorry i am looking, but i could not found it.
>>Anyone knews anything about it ????
>>Then please send me a note !!!
>> Martin

> I am interested too, so _PLEASE_ post any answers. BTW, if the author
>of CLA frequents this group at all, I have a few questions about CLA.

I downloaded it a few days ago from atari.archive. Just go to the 'atari/new'
directory and 'get CLA_V1R1.LZH' (the filename in capitals).
I don't know, but maybe they've already moved it to its 'natural' directory
(whereever that may be). But I'm sure it's there.
O, when doing a 'ls' in the 'new'-dir, you get to see nothing. Just ignore
this - in this dir you *always* get an empty listing, even if there are 1000
new files :).

- Hendrik Jan Veenstra <HendrikJan.Veenstra@phil.ruu.nl>

---------------------------8<---

You're welcom Hendrick. :)

-Mike

6787. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 00:25:41 UTC
From: glratt@is.rice.edu
Message-ID: <1992Jun26.002541.15462@rice.edu>
Source record: 220461
Cross-posted to: comp.os.os2.advocacy,comp.os.ms-windows.advocacy,comp.os.ms-windows.misc,comp.windows.ms,comp.sys.atari.st,comp.sys.amiga.advocacy,comp.sys.ibm.pc.misc,comp.sys.mac.misc

In article <1992Jun21.185933.17085@magnus.acs.ohio-state.edu>
smsmith@magnus.acs.ohio-state.edu (Stephen M Smith) writes:

...

>Actually, the trouble I had with my machine was that it wouldn't run
>any tuna. Bluegill and bass worked fine, but tuna just crashed.
>
> Steve Smith | __|__ | " #*&<-[89s]*(k#$@-_=//a2$]'+=.(2_&*%>,,@
><smsmith@magnus.acs. | | | {7%*@,..":27g)-=,#*:.#,/6&1*.4-,l@#9:-) "
> ohio-state.edu> | | |
> BTW, WYSInaWYG | | | --witty.saying.ARC

% ping bluegill
bluegill.owlnet.rice.edu is alive
% ping bass
bass.owlnet.rice.edu is alive
% ping tuna
tuna.owlnet.rice.edu is alive

So what's the problem?

--
===/| Glenn Forbes Larratt | CRC OCIS | "How'd he go to |/
==/| glratt@rice.edu (Internet) | Rice University | the bathroom |/=
=/| GLRATT@RICEVM1 (Bitnet) |=================| with all that |/==
/| The Lab Ratt (not briggs :-) | Neil Talian? | sh*t on?" |/===

6788. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 03:11:18 UTC
From: CFH@SLACVM.SLAC.STANFORD.EDU
Message-ID: <92177.191118CFH@SLACVM.SLAC.STANFORD.EDU>
Source record: 220478

TEST

6789. Re: Unpack WINX.LYH, was: WINX - still only 4 windows in desktop

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 04:33:29 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun26.043329.24152@peponi.wcc.govt.nz>
Source record: 220434

In article <1992Jun25.113034.27617@urz.unibas.ch>, minidis@urz.unibas.ch (Capt.J.T. Kirk) writes:
>In article <1992Jun23.202459.20865@cis.uab.edu>, sundsted@cis.uab.edu (Todd Sundsted) writes:
>> I assume the file everyone is talking about is WINXV13.LZH?? If it is,
>> would someone please tell me which lharc program they are using to
>> dearc this file. I have tried *four* different varieties on this
>> file and none of them seem to do the job?
>>
>> Todd
>>
>
>If you use LHARC V2.1xx then there should be no problemo.
>This version upacks .LZH from V1.3xx and V2.1xx.
>Just use the x command.
>
>If that doesn't work, get a different archive, for example a .ZOO,
>or ask someone via (e)mail.
>
>--
>Alexander <minidis@urz.unibas.ch>
>---
>-- Scotty, beam me up, there`s no intelligent life down here! --
>-- (Capt. J.T. Kirk, USS Enterprise) --
>---

This is incorrect use the x -xhm and some times for incompatible LHarc files
x -xkhm if you don't do this you could end up loosing some files..

Also you can just enter the file name, all folders will be extracted..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6790. Re: GCC/++ Question

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 06:05:49 UTC
From: ddv@unix.brighton.ac.uk
Message-ID: <1992Jun26.060549.7046@unix.brighton.ac.uk>
Source record: 220480

Thanks for the replys,

Looks like the smallest setup it around the 2Mb mark, with about 7 Megs of HD space (weather you can do *much* with 2Mb I don't know).

Thanks all,

Dom

6791. Re: Answer: Exchanging Files Mac<->ST [long]

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 06:49:13 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jun26.064913.21143@actrix.gen.nz>
Source record: 220483

Does anyone know what the latest version of the MAC OS (Desktop /
whatever it is) that works with Spectre GCR is???

The more recent the better! (And of course whether or not it requires
a Hard-Drive - something I'm working on!! --------
--
Nil Mortifi Sine Lucre

Wells_S@Kosmos.WCC.Govt.NZ Steven.Wells@BBS.Actrix.Gen.Nz

6792. Re: atari progs. on a PC?

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 06:50:03 UTC
From: mt2bo@tuhhco.rz.tu-harburg.de
Message-ID: <mt2bo.709541403@tuhhco>
Source record: 220487

naffara@crc.ac.uk (Dr. N.A. Affara) writes:
...stuff deleted...
>The problem is this.
>I am speaking now on a PC(yes it is true :-). I have to log on to
>another machine to be able to read the news etc.
>So, to get my programs on to my ST I have to do this:-
>FTP programs from original site to the machine I am logged on to.
>Then Kermit them down to my PC.
>Then (this is the problem) once they are on a PC disk can I use this
>straight on my ST?
Yes, just format your 3.5" Floppies to 720k on your PC.
Or format them with something like "pcformat" on your Atari so your PC
can read and write them. There are several on a.a

>Thanks for any help

>Phil
>(E-mail naffara@uk.ac.crc)

6793. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 06:52:11 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jun26.065211.21286@actrix.gen.nz>
Source record: 220484

Rainbow TOS version 1.4 is the version that works on the traditional
STFM (non-blitter / non-DMA machines....)

and Rainbow TOS version 1.6 (or 1.62) is the one that works on the STE.
(Which lets you use the extras like the Blitter)

so, versions between 1.4 and 1.7 (although I don't think there is a
1.7) correct me if I'm wrong guys!

the known versions are, 1.4, 1.6, and 1.62 as far as I know!
--
Nil Mortifi Sine Lucre

Wells_S@Kosmos.WCC.Govt.NZ Steven.Wells@BBS.Actrix.Gen.Nz

6794. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 07:03:51 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jun26090344@lovelace.cs.tu-berlin.de>
Source record: 220481

> Anyone out there have any ideas what 1.98 has that 1.62 doesn't?
> (Besides a larger version number and later release date?)

The TOS-versions are splitted in mayor- and minor-release-number. By
knowing that, you would see, that $62 is the same as dezimal 98. :-)

Ciao
Herwig
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

6795. Re: serialfx.lzh

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 07:14:58 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jun26091449@lovelace.cs.tu-berlin.de>
Source record: 220482

> The copy of serialfx.lzh on atari.archive in the "new" directory seems
> to be corrupted, I ran Questor lharc 2.01i on it and it said "bad header"

Try Quester lharc 2.01l (ftp.cs.tu-berlin.de (130.149.17.7),
pub/atari/archiver/lzh_201l.ttp).
--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

6796. Spider upload at a.a.u.e.

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 08:40:04 UTC
From: doucet@ripolin.laas.fr
Message-ID: <7612@laas.laas.fr>
Source record: 220486

I've just uploaded the latest version of Spider
(a two packs cards solitaire) at atari.archive.

For those who have already played it (was spider.zoo
in the 'games' directory), this new version has brand
new graphics that make the play easier and more eye pleasing.
(All graphics done using Crack Art...).
All the rest, rules and controls, are the same.

It's a freeware program, or more exactly a postcardware one.
For this reason, I've just installed a wider mailbox in
front of my house :-)... Anyway, I'd like to hear from people
using it, for further improvments.
(I currently work on musics & sounds, with a fantastic tool
named Megatizer 2.4, french shareware...).

For people who don't yet know it, Spider can only be run on
color monitors with low resolution.

It should be soon into atari/newitems.
for now, it is in atari/new under name spider2.zoo.
(zoo 2.1 with high compression used).

Merry Xmas.

| Jean-Etienne DOUCET |
| doucet@laas.laas.fr |

6797. Re: TOS 2.05 <-> 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 09:36:45 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun26.093645.28556@aber.ac.uk>
Source record: 220488

In article <1992Jun25.202419.1934@sfu.ca> gfarrell@fraser.sfu.ca (Gordon James Farrell)
writes:
>In article <l4k3t9INN8bc@alcor.usc.edu> baffoni@alcor.usc.edu (Juxtaposer) writes:
>>In article <l4k2tbINN7tn@alcor.usc.edu> baffoni@alcor.usc.edu (Juxtaposer) writes:
>>
>[...]
>>allow for greater flexibility of those icons? Specifically, I have heard
>>that there is a limited number of icons that can be present on a running
>>system - that is, if you already have 32 (or 256 or whatever the limit is)
>>icons and wish to add another, that you have to remove one before adding
>>your icon. Isn't there a way of dynamically sizing the number of icons usable?
>>I realize that that could induce a performance hit, but if the user realizes
>>this, but wants the other icons, they should be able to do so.
>
>As far as I know, there is no way to do this. The problem is that TOS 2.xx/3.xx
>use .RSC files to store their icons, and the size of a .RSC file is limited
>(32 or 64k, I can't remember...). You can fit over 200 icons in this space,
>though.
>
>> I have been told that the icons are also limited by the number of
>>colors that can be used on the desktop to something like four colors. This
>
>Actually, you're limited to two colours: foreground and mask.
>
>Gordon
Perhaps Neodesk 4 will sort these problems out?
Herb

--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6798. MIDIFILE playback program

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 10:42:19 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jun26.104219.22053@echo.philips.nl>
Source record: 220491

```
==================================================
Sorry if you see this posting more than once.
It seems that crossposting still doesnot work here.
==================================================

Hi everybody,

I just want to report the availabilty of the next version
of the PLAYBACK program within a few weeks (plus testing).

As you probably remember, PLAYBACK is a MIDI program with a
lot of features to play standard MIDIFILES on your computer.
It allows you to change the channels, volume, program changes
to set to your personal needs, as well as to filter out events,
mute tracks, change speed, transpose, etc.

It has been sent to several archives a few months ago, as well
as being spread via the net. So you should be able to get it.

The program is fully beta-tested, and the first crash has yet to be reported!

For now, it is only available for atari ST/STE/MEGA STE (all systems!),
I already prepared the port to MSDOS-MSWINDOWS, but release date for the
beta tested version of this version will not be before the end of the summer.

I even might port it to X, as I have knowledge and access to that right now.
If only I knew how to output MIDI, and with correct timing there.
Any help on the latter would be appriciated.

The program is free. However, if you like the program, I would like you to
register, as this will keep me going on with implementing many new features
that are on the list, or will get requested. In return of registration
you will get a full manual (in English, German, or Dutch) plus
appendices including -easy to understand- MIDI and MIDIFILE explinations,
as well as a guaranteed update as soon as the new version is available.

Anyway, I promissed that a new version would be available soon,
so find the added features for the next version below:

1. Solving the reported bugs.
2. Program will use a window, to be able to run in multitasking/processing
environment.
3. Program will get compiled to run on 68000-68040 processors.
4. File saving (incl. format conversion).
5. Number boxes will be improved, to allow faster value changing.
6. Global MIDI channel converting.
7. Program change mapping (in addition to key mapping).
```

8. Automatic load of map files at startup of the program.
9. Program can get started with a MIDIFILE in the commandline, which
will be loaded and played then (dependent on options). This feature
allows the program to be installed in the desktop as well.
10. Some track changes will be allowed during song playing, like volume
and program changes.
11. Plus some other improvements.

You'll heare from me as soon as I have a more detailed release date.

John
--
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

6799. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 10:52:28 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun26.105228.27869@peponi.wcc.govt.nz>
Source record: 220432

In article <HESCHE.92Jun26090344@lovelace.cs.tu-berlin.de>, hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>
>
> > Anyone out there have any ideas what 1.98 has that 1.62 doesn't?
> > (Besides a larger version number and later release date?)
>
>The TOS-versions are splitted in mayor- and minor-release-number. By
>knowing that, you would see, that $62 is the same as dezimal 98. :-)
>
>Ciao
> Herwig
>--
>Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
> 1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
>Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

What a load of bull, how come then that the UK version of TOS 1.2 is often refered to as 1.09..??? is a version No. NOT a HEX No....

Roger..... sheppard_r@kosmos.wcc.govt.nz

6800. Re: TOS 2.05 <-> 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 10:59:17 UTC
From: johnj@echo.philips.nl
Message-ID: <1992Jun26.105917.22351@echo.philips.nl>
Source record: 220492

Hi again,

I was the one who initiated this posting.
But the answers I got all were talking about the differences between
early TOS versions (Eg. 1.4) and 2.0X/3.0x.

That is not what I really wanted to know.
I do have a MEGA STE with TOS 2.05.
I would like to know the differences between 2.05 and 2.06.

(Do skip the 1.44 Floppy disk subject, as that is handled in other postings
already, although not clear.)

John
--
--
John Janssen Email: johnj@echo.tds.philips.nl
The Netherlands or: John.Janssen@atehv.bso.nl
Work: +31 40 756425
Home: +31 77 513177 Atari Mega STE, PC 386 SX, MIDI, Astrology, C

6801. Apple/Acorn

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 11:14:07 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun26.111407.28087@peponi.wcc.govt.nz>
Source record: 220441

I here that Acorn computers of the UK, are now in bed with Apple, and
there new RISC chips are to be in the New Apple note pads, it looks like Atari
will have to get its finger out to get better machines as these.

The A5000 the New Acorn RISC Home computer that multi-tasks and runs Unix.

Acorns machines have been runing Unix for some years now,
and has some 26 mips performance..

Acorn even make Unix Work Stations, the R140/160 from memory,
and take note Atari, all from a company of just 120 people...

Acorn knows how to get its act together, they even have a office here in N.Z.
Atari does not...

There new Archemides A5000 cost less here than a TT, and the A5000 comes with a
mult-sync monitor, the TT does not, A5000 is $4500nz the TT $5200nz with out
monitor...

So does that meen that these new Apple Note pads are going to be that fast..

Roger..... sheppard_r@kosmos.wcc.govt.nz

6802. kids-games from bart

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 12:43:16 UTC
From: ALLENMJ@GDLVM7.VNET.IBM.COM
Message-ID: <9206261244.AA12582@ucbvax.Berkeley.EDU>
Source record: 220489

I downloaded kidsong1 and kidmixup for games/kid-games on bart.
Zoo 2.1 would not unpack them but booz did. Now when I run then I get
a popup containing:
Error #-033, PC>$000000
This is on a stock 1040 STf TOS 1.2.

Has anybody successfully used these programs? If so, what machine do you have
and what did you use to unpack them?

Thanks,
MikeAllen allenmj@gdlvm7.vnet.ibm.com

6803. Thanks for FTP info

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 13:07:29 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <26JUN92.09072931@cc4.crl.aecl.ca>
Source record: 220490

Thanks to all those who mailed me info about FTP sites. MUCH appreciated.
For those who asked, my system is made up of the following:

#1: TT with 4 megs ST RAM, 50 meg HD, HPLJII, TTM195 (1280*960 mono monitor)

#2 Mega4ST, 50 meg FA.ST HD, Reflex 1024 card, SM147 monitor,
ICD tape backup, SLM605 laser

Software:

LDW 2, dbMAN 5.3, WordPlus 3.2, WordPerfect, Pagestream 2.1, Calamus SL
Tiger Cub (for my Roland HP1000 piano and MT32 sound box), EasyDraw 3,
MultiDesk Deluxe, Warp 9, XBOOT, STalker 3, Steno 2, Touchup (for my
Migraph scanner), Personal Pascal, FA.ST BASIC, HiSoft BASIC, Spectre
GCR 3.0 (wish I had 3.1), EXCEL, MacDraft. Sold my SLMInit to a desparate
user and now trying to reach Fearn&Music to get another 2 copies, MacPrint.

I am sure there's more but I cannot recall (my 11 year old daughter has a
1040STE and a mess of games - personally, I don't play games, otherwise I
would have the most popular games machine going -> an IBM-PC compatible!)

BTW, I am an authorized Atari dealer. Unlike Darek Mihoka, I don't use the
nets to advertise so I will not post the name of my company.

6804. GCR MOD

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 13:20:35 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <26JUN92.09203524@cc4.crl.aecl.ca>
Source record: 220493

The FAX about the GCR MOD described a simple piggy backing of a chip. I had a local hardware guy put it in my GCR (I am hardware illiterate). re: not having a FAX machine, surely there must be a local business that offers FAX service that you could spring a few bucks to FAX to GBS; it's obviously important for you to get his info!

6805. Diamond Back II v2.41

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 13:46:53 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun26.134653.29730@newton.ccs.tuns.ca>
Source record: 220494

Anyone using Diamond Back II v2.41? If so, how good is the new SUPER faST Compression? I have v2.23 and have been thinking of upgrading if the new compressed backups are reasonably fast.

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

6806. Re: Address for Wilhelm Mikroelektronik needed, help!

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 14:20:51 UTC
From: R04E@vm.urz.uni-heidelberg.de
Message-ID: <92178.13
Source record: 220498

Hi!
The address is:
Wilhelm Mikroelektronik
Sueggelstr. 31
4670 Luenen
Phone 02306-25299 and -25575
Fax 02306-25276

As far as I've seen they sell graphiccards from 256 colours (DM 948.-)
up to 16,8 Mill. colours (DM 1698.-).
But you should also look at

Hard & Soft Herberg
Obere Muensterstr. 33-35
4620 Castrop-Rauxel
Phone 02305-18014
Fax 02305-32463

and

Axept Wittich
P.O. Box 1221
8423 Abensberg
Phone + Fax 09443-453

In my opinion Hard & Soft is the most "professional" one.
Good Luck,
T.S.

6807. Wanted Railroad Tycoon

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 15:19:43 UTC
From: ronw@cbnewsk.cb.att.com
Message-ID: <1992Jun26.151943.21571@cbnewsk.cb.att.com>
Source record: 220495

Does anyone have Rairoad Tycoon that they are willing to sell? Failing that, where can I order it?

Ron Wolenty
inuxy!wolenty

6808. unix lharc (was Re: serialfx.lzh)

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 16:37:07 UTC
From: rosenkra@convex.com
Message-ID: <1992Jun26.163707.27307@convex.com>
Source record: 220496

i just 5 min ago grabbed lharc.tar.Z from a.a in ~ftp/atari/archivers/unix
and decided to try it. someone recentely said there was a non-st (eg unix)
version that could deal with lh5 and that the rest of us should stop our
whining about lharc. i could not find any other lharc that looked like
it could be for unix (i mean this _would_ be the obvious place to look).
i also looked in ~ftp/unix (nothing there called *lha*). so i downloaded it.
there were exactly 3 files in that directory (lharc.tar.Z, zip.* and zoo*).
there was no lha2.0l.tar.Z.

well, sorry to disappoint you, but this is v0.03 PL 3 (ancient) and on my
system dumps core with a segmentation violation after it sez that it can't
deal with this format anyway.

can one of the lharc pundits PLEASE POST A PORTABLE VERSION OF LHARC WHICH
DEALS WITH lh5 FORMAT? by portable i do NOT mean between ST/STe/et al. i
mean between ST*/MS-DOS/VAX VMS/Unix/et al. and if u do manage to please
the rest of the world with this, make it either a zoo or arc file (not
an lh5 lzh file). note that we do NOT want the questor .ttp. we want 100%
portable all-C source code. ANSI or K&R is fine. NO assembler. i do not
care if it runs 10x slower. if i cannot extract on a unix system, it is
totally unacceptable.

for all the supposed problems people claim that zoo has, i have NEVER had
a single problem extracting/creating a zoo archive with/without directories
on any system i use which have included unix (convex, sun, ultrix, even cray),
ST, and MS-DOS. i will admit that the port to UNICOS was non-trivial, but only
because of 46-bit integers there. and it was a problem with both arc and zoo,
so odds are a UNICOS port of lharc would have similar problems. since i don't
work for cray anymore, i am not sweating this.

in fact, with fiz, i was able to extract all but one file from a damaged
zoo archive recently. the archive took 30 min to download.

yes, i am shouting. and no, i don't have any predelection to zoo or any
archiver. i (we) just want something that runs consistently everywhere.

i do NOT expect this to start another raging debate. i just what the lharc
clan to give us a tool we can use universally.

thanx

-bill
rosenkra@convex.com
--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

6809. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 16:39:04 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l4mi18INNeaa@aludra.usc.edu>
Source record: 220497

In article <1992Jun26.065211.21286@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>Rainbow TOS version 1.4 is the version that works on the traditional
>STFM (non-blitter / non-DMA machines....)
>
>and Rainbow TOS version 1.6 (or 1.62) is the one that works on the STE.
>(Which lets you use the extras like the Blitter)

Hey, I thought that you could plug 1.4 into a MegaST and still use
the blitter. What gives? I can't believe that Atari would release a TOS
version that would cripple one of their main bread-winners like that.

> Nil Mortifi Sine Lucre
>
> Wells_S@Kosmos.WCC.Govt.NZ Steven.Wells@BBS.Actrix.Gen.Nz

-Mike

6810. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 18:32:56 UTC
From: gt1448b@prism.gatech.EDU
Message-ID: <62038@hydra.gatech.EDU>
Source record: 220500

In article <1992Jun25.194733.8965@newshost.lanl.gov> hutch@bellman.lanl.gov writes:
>
>TOS 1.4 - This is the famed "Rainbow TOS" first out for the STe. A vast
>improvement in performance over TOS 1.0/1.2. Very worthwhile even though a
>few programs (mostly older games) might not like it. Excellent upgrade.

I thought TOS 1.04 was the long awaited bug fix of TOS 1.0/1.02. The
first STe version of TOS was 1.06. I understand it was similar to TOS
1.04 but 680x0 clean. TOS 1.62 was a bug fix for TOS 1.06.

>TOS 2.06 - A bug fix to TOS 2.05. Now available as an upgrade to older
>machines through goodies like Codehead's TEC board.

This version of TOS is aware of the different ST/STe machines, therefore
the birth of TOS 2.06 upgrade boards for all ST/STe machines.
--
David P. Forrai
uucp: ...!{decvax,hplabs,ncar,purdue,rutgers}!gatech!prism!gt1448b
Internet: gt1448b@prism.gatech.edu

6811. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 19:02:17 UTC
From: bobmon@sandshark.cs.indiana.edu
Message-ID: <1992Jun26.140224.27051@news.cs.indiana.edu>
Source record: 220499
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.windows.ms,comp.os.os2.advocacy,comp.os.ms-windows.misc,comp.os.ms-windows.advocacy

```
| >Actually, the trouble I had with my machine was that it wouldn't run
| >any tuna. Bluegill and bass worked fine, but tuna just crashed.
|
| % ping bluegill
| bluegill.owlnet.rice.edu is alive
| % ping bass
| bass.owlnet.rice.edu is alive
| % ping tuna
| tuna.owlnet.rice.edu is alive
```

```
%ping tuna
tuna.cs.indiana.edu is alive
```

Probably a bus-contention error....

6812. Atari stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 19:31:20 UTC
From: eggert@sun.lclark.edu
Message-ID: <1992Jun26.193120.13422@lclark.edu>
Source record: 220403

I still have the following items for sale: $400 Takes all, or split up as follows...

Atari 1040 STf - $200
1 meg RAM
with Atari mouse
Atari SC1224 - $95
Screen bows at top and bottom. This is
apparently due to a burned out capacitor.
Should be an easy fix.
VideoKey - $45
Use a TV or VCR with your ST.
Works great!
Monitor Master - $29
Lets you switch monitor without
unplugging and plugging.

Software -
Laser C compiler. . . . $50| or both for
Laser C Debugger package. . . $25| $65
GST C Compiler $15
Personal Pascal $15
Quantum Paint $10
BBS Express! ST $30
Universal Military Simulator . . $15
Falcon Flight Simulator. . . $20
Bloodwych $20
Dungeon Master . . . . $20| or both for
Dungeon Master II: Chaos Strikes Back . $20| $30
Chrono Quest $20
Carrier Command $20
Gone Fishin' $10

I also have many disks with public domain and shareware files, and quite a disks from magazines such as STart. These would go with the computer if sold.

Again, all of this could be had for $400. I will pay shipping on any of this assuming it is pre-paid. I will ship c.o.d. if desired, but I ask that the buyer pays for that.

Jonathan Eggert
(503) 390-8629
eggert@lclark.edu
3628 Rivercrest Dr. N.
Keizer, OR 97303

6813. FLASH! Hybrid Arts software to Barefoot Software Inc. - new owners & products

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 19:56:33 UTC
From: galanter@nyu.edu
Message-ID: <1992Jun26.195633.6797@cmcl2.nyu.edu>
Source record: 220401
Cross-posted to: rec.music.synth,comp.music,comp.sys.atari.st,alt.emusic,rec.music.makers

It will be a while before you read about this in the trade press...

Hybrid Arts, makers of midi software for the Atari line of computers and the ADAP digital audio line of products, has come to an end...the ADAP line has been bought out by a yet to be announced company...

BUT the good news is that the full midi software line will be sold, supported, and developed further by a new company...Barefoot Software Inc. Barefoot Software Inc. is a new company owned by the software developers, and is independent of what was Hybrid Arts.

SmpteTrack Gold, a great sequencer with very tight direct SMPTE lock-up, will continue to be sold and supported, and work is now underway on SmpteTrack Platinum.

GenEdit 2.0, a "universal" editor/librarian, is a new release of GenEdit with extended features for studio definition, automatic control of patchbays, creating editor templates, and a large number of new editors for recent and classic instruments.

Barefoot software will also support other software and related products such as EZ-Score and the Midiplexor.

Midi World Network, a free Midi oriented BBS, will now be sponsored by Barefoot Software. The current number is 818-996-7659. (Note that this number may change in the next few months to offer a PC Pursuit exchange).

Tech support for Barefoot Software products has been extended and is available from 9 a.m. to 5 p.m. CST Monday through Friday...and on the BBS.

Barefoot Software can be reached at:

818-727-7143 (voice) 818-727-0632 (fax)

Barefoot Software Inc.
19865 Covello St.
Canoga Park CA 91306

Phil

p.s. At one time I did some contract work for Hybrid, but now I am just a friend of the Barefoot Software family (and a user of their software!) The guys at Barefoot have a much better attitude than the old owners of Hybrid, and I expect that this will translate into benefits for both former Hybrid customers and new Barefoot customers.

=-=-=-

6814. LaserPrinter Specs

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 20:36:06 UTC
From: jsurace@cco.caltech.edu
Message-ID: <1992Jun26.203606.7991@cco.caltech.edu>
Source record: 220411

Hi.

I own an Amiga 3000 running KS2.04. I have recently
been given the opportunity to aquire an Atari laserprinter.
Its called an SLM804, and seems to connect with a 37 pin
connecter.

Note- its currently in another state, so I haven't seen
it yet, and the manuals are lost.

It's about 4-5 years old.

Has anyone ever heard of it? I'd like to get specs for it,
particularly any information on how Ataris access printers,
since I want to interface it to my Amiga. Ant info about it
would be helpful.

Thanks in advance,

Jason Surace

jason@ipac.caltech.edu or
jsurace@arrester.caltech.edu

6815. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 20:39:20 UTC
From: jewell@mace.cc.purdue.edu
Message-ID: <52610@mentor.cc.purdue.edu>
Source record: 220402
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.windows.ms,comp.os.os2.advocacy,comp.os.ms-windows.misc,comp.os.ms-windows.advocacy

```
>| bluegill.owlnet.rice.edu is alive
>| bass.owlnet.rice.edu is alive
>| tuna.owlnet.rice.edu is alive
>tuna.cs.indiana.edu is alive
>
>Probably a bus-contention error....

More likely it's just poorly prepared sushi. ("First kill, THEN serve fish,
honorable cook-san.")

--
#Larry W. Jewell (ex-USN) WWII-L Listowner jewell@mace.cc.purdue.edu #
#"Sunday's horoscope is noteworthy because of its strange, sudden and wholly#
#unpredictable and inexplicable occurrences, affecting all phases of life." #
#--"Your Horoscope," L.A. Evening Herald Express, Saturday, Dec. 6, 1941. #
```

6816. Re: Need help with Hard Drive Purchase

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 21:02:19 UTC
From: ekrimen@wet.UUCP
Message-ID: <4056@wet.UUCP>
Source record: 220407

In article <1992Jun25.032412.11530@u.washington.edu> automan@milton.u.washington.edu ( ) writes:
>
>I will be (maybe) buying a Supra 52Meg Hard Drive in a few days. It is brand
>new and only $399.
>
>Before I make this purchase, I was hoping anyone out there with experience
>or knowledge of Supra products could provide any information (positive or
>negative) regarding the drives reliability, speed etc.
>
>I do not know much about Atari HD setups, but I do know that:
>
>A supra is not SCSI (but no, I will want to hook up other drives)
>It is loud.
>It is LARGE (looked almost as big as my monitor!)
>
>Any suggestions on HD utilities?
>
>It seems like for $399 a good deal. It is supposed to be ready to roll, just
>plug in and go!

All I'm certain about with the Supra 52meg drive is that it uses a Quantum LPS52S mech which is an excellent one.

Yes, the Supra is not SCSI, and neither is your ST. That's why you must buy a Supra or ICD drive, because they both have host adapters which convert the SCSI signal to ASCI, which your ST can understand.

It's loud? Have you heard one before?

I'm not sure what case Supra uses to enclose the drive, but I thought it was just a simple shoebox-style case. These are not large at all -- at least nowhere near as large as your monitor!

Suggestions on HD utils? We need to know what type of ST you have and what kind of TOS you're using. If you don't know what version of TOS you have, just give us as many details as you know.

$399 is a great price for that drive.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6817. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 21:07:37 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <e8uZmB1w164w@ersys.edmonton.ab.ca>
Source record: 220408

davidli@simvax.labmed.umn.edu writes:

> I don't care if an author releases a crippled version of a program. I object
> to the use of the term 'Shareware' for such releases. That was the whole
> purpose behind the definitions -- to use words properly.
>
> >It would be nice if a programmer could release a program and receive
> >compensation from the people who use it regularly, but this doesn't seem
> >to happen. So why am I defending the practice of crippling Shareware
> >programs?
>
> I don't object to the release of a crippled version of a program. I object t
> the use of the term 'Shareware' for such releases.
>
> >Face it, who will get hurt by this? The users? No. If they want to use
> >the program, they should be honest enough to pay the fee. Will I be
> >hurt? Perhaps less people will use the program, but I don't think that
> >will affect me much, since those will most likely be the people who would
> >not have payed anyway.
> >
> >I've already said it, but I don't like the idea of crippling Shareware
> >programs. Unfortunately, it is the only way to make people purchase the
> >product if they intend to use it.
>
> You are not producing 'Shareware' ... you are producing a product for which y
> expect payment BEFORE a fully working copy is provided. You may obtain more
> money that way, but it ISN'T 'shareware' -- it's a crippled demonstration of
> your sub-commercial (sub-commercial because you don't think it's worth the co
> of advertising the product) program.
>
> Just be sure to put the word "demo" in your documentation.
>
> -- David Paschall-Zimbel

What makes you think the program is sub-commercial? This may come as a
surprise (I sure hope not) but it costs a great deal of money to
advertise products. Money that I do not have. There are commercial
houses that purchase the rights to products from people, but do you know
how to get in contact with them? I don't. I wouldn't mind making a
little money from this program (which is why it is Shareware) but I do
not want to go through the hassle of finding a distributer or
distributing the product on my own.

As for using correct words, I don't see your point. A Shareware program
is meant to be viewed and examined before a purchase is made. If the

program is restricted properly, the limitations will not interfere with
the users' perusal of the product.

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>
<< ~~~~~~ >>
<< Michel Forget >>

<< The Key: Spirit over mind over matter. >>
<< -- >>

6818. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 21:21:07 UTC
From: ats@phoenix.udev.cdc.com
Message-ID: <44427@shamash.cdc.com>
Source record: 220404
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.windows.ms,comp.os.os2.advocacy,comp.os.ms-windows.misc,comp.os.ms-windows.advocacy

In article <1992Jun26.140224.27051@news.cs.indiana.edu>,
bobmon@sandshark.cs.indiana.edu (Bob Montante) writes:
|>| >Actually, the trouble I had with my machine was that it wouldn't run
|>| >any tuna. Bluegill and bass worked fine, but tuna just crashed.
|>|
|>| % ping bluegill
|>| bluegill.owlnet.rice.edu is alive
|>| % ping bass
|>| bass.owlnet.rice.edu is alive
|>| % ping tuna
|>| tuna.owlnet.rice.edu is alive
|>
|>
|>%ping tuna
|>tuna.cs.indiana.edu is alive
|>
|>
|>Probably a bus-contention error....

%ping minnow
minnow.udev.cdc.com is alive

Any more out there?

Alex.

A. T. (Alex) Stagg/ARH215 | INTERNET: ats@udev.cdc.com
Control Data Systems, Inc. |
4201 Lexington Ave.N. | fax: 01-612-482-4455
Arden Hills, MN USA 55126-6198 | Voice: 01-612-482-4718

6819. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 21:33:35 UTC
From: mforget@ersys.edmonton.ab.ca
Message-ID: <oewZmB2w164w@ersys.edmonton.ab.ca>
Source record: 220409

petcher@ds10.scri.fsu.edu (Don Petcher) writes:

> I hadn't thought about hte issue of sharware much, but in reading
> Michael Forget's comments I started thinking a little, realized I do not
> use any shareware programs at all (with one exception - see below), and
> began to wonder why. For me it is clearly not a matter of policy, but a
> practical/psychological matter.

I'm glad you took the time to think about the issue. The discussion started with the question of why authors cripple their programs before releasing them, but your points are interesting (and accurate) as well.

>
> I think there are two reasons. First, I like very much the attitudes
> expressed implicitly by those writing public domain software and
> freeware and feel a part aof a community that is supporting one another
> when I use and help support those programs. Each person gives a little
> and takes a little, and in the end we have a very nice collection of
> software for our machines, covering most areas. So if I can offer
> something in compensation for the use of some free software, I tend to
> feel happy to do so. Although I haven't written a commonly used PD
> program myself, I've been involved in making suggestions, beta testing,
> porting and am presently working on translating a manual, all of which
> adds to the spirit of the common cause and makes me feel a part of it.
> It's the least I could do for the likes of Uniterm, gcc, CS-TeX, etc.
> which I use on a regular basis. In the case of sharware, I feel no such
> comradery, and would be just as happy to purchase a commercial program
> if it fills the bill for what I need if nothing can be found in the
> public domain.

I am also happy to see Public Domain/Freeware programs. Some of those programs are exceptional, such as Sozobon C and GCC. There is also some really bad public domain software, but for the most part it is good. The idea behind Shareware though, seems to be that programs of commercial or near-commercial quality can be viewed by the user so that a buying decision can be made after seeing the product. There is also the advantage that the author does not have to pay the cost of distributing his product or have to go through the trouble of locating and selling his product to a distributor. Also, Shareware authors usually aren't looking to make a million dollars. They just want a little compensation for the work they put into the program.

Shareware products also tend to fill a niche that commercial products do not. For example, Freeze Dried Terminal (the competition, oh no! <Grin!>) offers a lot for the price. It does more than Interlink and Flash do put together, and it is Shareware. I personally don't like the

interface at all, though, so I have my own program. It does more than Interlink and Flash as well, with the exception of ANSI emulation. I don't have the kind of money needed to distribute it commercially (and wouldn't even if I did, since I don't want to make a whole lot of money at a hobby which would make it too much like a job (which I have already).) Shareware programs do fill a space that Public Domain and Commercial programs usually leave unfilled (with notable exceptions).

>
> The other reason has to do with the typical sharware that is on the
> market (note - there clearly are exceptions so please don't flame me for
> criticizing your favorite program). I think typically shareware consists
> of programs which people have written that are not quite seen as filling
> a unique enough nitch or are not quite competitive enough so as to
> warrant commercial marketing (or perhaps the author does not want to
> spend the time), but a good deal of time has been put into the program
> so that the author feels the desire to be compensated. This casts the
> shareware author in a role outside of the PD comradery circle above, and
> makes many of us prefer psychologically (perhaps only on a subtle level
> and not a conviction) to look for a PD program to suit our purposes
> rather than go for shareware. Since much shareware either is fairly
> simple (i.e. does not do a lot), or falls in a category likely to be
> covered by free software, there is little need to turn to the commercial
> market.

I agree. Anyone would rather use a free (Public Domain) program instead of a program that they had to pay for (Shareware/Commercial). I would. The reasons you listed for releasing a program as Shareware make a great deal of sense as well. (Wasn't I going to criticize something? <Grin!>)

Shareware programs usually have features that are unique, and they usually are more well-thought-out than Public Domain, although there are many exceptions.

>
> Please don't misuderstand. I am not criticizing the concept of shareware
> per se, but only trying to analyze why psychologically I don't gravitate
> towards it. The notable exception in my case is a bible search program
> by Spiritware, which is unique, and cannot be replaced by any software I
> know of, PD or commercial.
>
> Cheers,
> Don Petcher petcher@wuphys.wustl.edu
> Department of Physics
> Washington University
> Saint Louis, Missouri

Thanks for your insight. We both wandered off the current topic, but it was interesting anyway...

<< -- >>
<< mforget@ersys.edmonton.ab.ca >>

<< ~~~~~~ >>
<< Michel Forget >>
<< The Key: Spirit over mind over matter. >>
<< -- >>

6820. Re: Need help with Hard Drive Purchase

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 23:39:06 UTC
From: bigham@acpub.duke.edu
Message-ID: <3525@news.duke.edu>
Source record: 220405

From the Holy Book of <4056@wet.UUCP>
as spake by ekrimen@wet.UUCP (Ed Krimen) :
>In article <1992Jun25.032412.11530@u.washington.edu> automan@milton.u.washington.edu ( )
writes:

>>I will be (maybe) buying a Supra 52Meg Hard Drive in a few days. It is brand
>>new and only $399.

>>Before I make this purchase, I was hoping anyone out there with experience
>>or knowledge of Supra products could provide any information (positive or
>>negative) regarding the drives reliability, speed etc.

Got one. It's a year old today, and I've had no problems at all with
it.

>>I do not know much about Atari HD setups, but I do know that:

>>A supra is not SCSI (but no, I will want to hook up other drives)

SCSI on the inside, ACSI on the outside. [Hmm, I wonder if you could
tap the controller for an extra SCSI device, like, say, a tape drive.
Now that the warranty's run out... :)]

>>It is loud.

My monitor is louder.

>>It is LARGE (looked almost as big as my monitor!)

It's a shoebox, about 6"x3"x12". Much smaller than the average monitor.

>>Any suggestions on HD utilities?

Supra's utilities come with the drive. They should serve you well,
unless you need something exotic.

>>It seems like for $399 a good deal. It is supposed to be ready to roll, just
>>plug in and go!

Check.

>All I'm certain about with the Supra 52meg drive is that it uses a Quantum
>LPS52S mech which is an excellent one.

Check.

>$399 is a great price for that drive.

No kidding. I paid $459 for mine.

-sbigham
--
Scott Bigham | The opinions expressed above are
bigham@hercules.acpub.duke.edu | (c) 1992 Hacker Ltd. and cannot be
| copied or distributed without a
| Darn Good Reason(tm).

6821. Re: 640*800 screen resolution

Newsgroup: comp.sys.atari.st
Date: 1992-06-26 23:43:49 UTC
From: jsurace@cco.caltech.edu
Message-ID: <1992Jun26.234349.13185@cco.caltech.edu>
Source record: 220413

Well, as an Amiga user, I can consider myself an expert on
interlacing and its associated flicker.
Presumably, you are entering an interlaced screen mode. You
get double the vertical lines, but each of the even and odd
fields is updated only at 30 hz. The result: the screen flickers.
This is particularly bad for anything 1 pixel high, or with
contrasting colors. You can alleviate the interlace flicker
either with a better color scheme, or some people find polarized
sunglasses or monitor screen help a great deal. (the monitor
screen really does).
Using a multisync monitor makes no difference. In interlaced mode,
you are still outputting at the normal video rate. (in an amiga, 15khz,
the standard NTSC rate). Only now, you are sending even and odd fields.
Your multisync monitor still gets the 15 khz signal. To get rid of the flicker,
you need extra hardware. Maybe the Atari has it built in, although I
doubt it. On my A3000, the flicker is removed by reprocessing the
15 khz signal and the even and odd frames into a 30 khz VGA style
rate. The multisync monitor then runs at the higher sync rate, you get more vertical lines
in every field, and a 60hz refresh.

In any case, you need the higher sync rate signal to get rid of flicker.
An interlaced screen flickers no matter what its viewd on unless its
deinterlaced or the color scheme hides the flicker. (This is how TV's get away
with it).

-Jason Surace
jason@ipac.caltech.edu
jsurace@arrester.caltech.edu

6822. Re: Need help with Hard Drive Purchase

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 00:43:22 UTC
From: automan@milton.u.washington.edu
Message-ID: <1992Jun27.004322.19905@u.washington.edu>
Source record: 220406

Thanks to everyone who responded to this question. The information I related
in the original posting was from an "atari" expert I ran into in CB mode.
I have never actually used (or seen) a Supra drive used before, so my
assumptions were based on this "experts" comments. I am gald to hear
that it is not large, loud or obnoxious.

As far as HD utilities goes, it has been suggested that I explain my setup:

- 1040 STe with 4 meg
- TOS 1.98
- Color monitor

Thanks again for all the help!

Roger Mcghee (automan@milton.u.washington.edu)

"All I ask is a chance to PROVE that money does not buy happiness"

6823. notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 02:40:02 UTC
From: nunis@hpsgm2.sgp.hp.com
Message-ID: <52170002@hpsgm2.sgp.hp.com>
Source record: 220425

hi all...

i wish to say a word of thanks to all who responded to my query on c-labs' notator program and which atari to buy.

i went to the shop to look at it and the guy there showed the software to me...needless to say...i was suitably impressed...in fact...i was so impressed i was tempted to buy it instantly...now, if only i HAD the cash...sheesh...

anyway, i still have some questions i need answered before i go and spend my hard money...the system he suggested was a 520ste with a 2mb upgrade of memory and a sm124 monitor. this system would cost me S$2,790 (that's Singapore dollars, which comes up to about $1,800 US dollars at an exchange rate of US$1:S$1.62). so how does the cost add up? does this sound like a reasonable offer? can i get the same thing for less in the US? how about a used one?

another thing, can we really run notator without a harddisk? i mean, how can we right? where can i store my sequences without a harddisk? and how big a disk should i get and how much would that cost? the guy at the store said i do not need a disk...but what do YOU think?

also, i want to be able to print music scores on my laserjet 3p printer and the guy says this is an easy thing to do. has anyone tried doing this and did you need any extra hardware/software to make the connection?

also, can i use an EGA monitor instead of the sm124 (i already have an EGA monitor :)) well, i think i would really like to have notator because i really like the fact of having a sequencer and a notation program in one package...so, do tell me more of your experiences with this great program...and really...i would like to hear pros and cons, this is a hard decision...but one that i must make soon...thanks!

simon.

ps: you could post or email your reponses, i am reading this group almost everyday now :)

email: nunis@hpsgm2.sgp.hp.com

6824. Re: Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 03:28:18 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <13007@mindlink.bc.ca>
Source record: 220410

This "Patch" which will allow GEM or 3rd party file selectors can be had from WordPerfect. It has been out for over 3 years.

All _registered owners_ were informed in the WPCorp Report.

Jim Cruickshank

6825. Re: Decompressing the book...

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 03:47:17 UTC
From: ljdickey@math.waterloo.edu
Message-ID: <BqHJuu.6F9@math.waterloo.edu>
Source record: 220412

In article <1992Jun15.124449.1@acad2.alaska.edu> asdbf@acad2.alaska.edu writes:
>
> Has anyone had problems decompressing and detaring the arp68k_b.tar.Z
>
>ST programming book in a.a? When I attempt to decompress it I get 2 Bombs
>(Bus error). I have decompressed uniterm sucessfully but not the book.
>I have TOS 1.0 and 1 meg.
>

I did uncompress, and then did
tar xof arp68k_book.tar
It worked fine for me.
I wonder if there was something wrong about the file mode you
used. Before you do the file transfer, try typing
binary
That should improve things for you.

--
Prof. Leroy J. Dickey, Faculty of Mathematics, U of Waterloo, Canada N2L 3G1
Internet: ljdickey@math.UWaterloo.ca
ljdickey@math.waterloo.edu
UUCP: ljdickey@watmath.UUCP

6826. Re: anyone heard of "Vanterm"

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 04:55:04 UTC
From: molin@crs.cl.msu.edu
Message-ID: <1992Jun27.045504.28653@msuinfo.cl.msu.edu>
Source record: 220416

davidli@simvax.labmed.umn.edu writes:

>Overall, UNITERM is a very nice program. I've played around with a number of
>telecommunications programs (including VanTerm), and I keep coming back to
>UNITERM.

What's more... One can ftp anon to chsun.chuug.ch, look under archive.
software.atari.UniTerm and always have the latest version.

Long live Simon Poole!

--

```
________________________
/ molin@crs.cl.msu.edu \
/=========================================================
/ The definition of a mess... ||| Can you say \
/ 4 Megs of shit in a 640k box. ||| "DOSasaurus?" \
/ Have you crashed Windows today? / | \ I KNEW YOU COULD \
==================================================================
```

6827. Is anyone using ACB4520 with ICD card succeful?

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 05:54:19 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jun27.055419.13496@yuma.ACNS.ColoState.EDU>
Source record: 220414

Is anyone using the ACB4520 card with ICD host adapter for ST/STe to drive the ESDI hard drive? I'm having problem getting the ICD to work with the card and would like to know how you configured.
Thanks
Tang
sytang@lamar.colostate.edu

6828. how about an SC1224 running off a powerbook?

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 06:22:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <BqHoA6.AKC@acsu.buffalo.edu>
Source record: 220415

Even though I'd prefer to stick with Atari, it looks as if I'll be picking up a Mac powerbook 140 sometime. Does anybody know (or have any thoughts) about whether I'd be able to use my SC1224 as the 140's external monitor? All I know about the 140 is that it has 8-bit color built in.

Anybody?

ANYBODY?

BUELLER?
.Philip

6829. Re: Is anyone using ACB4520 with ICD card succeful?

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 06:36:06 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun27.063606.9325@peponi.wcc.govt.nz>
Source record: 220439

In article <Jun27.055419.13496@yuma.ACNS.ColoState.EDU>, sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:

> Is anyone using the ACB4520 card with ICD host adapter for ST/STe to drive the
> ESDI hard drive? I'm having problem getting the ICD to work with the card and
> would like to know how you configured.
> Thanks
> Tang
> sytang@lamar.colostate.edu

I don't think you will find any support for ESDI hard drives, so trade it in for a SCSI one...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6830. Weekly Posting of New Stuff

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 07:01:45 UTC
From: usenet@atari.archive.umich.edu
Message-ID: <1992Jun27.070145.8207@terminator.cc.umich.edu>
Source record: 220418

```
drwxrwxr-x atari 1024 Jun 21 03:02 .
drwxrwxr-x atari 1024 Jun 26 13:48 .
drwxrwxr-x jon 5120 Jun 26 13:48 ./games
-rw-rw-r-- weiner 10878 Jun 26 13:48 ./games/Index
-rw-r--r-- weiner 42734 Jun 26 13:43 ./games/spider2.zoo
drwxrwxr-x jon 2048 Jun 26 13:43 ./telecomm
-rw-r--r-- weiner 3965 Jun 26 13:42 ./telecomm/Index
-rw-r--r-- weiner 172096 Jun 26 13:42 ./telecomm/conn106i.lzh
drwxrwxr-x jon 512 Jun 26 14:04 ./magazines
drwxrwxr-x jon 512 Jun 26 13:48 ./lynx
-rw-r--r-- weiner 265529 Jun 26 13:48 ./lynx/ChipsChalngNotes.ps.Z
-rw-rw-rw- ftp 28406 Jun 26 13:45 ./lynx/Lynx_Cheats.Z
-rw-rw-rw- ftp 768 Jun 26 13:46 ./lynx/README
```

6831. Re: GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 07:06:54 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <61182@cup.portal.com>
Source record: 220417

Regarding GEMulator, Leo Hendry asks:

>The big question is does PC Ditto work on it, and of course, does it work
>under PC Ditto?

I'd imagine pc-ditto (the original software PC emulator) would work on
the GEMulator.. but why..?

And, naturally, GEMulator won't work with pc-ditto, since GEMulator is
a combination hardware/software product for the PC, and pc-ditto, both
the software only, and the hardware versions only emulate PC software,
not PC hardware...

But why would you want to run an ST emulator under a PC emulator on
an ST..?

BobR

6832. (none)

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 07:52:00 UTC
From: only_bbs!Pizza_Thief@overmind.mind.org
Message-ID: <2141752@overmind.citadel>
Source record: 220351

This is my re-plea for anyone to divulge information concerning the format of, or point me in the direction of an editor for - the MIDIMAZE II mazes. NOT midimaze i (the original commerical game), but the better MIDIMAZE II which is german shareware. It is entirely possible that someone posted such information and I never recieved it, this would be due to the near death of the only bbs following a hard drive crash which has now been rectified (yuck!). Please speak up if you ;have any clue. Remember though: MIDIMAZE II not I (midimaze one maze files are just a text file - no such luck iwth midimaze ii). Thanks again.s

6833. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 08:06:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A10562@HH2.maus.de>
Source record: 220445

In article <1992Jun24.165342.26478@crc.ac.uk> naffara@crc.ac.uk (Mi, 24.06.92 17:53) (Dr. N. A. Affara) writes:

>This might sound like a stupid question but I am asking it anyway.
>What version of TOS is Rainbow TOS (I had a piece of paper about it but
>it got lost:-).
>Also, what difference does the version of TOS you have make?
>Is there some kind of major speeding up or what?
>(I told you this was a stupid question)

1. There are no stupid questions, only stupid answers. :-)

2. TOS 1.04 (on "normal STs") and TOS 1.06 (on earlier STEs) are called Rainbow TOS because of the rainbow appearing in the Atari logo when clicking on DESK/Info.

3. There ARE big differences between the TOS versions.
If you have a hard disk, you should run at least TOS 1.04 (or TOS 2.06) because in TOS 1.00 (from '85) and TOS 1.02 (from '86/87) the GEMDOS disk routines are simply SLUGGISH! Besides TOS 1.00 and 1.02 have some fatal bugs which could damage your disks or hard disk under unfortunate circumstances.
From TOS 2.0x on there is an improved desktop. For instance, you can create your own icons and move programs to the desktop which was impossible before.
TOS 2.06 runs on any ST/STE machine with 68000/68010 or 68020. (and lots of more extras)
If you want to run TOS 2.06 on an ST you have to buy one of those extension cards, and that's all. On an STE and Mega STEs it is enough to change the ROMs (if I'm right...)

Christian

EMail: Christian Vogler @HH2.maus.de

6834. Re: TOS 2.05 <-> 2.06

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 08:06:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A10563@HH2.maus.de>
Source record: 220446

In article <1992Jun25.112250.10499@echo.philips.nl> johnj@echo.philips.nl (Do, 25.06.92 12:22) (John Janssen) writes:

>Having read so many articles about the HD floppy drive attached to
>an MEGA STE, I wonder about updrading to 2.06.
>Besides of the possible 1.44 drive problems solved(?),
About the 1.44 drive problems I don't know for sure. But the most important thing is to get a new FDC chip that can handle HD-drives if I'm correct.

>I wonder what is new in that version.
Lots. The RTS/CTS bug is fixed, only very FEW modems still have problems with it, but a program called RS232ENC from Michael Bernards fixes it for good.
You can enter any ASCII code by holding the ALT-Key and typing the code on the Num-block (same as on PCs).
TOS 2.06 runs on 68000/68010/68020 processors.
I/O redirection is correctly implemented.
The OS waits for any hard disks conected to the system and supports AT-bus disks (mainly for the ST Book).
... and some bugfixes
(I don't know what else, but there are some more "features")

And please do not forget the things that do not longer work:-)
Nope! Whatever runs on TOS 2.05 will run on TOS 2.06 for sure. The times when a change of OS versions caused problems are gone. (They _might_ reappear when MTOS is finally released, however. :-( )

Christian

6835. Re: Z-modem for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 08:58:48 UTC
From: bammi@acae127.cadence.com
Message-ID: <BAMMI.92Jul9164248@acae127.cadence.com>
Source record: 219944

> well there are rz/sz .ttps on atari.archive... but has anyone tried
> compiling the `normal' un*x zmodem sources with MiNT libraries? could

somewhere on A.A (i dont have ftp access to tell you exactly
where) there should be MiNT friendly versions of rz/sz. it is NOT just
a matter of re-compiling the TOS ports with the MiNT library, the MiNT
friendly version were modified to take advantage of the fact that it
had MiNT underneath it. also, mgrterm (withs both with and without
mgr) which is a MiNT friendly terminal emulator should be there.
without mgr you get ascii menus, with mgr you get nice
popup/pull-right menus, it has dialing scripts, escape to shell,
suspend etc etc.

cheers,
--
--
bang: uunet!cadence!bammi jwahar r. bammi
domain: bammi@cadence.com
GEnie: J.Bammi
CIS: 71515,155

6836. TT fastram upgrading from 4 to 16 MB

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 14:23:20 UTC
From: micha@moko.saar.de
Message-ID: <H.h9htBskJ2a6@moko.saar.de>
Source record: 220431
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I've a problem upgrading my TT fastram board from 4 to 16 MB. It's copyright Atari Corp., No. CA401058-001 Rev. B. All SIMM modules are in sockets.

I've changed all modules from 1 MB * 8 Bit to 4 MB * 9 Bit, the pins for Bit 9 are not connected. The jumper settings are:

```
W W W W W W
1 1 1 1 1 1
0 0 0 0 0 0
1 2 3 4 5 6

F F R R F F
```

F = front, R = rear

W103 = base address is set to 0x1000000
W104 = dto.
W105 = burst mode disabled
W106 = controler is set to 16 MB (instead of 4 MB)

This configuration works fine on old and new TT versions. But in some cases, there are bus errors or more bombs. Some programs which work in 4 MB mode, don't work in 16 MB mode, some other get problems everytime in the same situation.

The memory check (TOS 3.06) accepts the 16 MB configuration.

The chips on SIMM modules are NEC 424100-70.

Any ideas???

--

EMail: micha@moko.saar.de /\/\ Univers.: mibo@stud.uni-sb.de
Zerberus: micha_b@hit.zer / \ Voice: +49 681 55654 (Ans-Mach.)
SnailMail: Michael Bongartz, Am Ordensgut 43, W-6600 Saarbruecken 1, Germany

6837. WANTED: Lemmings

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 14:32:55 UTC
From: ant@mks.com
Message-ID: <1992Jun27.143255.14528@mks.com>
Source record: 220422

The computer store I normallly deal with is having trouble finding
this game. It seems that North American supplies for ST software
are drying up.

I'm interested in finding either a new or used copy of << Lemmings >>
for my Atari ST. If you've seen this game on some store self or are
tired of playing it, drop me a note with an address of how I might
find it.

If any European suppliers read this, please state whether you have
North American copies that don't require a 50/60Hz loader. (The
subliminal flicker can be very tiring for the eyes during extended
play.)

--
ant@mks.com Anthony C Howe
Mortice Kern Systems Inc. 35 King St. N., Waterloo, Ontario, Canada, N2J 6W9
"Nice legs. For a human that is." - Worf (Q-pid)

6838. tcsh and temcap etc..

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 16:33:00 UTC
From: apelled@cix.compulink.co.uk
Message-ID: <memo.495647@cix.compulink.co.uk>
Source record: 220427

i am struggling getting tcsh set up. i would like get tcsh to respond to the cursor keys in the same way Gulam does.

Any clues ?

Regards,
Adam

6839. Do you have "Revolver"?...HELP!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 19:04:33 UTC
From: richardson@vaxr.sscl.uwo.ca
Message-ID: <1992Jun27.150433.1@vaxr.sscl.uwo.ca>
Source record: 220423

Hopefully someone out there in net-land can help me! I recently went to change the activation keys for "Revolver" and I can't seem to locate the program that does it (I seem to remember it's called 'Revact' or similar). I don't know if it infringes any copyright to send this program since it's not the actual program, more like a 'fix' for the key-change, but if some kind soul could stretch to sending me a copy of 'Revact' I would appreciate it. When I backed up Revolver I didn't bother doing a disk-copy but just copied Revolver.prg and the .sys and .inf etc. files...at the time I remember thinking Revact seemed useless...OOPS! I just can't locate my original copy...I can't find my copy of "Resolution 101" either, but I didn't think much of it anyway so THAT's no great loss. With the recent acquisition of Codekeys and Multidesk however I need to change the activation sequence for Revolver to something less obtrusive! Thanks in advance for any help,

John.

e-mail: richardson@vaxr.sscl.uwo.ca

6840. Emacs (was: Re: Mint programs ???)

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 19:55:52 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.VaRjk0jKa_o@marsu.tynet.sub.org>
Source record: 220363

In <1992Jun24.124656.3403@aber.ac.uk>, Herbert Martin Sauro writes:
> I keep hearing about tcsh but not being a UNIX expert (assuming it has
> something to do with UNIX) I've no idea about its capabilities,
> anybody care to explain?
It's a bit too much too explain the capabilities of tcsh in a posting.
You should read the docs of csh and tcsh and become familiar with Unix
shells, if you want to use most of its features.

> I've been having problems with emacs 3.10 with Gulam under MiNT.
> I only have to do a few edits and the machine (TT) freezes up. Which
> emacs were you refering to?
I was talking about a private porting recently made by Stefan Schober
(stenny@troja.stgt.sub.org). It was Version 18.57 of GNU emacs, if I
remember right. This one works only in a MiNT environment. We'll put
it on ftp.uni-stuttgart.de in a few days.

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Hey, Dave, what about releasing Spectre 3.1 ?" *

6841. HiSoft Forth for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 20:32:42 UTC
From: reynolds@panix.com
Message-ID: <1992Jun27.203242.6469@panix.com>
Source record: 220424
Cross-posted to: comp.lang.forth,comp.sys.atari.st

Has anyone had any experience with HiSoft Forth on the Atari ST? I saw it mentioned in a mail order ad recently. According to the brochure someone at the store read over the phone this is based on Forth-83 with support for the Atari OS and graphics, multitasking, and a Motorola syntax 68000 assembler. There are other features, but I can't recall them all off the top of my head. Can someone tell me the phone number of HiSoft (or their distributor) in the US? Thanks for any information that you can provide.

--
Brian Reynolds
reynolds@panix.com
NAR# 54438

6842. Re: GEMulator?

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 21:07:39 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <121lb5ap@csv.warwick.ac.uk>
Source record: 220426

In article <61182@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>Regarding GEMulator, Leo Hendry asks:
>
>>The big question is does PC Ditto work on it, and of course, does it work
>>under PC Ditto?
>
>But why would you want to run an ST emulator under a PC emulator on
>an ST..?

For F**ks sake it was a joke, a J O K E understand? If anybody else asks me why I would want to cripple my ST/PC by emulating it on an emulator I will scream!

- Leo

6843. Re: GCR on TT 3.06

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 23:21:03 UTC
From: BING_SIN@bdt.COM
Message-ID: <1992Jun27.232103.4134@bdt.com>
Source record: 220298

What version of System Finder are you using? It work fine on my machine. I have TT030 with TOS 3.6, 1.44M Floppy, 44M Syquest, 2M ST RAM. I am using System Finder 6.07 booting it off from the SyQuest hd using ICD host adapter. I use Spectre to do page layout for a school that uses MAC. Finished in 10 hours and Spectre didn't give me any trouble at all.

6844. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-27 23:43:01 UTC
From: ken@isgtec.com
Message-ID: <2756@isgtec.isgtec.com>
Source record: 220430

In article <1992Jun25.233319.10783@u.washington.edu> automan@milton.u.washington.edu ( ) writes:
> I think that TOS 1.98 is the latest version for STE. That's what the ST-type
> programs tell me I have when I run them. No idea what improvements it
> might have over TOS 1.62. This machine was purchased in March of '92.
> Anyone out there have any ideas what 1.98 has that 1.62 doesn't?

They're the same thing! "1.62" is the actual contents of memory, and is
therefore sort of in hex. Figure out 0x62 in decimal. I'd say the TOS
version programs you have are pretty bad.
--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6845. Re: notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 00:01:14 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun28.000114.19120@peponi.wcc.govt.nz>
Source record: 220444

In article <52170002@hpsgm2.sgp.hp.com>, nunis@hpsgm2.sgp.hp.com (Simon Nunis) writes:
>
>anyway, i still have some questions i need answered before i go and
>spend my hard money...the system he suggested was a 520ste with a
>2mb upgrade of memory and a sm124 monitor. this system would cost
>me S$2,790 (that's Singapore dollars, which comes up to about $1,800
>US dollars at an exchange rate of US$1:S$1.62). so how does the cost
>add up? does this sound like a reasonable offer? can i get the same
>thing for less in the US? how about a used one?
>
>another thing, can we really run notator without a harddisk? i mean,
>how can we right? where can i store my sequences without a harddisk?
>and how big a disk should i get and how much would that cost? the
>guy at the store said i do not need a disk...but what do YOU think?
>
>also, i want to be able to print music scores on my laserjet 3p printer
>and the guy says this is an easy thing to do. has anyone tried doing
>this and did you need any extra hardware/software to make the connection?
>
>also, can i use an EGA monitor instead of the sm124 (i already have an
>EGA monitor :)) well, i think i would really like to have notator
>because i really like the fact of having a sequencer and a notation
>program in one package...so, do tell me more of your experiences with
>this great program...and really...i would like to hear pros and cons,
>this is a hard decision...but one that i must make soon...thanks!
>
>simon.
>
>ps: you could post or email your reponses, i am reading this group
> almost everyday now :)
>
>email: nunis@hpsgm2.sgp.hp.com

The price you quoted for the STE system, did that include the Notator Program,
but this price is a BIG RIP OFF, here in NZ you can get at a Sale price
the STE 520 + SM124 for less than $1000nz = $500us, the SIMMS to make it 2 megs
are some $180nz = $90us but can be got for as low as $60us for the 2...

Even at Atari list prices here you are looking at about $1800nz = $900us, and
out Atari prices here are very high for computers here...

No you can't use a EGA monitor, there are other Atari monitors like SM125,
SM144 and SM147, I think that the SM147 is ment for the TT, not I don't think
you need a Hard Drive and be carefull on that printer, does Notator have a Print
Driver for it..??

Roger.............. sheppard_r@kosmos.wcc.govt.nz

6846. Is Derek Mihocka there?

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 00:25:00 UTC
From: Steven.Wells@bbs.actrix.gen.nz
Message-ID: <1992Jun28.002500.12393@actrix.gen.nz>
Source record: 220428

If anyone has Derek Mihocka's E-Mail address, or he himself is reading this, then could Derek either reply in E-Mail or, could someone please give me his E-Mail address.

Information related only.....
--

Nil Mortifi Sine Lucre

6847. ST UUCP

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 00:31:22 UTC
From: azog@thoth.rent.com
Message-ID: <1992Jun28.003122.9367@thoth.rent.com>
Source record: 220450

Ive been reading some messages here about a uucp suite called Hermes,
and am curious about it. Where can I find it, first off? And whats
its capabilites?

A while ago, I found something called Mercury, which looks to be a
pretty complete suite of programs for UUCP, mail, and news. But I
havent had any luck running it. Most of the docs are German, but theres
an English translation that pretty much covers everything. The machine
I am posting this is thoth, and is located downstairs, so I set all my
sys and hosts and paths entries to route to thoth, and tried to send
mail to me azog@thoth. First, the editor I declared, Elvis, even tho
I have the TERM variable declared, doesnt seem to like being called
from within another program.

Secondly, when I send the mail, mail (or elm) reports something to the
effect of input file not found, and dies. Doesnt tell me *which* file
I cant find, tho!

Any help? Not that important, as I have a real Unix machine, running
real HDB UUCP, and all the rest, but it would be fun to try. Thanx

--
Billy D'Augustine | "Wave upon wave of demented avengers march
...rutgers!bobsbox!thoth!azog | cheerfully out of obscurity into the dream"
azog@thoth.rent.com | -- Pink Floyd

6848. Details on Ajax install (needed...)

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 02:01:23 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun28.020123.2084@a.cs.okstate.edu>
Source record: 220429

I'm putting an Ajax chip in my Mega ST, and realize I need software and a doubled clock for using the Ajax at 1.44MB

Can someone post or mail details on a proper clock signal for the Ajax chip? I need to know which pin(s) of which devices I can pull the clock signal from!

I thought I could find this info on Atari.archive... BUT I couldn't.

jc

6849. FRAUG July meeting --- SST demo

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 05:42:44 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jun28.054244.14662@yuma.ACNS.ColoState.EDU>
Source record: 220447

```
Front Range Atari User Group July meeting announcement

Date: July 8, 1992
Time: 7PM sharp
Place: RUN PC at Fort Collins, 524 W. Laural St. #2

Topic: Although have not 100% confirmed, we will have Dave Small from Denver
to show us his SST and answer questions.

Tang
sytang@lamar.colostate.edu
```

6850. Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 09:04:47 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun28.090447.24241@peponi.wcc.govt.nz>
Source record: 220448

Well a person just rang me to-night, just out of the blue and asked for some help.

Has a Star LC 10 colour printer, and uses Hyperpaint/Neocrome and Paintworks, and would like to print out the colour pictures...

What would be the best way to do this, I don't think any of those program have support for Colour Printing, any Ideas..

Are there any good shareware/pd programs that can do this, ie, import a number of colour file formats and be abel to print them, in colour that is..

Roger........ sheppard_r@kosmos.wcc.govt.nz

6851. Re: Mint programs ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 10:23:19 UTC
From: hesche@cs.tu-berlin.de
Message-ID: <HESCHE.92Jun28122305@penny.cs.tu-berlin.de>
Source record: 220449

> >CoNnect V1.06i (International-Version) has an english RSC! Take a look to
> >ftp.cs.tu-berlin.de (130.149.17.7).

> I tried to run the software on a STFM TOS 1.4 mono and got a dialog box
> to do with system ??? this was the German 1.06 version..??

No, I don't think so. V1.06 includes conneng.rsc (there are still some
german sentences inside, but only one or two). Perhaps you have one of
the terible earlier versions...

Bye
Herwig

--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de

6852. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 14:10:00 UTC
From: Christian_Vogler@hh2.maus.de
Message-ID: <A10601@HH2.maus.de>
Source record: 220368

In article <1992Jun25.194733.8965@newshost.lanl.gov> hutch@bellman.lanl.gov (Do, 25.06.92 20:47) (John Hutchinson) writes:

[stuff deleted]
>TOS 2.05 - The first release TOS for the MegaSTe machines. A radically
>different desktop patterned on that of the TT machines. Lots of nifty
>features and ideas "borrowed" from alternative desktops like Neodesk.

>TOS 2.06 - A bug fix to TOS 2.05. Now available as an upgrade to older
>machines through goodies like Codehead's TEC board.

>TOS 3.0x - TT TOS visually identical to 2.05/2.06 (or vice versa) but for
>the TT machines only.
[stuff deleted]

No, TOS 2.06 is definitely NOT only a bug fix for TOS 2.05. It was specially designed to work with any ST/STE machine, while TOS 2.05 works with Mega STEs only. Besides, some features have been added (refer to my article about differences between 2.05 and 2.06).
The reason Atari developed TOS 2.06 was simply that some people developed an extension card which made it possible to use the 256K ROMs in older STs as well.

Christian

6853. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 15:41:11 UTC
From: jarleb@ifi.uio.no
Message-ID: <CMM.0.90.2.709746071.jarleb@urd.ifi.uio.no>
Source record: 220356

In article <1992Jun25.061020.11502@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

> In article <1992Jun22.172907.3639@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
> >
> >-- David Paschall-Zimbel
> >
>
>
> I do suggest you pay your sharware fee to Thomas Quester, then you can get the
> full source code..
>
> Tell me how do you port Assm code to a Vax Unix etc..??
>
>
> Roger..... sheppard_r@kosmos.wcc.govt.nz
>

You DO NOT port assembler to UNIX-boxes, that would mean to reinvent
the wheel over and over again. You produce portable C-code.
On the Atari this may be slower than assembler, but as long as I am
working a lot on my UNIX account I really don't care, it's fast enough
anyway. Almost no-one uses assembler on UNIX-boxes anyway.

This is why I use zoo, but if someone could point out somewhere or
some name I could search for with archie, I would be glad to get
lha201 for UNIX.

PLEA :::

Please, Please do not lharc msa-files like PYM, it's a pain in the
ass for those of use with 1M and 1 disk-drive, to first unlzh and then
unMSA the bitch. If you have to use an archiver (I have no idea why)
please use zoo..... (Then I can unzoo it on my account before
transfer.)

Jarle.

6854. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 16:09:41 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <709747781snx@sphere.demon.co.uk>
Source record: 220352

In article <1992Jun22.183750.8456@cdsmn.mn.org> plate@cdsmn.UUCP writes:

>PLCC is Plastic Leadless Chip Carrier which causes me confusion often because
>an LCC package is Leaded Chip Carrier (has leads)

Sorry, you're wrong too :) not too much tho'
PLCC is Plastic Leaded Chip Carrier
LCC is Leadless Chip Carrier

I have a 1040STFM with *PQFP* MMU and GLUE, there's no easy way to socket
them..

Iain

* Origin: Sphere - There can be only one..

Iain Paton +44-294-221350
Inet: lonewolf@sphere.demon.co.uk ipaton@cix.compulink.co.uk
FidoNet: 2:259/5 NeST: 90:5001/0

6855. <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 16:15:04 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <709748104snx@sphere.demon.co.uk>
Source record: 220353

In article <1992Jun19.161205.1@misvax.mis.arizona.edu> REFRESH writes:

>Just a note of correction, the MMU is never soldered to the motherboard,
>as it is designed for a socket. It may be possible that the video shifter

Erm.. As I've said in another message in this thread I have an ST that
uses PQFP versions of MMU and GLUE, these are purpose designed SURFACE MOUNT
components and as such are ALWAYS soldered to the motherboard.
The PLCC versions can either be surface mounted or socketed, it doesn't
really matter too much..

In any case, your statement that 'the MMU is never soldered' is quite simply
wrong.

Rgds,
Iain

6856. Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 16:30:07 UTC
From: lonewolf@sphere.demon.co.uk
Message-ID: <709749007snx@sphere.demon.co.uk>
Source record: 220354

In article <1992Jun24.060711.18029@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>Udo what about AJR, from bench marks that I have seen posted here, it would be
>the best..???

It probably would be, if someone cares to write an ST version.
According to the docs that come with ARJ on the PC, the availability of
source code is 'very limited'. An older version even said something along
the lines of 'only to large companies' etc.
If you can get the source out of the author then OK, but otherwise who wants
to do a complete (compatible) rewrite from scratch ?

Iain

* Origin: Sphere - There can be only one..

Iain Paton +44-294-221350
Inet: lonewolf@sphere.demon.co.uk ipaton@cix.compulink.co.uk
FidoNet: 2:259/5 NeST: 90:5001/0

6857. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 16:54:58 UTC
From: volker@sfb256.iam.uni-bonn.de
Message-ID: <1992Jun28.165458.27482@olymp.informatik.uni-bonn.de>
Source record: 220358

In article <1992Jun25.061020.11502@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>I do suggest you pay your sharware fee to Thomas Quester

Is this true? Does he really charge a fee now? If that's true, I'll take the sources I have and make a real ANSI C version.

-- Volker
--

Bitnet: UNM409@DBNRHRZ1 Volker A. Brandt
UUCP: ...!unido!DBNRHRZ1.bitnet!unm409 Angewandte Mathematik
Internet: volker@sfb256.iam.uni-bonn.de (Bonn, Germany)

6858. .zoo - what do I use??

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 17:40:42 UTC
From: g0omen@CDF.TORONTO.EDU
Message-ID: <92Jun28.134050edt.30986@marvin.cdf.toronto.edu>
Source record: 220355

Hiya all,

Sorry for posting such a simple question, but which one of the archivers
do I use for .zoo files??? Thanks,

Damian

P.s. Please send the reply to me.... don't waste the band width.

--
"I have plenty of common sense... I just choose to ignore it!"
- Calvin & Hobbes
Damian R. Kanarek : g0omen@cdf.utoronto.ca
Department of Computer Science, University of Toronto, CANADA

6859. Exploding Macs (was: GCR & Atari?)

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 18:10:47 UTC
From: cse0507@desire.wright.edu
Message-ID: <1992Jun28.131047.2433@desire.wright.edu>
Source record: 220357

> Does anyone know what the latest version of the MAC OS (Desktop /
> whatever it is) that works with Spectre GCR is???

No, but....
Speaking of System 7.0, do you want to know how to bring it to its knees? On your high-density equipped Atari :-), format a disk to be twenty sectors per track. (Pumpup by Claus Brod works for me) It reads and writes fine, yes? Now stick that floppy in any Mac running System 7.xx. Goodnight, ladies, it's time to say goodnight. Kablooie. Guaranteed to stop any Mac program in its tracks including, but not limited to, Apple File Exchange, Access PC, DOS Mounter, and darn near anything that runs under 7. Bwahahahahahaha!!!
The Macintosh (tm) IMMEDIATELY bombs as soon as that disk hits the drive. Everything stops. Tired of that "Drive A not responding" message?
Treasure it. It's a heck of a lot better then crashing your entire system.
--
||| Bob "SubGenius" Schulze (%!#) @%(-)&$$
)|(
/ | \ Es brilig war. Die schlichte Toven, Wirrten und wimmelten in Waben;
Und aller-mumsige Burggoven, Dir mohmen Rath ausgraben.

P.S. I like my eject button, too. Weird parallelogram shape and all.

6860. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 22:51:02 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <9j3lblqw@csv.warwick.ac.uk>
Source record: 220359

In article <1992Jun26.105228.27869@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <HESCHE.92Jun26090344@lovelace.cs.tu-berlin.de>, hesche@cs.tu-berlin.de (Herwig Schelauske) writes:
>>
>>
>> > Anyone out there have any ideas what 1.98 has that 1.62 doesn't?
>> > (Besides a larger version number and later release date?)
>>
>>The TOS-versions are splitted in mayor- and minor-release-number. By
>>knowing that, you would see, that $62 is the same as dezimal 98. :-)
>>
>>Ciao
>> Herwig
>>--
>>Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
>> 1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
>>Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
>
>What a load of bull, how come then that the UK version of TOS 1.2 is often
>refered to as 1.09..??? is a version No. NOT a HEX No....
>
>Roger..... sheppard_r@kosmos.wcc.govt.nz
>

I think TOS1.09 is different from TOS1.2 (Which has been renamed to 1.02 because the the minor version number is $02 hex and to call it anything else would be inconsistant with $62 being x.62) I think V1.09 is basically V1.00 with blitter support and was only released in Britain and then only for a short time.
Herwig is completely correct in what he says.

- Leo Hendry

6861. Re: Apple/Acorn

Newsgroup: comp.sys.atari.st
Date: 1992-06-28 23:05:31 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <pk3lbx5w@csv.warwick.ac.uk>
Source record: 220360

In article <1992Jun26.111407.28087@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>I here that Acorn computers of the UK, are now in bed with Apple, and
>there new RISC chips are to be in the New Apple note pads, it looks like Atari
>will have to get its finger out to get better machines as these.
>
>The A5000 the New Acorn RISC Home computer that multi-tasks and runs Unix.

The A5000 doesn't multi task properly - it relies on software calling the
OS frequently to allow it to switch tasks. GEM has always been able to do
this and will soon offer true multitasking.
The A5000 can only run UNIX in theory, only Acorns Rxxx machines come
with UNIX installed.

>Acorns machines have been runing Unix for some years now,
>and has some 26 mips performance..

The most powerful Acorn computer does 14 Mips.

>Acorn even make Unix Work Stations, the R140/160 from memory,
>and take note Atari, all from a company of just 120 people...

I don't think Atari have any more people than that actually developing
products, probably less.

>Acorn knows how to get its act together, they even have a office here in N.Z.
>Atari does not...

Many people in the Acorn world will tell you they are frustrated with Acorn's
pricing and advertising policies which they feel holds back the potential
of their computers.

>There new Archemides A5000 cost less here than a TT, and the A5000 comes with a
>mult-sync monitor, the TT does not, A5000 is $4500nz the TT $5200nz with out
>monitor...

You forgot to say that the A5000 is at least 1.5 times the speed of a TT.
However even the A5000 cannot compete in terms of price/performance with a
'486 IBM clone.

>So does that meen that these new Apple Note pads are going to be that fast..

You'll have to explain that one to me.

- Leo Hendry

6862. Re: LaserPrinter Specs

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 00:36:05 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun29.003605.7702@beaver.cs.washington.edu>
Source record: 220361

In article <1992Jun26.203606.7991@cco.caltech.edu> jsurace@cco.caltech.edu (Jason A. Surace) writes:
>
>
>Hi.
>
>I own an Amiga 3000 running KS2.04. I have recently
>been given the opportunity to aquire an Atari laserprinter.
>Its called an SLM804, and seems to connect with a 37 pin
>connecter.
>
>Note- its currently in another state, so I haven't seen
>it yet, and the manuals are lost.
>
>It's about 4-5 years old.
>
>Has anyone ever heard of it? I'd like to get specs for it,
>particularly any information on how Ataris access printers,
>since I want to interface it to my Amiga. Ant info about it
>would be helpful.

Well, it really is not possible to control the SLM804 from your Amiga, so if you sent off a check I'd call back and cancel your deal...

The problem is that the Atari LAser Printers (SLM804 and SLM805) use an entirely different scheme for page formatting and storage than normal parallel-port laser printers (such as the HP Laset Jet III for example). Where a Laserjet has megabytes of its own private memory and is essentially a computer in its own right, the Atari laser printers are basically just the print engine. This means that the computer does as the formatting and must store the page in the system RAM (which eats up your memory, usually at least 2 MB is required), and the printer is just a slave. The result is a very fast and cost effective laser printer (although you can get a normal laser for about the same price now) --- the catch is that it can ONLY be controlled by an Atari with the correct DMA-interface and printer driver. (well, ok, it woulf be possible to hook it up but it would involve a complex hardware interface and a complex software driver which you would be hard-pressed to write yourself).

So, the answer is that you can't use the SLM804 with your Amiga.

>
>Thanks in advance,
>
> Jason Surace
>
> jason@ipac.caltech.edu or
> jsurace@arrester.caltech.edu

Cheers,

Ben Gilbert
bgilbert@cs.washington.edu

6863. Re: notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 00:47:16 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun29.004716.8065@beaver.cs.washington.edu>
Source record: 220362

In article <52170002@hpsgm2.sgp.hp.com> nunis@hpsgm2.sgp.hp.com (Simon Nunis) writes:
>hi all...
>
>i wish to say a word of thanks to all who responded to my query on
>c-labs' notator program and which atari to buy.
>
>i went to the shop to look at it and the guy there showed the software
>to me...needless to say...i was suitably impressed...in fact...i was
>so impressed i was tempted to buy it instantly...now, if only i HAD
>the cash...sheesh...
>
>anyway, i still have some questions i need answered before i go and
>spend my hard money...the system he suggested was a 520ste with a
>2mb upgrade of memory and a sm124 monitor. this system would cost
>me S$2,790 (that's Singapore dollars, which comes up to about $1,800
>US dollars at an exchange rate of US$1:S$1.62). so how does the cost
>add up? does this sound like a reasonable offer? can i get the same
>thing for less in the US? how about a used one?

The system you described could easily be found for $600-$700 at U.S.
stores mail-order, so if you have the chance it would probably be
well worth the hassle to buy from he U.S. I wouldn't bother trying to
find a used 520STe, most people who are selling Ataris are selling
STs or Mega STs.

>
>another thing, can we really run notator without a harddisk? i mean,
>how can we right? where can i store my sequences without a harddisk?
>and how big a disk should i get and how much would that cost? the
>guy at the store said i do not need a disk...but what do YOU think?
>

Well I don't know Notator but you probably can run it from floppy.
Depending on the magnitude of things you will be doing, you may find
that a hard disk gives you a lot of added flexibility, performance, and
convenience for a reasonable price. (There are a lot of U.S. stores
selling 50 MB drives in the $400 - $500 price range) This would
probably be adequate for your needs, especially if Notator is the only
major program you have on it.

>also, i want to be able to print music scores on my laserjet 3p printer
>and the guy says this is an easy thing to do. has anyone tried doing
>this and did you need any extra hardware/software to make the connection?

All you need is a parallel cable and a printer driver (which is
undoubtedly supplied with the program you use to print scores -- I guess

Notator probably does that). You have a common printer so it's
probable the driver for it is included.

>
>also, can i use an EGA monitor instead of the sm124 (i already have an
>EGA monitor :)) well, i think i would really like to have notator
>because i really like the fact of having a sequencer and a notation
>program in one package...so, do tell me more of your experiences with
>this great program...and really...i would like to hear pros and cons,
>this is a hard decision...but one that i must make soon...thanks!
>

Nope, you can't use an EGA monitor. You can choose either Atari
monochrome monitor (SM124 or SM147), which is probably a good idea
since you can then use high-res monochrome for your sequencing and
notation. Or, use the Atari color monitors (SC1224 or SC1435), although
I have no idea whether Notator runs in medium res -- be sure to check
on this before deciding on a monitor. Another option is to get a
multisync monitor like the NEC 3D (about $400), along with an adapter box
(about $50), then you can do monochrome and color on the same monitor.

>simon.
>
>ps: you could post or email your reponses, i am reading this group
> almost everyday now :)
>
>email: nunis@hpsgm2.sgp.hp.com

6864. Re: Answer: Exchanging Files Mac<->ST [long]

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 01:26:22 UTC
From: wenzel@marsu.tynet.sub.org
Message-ID: <H.0acPVIXf9To@marsu.tynet.sub.org>
Source record: 220304

In <1992Jun26.064913.21143@actrix.gen.nz>, Steven.Wells@bbs.actrix.gen.nz writes:
>
>
> Does anyone know what the latest version of the MAC OS (Desktop /
> whatever it is) that works with Spectre GCR is???
>
> The more recent the better! (And of course whether or not it requires
> a Hard-Drive - something I'm working on!! --------

System 6.0.5 runs quite stable, 6.0.6 and 6.0.7 should run if you
disable sound output.
I recommed using 6.0.5. Without a hard disk, Mac OS is no fun at all.

Regards, Markus.

--
* /dev/ Markus Wenzel, University of Stuttgart *
* /usr/spool/mail/ wenzel@marsu.tynet.sub.org / @rus.uni-stuttgart.de *
* /bin/ps -l status: idle; waiting for better times *
* ~/.ircrc/nick Marsu *
* /etc/motd "Hey, Dave, what about releasing Spectre 3.1 ?" *

6865. Re: FRAUG July meeting ---ask Dave About Spectre 3.?

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 03:10:54 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <13047@mindlink.bc.ca>
Source record: 220365

Please ask Dave Small about the next release of the Spectre software when he comes to your meeting. Some Questions are:

Tentative release date?
Will it support system 7.0?
What are the other new features?

If you post these (& any other info) I will greatly appreciate it. Probally several other people will too.

Jim Cruickshank

6866. Re: GCR & Atari?

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 03:15:17 UTC
From: Jim_Cruickshank@mindlink.bc.ca
Message-ID: <13048@mindlink.bc.ca>
Source record: 220364

The latest Version of Spectre is 3.0

The best system to run on it is 6.0.5

It will run System 6.0.7 but has bugs in sound.

It will not run System 7.0

Jim Cruickshank

6867. Re: CLAB Notator Questions

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 03:52:36 UTC
From: bmaraldo@watserv1.waterloo.edu
Message-ID: <BqL9Fo.DJn@watserv1.waterloo.edu>
Source record: 220366

I am a professional musician who uses Notator in my music studio for
sequencing and music publishing. I may be of some help...

In article <52170002@hpsgm2.sgp.hp.com> nunis@hpsgm2.sgp.hp.com (Simon Nunis) writes:
>anyway, i still have some questions i need answered before i go and
>spend my hard money...the system he suggested was a 520ste with a
>2mb upgrade of memory and a sm124 monitor. this system would cost
>me S$2,790 (that's Singapore dollars, which comes up to about $1,800
>US dollars at an exchange rate of US$1:S$1.62). so how does the cost
>add up? does this sound like a reasonable offer? can i get the same
>thing for less in the US? how about a used one?

That sounds hight to me. Last time I checked new atari prices,
the system you described was around $700 Canadian ($1us = $1.18CDN). You
can get used systems for considerably less. In fact, you do not need a
2meg STe to run Notator. An old 520 with a 1neg upgrade or a 1040 are all
that are needed and at least one double sided drive. I sold a 1meg 520
with drive and mono (sm124) monitor for $150CDN (this is not uncommon)!!!

>
>another thing, can we really run notator without a harddisk? i mean,
>how can we right? where can i store my sequences without a harddisk?
>and how big a disk should i get and how much would that cost? the
>guy at the store said i do not need a disk...but what do YOU think?

Yes you can. I do (I am hoping my deal on a 30med HD goes through).
I have been running Notator 3.2 on a 520 with a double sided drive. It takes
a bit longer to load but runs just fine. All of Notator will fit on a single
disk (about 600k of file space) so even the smallest HD will work.

>
>also, i want to be able to print music scores on my laserjet 3p printer
>and the guy says this is an easy thing to do. has anyone tried doing
>this and did you need any extra hardware/software to make the connection?

I am a music publisher and use a Panasonic laser emulating an HP
with Notator and it works just fine. I use Calamus to do the headings
and title pages but Notator will work as well. I do not see a problem
using the 3p (an HP?) with Notator, all the drives are on the disk.

>
>also, can i use an EGA monitor instead of the sm124 (i already have an
>EGA monitor :)) well, i think i would really like to have notator
>because i really like the fact of having a sequencer and a notation
>program in one package...so, do tell me more of your experiences with
>this great program...and really...i would like to hear pros and cons,

>this is a hard decision...but one that i must make soon...thanks!

Notator, in my opinion, is the best music sequencing software available for a commercial home computer. I use my system professionally on a full-time basis so it has to work and work well. It does. I do say this to people, though, 'I would own a Mac if it wasn't for Notator and Calamus.' A Mac is a better computer over-all but Performer just doesn't stack up to Notator. The notation printout is publisher quality, unlike most notation/sequencer packages (thank god they fixed the slurs). Notator/Creator are the best. You may not need the best. I use only about 30% of Notator's sequencing capabilities - the tools are them but I just don't use them for actual work. An atari or mac with cheaper software might do you fine. I can't without Notator simply because of the steamline user interface and notation.

>
>simon.
>
>ps: you could post or email your reponses, i am reading this group
> almost everyday now :)

There you have it. If you have any more questions please ask.

Brett

ps. I have 6 recordings out that were done with Creator/Notator (some work with Pro 24 when C/N wasn't available). By the way, Pro 24 might do you just fine. What are your bottom-line requirements?

--
-------- Unit 36 Research ---------
"Alien Technology Today"
bmaraldo@watserv1.UWaterloo.ca
{uunet!clyde!utai}!watserv1!bmaraldo

6868. Programming/Developing resource text-files

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 04:39:12 UTC
From: aa620@cleveland.Freenet.Edu
Message-ID: <1992Jun29.043912.20460@usenet.ins.cwru.edu>
Source record: 220367

Hi,

The Cleveland Free-Net Atari SIG Operators are working on
a new version of the SIG. We plan to release it within the next few
days and will post info on how to access it for those that do not know.
The last part of the SIG that we are trying to get together are
the mini "Programming/Developing Forums" within each system support
area. Inside this forum, we are trying to get together programming and
developing resource files that will be helpful to users.

If you have any documents, tutorials, or any other text-files
that may be of help to us, please send them to this mail-box.
We already have the "ProGem" series so please do not send them.

We are creating these forums for you and hope that everyone
that has access to telnet will use them. We hope that you will help
us make these forums better as time goes on.

Thank you for your help.

Sincerely,

Len Stys
.

6869. Re: (none)

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 06:06:42 UTC
From: mlkaaden@cip.informatik.uni-erlangen.de
Message-ID: <BqLFn6.Et5@immd4.informatik.uni-erlangen.de>
Source record: 220369

only_bbs!Pizza_Thief@overmind.mind.org writes:

>This is my re-plea for anyone to divulge information concerning the format
>of, or point me in the direction of an editor for - the MIDIMAZE II mazes.
>NOT midimaze i (the original commerical game), but the better MIDIMAZE II
>which is german shareware. It is entirely possible that someone posted such
>information and I never recieved it, this would be due to the near death of
>the only bbs following a hard drive crash which has now been rectified
>(yuck!). Please speak up if you ;have any clue. Remember though: MIDIMAZE
>II not I (midimaze one maze files are just a text file - no such luck iwth
>midimaze ii). Thanks again.s

You should pay your shareware fee. Then you'll get an editor - the one the
MIDIMAZE II authors wrote. Didn't read the docs? Tststs ;-)

Michael

Michael Kaaden "For every problem there is one
University of Erlangen-Nuernberg solution which is simple, neat,
mlkaaden@cip.informatik.uni-erlangen.de and wrong." - H. L. Mencken
Wo ein Wille ist, ist auch ein "geht nicht"...

6870. trouble using gdos/slm804

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 06:09:31 UTC
From: marc@targon.UUCP
Message-ID: <2466@targon.UUCP>
Source record: 220374

Hello netland,

I'm looking for some hints to help me get documents printed on
an slm804 laserprinter using gdos. As far as I know my assign.sys
is set up correctly, i.e. the path to the fonts and the slm804.sys
are valid, and gdos is resident after booting (I tried several versions
of gdos, like gdos1.1, amcgdos, nvdi).

Programs that use output.* mostly crash even before an attempt is
made to start printing; sometimes the box 'Now printing...' apears,
after which it crashes, and sometimes I'm as lucky to get one single
sheet out...
Timeworks publisher often prints normally the first time, but when
I try to print the same testpage, I get the error 'Printer driver
not found'.
Touchup has the possibility to print directly from the program (not
requiring output.*/gdos, but says 'Laser printer error' (!).
The diablo emulator just seems to work fine.

Has anyone any idea what can be wrong here? What acsi address uses
the slm804? Can it be some clash between the slm804 and the icd
scsi hostadapter (with hard disk at lun0)? I have also seen sense
codes 7f and 24 a few times.

Any help would be appreciated greatly; please reply by email.

Marc Dierikx

+---+
|Marc Dierikx Siemens Nixdorf SWZ |
|marc@targon.UUCP / dierikx.via@sni.de / dierikx.via@sni-usa.com |
+---+"

6871. dvi2slm fonts

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 07:00:25 UTC
From: marc@targon.UUCP
Message-ID: <2467@targon.UUCP>
Source record: 220375

Hello netland,

Can anyone tell how to create or obtain font libraries for dvi2slm?
Please reply by email.

Thanks in advance,

Marc

```
+-----------------------------------------------------------------+\n\
|Marc Dierikx Siemens Nixdorf SWZ |\n\
|marc@targon.UUCP / dierikx.via@sni.de / dierikx.via@sni-usa.com |\n\
+-----------------------------------------------------------------+"
```

6872. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 08:16:35 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun29.081635.7470@peponi.wcc.govt.nz>
Source record: 220372

In article <CMM.0.90.2.709746071.jarleb@urd.ifi.uio.no>, jarleb@ifi.uio.no (Jarle Brinchmann) writes:
>
>PLEA :::
>
>Please, Please do not lharc msa-files like PYM, it's a pain in the
>ass for those of use with 1M and 1 disk-drive, to first unlzh and then
>unMSA the bitch. If you have to use an archiver (I have no idea why)
>please use zoo..... (Then I can unzoo it on my account before
>transfer.)
Jarle

I don't think that MSA or Ultra do any file checking, so that is why they are achived, to protect from transmision errors..??

What we need is a good AJR package for the Atari...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6873. Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 08:24:01 UTC
From: tskuenne@cip.informatik.uni-erlangen.de
Message-ID: <BqLM01.J5J@immd4.informatik.uni-erlangen.de>
Source record: 220370

Hello out there.

Does anybody know if the Sozobon-C Compiler is still supported (i.e. are
there future versions planned) ?

Thank you in advance
Tommi

==
||| Thomas Kuenneth, student of computer science/Erlangen/Ger
||| e-mail: TSKUENNE@FAUI09.INFORMATIK.UNI-ERLANGEN.DE
/ | \ MAUS-Net: Thomas Kuenneth @ N
TT030 ==

6874. Re: Answer: Exchanging Files Mac<->ST [long]

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 08:45:27 UTC
From: weiss@uklira.informatik.uni-kl.de
Message-ID: <1992Jun29.084527.4738@uklirb.informatik.uni-kl.de>
Source record: 220371

In article <1992Jun26.064913.21143@actrix.gen.nz> Steven.Wells@bbs.actrix.gen.nz writes:
>
>
>Does anyone know what the latest version of the MAC OS (Desktop /
>whatever it is) that works with Spectre GCR is???
>
6.0.7, also 6.0.8 (6.0.7 with 7.0 Printer Drivers)
>The more recent the better! (And of course whether or not it requires
>a Hard-Drive - something I'm working on!! --------
>--
No HD required, but pretty useless without (as also the MAC is)
> Nil Mortifi Sine Lucre
>
> Wells_S@Kosmos.WCC.Govt.NZ Steven.Wells@BBS.Actrix.Gen.Nz

--
Dipl.-Inform. Gerhard Weiss * Universitaet Kaiserslautern * FB Informatik
AG Prof.Dr. v. Puttkamer * P.O.Box 3049 * W-6750 Kaiserslautern * Germany
Phone +49 631 2052656 * Fax +49 631 2052803 * E-mail weiss@informatik.uni-kl.de

6875. Re: Tired of mindless flaming

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 09:00:36 UTC
From: mm68@unix.brighton.ac.uk
Message-ID: <1992Jun29.090036.8954@unix.brighton.ac.uk>
Source record: 220273

Here here! Bravo that man!

--
+---+
| These views are my own and not those of anyone else other than my familar, |
| Grishnak, a Major Demon. If you have any queries please address then to him |
| he will be more than happy to deal with them.... |
| Michael May, Northbrook College, Worthing, Sussex, England. |
+---+

6876. Uniterm (was: anyone heard of "Vanterm")

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 09:26:03 UTC
From: jansteen@cwi.nl
Message-ID: <6488@charon.cwi.nl>
Source record: 220373

molin@crs.cl.msu.edu (Michael Olin) writes:

>What's more... One can ftp anon to chsun.chuug.ch, look under archive.
>software.atari.UniTerm and always have the latest version.

Does anyone know how to use customised fonts in Uniterm instead of
the default system fonts? I would highly appreciate any pointers.

Jan van der Steen
--
-=-
Jan van der Steen jansteen@cwi.nl
Centre for Mathematics and Computer Science (CWI)
Kruislaan 413, 1098 SJ Amsterdam, The Netherlands

6877. Re: HiSoft Forth for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 09:44:47 UTC
From: MEBEB@LIVERPOOL.AC.UK
Message-ID: <92181.104447MEBEB@LIVERPOOL.AC.UK>
Source record: 220258
Cross-posted to: comp.lang.forth,comp.sys.atari.st

I haven't got their phone number on me, but you could try mailing
hisoft@cix.compulink.co.uk

Kev

6878. MiNT & logical GEMDOS drives ?

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 09:46:59 UTC
From: itschere@techfak.uni-bielefeld.de
Message-ID: <1992Jun29.094659.14342@unibi.uni-bielefeld.de>
Source record: 220314

Hello world!

Has anyone out there the slightest idea how to prevent (!!!) MiNT from recognizing some logical drives?
The point is that if you'd really like to run a multi user system and do install a minix partition to have the full access permission stuff, how can you block the other drives for some users? Perhaps :-) its not a good idea that a second /dev/ttya client is able to start gem programs?!?
I can block these effects on the minix partition by using the access permissions, but I cannot take away the read & execute permissions on other (normal) drives, so what can there be done?
Several tries with erasing the u:/c or making a symbolic link from u:/c to nowhere to prevent the original drive to be accessed or renaming u:/c to anything which can't be accessed haven't lead to anything which looks like success.
The only way it seems to be possible, is to manipulate the _drvbits system variable, then the drives won't be in u:/ but how should MiNT boot up the minix.xfs then???

a desperate TeSche
--
Torsten Scherer, Wiesenstrasse 28, D-W4970 Bad Oeynhausen 1, Germany
==> Technische Fakultaet, Universitaet Bielefeld, Germany
Internet E-Mail : itschere@techfak.uni-bielefeld.de

6879. ATARI FALCON DSP CHIP

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 10:21:41 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BqLrG5.E7q@newcastle.ac.uk>
Source record: 220376

I've just returned from a holiday in France, where I saw a french magazine with a massive article giving the full specs for the Falcons DSP sound chip.

CRAIG GRAHAM.

6880. Re: Apple/Acorn

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 10:27:22 UTC
From: D.M.Johnson@newcastle.ac.uk
Message-ID: <BqLrpM.EM9@newcastle.ac.uk>
Source record: 220377

cstdxas@warwick.ac.uk (Leo Hendry) writes:

>In article <1992Jun26.111407.28087@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:

>>Acorn even make Unix Work Stations, the R140/160 from memory,
>>and take note Atari, all from a company of just 120 people...

>I don't think Atari have any more people than that actually developing
>products, probably less.

Yeah but 120 people is the TOTAL workforce in Cambridge,
Development team seems to be about 20

>>Acorn knows how to get its act together, they even have a office here in N.Z.
>>Atari does not...

>Many people in the Acorn world will tell you they are frustrated with Acorn's
>pricing and advertising policies which they feel holds back the potential
>of their computers.

Very true, knock 500 quid of the price of the A5000 and it would sell like hot
cakes.

>You forgot to say that the A5000 is at least 1.5 times the speed of a TT.
>However even the A5000 cannot compete in terms of price/performance with a
>'486 IBM clone.

Not that old chestnut, they are still arguing about it in comp.sys.acorn

>>So does that meen that these new Apple Note pads are going to be that fast..

>You'll have to explain that one to me.

Apple aredeveloping a notebook computer, the Apple Newton that uses the ARM
chips set developed by Apple, VLSI and Acorn

Dave Johnson

6881. Re: Looking for CLA_V1R1.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 10:40:30 UTC
From: Craig.Graham@newcastle.ac.uk
Message-ID: <BqLsBI.Fv9@newcastle.ac.uk>
Source record: 220378

I cann't afford a TT, so I'm buggered if I know whether CLA will run under TOS 3.06.
If anyone tries it then perhaps they'll let me know how they get on.....

CRAIG GRAHAM (Main Author Of CLA).

6882. tcsh and temcap etc..

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 10:44:40 UTC
From: jensk@hpbbrd.bbn.hp.com
Message-ID: <86010026@hpbbrd.bbn.hp.com>
Source record: 220274

You need to set the `ku', `kd' etc. termcap entries to refer to the codes that
MiNT assigns to the cursor keys. By default, MiNT sends the VT52 sequences for
`cursor up', `down', ...
This will work only for MiNT >= 0.94.

Greetings,

Jens.
--
Internet: jensk@hpbbn.bbn.hp.com HPDESK : JENS_KILIAN%XU@HP1200
MausNet: Jens Kilian @ BB KILIAN_JENS/HP1200_XU@hpbbi4
Phone: (0|+49)7031-14-1726 TELNET : 778-1726
Fax : (0|+49)7031-14-2049

As the air to a bird, or the sea to a fish, so is contempt to the contemptible.

6883. Re: Need help with Hard Drive Purchase

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 12:37:01 UTC
From: anisko@usdtsg.DaytonOH.NCR.COM
Message-ID: <1061@usdtsg.DaytonOH.NCR.COM>
Source record: 220390

In article <1992Jun27.004322.19905@u.washington.edu> automan@milton.u.washington.edu ( ) writes:
>
>
>As far as HD utilities goes, it has been suggested that I explain my setup:
>
> - 1040 STe with 4 meg
> - TOS 1.98
> - Color monitor
>
Just curious - what program is telling you that you have TOS 1.98? As far as I know, there is no such thing. But as a message mentioned before, 98 decimal is 62 hex, so the program may be showing you the decimal version instead of the hex version. (i.e. TOS 1.62)...

Robert Anisko

6884. ask for Gribnif Software Adress

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 13:00:49 UTC
From: marre@tls-cs.cert.fr
Message-ID: <388@tls-cs.cert.fr>
Source record: 220381

Does anyone can send me the post or mail address of Gribnif Software
they seem to be the official distributor of Pure C in the states.

Thank's

Daniel.
--

Daniel Marre
DERI-CERT-ONERA - 2 av. E. BELIN - BP 4025 - 31055 Toulouse cedex France
tel. 61.55.71.66 telefax 61.55.71.72 telex 521596 F ONECERT

6885. Re: TOS versions

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 13:57:49 UTC
From: RESCHKE@DMSWWU1A.UNI-MUENSTER.DE
Message-ID: <92181.135749RESCHKE@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 220380

In article <1992Jun25.233319.10783@u.washington.edu>,
automan@milton.u.washington.edu ( ) says:
>
>John,
>
>I think that TOS 1.98 is the latest version for STE. That's what the ST-type
>programs tell me I have when I run them. No idea what improvements it
>might have over TOS 1.62. This machine was purchased in March of '92.
>
>Anyone out there have any ideas what 1.98 has that 1.62 doesn't?
>(Besides a larger version number and later release date?)

There's no such thing like a TOS 1.98. Look at the ROM header and you'll see
that what you have is really TOS 1.62.

6886. Atari in public

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 14:04:12 UTC
From: saj@chinet.chi.il.us
Message-ID: <1992Jun29.140412.16583@chinet.chi.il.us>
Source record: 220268

I saw a big Atari Lynx booth at Taste of Chicago yesterday. Lots of machines fastened to tables, competitions, good-looking young people talking to the crowd, all the trimmings.

For the information of most of the world: Taste of Chicago is a kind of week-long municipal picnic, and draws several million visitors annually. It is Chicago's best-attended public event.

Steve saj@chinet.chi.il.us

6887. Re: GNU-C 2.1 Compiler Problem

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 14:13:28 UTC
From: Bjarne Pohlers <ZX0013@DMSWWU1A.UNI-MUENSTER.DE>
Message-ID: <92181.141328ZX0013@DMSWWU1A.UNI-MUENSTER.DE>
Source record: 220379

In article <1992Jun25.135807.16951@rhrk.uni-kl.de>, kring@efes.physik.uni-kl.de
(Thomas Kettenring) says:
>
>I think that wasn't the problem. Turbo-C's iostream.h is GNU-C's stream.h.
>
No, in the new g++-libraries there is also a <iostream.h>. It is recommended
not to use <stream.h> anymore which exists just for compatibility.
>I got six answers now, and most of them said I should get a new crt0.o
>to solve the problem. Bob Malay sent me this file, but I haven't
>tried it yet. Thanks to everybody! If it doesn't work, I'll be back!
Hope, you also have the new g++-libraries. I had similar problems when using
the old libraries which came with g++1.39.
--
!"$%&/);=?!-.'"[!=({\,@*~#+$['&^(/!&=]`"%$_^.|?>}`>|"/~^<$:&)*;#!;[&=#"&%$\':"[
" Bjarne Pohlers Fast address: <pohlerb@math.uni-muenster.de> &
\ Slow address: Asbeckweg 15 | W-4400 Muenster | Germany \
& Phone number: (X49)251-866559 "
[":'\$%&"#=&[;!#;*)&:$<^~/"|>`}>?|.^_$%"`]=&!/(^&'[$+#~*@,\{(=!["'.-!?=;)/&%$"!

6888. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 14:14:45 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun29.141445.15880@a.cs.okstate.edu>
Source record: 220384

In article <1992Jun29.081635.7470@peponi.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz writes:
>In article <CMM.0.90.2.709746071.jarleb@urd.ifi.uio.no>, jarleb@ifi.uio.no (Jarle Brinchmann) writes:
>>
>>PLEA :::
>>Please, Please do not lharc msa-files like PYM, it's a pain in the
>
>I don't think that MSA or Ultra do any file checking, so that is why they are
>achived, to protect from transmision errors..??
>
The reason for archiving the MSA is for better compression, and inclusion
of a document not on the original disk. ZOO will do the job fine,
as will the other archivers (with less portability).

jc

6889. 1st word -> ascii

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 14:21:50 UTC
From: fokkinga@cs.utwente.nl
Message-ID: <1992Jun29.162150@cs.utwente.nl>
Source record: 220382

I want to convert a file produced by Atari's First Word word processor
into ASCII (keeping as much as possible the print lay-out).
Who can help me? Is there a program available that does the job?

Maarten Fokkinga, e-mail: fokkinga@cs.utwente.nl

6890. bouncy bouncy

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 14:36:51 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <29JUN92.10365110@cc4.crl.aecl.ca>
Source record: 220383

On the weekend I tried to E-mail info out to various people who contacted me after I requested info on FTP sites. Must have had a rubber band network because most of what I mailed out bounced back.

Briefly:

Ralph, I cannot send you GCR 3.0 to upgrade your 2.65. The upgrade is commercial, not freeware, and you will have to buy it from Gadgets. Sorry!

Hurwitz, I have been very happy with my Reflex card in my Mega4ST. For Megas, the board simply plugs in. The hardest part is opening up the Mega (i.e. taking out 8 screws and lifting up the shileding). The operation is quick and painless. If you want more info, please send me a hardcopy mailing address and I'll send it to you.

As for those who wanted copies of the FTP site lists I received, I'll post a compilation in my next posting to the net.

6891. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 14:49:32 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun29.144932.21268@wam.umd.edu>
Source record: 220385

In article <1992Jun29.082712@lssec.bt.co.uk> msmith@lssec.bt.co.uk (Martin Smith) writes:
># This is a new release of the RANDPLAY sample playback program
># which appeared in the binaries group recently.

Just out of curiosity, why did you post this in comp.sys.atari.st as
well as in the binaries group? UUencoded posts cost a lot of money;
see news.lists for the staggering statistics.

From RANDPLAY.INF, in the archive:

># RANDPLAY.INF file last edited MHS 23/1/92. Beats PLAY.PRG by miles !

Oh really? Then how come you can't play STe stereo samples at
arbitrary sample rates? Nyah-nyah! :-P :)

Thanks to some feedback from Ed Krimen, there's a new version of QD
Play sitting in the atari/new directory on atari.archive. Of course,
you can't download it until Jeff checks it out and puts it in newitems.

Dave Baggett
dmb@wam.umd.edu

6892. FTP sites

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 14:54:17 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <29JUN92.10541765@cc4.crl.aecl.ca>
Source record: 220386

From: CRL::IN%"as423@cleveland.Freenet.Edu"
To: IN%"csullogg@crl.aecl.ca"
CC:
Subj: RE: FTP sites

There is a few good FTP sites, and alot of little ones.
The best is atari.archive.umich.edu and you use FTP as name and
USER as the password in lower case of course. A great one for
demos is ftp.uni-kl.de and you login the same way.
What system do you have, and what are you looking for? I
think you will like umich, it has alot of stuff.
Are you familiar with ARCHIE or have you never heard of it?
It is a good system for locating files. E-Mail me anytime for help
if you need some.

Ken Wallace

From: CRL::IN%"hesche@cs.tu-berlin.de" "Herwig Schelauske"
To: IN%"csullogg@crl.aecl.ca"
CC:
Subj: FTP sites

Hy,

> Could someone E-mail me a list of FTP sites for Atari stuff. TIA, Greg

-------> ATARI Software sites - 10/06/92 <-------
^^

Email: archive-server@twitterpater.eng.sun.com
Contents: All the Usenet postings.

---

archive.cs.ruu.nl (131.211.80.5) *
ATARI-ST/ Email: mail-server@cs.ruu.nl

---

atari.archive.umich.edu (141.211.164.8) *
atari/ Email: atari@atari.archive.umich.edu

---

f.ms.uky.edu (128.163.128.6) +
pub/atari/ /pub2/atari/

---

ftp.cs.uni-sb.de (134.96.252.31) +
pub/atari/ Email: ftp@cs.uni-sb.de

---

ftp.e-technik.tu-muenchen.de (129.187.231.50) +
pub/atari/ (129.187.230.225)

---

ftp.eu.net (192.16.202.1) -
comp/atari/

---

ftp.fu-berlin.de (130.133.4.50) +
pub/atari/

---

ftp.germany.eu.net (unido) (192.76.144.129) *
pub/comp/atari-st Email: info-server@Germany.eu.net

---

ftp.informatik.rwth-aachen.de (137.226.112.31) +
pub/atari/

---

ftp.informatik.tu-muenchen.de (131.159.0.110) +
pub/atari/ Email: ftp-mailer@informatik.tu-muenchen.de

---

ftp.ira.uka.de (129.13.10.90) -
pub/systems/atari

---

ftp.thp.uni-koeln.de (134.95.64.1) +
pub/atari/

---

ftp.cs.tu-berlin.de (130.149.17.7)
pub/atari/

---

ftp.uni-kl.de (131.246.9.95) +
pub/atari/

---

ftp.uni-muenster.de (128.176.120.210) *
pub/atari/

---

ftp.uni-paderborn.de (131.234.2.32) *
pcsoft/atari/

---

ftp.uni-regensburg.de (132.199.1.2)
software/atari/

---

ftp.uni-stuttgart.de (129.69.1.12) +
soft/atari/ Email: mail-server@rusmv1.rus.uni-stuttgart.de

---

mcshh.hanse.de (192.76.134.1)
-
pub/systeme/atari/st/

---

nic.funet.fi (128.214.6.100) -
pub/atari/

---

star.cs.vu.nl (192.31.231.42) -
atari/ (130.37.24.6)

---

sun.rz.tu-clausthal.de (139.174.1.3) +
pub/atari/

---

wuarchive.wustl.edu (128.252.135.4)
pub/atari/
usenet/comp.binaries.atari.st/
usenet/comp.sources.atari.st/
mirrors3/archive.umich.edu/atari/

You know some more ftp-sites with interesting ATARI-stuff?
Please mail the adress to me!

Thanx.
Herwig Schelauske

--
Charlottenburger Ufer 1 | MAUS @ B (taeglich) | Please send flames to dev/null
1000 Berlin 10 | StarNet : PGS #1223 | Fido-Net: 2:2403/12.16
Phone: +49 30.342 05 39 | Internet: hesche@cs.tu-berlin.de
From: CRL::IN%"atari@cs.ruu.nl" "Atari-ST Software"
To: IN%"csullogg@crl.aecl.ca"
CC:
Subj: RE: FTP sites

In comp.sys.atari.st you write:

>Could someone E-mail me a list of FTP sites for Atari stuff. TIA, Greg

Sure.

Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (archive.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

---------- cut here ----------

Atari Netters,
Here is my revised list of where to get your bargain
PD software around the world. As before the list only contains
sites of real (no offence to smaller sites :-) significance.
There are a couple of new sites, and some corrections. The
list is not necessarily still, bug-free so to speak, but i'm
almost postive it is. All the usual rules about not being
responsible if you burn your hand in a toaster while reading
this and attempting to get compensation off me apply, funnily
enough!

A plea to all those of you who spy a mistake, addition
or even feel as if this list could be improved, such as a
mickey mouse logo, type comments are more than welcome.
Send all flames, etc. to.....

woocm@essex.ac.uk

That's me by the way!
ENJOY!!

>> ATARI-ST SOFTWARE SITES. DATE - 27/04/92 <<
****

Host alice.fmi.uni-passau.de (132.231.10.1)
Location: /pub/atari
Contents: Languages, telecomms.
Host archive.cs.ruu.nl (131.211.80.17)
Email: mail-server@cs.ruu.nl
Location: /ATARI-ST
Contents: You'll find nothing missing here!!

Host ariadne.csi.forth.gr (139.91.1.1)
Location: /comp/atari
Contents: TeX, microemacs.

Host atari.archive.umich.edu (141.211.164.8)
Email: atari@atari.archive.umich.edu
Location: /atari
Contents: You name it they've got it!!!!!

Host aupair.cs.athabascau.ca (131.232.10.8)
Location: /atari
Contents: Comms, emacs, info, usenet stuff.

Host biome.bio.ns.ca (142.2.20.2)
Location: /pub/atari-st
Contents: Comms, disk utils, gnu/tex utils, loads of misc.

Host bongo.cc.utexas.edu (128.83.186.13)
Location: /microlib/atari
Contents: Comms.

Host cs.bu.edu (128.197.2.1)
Location: /PC/ATARI /PC/ATARI-ST

Contents: Comms, langs, games, loads of misc.

Host cs.dal.ca (129.173.4.5)
Location: /pub/comp.archives
Contents: Minix, gnustuff, mgr, tex utils.

Host cs.uni-sb.de (134.96.252.31)
Email: ftp@cs.uni-sb.de
Location: /pub/atari
Contents: Archivers, comms, games, all gnu, tex, some misc.

Host f.ms.uky.edu (128.163.128.6)
Location: /pub/atari /pub2/atari
Contents: Archivers, games, graphics, lots of sound/music stuff.

Host faui43.informatik.uni-erlangen.de (131.188.1.43)Location: /cyber/atari
Contents: Emacs, all mint, fair bit of misc.

Host forwiss.uni-passau.de (132.231.20.10)
Location: /pub/atari
Contents: Everything i can think of!! :-)

Host ftp.uni-kl.de (131.246.9.95)
Location: /pub/atari
Contents: Archivers, demos, all gnu, langs, mint, tex, misc.

Host gdr.bath.ac.uk (138.38.32.1)
Email: info-server@uk.ac.bath
Location: /pdsoft/atari
Contents: Archivers, disk utils, langs, tex, misc.

Host iraun1.ira.uka.de (129.13.10.90)
Location: /pub/atari
Contents: Tex.

Host ma2s2.mathematik.uni-karlsruhe.de (129.13.115.2)
Location: /pub/atari
Contents: Archivers, clisp.

Host mcshh.hanse.de (192.76.134.1)
Location: /pub/atari/st
Contents: Mgr, gnustuff, mint, tex, some misc.

Host mcsun.eu.net (192.16.202.1)
Location: /comp/atari
Contents: Archivers, mgr, some gnu, some misc.

Host nic.funet.fi (128.214.6.100)
Location: /pub/atari
Contents: You'll find all the major titles here!!

Host nikhefh.nikhef.nl (192.16.199.1)
Location: /atari
Contents: Disk utils, games, sounds, tex, fair bit of misc.

Host pascal.math.fu-berlin.de (130.133.4.50)
Location: /pub/atari
Contents: Games, langs, some misc.

Host pdsoft.lancs.ac.uk (148.88.64.2)
Email: archive-server@lancs.pdsoft
Location: /micros/atari/tos
Contents: Mostly usenet postings, mint gnustuff, misc.

Host rrzs2.rz.uni-regensburg.de (132.199.1.2)
Location: /software/atari
Contents: Graphics, music, tex, virus, fair misc.

Host rusmv1.rus.uni-stuttgart.de (129.69.1.12)
Email: mail-server@rusmv1.rus.uni-stuttgart.de
Location: /soft/atari
Contents: What hasn't it got, you may ask!!

Host star.cs.vu.nl (192.31.231.42)
Location: /atari
Contents: Archivers, games.

Host sun.rz.tu-clausthal.de (139.174.1.3)
Location: /pub/atari
Contents: Can't fault the place really!!

Host suna.mqcc.mq.oz.au (137.111.161.1)
Location: /pub/Atari-ST
Contents: Archivers, disk , dtp, sound, virus, fair misc.

Host switek.uni-muenster.de (128.176.120.210)
Location: /atari
Contents: Disk utils, editors, gnustuff, mint, some misc.

Host tupac-amaru.informatik.rwth-aachen.de (137.226.112.31)
Location: /pub/atari
Contents: Archivers, cs-tex, gemini, gnustuff, mint, misc.

Email: archive-server@twitterpater.eng.sun.com
Contents: All the Usenet postings.

Host vax.ph-cip.uni-koeln.de (134.95.64.1)
Location: /pub/atari
Contents: It's all there!!

Host walhalla.germany.eu.net (192.76.144.129)
Email: info-server@Germany.eu.net
Location: /pub/comp/atari-st
Contents: Another super-duper archive!!Host watserv1.waterloo.edu (
129.97.129.140)
Location: /micro/atari-st /langauges/apl/j/executables/atari
Contents: Sozobon, gnustuff, some misc.

Host wuarchive.wustl.edu (128.252.135.4)
Location: /usenet/comp.binaries.atari.st

Location: /usenet/comp.sources.atari.st
Location: /mirrors3/archive.umich.edu/atari
Contents: Usenet postings & mirror of atari.archive!!
Special Note: Access availiable 24 hours/day - 7 days/week.

Chris Wood, |Pretentious Quote: "Uzi Nine Millimetre" |
University Of Essex. | (Shakespeare) |
woocm@essex.ac.uk |Disclaimer: I never wear fluffy pink slippers.|

--
Ate Brink, Systems Administrator
Moderator of the Atari archive at the Utrecht University (archive.cs.ruu.nl)
Email: ate@cs.ruu.nl
atari@cs.ruu.nl Use this if you want to upload a program to the archive.

From: CRL::IN%"Didier.Mallarino@loria.fr" "Mallarino Didier" 29-JUN-1992 07:1
1:16.59
To: IN%"csullogg@crl.aecl.ca"
CC:
Subj: Atari FTP Sites

Hello

This is my personnal list that I have obtain by xarchie. I think that there
is the most known servers. I hope that you will find what you want ...

/* -- */
/* -------- SERVEURS ATARI OBTENUS PAR XARCHIE ------ */
/* -------- CHEMIN : Directory indique + /atari ------ */
/* -- */

(NUL) ahkcus.org /* /src */
(BOF) alice.fmi.uni-passau.de /* /pub ; /pub/mas3 ; /pub/mas6 */
(NUL) ariadne.csi.forth.gr /* /comp */
(BIEN) athene.uni-paderborn.de /* /news */
(BOF) aupair.cs.athabascau.ca /* / */
(OUAIS) biome.bio.ns.ca /* /pub/pictures/software */
(NUL) cs.orst.edu /* /pub */
earth.rs.itd.umich.edu /* /physics */
einstein.mse.lehigh.edu /* /tars/uemacs/sys ; cd tars/uemacs/tty
*/
emx.utexas.edu /* /pub/mnt/source/editors/mg2a/sys /
f.ms.uky.edu /* /pub ; /pub2 */
faui43.informatik.uni-erlangen.de /* /.home ;
/mounts/cyber/pcd/freeware2/software
;
/mounts/faui45 */
flop.informatik.tu-muenchen.de /* /pub */
forwiss.uni-passau.de /* /pub ; /pub/local/usenet/loc */
ftp.uni-kl.de /* /pub */
(BOF) gdr.bath.ac.uk /* /pdsoft */

```
(NUL) goya.uu.es /* /info */
(NUL) ifi.informatik.uni-stuttgart.de /* /in.coming */
iraun1.ira.uka.de /* /gnu ; cd systems */
ix1.cc.utexas.edu /* /microlib */
iraun1.ira.uka.de /* /gnu; cd systems */
ix1.cc.utexas.edu /* /microlib */
krynn.efd.lth.se /* /pub/tex */
kth.se /* /CJK */
linc.cis.upenn.edu /* /pub/NH3.0 */
ma2s2.mathematik.uni-karlsruhe.de /* /pub */
mcshh.hanse.de /* /pub */
mcsun.eu.net /* /comp ; /newsarchive/comp/sources ;
/newsarchive/comp/sys
*/
(BIEN) nic.funet.fi /* */
(NUL) nic.switch.ch /* */
(BIEN) nikhefh.nikhef.nl /* */
(NUL) optima.cs.arizona.edu /* */
(NUL) plains.nodak.edu /* /pub */
reseq.regent.e-technik.tu-muenchen.de /* */
(NUL) rigel.acs.oakland.edu /* /pub2/cpm */
rusmv1.rus.uni-stuttgart.de /* */
(NUL) samba.acs.unc.edu /* */
(NUL) srawgw.sra.co.jp /* /.a/sranha-bp/arch/arch/comp.archives
*/
star.cs.vu.nl /* /pub */
sun1.ruf.uni-freiburg.de /* /pc */
sun8.ruf.uni-freiburg.de /* /pc */
switek.uni-muenster.de /* / */
(TB) terminator.cc.umich.edu /* / */
titania.mathematik.uni-ulm.de /* /pub/soft/tools */
(OUAIS) tolsun.oulu.fi /* /incoming */
ucsd.edu /* /midi/software */
vax.ph-cip.uni-koeln.de /* */
watserv1.waterloo.edu /* /languages/apl/j */
(BOF) wuarchive.wustl.edu /* /pub/atari */

------------------------------------------------------------------------------

See you latter

Didier

------------------------------------------------------------------------------
---------- Next time you feel perfect, try walking on water ! ---------------
------------------------------------------------------------------------------

--------------------------------
-- E-MAIL : mallarin@loria.fr --
--------------------------------
```

6893. Mike Buffoni

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 14:58:06 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <29JUN92.10580626@cc4.crl.aecl.ca>
Source record: 220387

Tried to E-mail you directly, mail bounced. E-mail me your hardcopy address and I'll send you info about the Atari products I sell. Re: other requests, please do not ask me for info about my company's Atari products on the net. I do not want to get in trouble posting commercial stuff. You can, however, drop me a note or a postcard addressed to Greg Csullog, BOX 1966, Deep River, Ontario, Canada, K0J 1P0. That's as commercial as I want to get!

6894. Re: Is anyone using ACB4520 with ICD card succeful?

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 15:11:22 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <BqM4uz.9vA@news.cso.uiuc.edu>
Source record: 220388

In article <1992Jun27.063606.9325@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
|> In article <Jun27.055419.13496@yuma.ACNS.ColoState.EDU>, sytang@lamar.ColoState.EDU (Shoou-yu tang) writes:
|> >
|> > Is anyone using the ACB4520 card with ICD host adapter for ST/STe to drive the
|> > ESDI hard drive? I'm having problem getting the ICD to work with the card and
|> > would like to know how you configured.
|> > Thanks
|> > Tang
|> > sytang@lamar.colostate.edu
|>
|>
|> I don't think you will find any support for ESDI hard drives, so trade it in
|> for a SCSI one...
|>
|>
|> Roger..... sheppard_r@kosmos.wcc.govt.nz
|>
|>

On the contrary, the Adaptec board probably does what he says: it supports an ESDI drive off of a SCSI bus. What roger says would then mean that ST506 type drives don't work on ataris, while we know that all the original atari drives were just that: atari->ICD (or whatever)->SCSI->adaptec->ST506. So what is wrong with: atari->ICD (or whatever)->SCSI->adaptec->ESDI if you have the right adaptec board? Nothing of course. I am currently running a 160 Meg VERY FAST ESDI drive off of my atari. I can't help the original author, though, because my board is an Emulex instead of an Adaptec.

Wow, does Roger spew out tons of messages or what? Please don't fill MY newsbox with so many quick (but often incorrect) replies. Flames elsewhere...

To the original author: if you can get the ICD adaptor to recognize the Adaptec board (as you probably can) I can help you to figure out the parameters needed for your drive in a relatively efficient way. Mail me if that is the case, you'd like some help.

--Bill

6895. Re: ATARI FALCON DSP CHIP

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 15:27:36 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun29.152736.23801@aber.ac.uk>
Source record: 220389

In article <BqLrG5.E7q@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>I've just returned from a holiday in France, where I saw a french magazine
>with a massive article giving the full specs for the Falcons DSP sound chip.
>
>CRAIG GRAHAM.
Details?

I just saw a series on DSP in general in the German mag ST Magazine.
May be Atari really are going to put a DSP in the Falcon.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6896. Re: Looking for CLA_V1R1.LZH

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 15:33:16 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun29.153316.24076@aber.ac.uk>
Source record: 220392

In article <BqLsBI.Fv9@newcastle.ac.uk> Craig.Graham@newcastle.ac.uk (Craig Graham) writes:
>
>I cann't afford a TT, so I'm buggered if I know whether CLA will run under TOS 3.06.
>If anyone tries it then perhaps they'll let me know how they get on.....
>
>CRAIG GRAHAM (Main Author Of CLA).
I tried your prgram on my TT the other day, it ran but I couldn't
get the hang of it in the short time I tried it
(I only tried it for a short while - I'm interested in
it becuase I fancy doing a similar thing for metabolic pathways), for one
thing the icon buttons are not clear on my TT monitor (mono mode) -
the Atari TT monitor is not very good and is very expensive. Also
I found it difficult to set up inputs (but eventually made it) and
couldn't get any outputs to show from a single AND gate I tried. I think
I need to go back and have another go.

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6897. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 15:38:38 UTC
From: steve@thelake.mn.org
Message-ID: <A1423120605@thelake.mn.org>
Source record: 220395

[In article <BqLM01.J5J@immd4.informatik.uni-erlangen.de>,
tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes ...]

> Does anybody know if the Sozobon-C Compiler is still supported (i.e. are
> there future versions planned) ?

Heat and Serve C, which is derived from Sozobon, is most definitely
supported, and a new version is in beta testing right now. It
includes ARGV support and a major upgrade of the GEM libraries,
with many new high-level functions. The documentation for the
new GEM functions runs about 80 pages.

For now, get atari/programming/sozo133i.zoo from atari.archive.umich.edu.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6898. New version of QD Play (PLAY.PRG) available from atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 16:13:09 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun29.161309.25020@wam.umd.edu>
Source record: 220393

In article <1992Jun29.144932.21268@wam.umd.edu> dmb@wam.umd.edu (David M. Baggett) writes:
>Thanks to some feedback from Ed Krimen, there's a new version of QD
>Play sitting in the atari/new directory on atari.archive. Of course,
>you can't download it until Jeff checks it out and puts it in newitems.

I've just been informed that you actually can FTP stuff from the new
directory on atari.archive, provided you know the exact filename.
Since it's been a few weeks since I sent it up, I'm just going to go
ahead and announce the new Play so you guys can all download it and
disassemble it in an attempt to make it better. (Oooooh!) Just
kidding, folks, just kidding.

Anyway, the right pathname is:

atari/new/play30.zoo

It's about 80K.

The doc file is included below; it describes what's new.

Dave Baggett
dmb@wam.umd.edu

readme.1st:

```
*------------------------------------------------------------------------*
This is the first release of QD Play that is not completely backward
compatible with prior versions. The PLAY.INF parsing routine has been
completely rewritten to allow all valid command line arguments to
be given in the .INF file as well. This corrects some serious
brain-damage in earlier versions; thanks to Ed Krimen for reminding
of the problem.

The main result is that blank lines and the old {name} specifiers are now
prohibited in PLAY.INF. Now PLAY.INF lines are identical to command lines
(except that the command name, play, is omitted). See the docs for more info.

Dave Baggett
Internet: dmb@wam.umd.edu
June 12, 1992
*------------------------------------------------------------------------*

play.doc (excerpt):

*------------------------------------------------------------------------*

AUTO Folder usage
-----------------
```

[...] create a file called play.inf with a text editor containing
lines that are just QD Play command lines. E.g.,:

```
deadjim.snd 18000
deadjim.110 11000 -v -l -hippo
stereo.125 10000 -2 -d
```

NOTE: There can be no blank lines in the file. QD Play picks a random
line of the file; if that line is blank no sound will be played. Similarly,
all options for a sound must go on a single line.

There is no limit to the number of lines in play.inf.

Specifying an Alternate D/A Device

The following options select the various supported playback devices:

```
-hippo: use Hippo digitizer
-replay: use ST Replay digitizer
-ste: use STe sound, using MFP for timing
-dma: use STe sound, using DMA for timing
```

All these except -replay can be abbreviated by their first letters. The
-replay switch can be minimally abbreviated to -re to distinguish it
from the -r (reverse) option.

Other Exciting Options

The -q option will prevent QD Play from printing its cheerful greeting
message. For example,

```
play d:\usr\sounds\attack.snd 11000 -q
```

will play attack.snd without printing a blurb.

Similarly, the -v option forces QD Play to print its message even
when its run from the AUTO folder.

The -r option will cause QD Play to play the sound in reverse.

The -l option tells QD Play to loop the sample either 5 times or
until a key is pressed. You can also specifiy a number of times to
loop; e.g, -l15 will loop 15 times or until a key is pressed.

CAVEAT: Do NOT try this with samples faster than about 16 kHz using the
ST speaker for playback. Beyond 16 kHz the sample playing interrupts happen
so often that they make the TOS keyboard handler flakey, which often results
in TOTAL SYSTEM LOCKUP. (And lots of bombs and other cool stuff on the
screen.)

The -2 option makes QD Play interpret the sample data as stereo, where
alternating bytes go to the left and right channels. Note that you can play
stereo sounds on any device, but on mono devices the two channels will be
mixed. This usually sounds bad if the stereo sample has panning effects.

The -z option tells QD Play to interpret the sample data as
signed magnitude instead of the standard (as far as I'm concerned
at least) unsigned magnitude. Some sample editors use signed and
others use unsigned -- it makes no difference in terms of sound
quality, but it's really annoying if you don't have a sample player
that supports both. If you play a sample and it sounds really noisy,
try the -z option -- you may have a signed magnitude sample on your hands.

Command Line Usage Examples

Since QD Play's many options can be a bit daunting at first, here
are some examples to get you started quickly:

play chord.110 11000

Plays chord.110 at 11000 hertz through the ST speaker, using
the MFP for timing.

play stereo.125 12500 -2 -d

Plays stereo.125 at 12500 hertz through the STe 8-bit D/A using DMA,
treating the data as stereo.

play stereo.125 10000 -2 -d

Same effect as above. If you don't pick one of the STe DMA device's
four preset playback rates, QD Play will pick the closest one for you.

play stereo.125 10000 -2 -s

Unlike the example above, this command will actually play the
stereo sound at 10000 hertz, not 12500, since the -s option tells QD Play
to use the STe 8-bit D/A but to use the MFP for timing. Sound quality
is not as good with this method, but unlike the -d option (DMA sound device
timing) it offers playback at all sample rates.

play signed.080 8000 -z -re

Plays signed.080 at 8000 hertz through the ST Replay digitizer,
treating the data as signed magnitude.

play stereo.125 8000 -2

Plays stereo.125 at 8000 hertz through the ST speaker. The data
is interpreted as stereo, but the two channels are mixed to produce
mono data suitable for the ST speaker (since the ST speaker can't
play stereo sounds).

play deadjim.110 11000 -q -l -hippo

Loops deadjim.110 at 11000 hertz either 10 times or until a
key is pressed. No greeting message is printed, and the Hippo/Navaron
digitizer is used as the output device.

play rooster.080 8000 -r -re

Plays rooster.080 at 8000 hertz in reverse through the ST Replay
digitizer. Note that the -replay option can't be abbreviated to -r
because -r means "play the sample in reverse."

play chord.110 22000 -l

If run on an unaccelerated ST, locks up your machine. 22000 hertz is
too fast for a looped sample on an unmodified ST. Keep looped samples
down below 16 kHz to be safe.

History

[...]

Version 2.0 was the first to include support for STe's enhanced
sound capabilities. Other options were added, too, including
looping and signed magnitude sample support.

I totally redid the play.inf parsing for version 3.0, so that
all the command line options now work from the AUTO folder. The loop
specifier is also new to version 3.0. Stereo mixing is fixed for
mono devices as well.

Dave Baggett
5640 Vantage Point Road
Columbia, MD 21044 USA
Internet: dmb@tis.com or dmb@wam.umd.edu

[...]
v2.0 March 15, 1992
v3.0 June 11, 1992
--

6899. Printing from Spectre???

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 16:43:45 UTC
From: paul@jupiter.noname
Message-ID: <1992Jun29.094346.3409@arizona.edu>
Source record: 220396

This is my story:

I'm running Spectre GCR 3.0 on a TT. My problem is that I have no way to print from Mac mode without taking the file into my office (I have only an Epson-type dot printer, and I'm too cheap to get a specific Mac printer driver ["But if you can afford a TT?"--don't ask])

Anyway, last week I downloaded ghostscript (which, in itself, works fine) with the intention of priting Mac postscript files with it. But then I found that Mac post-script files are "ill-behaved" and indeed ghostscript won't touch them. I got a Mac program from mac.archive.umich.edu that said it would clean up Mac ps files, but is crashes Spectre. I'm about to give up and just wait until I can afford a laser printer (I figure, "Hey, I don't print that much anyway....").

But does anyone know of a (cheap [free]) solution to this problem? I'd love to hear it. :)

Paul Harris
paul@jupiter.ame.arizona.edu

6900. no support

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 16:58:00 UTC
From: jh5096@albnyvms.bitnet
Message-ID: <1992Jun29.165800.7906@sarah.albany.edu>
Source record: 220397

Folks,
I am new to this net. I have an Atari 1040 st, but here in Albany NY there is not much support. The only store that carried any ST products just went out of business so I am left virtually alone. Any ideas where I can get mail order help? Also are there any good national magazines that will help me learn more about my new machine? I'd appreciate any help you more experienced users could give a beginner. Thanks, JH.

6901. ATARI 520,SS DRIVE,COLOR MON,EPSON PRINTER -$275

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 17:18:00 UTC
From: v5914ane@ubvmsd.cc.buffalo.edu
Message-ID: <BqM7zJ.8HK@acsu.buffalo.edu>
Source record: 220394

The subject says it all.

6902. Re: SHAREWARE, discussion wanted

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 17:36:06 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun29.173606.26514@news2.cis.umn.edu>
Source record: 220398

In article <e8uZmB1w164w@ersys.edmonton.ab.ca>, mforget@ersys.edmonton.ab.ca (Michel Forget) writes:
>What makes you think the program is sub-commercial?

The term "sub-commercial" is not meant to imply imply a lack of quality, I have defined it in the past as a program for which the author expects money for a working copy UP FRONT, yet is unwilling to advertise the program in a commercial manner.

You should check the advertising in magazines such as ST INFORMER and ST ADVANTANGE. I have regularly seen advertisements from DoubleClick, Gribnif, and other software houses looking for new products to distribute.

>As for using correct words, I don't see your point. A Shareware program
>is meant to be viewed and examined before a purchase is made. If the
>program is restricted properly, the limitations will not interfere with
>the users' perusal of the product.

A "Shareware" program, as defined by its creators, is not RESTRICTED in any manner.

A "Demo" program imposes restrictions while giving a potential user the chance to peruse the product features.

Call your program a "demo", just don't call it "shareware". The implication of the term "shareware" is that I will be able to use all of the program's features (and, perhaps, additional features offered to registered users) before deciding whether I want the program enough to pay for it.

The implication of the term "demo" is that the program has restrictions, and I can only obtain a fully functional program when I purchase the 'real' program.

-- David Paschall-Zimbel

6903. Re: Dat old -lz5- War is back again.

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 17:48:01 UTC
From: davidli@simvax.labmed.umn.edu
Message-ID: <1992Jun29.174801.26642@news2.cis.umn.edu>
Source record: 220399

In article <1992Jun25.061020.11502@peponi.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz writes:
>In article <1992Jun22.172907.3639@news2.cis.umn.edu>, davidli@simvax.labmed.umn.edu writes:
>>
>>-- David Paschall-Zimbel
>>
>
>
>I do suggest you pay your sharware fee to Thomas Quester, then you can get the
>full source code..

IF there is a shareware fee required for use of Lharc201, then I would request that NO ONE use this particular program to archive programs, since I am opposed to the use of any archive program which requires the user to PAY FOR THE PROGRAM that does the unarchiving!!!

Use XLharc instead. Who cares if Lharc201 gives better compression if it's going to cost each and every user money to unarchive programs?

-- David Paschall-Zimbel

6904. Ada/Ed

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 17:58:20 UTC
From: marko@proxxi.se
Message-ID: <1992Jun29.175820.25473@proxxi.se>
Source record: 220159

I'm looking for Ada/Ed for the atari. Is there anyone out there who either has it or know where to look for it (Like wich ftp site has it). I would appreciate any responses.

---
marko@proxxi.se

6905. HPII .hex -driver

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 18:00:34 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <1992Jun29.180034.12807@klaava.Helsinki.FI>
Source record: 220251

Does anyone in the "netland" posses or know where to get this little
"thingy" for 1stword ?

SO: I'm looking for a ".hex" type of printerdriver for "1stword"
-wordprocessor... THAT WOULD PRINT ALSO THE SKANDINAVIAN CHARACTERS
and the underlining etc... IN A HEWLET_PACKARD LASERJET II !!!

THANKS !
.

--
email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
(will find me where ever...) # ...and a missile in your ass !"
fax: 358-0-424015 #
voice: 358-0-5091656 (a.maschine) # - a surviving "pro Flite" freak

6906. rom -> ram ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 18:06:33 UTC
From: mluoto@klaava.Helsinki.FI
Message-ID: <1992Jun29.180633.12984@klaava.Helsinki.FI>
Source record: 220252

Where to get this genious TOS -speeder for TT ?
(is it PD or shareware... not commercial I suppose ?)

ps. anyone know of a good .cpx and other TT -stuff site ?
...

Danke,Thanks,Merci,Tack,Spaziba,Kiitos !

--
email: markku.luoto@helsinki.fi # "I just LOVE G-pull...
(will find me where ever...) # ...and a missile in your ass !"
fax: 358-0-424015 #
voice: 358-0-5091656 (a.maschine) # - a surviving "pro Flite" freak

6907. Re: Printing from Spectre???

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 18:32:55 UTC
From: wmagro@roma.uiuc.edu
Message-ID: <BqME6x.DBt@news.cso.uiuc.edu>
Source record: 220400

In article <1992Jun29.094346.3409@arizona.edu>, paul@jupiter.noname (Paul Harris) writes:
|> This is my story:
|>
|> I'm running Spectre GCR 3.0 on a TT. My problem is that I have no way to print from
|> Mac mode without taking the file into my office (I have only an Epson-type dot
|> printer, and I'm too cheap to get a specific Mac printer driver ["But if you can
|> afford a TT?"--don't ask])
|>
|> Anyway, last week I downloaded ghostscript (which, in itself, works fine) with the
|> intention of priting Mac postscript files with it. But then I found that Mac post-
|> script files are "ill-behaved" and indeed ghostscript won't touch them. I got a
|> Mac program from mac.archive.umich.edu that said it would clean up Mac ps files, but
|> is crashes Spectre. I'm about to give up and just wait until I can afford a laser
|> printer (I figure, "Hey, I don't print that much anyway....").
|>
|> But does anyone know of a (cheap [free]) solution to this problem? I'd love to hear
|> it. :)

There is a set of free epson printer drivers called "Chuck's printer drivers."
It can be found on the net via ftp from mac sites. It works fine.
There is a unix program that fixes the headers on the postscript files to
make them work properly. I am sure there would be no problem porting them
to run on the atari, as it is only a simple command line filter. The name
is Macps, and I use it regularly to print mac postscript files from home.

Good luck.

--Bill

6908. MicroProse -- good news and bad news

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 18:34:01 UTC
From: ganderso@unlinfo.unl.edu
Message-ID: <1992Jun29.183401.15582@unlinfo.unl.edu>
Source record: 220253

The good news is that both CIVILIZATION and B-17 will be released
for the ST around the end of September.

The bad news is MicroProse shortly thereafter will be joining the
long list of companies who no longer support the ST. --Which is
a shame: arguably the consistently best software for the ST
had the MicroProse name on it.

(I got the above info from a MicroProse (UK) rep a few days ago.)

Gary Anderson
ganderso@unlinfo.unl.edu

6909. Re: Worldwide boycott and breaking of Windows!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 18:57:49 UTC
From: mike_steiner@qm.claris.com
Message-ID: <14634@claris.com>
Source record: 220256
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.atari.st,comp.sys.ibm.pc.misc,comp.sys.mac.misc,comp.windows.ms,comp.os.os2.advocacy,comp.os.ms-windows.misc,comp.os.ms-windows.advocacy

```
In article <44427@shamash.cdc.com>, ats@phoenix.udev.cdc.com (alex t stagg x4718) writes:
>
> In article <1992Jun26.140224.27051@news.cs.indiana.edu>,
> bobmon@sandshark.cs.indiana.edu (Bob Montante) writes:
> |>| >Actually, the trouble I had with my machine was that it wouldn't run
> |>| >any tuna. Bluegill and bass worked fine, but tuna just crashed.
> |>|
> |>| % ping bluegill
> |>| bluegill.owlnet.rice.edu is alive
> |>| % ping bass
> |>| bass.owlnet.rice.edu is alive
> |>| % ping tuna
> |>| tuna.owlnet.rice.edu is alive
> |>
> |>
> |>%ping tuna
> |>tuna.cs.indiana.edu is alive
> |>
> |>
> |>Probably a bus-contention error....
>
> %ping minnow
> minnow.udev.cdc.com is alive
>
> Any more out there?

has anyone tried %ping pong?
```

6910. Re: Printing from Spectre???

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 19:07:57 UTC
From: sytang@lamar.ColoState.EDU
Message-ID: <Jun29.190757.56078@yuma.ACNS.ColoState.EDU>
Source record: 220254

The Mac postscript file has two types, one by command-F and the other by command-K, the difference is whether to including the define header used in Mac's postscript. However neither one can be printed directed to a Postscript printer as the header is not quite right, it's meant to use for Aplle Laser-writer.
There is a program set called Macps (in source code format, telnet to archie.unl.edu login as achie and search for macps will tell you which ftp site has it). One probably can convert it to compile on ST, I run it on AIX (RS6000) machine without problem. You will need to creat the header file first (there is doc. in the file set tells you how). Then everytime you want to send Mac's postscript file to printer just filter it through the macps first, which would change the necessary header to the correct one.

Tang
sytang@lamar.colostate.edu

6911. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 19:34:53 UTC
From: mcmahan@cs.unca.edu
Message-ID: <1992Jun29.193453.25296@cs.unca.edu>
Source record: 220255

I'm not objecting to H&S sozo, which is a fantastic free C compiler, but...will the limit on identifiers be fixed in this release? (At least make it > 32 chars or so! :))

That's one reason I'm using 2.0 instead of H&S

Scott

6912. Bouncing Mail for Mike Buffoni

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 20:36:36 UTC
From: csullogg@cc4.crl.aecl.ca
Message-ID: <29JUN92.16363694@cc4.crl.aecl.ca>
Source record: 220257

Mike, everytime I mail to you the damn thing bounces. Have your SNAIL mail address and will send it out. Will talk to the administrator here to see why my outgoing mail always bounces! I'm very ticked off at the rubber mailer.

6913. Re: notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 21:09:28 UTC
From: chang@ADELPHI-ASSB01.ARMY.MIL
Message-ID: <9206292109.AA01194@adelphi-assb01.army.mil>
Source record: 220260

Does the same version of Notator run under all countries version
of TOS? I know there is sometimes problems between software meant to
run on certain countries' TOS and not other. If it doesn't matter,
he should mail order from the states.

Fo

6914. RAMDISK for TT in TT-RAM

Newsgroup: comp.sys.atari.st
Date: 1992-06-29 22:11:12 UTC
From: hrs@aber.ac.uk
Message-ID: <1992Jun29.221112.5541@aber.ac.uk>
Source record: 220259

Subject says it all really, anybody know of a ramdisk that will sit
itself in TT-RAM rather than ST-RAM?

Herb
--
/***
Herbert Sauro e-mail: hrs@aber.ac.uk
Biological Sciences phone: +44 970 622353
Univesity College of Wales

6915. IBM Emulation

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 00:06:40 UTC
From: weezy@netlink.cts.com
Message-ID: <THN6mB1w164w@netlink.cts.com>
Source record: 220261

I have a 520 ST and I am also using an IBM Emulator (PC-Speed 1.5)
which works great EXCEPT for the fact that when I switch to IBM mode
all my ram is eaten up and I only have 195k of ram left to use!
Does anyone know of a way I can save some ram in IBM mode without
going out and getting another meg of ram?

--
INTERNET: weezy@netlink.cts.com (Karl Halbritter)
UUCP: ...!nosc!ryptyde!netlink!weezy
NetLink Online Communications * Public Access in San Diego, CA (619) 453-1115

6916. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 00:36:52 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun30.003652.16907@peponi.wcc.govt.nz>
Source record: 220265

In article <1992Jun29.144932.21268@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>In article <1992Jun29.082712@lssec.bt.co.uk> msmith@lssec.bt.co.uk (Martin Smith) writes:
>># This is a new release of the RANDPLAY sample playback program
>># which appeared in the binaries group recently.
>
>Just out of curiosity, why did you post this in comp.sys.atari.st as
>well as in the binaries group? UUencoded posts cost a lot of money;
>see news.lists for the staggering statistics.
>
>From RANDPLAY.INF, in the archive:
>
>># RANDPLAY.INF file last edited MHS 23/1/92. Beats PLAY.PRG by miles !
>
>Oh really? Then how come you can't play STe stereo samples at
>arbitrary sample rates? Nyah-nyah! :-P :)
>
>Thanks to some feedback from Ed Krimen, there's a new version of QD
>Play sitting in the atari/new directory on atari.archive. Of course,
>you can't download it until Jeff checks it out and puts it in newitems.
>
>Dave Baggett
>dmb@wam.umd.edu

Well you can get files from atari/new if you know the correct name, from a posting from Jeff, it will be some months away till he is able to support A.A. , he did mention the fall...

Roger..... sheppard_r@kosmos.wcc.govt.nz

6917. Re: Is anyone using ACB4520 with ICD card succeful?

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 00:45:25 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun30.004525.17071@peponi.wcc.govt.nz>
Source record: 220266

>
>On the contrary, the Adaptec board probably does what he says: it supports
>an ESDI drive off of a SCSI bus. What roger says would then mean that ST506
>type drives don't work on ataris, while we know that all the original atari
>drives were just that: atari->ICD (or whatever)->SCSI->adaptec->ST506. So
>what is wrong with: atari->ICD (or whatever)->SCSI->adaptec->ESDI if
>you have the right adaptec board? Nothing of course. I am currently running
>a 160 Meg VERY FAST ESDI drive off of my atari. I can't help the original
>author, though, because my board is an Emulex instead of an Adaptec.
>
>Wow, does Roger spew out tons of messages or what? Please don't fill MY
>newsbox with so many quick (but often incorrect) replies. Flames elsewhere...

Your are incorrect in many ways , THE ICD SOFTWARE NO LONGER HAS SUPPORT FOR
ESDI DRIVES...

Also Please post all my incorrect past statments OR SHUT UP...

I DO NOT MAKE FALSE STATMENTS HERE OR INCORRECT ONES...!!

Roge.............

>To the original author: if you can get the ICD adaptor to recognize the
>Adaptec board (as you probably can) I can help you to figure out the
>parameters needed for your drive in a relatively efficient way. Mail me if
>that is the case, you'd like some help.
>
>--Bill

Roger................. sheppard_r@kosmos.wcc.govt.nz

6918. v06INF1: Introduction to comp.sources.atari.st

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 01:00:47 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <l4vchvINNt3s@appserv.Eng.Sun.COM>
Source record: 220264
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@twitterpater.eng.sun.com (Steven Grimm)
Posting-number: Volume 6, Info 1
Archive-name: intro

This is the first of two introductory articles about comp.sources.atari.st.
This one describes how to submit source to the newsgroup, where the
archive sites are, and how to contact them. The companion article lists
all previously-published sources.

I am always looking for suggestions on how to improve the usefulness
of the newsgroup, and can be contacted as listed below.

-- Steven Grimm
koreth@twitterpater.eng.sun.com

--------------------

Subject: Submitting source for publication

Items intended for posting or queries and problem notes should be sent to
atari-sources@twitterpater.eng.sun.com. If you are on a UUCP-only site, you
can send them to sun!twitterpater.eng!atari-sources.

If you want verification of arrival, so say in a cover note, or at the
beginning of your submission, if it is small. I try to verify that a
program works, and if I can't get it to work, I may hold up posting it
for a couple of days. Please note that, except in rare cases, source
without documentation will not be published. The backlog from receipt
to posting varies from one to four weeks depending mostly on the set
of submissions currently in my queue.

I prefer that you submit sources and binaries separately, as it's a
pain to separate them, and such submissions are invariably placed on
the back burner. Sources should be submitted in the same format as
binaries -- uuencoded arc, zoo, or lzh files. Please use Pierre Dumas'
"uue" program if possible, as it can correct some common transmission
errors. Split long submissions up into reasonable (less than 50K)
chunks. "uue" will do this for you, if you use "uue -700 file" to
encode.

Please inform me of any special system requirements, and what development
environment was used, so that I can properly test your submission and
label it when I post it.

--------------------

Subject: The structure of comp.sources.atari.st articles
```

Each posting in comp.sources.atari.st is called an "issue"; there are roughly 100 issues to a volume. The division is arbitrary and may vary. There are two types of articles in comp.sources.atari.st: sources and "information postings." They can be distinguished by the subject line:

Subject: v06INF2: Index for Volume 6 and other info

This first word in the title identifies this as the third info posting of volume one. Similarly, the subject line shown below:

Subject: v06i081: godsrc -- Universe simulator

identifies this as the 81st source article in Volume 6. Large sources are broken up into smaller pieces, and have subject lines that look like this:

Subject: v06i088: decbustr -- VMS clone in ST-LOGO, Part03/08

Certain information about the system configuration required to use the program is given on the keywords line.

Keywords: MWC, Megamax, 1meg, high

This means that the program compiles with Mark Williams or Megamax C, requires at least one meg of RAM and only runs in high resolution. Following is a list of keywords; new ones may be added as needed. They are mostly self-explanatory.

Alcyon - Alcyon C (included with Atari developer's kit)
MWC - Mark Williams C
Megamax - Megamax C
Laser - Laser C
Lattice - Lattice C
C - Any C compiler
OSS - OSS Personal Pascal
BASIC - ST BASIC (this is not a joke!)
uuencode - program is uuencoded (uudecode required to unpack)
arc - program is archived (arc required to unpack)
zoo-high - program is archived (Zoo 2.1 required to unpack)
lharc - program is archived (lharc required to unpack)
high - high resolution
medium - medium resolution
low - low resolution
1meg - needs 1 meg of RAM

The References: line, if present, points to the previous part of a multi-part program, so that newsreaders (trn, nn, etc.) which can follow threads will recognize a large program as a single thread.

The first few lines of an article are auxiliary headers that look like this:

Submitted-by: david@bdt.UUCP (David Beckmeyer)
Posting-number: Volume 6, Issue 80
Archive-name: micro-rtx

The "Submitted by" is the author of the program. If you have comments about the sources published in comp.sources.atari.st this is the person to contact. When possible, this address is in domain form, otherwise it is a UUCP bang path relative to some major (backbone) site.

The second line repeats the volume/issue information for the aide of notes sites and automatic archiving programs.

The Archive-name is the "official" name of this source in the archive. Large postings will have names that look like this:

Archive-name: desktop/part01

Please try to use this name when requesting that sources be mailed to you. Also, note that the "part number" given in the title, and the archive name given in the auxiliary header need not be identical.

Since most archive sites run UNIX, articles are given UNIX-style filenames rather than ST-style filenames. I do try to limit filenames to eight characters whenever possible, though.

Subject: Reporting and tracking bugs and patches to postings

Most of the time, bugs and updates will be posted to comp.sys.atari.st. Sometimes, "official" updates from the author will be posted submitted to comp.sources.atari.st so that they are archived with the sources.

Since there is no easy way to apply source code patches on the ST, changes to a program often result in a whole new version being posted.

To report bugs, contact the person listed in the Submitted-to header. Often there is a contact address in a README file, too. I do not maintain the sources I moderate, so don't send your bug reports to me.

Subject: Listing of archive sites in no particular order

1. Site twitterpater is running an archive server, which automatically answers mail requests. Send mail to archive-server@twitterpater.eng.sun.com with the word "help" in the message body for more information. Both the sources and binaries groups are archived on twitterpater.
2. Unido is the European archive site. It's running an archive server similar to twitterpater's; send "help" to unido!archive-server for more information. Unido archives both the sources and binaries groups.

If you know of additional sites which reliably archive comp.sources.atari.st (or comp.binaries.atari.st, for that matter), please tell me so I can add them to the list.

6919. v06INF2: Index of previously-published sources

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 01:01:35 UTC
From: koreth@twitterpater.eng.sun.com
Message-ID: <l4vcjfINNt42@appserv.Eng.Sun.COM>
Source record: 220391
Cross-posted to: comp.sources.atari.st,comp.sys.atari.st

```
Submitted-by: koreth@twitterpater.eng.sun.com (Steven Grimm)
Posting-number: Volume 6, Info 2
Archive-name: Index

-- Volume 1 --

volume1/intro Introduction to comp.sources.atari.st
volume1/basic-uud Uudecode in BASIC
volume1/bootcopy Automatic file copier for RAMdisk
volume1/joyread Joystick-reading routines
volume1/cc/part01 C compiler driver (Alcyon)
volume1/cc/part02
volume1/cc/part03
volume1/cc/part04
volume1/mkmfor Something for Absoft Fortran
volume1/make/part01 Program maintainer
volume1/make/part02
volume1/make/part03
volume1/make/part04
volume1/make/part05
volume1/make/part06
volume1/make/part07
volume1/blank Fast disk eraser
volume1/mmdummy Megamax dummy routines
volume1/fdum Megamax floating-point dummy routines
volume1/idle Screen saver
volume1/autotime Time setter for auto folder
volume1/time Time setter
volume1/autodisk Copy files to RAMdisk
volume1/dvist32/part01 DVI previewer
volume1/dvist32/part02
volume1/dvist32/part03
volume1/dvist32/part04
volume1/dvist32/part05
volume1/dvist32/part06
volume1/dvist32/part07
volume1/dvist32/part08
volume1/dvist32/part09
volume1/cache Disk cache
volume1/vdit VDI interface with GDOS font support
volume1/flip/part01 Double-sided disk copier
volume1/flip/part02
volume1/rzsz/part01 UNIX end for zmdm, below
volume1/rzsz/part02
```

volume1/rzsz/part03
volume1/rzsz/part04
volume1/rzsz/part05
volume1/zmdm/part01 Zmodem file transfer program
volume1/zmdm/part02
volume1/zmdm/part03
volume1/zmdm/part04
volume1/zmdm/part05
volume1/zmdm/part06
volume1/zmdm/part07
volume1/zmdm/part08
volume1/ops5/part01 OPS5 production system in LISP
volume1/ops5/part02
volume1/ops5/part03
volume1/assist2/part01 Multifunction desk accessory
volume1/assist2/part02
volume1/errorchk Verbose display of error codes
volume1/joinprnt Echo console output to printer
volume1/color Color-selection dialog box
volume1/rsctoc Convert resource to C source
volume1/fastdump Text-only screen dump
volume1/readme12 Online help system
volume1/newstart Fancy printing
volume1/varlint
volume1/flip27/part01 Double-sided disk copier
volume1/flip27/part02
volume1/poplib Shared libraries, with examples
volume1/uupc/part01 UUCP clone (pre-pre-release)
volume1/uupc/part02
volume1/uupc/part03
volume1/uupc/part04
volume1/gnufp GNU floating point routines
volume1/scroll Fast screen scroller
volume1/break Stop programs with a keypress
volume1/newbreak New version of above
volume1/timecode Determine 68000 code speed
volume1/achlib/part01 Memory management and other routines for MadMac
volume1/achlib/part02
volume1/sttar Unix-style "tar" utility
volume1/d110edit D110 patch editor (MIDI)
volume1/raymovi2/part01 Raytrace movie generator
volume1/raymovi2/part02
volume1/gstlink Faster linker for GST object files
volume1/mx2v230/part01 Multitasking kernel with utilities
volume1/mx2v230/part02
volume1/mx2v230/part03
volume1/mx2v230/part04
volume1/mx2v230/part05
volume1/mx2v230/part06
volume1/mx2v230/part07

volume1/mx2v230/part08
volume1/limiter Limit uppermost hard disk device letter
volume1/d110edit Patch editor for D110 synthesizer
volume1/mt32edit Patch editor for MT32 synthesizer
volume1/starchrt/part01 Diffs to Unix starchart program for ST
volume1/starchrt/part02
volume1/passm/part01 Logic circuit assembler
volume1/passm/part02
volume1/leolife Game of Life

-- Volume 2 --

volume2/sc_src/part01 Source to Sozobon C compiler
volume2/sc_src/part02
volume2/sc_src/part03
volume2/sc_src/part04
volume2/sc_src/part05
volume2/sc_src/part06
volume2/sc_src/part07
volume2/sc_src/part08
volume2/sc_src/part09
volume2/dlibs12/part01 Source for DLibs C libraries
volume2/dlibs12/part02
volume2/dlibs12/part03
volume2/shar Pack and unpack shell archives
volume2/keyfix Fix Gulam for non-American keyboards
volume2/sed/part01 GNU sed (stream editor)
volume2/sed/part02
volume2/sort/part01 UNIX-style sort utility
volume2/sort/part02
volume2/uw/part01 Unix Windows windowing terminal software
volume2/uw/part02
volume2/uw/part03
volume2/uw/part04
volume2/uw/part05
volume2/uuduue Dumas uuencode/decode programs
volume2/mwstring dpANS string.h for MWC
volume2/mailtruk GFA BASIC uucp software
volume2/format83 Make Intel ASCII Hex files
volume2/mailtruk.11 Version 1.1 of GFA-BASIC uucp software
volume2/1stjet 1st-Word configuration file for DeskJet
volume2/1stjethv 1st-Word config file to use helvetica font on DeskJet
volume2/cpboot Copy executable boot sectors between floppy formats
volume2/du List disk usage in directory trees
volume2/fplib10 Floating point routines for Sozobon C
volume2/prtset Set printer parameters
volume2/hexify Hexidecimal encode/decode for mailing binaries
volume2/nutshell Use a shell from within a GEM prog
volume2/texchang Change files for BibTeX, Tangle, and Weave
volume2/deskset Re-read DESKTOP.INF and set up system accordingly
volume2/which Find programs using PATH env. variable

volume2/atime89 Set GEMDOS time from keyboard clock
volume2/fplib20/part01 New floating-point library for Sozobon C
volume2/fplib20/part02
volume2/decky Connect DEC keyboard to ST
volume2/djreset Reset DeskJet Plus
volume2/mededit Hardwire an editor into German Modula-2
volume2/overscan Software driver for increased screen size
volume2/gnutar/part01 GNU's version of UNIX "tar"
volume2/gnutar/part02
volume2/gnutar/part03
volume2/gnutar/part04
volume2/gnutar/part05
volume2/gnutar/part06
volume2/gnutar/part07
volume2/gnutar/part08
volume2/coloremu Color emulator for mono screens
volume2/gccgem/part01 GEM libraries for GCC
volume2/gccgem/part02
volume2/gccgem/part03
volume2/gccgem/part04
volume2/gccgem/part05
volume2/gccgem/part06
volume2/postmort Analyze post-bomb information
volume2/crunch Executable file compressor
volume2/environ Set environment variables from AUTO folder
volume2/viruskil Virus killer
volume2/norad Earth satellite tracking program
volume2/diff File difference utility
volume2/emacs.diff/part01 Diffs to GNU-EMACS 18.52 for Atari
volume2/emacs.diff/part02
volume2/protect Virus killer/protector
volume2/ff31 File finder version 3.1
volume2/gcclib2/part01 Patches to GCC library
volume2/gcclib2/part02
volume2/gcclib2/part03
volume2/gcclib2/part04
volume2/gcclib2/part05
volume2/gcclib2/part06
volume2/gcclib2/part07
volume2/gcclib2-patch1 Patch for GCC library
volume2/mandel Fast Mandelbrot set generator
volume2/gfadiff File difference generator
volume2/nolock Disable Caps-Lock key
volume2/builds09 Build Motorola S-records from .ttp files
volume2/colorca Cellular automata in color
volume2/eternal3 Reset-proof ramdisk
volume2/degadesk Load DEGAS .P?3 files onto desktop
volume2/truchet Display random Truchet tilings on mono screens
volume2/yaff Yet Another File Finder
volume2/strings Find text strings in files

volume2/curses/part01 Screen updating package
volume2/curses/part02
volume2/sozobon1.2/part01 Update to Sozobon C compiler
volume2/sozobon1.2/part02
volume2/sozobon1.2/part03
volume2/sozobon1.2/part04
volume2/sozobon1.2/part05
volume2/sozobon1.2/part06
volume2/sozobon1.2/part07
volume2/sozobon1.2/part08
volume2/sozobon1.2/part09

-- Volume 3 --

volume3/fract Monochrome Mandelbrot generator
volume3/uurename Rename binary postings to work with uud
volume3/uustuff More uud-ing tools
volume3/uustuff2 Addendum to previous posting
volume3/xxed/part01 Hex/ASCII file editor
volume3/xxed/part02
volume3/xxed/part03
volume3/xxed/patch01 Messed-up files from XXED
volume3/nroff/part01 Partial clone of UNIX "nroff" formatter
volume3/nroff/part02
volume3/nroff/part03
volume3/kbext410 Keyboard remapper
volume3/cal UNIXoid calendar program
volume3/dhrystone Dhrystone benchmark program
volume3/quix Game: fill up the screen
volume3/3demo/part01 3-D graphics demo
volume3/3demo/part02
volume3/xxedpat Messed-up files from XXED
volume3/tosvers Tell TOS version number
volume3/lharc/part01 LHARC archiver
volume3/lharc/part02
volume3/sound Sound generation docs, plus sample sounds
volume3/necp6 Screendump programs for NEC P6 printer
volume3/file/part01 Determine file types
volume3/file/part02
volume3/barcodes Metafont file for printing barcodes
volume3/mx2net20 Share disk drives across MIDI/RS232
volume3/splitit Split up and reassemble big files
volume3/bm Fast fixed-string searcher
volume3/abzmon Machine-language monitor
volume3/metaconv Convert EZDraw/UniTerm metafiles to GEM format
volume3/netsrc The REAL sources to mx2net20, MIDI/RS232 network
volume3/szadb/part01 Debugger for Sozobon C
volume3/szadb/part02
volume3/dstools/part01 Data structure toolkit
volume3/dstools/part02
volume3/sam Disk analyzer

volume3/sre Run programs when gulam is started up
volume3/lharc113/part01 LHArc archiver, version 1.13
volume3/lharc113/part02
volume3/lharc113/part03
volume3/jove/part01 Emacs variant, v. 4.9
volume3/jove/part02
volume3/jove/part03
volume3/jove/part04
volume3/jove/part05
volume3/jove/part06
volume3/jove/part07
volume3/jove/part08
volume3/jove/part09
volume3/jove/part10
volume3/jove/part11
volume3/jove/part12
volume3/xxed11/part01 XXED editor, version 1.1
volume3/xxed11/part02
volume3/xbra XBRA trap-catching system
volume3/wd Uudecoding program (takes multiple file args)
volume3/gfa-uucode Uuencode/decode program in GFA BASIC
volume3/sozoinit Startup module for Sozobon C, for accs and prgs
volume3/fgrep GNU fgrep
volume3/belltest Test out NewBell bell sounds
volume3/chaos Draw random Sierpinski Triangles
volume3/bifurc Draw bifurcation diagrams
volume3/vbi Vertical blank interrupt handler (w/example)
volume3/sunclock Watch the sun go around a map of the Earth
volume3/norad/part01 Satellite tracker, version 2
volume3/norad/part02
volume3/st_conc Concentration game
volume3/mkrsc/part01 Resource construction program
volume3/mkrsc/part02
volume3/mkrsc/part03
volume3/mines Game of Mines for mono systems
volume3/showspec Show Spectrum .SPU pictures
volume3/switcher Pick random NeoDesk/DegaDesk pics, NewBell sounds
volume3/maze Walk through a maze in 3-D
volume3/nroff1.10/part01 Nroff clone, version 1.10
volume3/nroff1.10/part02
volume3/nroff1.10/part03
volume3/pi1tomon Display .PI1 pictures on a mono monitor
volume3/gulwrap Make Gulam work under Gemini
volume3/dublvis Format DS disks that work in SS drives
volume3/grep15/part01 GNU grep and fgrep, version 1.5
volume3/grep15/part02
volume3/grep15/part03
volume3/xmore Configurable "more" for various file types
volume3/mutate Disk sector editor
volume3/xxxx Insert numbers into files

volume3/sozo1.2pat Patches for Sozobon C 1.2
volume3/unx2st Convert ST <-> UNIX end-of-lines
volume3/mtprog1 Multitasking in Programming tutorial, posting 1
volume3/nroff110pat Patch for Nroff 1.10
volume3/lharc1.02/part01 Lharc source for ST and UNIX
volume3/lharc1.02/part02
volume3/lharc1.02/part03
volume3/cat2asc Convert STDCAT43 catalogs to pretty ASCII form
volume3/nroff110pat2 Patch 2 for nroff v. 1.10
volume3/nrchbar Generate change bars in n/troff documents
volume3/stturing Two-dimensional Turing machine
volume3/hdwboot Wait for hard disk to come online

-- Volume 4 --

volume4/mint06s/part01 UNIXlike multitasking system
volume4/mint06s/part02
volume4/mint06s/part03
volume4/mint06s/part04
volume4/mint06s/part05
volume4/mint06s/part06
volume4/mint06s/part07
volume4/mint06s/part08
volume4/mint06s/part09
volume4/mint06s/part10
volume4/mint06s/part11
volume4/mgrdiffs Diffs to MGR window manager, to run under MiNT
volume4/bgacc Desk acc. to run background jobs under MiNT
volume4/fcat Fast "cat" for Gulam
volume4/cdecl/part01 Generate C declarations
volume4/cdecl/part02
volume4/fcat11 Faster "cat" for Gulam, v 1.1
volume4/popen popen(3) call for plain TOS
volume4/eplay20 STe sound sample player
volume4/etext Filter ASCII files into PageStream format
volume4/gulmake Files for compiling gcc under Gulam
volume4/gnum4/part01 GNU "m4" macro processor, v 0.50
volume4/gnum4/part02
volume4/gnum4/part03
volume4/gnum4/part04
volume4/gnum4/part05
volume4/mkrsc/part01 Resource construction program
volume4/mkrsc/part02
volume4/mkrsc/part03
volume4/cdecl-p1 Generate C declarations, patch 1
volume4/mgif GIF viewer for monochrome STs
volume4/gawk211/part01 GNU awk, version 2.11
volume4/gawk211/part02
volume4/gawk211/part03
volume4/gawk211/part04
volume4/gawk211/part05

volume4/gawk211/part06
volume4/gawk211/part07
volume4/motasm Motorola assemblers for 68xx processors
volume4/xlharc12/part01 Another version of lharc (based on UNIX lharc 0.03)
volume4/xlharc12/part02
volume4/sozosun Diffs to Sozobon C for cross-compiling on Suns
volume4/zlib Library functions for reading .Z files
volume4/killdrv Add/remove drives from TOS's drive list
volume4/szadb12/part01 Sozobon adb debugger, v 1.2
volume4/szadb12/part02
volume4/szadb12/part03
volume4/pml_sqrt Fast square root function for gcc
volume4/gemfstfx Fixes for vdifast from Gemfast 1.3
volume4/xstrip eXtended Strip, for removing symbol tables
volume4/lynxlib/part01 Library of miscellaneous routines
volume4/lynxlib/part02
volume4/lynxlib/part03
volume4/lynxlib/part04
volume4/mclock Corner clock for mono systems
volume4/mgif11 GIF viewer for mono systems, v 1.1
volume4/nlight Show I/O to any disk by flashing floppy light
volume4/less97/part01 file pager for MiNT
volume4/less97/part02
volume4/less97/part03
volume4/less97/part04
volume4/pathalias/part01 Build UUCP paths file from maps
volume4/pathalias/part02
volume4/pathalias/part03
volume4/dvi2tty Plain text dvi previewer
volume4/mercury/part01 Mercury UUCP: mail/news package
volume4/mercury/part02
volume4/mercury/part03
volume4/mercury/part04
volume4/mercury/part05
volume4/mercury/part06
volume4/nroff110p4/part01 Nroff clone, version 1.10 patchlevel 4
volume4/nroff110p4/part02
volume4/nroff110p4/part03
volume4/nroff110p4/part04
volume4/man Read online manual pages
volume4/manpg14/part01 Pager for reading online manual pages
volume4/manpg14/part02
volume4/manpg14/part03
volume4/dvithead dvi2tty.h (missing file from dvi2tty)
volume4/diff115/part01 GNU diff, version 1.15
volume4/diff115/part02
volume4/diff115/part03
volume4/diff115/part04
volume4/rcs5ap1/part01 Revision Control System, version 5
volume4/rcs5ap1/part02

volume4/rcs5ap1/part03
volume4/rcs5ap1/part04
volume4/rcs5ap1/part05
volume4/rcs5ap1/part06
volume4/rcs5ap1/part07
volume4/rcs5ap1/part08

-- VOLUME 5 --

volume5/geniscan Software to read from GeniScan scanner
volume5/tee Copy stdin to stdout as well as a file
volume5/orctool Clones of various UNIX utilities
volume5/tr Transform characters (UNIX utility clone)
volume5/wc wc(1) character/word/line counting filter
volume5/chedit Font editor for mono 8x16 fonts
volume5/regexp Regular expression library
volume5/mntutil8/part01 Utilities for use under MiNT
volume5/mntutil8/part02
volume5/qroff Simple text formatter
volume5/loadspx Spectrum picture viewer
volume5/bauble/part01 Bauble UUCP utilities (MiNT-friendly)
volume5/bauble/part02
volume5/bauble/part03
volume5/brik/part01 Generate/check CRCs on files
volume5/brik/part02
volume5/brik/part03
volume5/nasm/part01 6502 assembler/linker package
volume5/nasm/part02
volume5/nasm/part03
volume5/nasm/part04
volume5/nasm/part05
volume5/crabs Screen-eating program for MiNT
volume5/con Redirect MiNT status info to a window under MGR
volume5/mgif32/part01 Monochrome GIF viewer
volume5/mgif32/part02
volume5/speed Switch between 8 and 16MHz
volume5/showgs Preview GhostScript printer files onscreen
volume5/xxxx_it Easily choose MiNT, Spectre, or GEM desktop at boot
volume5/uucoder GEM-based uuencode/decode utility
volume5/bituue Uuencode a file for mailing across BITNET
volume5/zoo21/part01 Version 2.1 of Zoo archiver
volume5/zoo21/part02
volume5/zoo21/part03
volume5/zoo21/part04
volume5/zoo21/part05
volume5/zoo21/part06
volume5/zoo21/part07
volume5/zoo21/part08
volume5/zoo21/part09
volume5/zoo21/part10
volume5/lynxlib2/part01 Library of miscellaneous routinves, v2

volume5/lynxlib2/part02
volume5/lynxlib2/part03
volume5/lynxlib2/part04
volume5/sokoban2 Game: push blocks around the board
volume5/stmenu Popup menu library
volume5/ff32/part01 Floppy disk speedup program
volume5/ff32/part02
volume5/arc2fol Bulk unarchiver (unpack into separate dirs)
volume5/shuffle Game: use a picture as a puzzle
volume5/oridiff Diffs to origami folding editor source
volume5/mint091/part01 Multitasking TOS replacement, 0.91
volume5/mint091/part02
volume5/mint091/part03
volume5/mint091/part04
volume5/mint091/part05
volume5/mint091/part06
volume5/mint091/part07
volume5/mint091/part08
volume5/mint091/part09
volume5/mint091/part10
volume5/tqgem100/part01 GEM bindings for FTL Modula 2
volume5/tqgem100/part02
volume5/tqgem100/part03
volume5/tqgem100/part04
volume5/lynxup Update to lynxlib2
volume5/hpdjplus First Word Plus driver file for HP DeskJet
volume5/sozobon2/part01 Sozobon C compiler, version 2
volume5/sozobon2/part02
volume5/sozobon2/part03
volume5/sozobon2/part04
volume5/sozobon2/part05
volume5/sozobon2/part06
volume5/sozobon2/part07
volume5/szadb21/part01 Debugger for Sozobon C
volume5/szadb21/part02
volume5/szadb21/part03
volume5/bootx Configure system at boot time
volume5/defdfn Translate files between DR RCS 1.x and 2.0
volume5/rsctoc Convert RSC files to C source
volume5/mclock2 100-hour clock for mono systems, v2
volume5/emacs.rc Micro-EMACS startup file for C source editing
volume5/booted17 Boot-time system configuration editor
volume5/hdwait3 Wait for hard disk to spin up, v3
volume5/double2 Double vertical screen resolution on STEs, v2
volume5/gccregs Patches to MINIX gcc 1.40 for register arguments
volume5/tapebios/part01 Access SCSI streaming tape drives
volume5/tapebios/part02
volume5/tapebios/part03
volume5/scsitape SCSI tape driver + utilities
volume5/texinfo2.14/part01 Process GNU online documentation

volume5/texinfo2.14/part02
volume5/texinfo2.14/part03
volume5/texinfo2.14/part04
volume5/scsitape2 SCSI driver + utilities, version 2
volume5/rdsh Utilities for rde_v2 RAMdisk
volume5/sh/part01 Bourne shell implementation for MiNT
volume5/sh/part02
volume5/sh/part03
volume5/sh/part04
volume5/sh/part05
volume5/sh/part06
volume5/sh/part07

6920. Re: 1st word -> ascii

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 01:39:47 UTC
From: bgilbert@cs.washington.edu
Message-ID: <1992Jun30.013947.29972@beaver.cs.washington.edu>
Source record: 220262

In article <1992Jun29.162150@cs.utwente.nl> fokkinga@cs.utwente.nl (Maarten Fokkinga) writes:
>I want to convert a file produced by Atari's First Word word processor
>into ASCII (keeping as much as possible the print lay-out).
>Who can help me? Is there a program available that does the job?
>

Doesn't First Word itself have this feature? Something like turning of WP Mode or Save as ASCII. I'm sure it does because I've used it to edit my DESKTOP.INF file before. Can't say what the feature is for sure because I usually use WOrd Writer now, but check this out.

>Maarten Fokkinga, e-mail: fokkinga@cs.utwente.nl

Ben Gilbert
bgilbert@cs.washington.edu

6921. Re: New version of QD Play (PLAY.PRG) available from atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 02:16:46 UTC
From: warwick@cs.uq.oz.au
Message-ID: <9183@uqcspe.cs.uq.oz.au>
Source record: 220267

dmb@wam.umd.edu (David M. Baggett) writes:

>Since it's been a few weeks since I sent it up, I'm just going to go
>ahead and announce the new Play so you guys can all download it and
>disassemble it in an attempt to make it better. (Oooooh!) Just
>kidding, folks, just kidding.

Why not just give us the source?

Not kidding folks, not kidding.

Playing samples is very interesting, but soon ceases to amuse. Sampled
sounds in programs, however...

--
Warwick
--
_-_|\ warwick@cs.uq.oz.au /
/ * <-- Computer Science Department, / No witticism?
_.-._/ University of Queensland, /
v Brisbane, Australia. / ... so sue me.

6922. PD vt100/vt220 emulator comms prgms ??? Please

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 02:19:06 UTC
From: chris@hawkesbury.uws.EDU.AU
Message-ID: <chris.709870746@hotel>
Source record: 220269

Hi Networld

I have a staff member who wants to dial in to our Uni Network
from home on his ATARI 1090ST ???.
Has already bought a modem but needs help with the software side
I hope there are some good ones around like 'pcomm' ???

Kind Regards
c.thompson@uws.edu.au
chris@hotel.uws.edu.au

6923. Re: New version of QD Play (PLAY.PRG) available from atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 04:25:03 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun30.042503.28791@wam.umd.edu>
Source record: 220270

In article <9183@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>Why not just give us the source?
>Not kidding folks, not kidding.

I wouldn't mind giving out source, but I'd have to give you source to the entire sample playing subsystem of Game Workbench for it to do you any good. Needless to say, I'm not going to do that. (For one thing, it's 2515 lines of code.)

>Playing samples is very interesting, but soon ceases to amuse. Sampled
>sounds in programs, however...

You can get already get assembly sample-playing source from atari.archive; just look in atari/sound/players/resound.arc. The hardest part to get right is the "magic table," which is included in there.

Have a digitized day,

Dave Baggett
dmb@wam.umd.edu

6924. Atari 520 ST & Star Printer

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 05:08:22 UTC
From: nicos@csa.bu.edu
Message-ID: <89905@bu.edu>
Source record: 220272
Cross-posted to: comp.sys.atari.st,bu.forsale,misc.forsale,nj.forsale,ne.forsale,nj.market.computers

```
For Sale:
----------

- Atari 520 ST.................................................$250/bo.
o motorolla 68000/8MHz, 512K RAM, TOS 1.0
o monochrome monitor (640x400)
o two external single drives (360K)

- Star NX-1000 II multifont printer............................$150/bo.
o 180 characters per second
o NLQ printing
o paper parking

Special offer: get both for $350.
---------------

-------------------------------------------------------------------------
Nicos Kontopoulos Voice: (617) 787-1780
INTERnet: nicos@cs.bu.edu BITnet: ecolpqc@buacca
-------------------------------------------------------------------------
--
-------------------------------------------------------------------------
Nicos Kontopoulos Voice: (617) 787-1780
INTERnet: nicos@cs.bu.edu BITnet: ecolpqc@buacca
-------------------------------------------------------------------------
```

6925. AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 05:14:57 UTC
From: lombardo@odin.unomaha.edu
Message-ID: <lombardo.709881297@odin>
Source record: 220271

Hello once again!

I just recently downloaded AN Cool's M Demo 3, and would like to know if any other of this sort exist. This coder REALLY knows his music. I taped it just so I could listen to it in the car... :) I loved his Acid Burn demo as well (I have the one off of a.a.)

Do any other AN Cool demos or MOD files exist? How can I get in touch with this guy to convince him to release a CD? :)

l8r

Obiwan Kenobi

And he knows how to code too! geeeeeeeeeeeeeezzzzzzzz

6926. Re: 1st word -> ascii

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 06:09:38 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun30.060938.20523@peponi.wcc.govt.nz>
Source record: 220275

In article <1992Jun30.013947.29972@beaver.cs.washington.edu>, bgilbert@cs.washington.edu (Benjamin Gilbert) writes:
>In article <1992Jun29.162150@cs.utwente.nl> fokkinga@cs.utwente.nl (Maarten Fokkinga) writes:
>>I want to convert a file produced by Atari's First Word word processor
>>into ASCII (keeping as much as possible the print lay-out).
>>Who can help me? Is there a program available that does the job?
>>
>
>Doesn't First Word itself have this feature? Something like turning of WP
>Mode or Save as ASCII. I'm sure it does because I've used it to edit
>my DESKTOP.INF file before. Can't say what the feature is for sure because
>I usually use WOrd Writer now, but check this out.
>
>>Maarten Fokkinga, e-mail: fokkinga@cs.utwente.nl
>
>Ben Gilbert
>bgilbert@cs.washington.edu

Well it does, but you loose all the formating information, most WordProcessors (Atari ones that is) do have some sort of import option for 1st Word +...

Roger..... sheppard_r@kosmos.wcc.govt.nz

Before you do this you will have to E-Mail,

wmagro@roma.uiuc.edu (William Magro)

and ask him if this is correct, as he has posted here that all my messages are all incorrect...

This message will appear on all my postings from now on, untill that person retracts his false statments about me..??

Roger.....

6927. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 06:14:13 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <1992Jun30.061413.20633@peponi.wcc.govt.nz>
Source record: 220276

In article <lombardo.709881297@odin>, lombardo@odin.unomaha.edu (Obiwan Kenobi) writes:
>Hello once again!
>
>I just recently downloaded AN Cool's M Demo 3, and would like to know

Were did you get this Demo from....^^^^^^^^^^...???

>if any other of this sort exist. This coder REALLY knows his music. I
>taped it just so I could listen to it in the car... :) I loved his
>Acid Burn demo as well (I have the one off of a.a.)
>
> Obiwan Kenobi
>
>And he knows how to code too! geeeeeeeeeeeeeezzzzzzzz

Roger..... sheppard_r@kosmos.wcc.govt.nz

6928. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 07:17:54 UTC
From: msmith@lssec.bt.co.uk
Message-ID: <1992Jun30.081754@lssec.bt.co.uk>
Source record: 220278

In article <1992Jun29.144932.21268@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
|> Just out of curiosity, why did you post this in comp.sys.atari.st as
|> well as in the binaries group? UUencoded posts cost a lot of money;
|> see news.lists for the staggering statistics.

When I sent the first version to the moderator it took so long to get through that I thought it wasn't going to appear. There may well be good reasons for the delays but an immediate release here gives people a chance to play around with it and if any problems arise I may get to fix them before the c.b.a.s version appears.

Oh dear, the bandwidth police are back. I shall plead guilty, but insane, and beg forgiveness from the net.

|> Oh really? Then how come you can't play STe stereo samples at
|> arbitrary sample rates? Nyah-nyah! :-P :)

I wasn't intending to start a war but have you worked out how to calculate accurate frequencies yet :-) ?

Martin

Martin Smith | +44 71 728 7154 | I was lined up for glory
| | But the tickets sold out in advance
BT D&P London | msmith@uk.co.bt.lssec | - RUSH, The Big Wheel.

6929. Re: no support

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 07:36:24 UTC
From: Bob_BobR_Retelle@cup.portal.com
Message-ID: <61326@cup.portal.com>
Source record: 220277

For a free sample copy of Atari Interface magazine, send your name and address to:

Unicorn Publications
3487 Braeburn Circle
Ann Arbor, MI 48108

They have ads from most of the remaining Atari suppliers in the USA..

BobR

6930. Re: <None>

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 07:40:36 UTC
From: dtarico@violet.ccit.arizona.edu
Message-ID: <1992Jun30.004036.1@violet.ccit.arizona.edu>
Source record: 220280

>
> Erm.. As I've said in another message in this thread I have an ST that
> uses PQFP versions of MMU and GLUE, these are purpose designed SURFACE MOUNT
> components and as such are ALWAYS soldered to the motherboard.
> The PLCC versions can either be surface mounted or socketed, it doesn't
> really matter too much..
>
> In any case, your statement that 'the MMU is never soldered' is quite simply
> wrong.
>
> Rgds,
> Iain

Alright, alright. I was wrong! And I have been thoroughly corrected.
Sheesh.
--

Doug Tarico
dtarico@ccit.arizona.edu This is not a witty saying.
doug@catalina.sie.arizona.edu
(602)795-7633

6931. Re: HiSoft Forth for the Atari ST

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 07:43:15 UTC
From: lahtinen@gideon.fmi.fi
Message-ID: <lahtinen.709890195@gideon>
Source record: 220263
Cross-posted to: comp.lang.forth,comp.sys.atari.st

I have been using (also) HiSofth Forth and it is OK, there is quite good
support for Atari and the manual is good. But it is an unsupported product.
The developer does not work anymore with it (he does not work for HiSoft),
so there is not very much hope for a new version.

The only problem with it was the GEM-desktop. It does not support big screen,
only standard resolutions (ST). But there comes the source so it could
be changed if you like.

Personally I would suggest Bradley's Forthmacs. It is still supported and
you could buy it with ease as it is from California (they accept VISA).
--
* *
Kimmo Lahtinen E-Mail : lahtinen@gideon.fmi.fi
Finnish Meteorological Institute Phone : +358 0 758 1322
Possessed by a Spirit G3 Fax : +358 0 758 1396

6932. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 08:10:54 UTC
From: lynbech@daimi.aau.dk
Message-ID: <1992Jun30.081054.19760@daimi.aau.dk>
Source record: 220283

steve@thelake.mn.org (Steve Yelvington) writes:

>[In article <BqLM01.J5J@immd4.informatik.uni-erlangen.de>,
> tskuenne@cip.informatik.uni-erlangen.de (Thomas Kuenneth) writes ...]

> > Does anybody know if the Sozobon-C Compiler is still supported (i.e. are
> > there future versions planned) ?

>Heat and Serve C, which is derived from Sozobon, is most definitely
>supported, and a new version is in beta testing right now. It
>includes ARGV support and a major upgrade of the GEM libraries,
>with many new high-level functions. The documentation for the
>new GEM functions runs about 80 pages.

>For now, get atari/programming/sozo133i.zoo from atari.archive.umich.edu.

> ---
> Steve Yelvington Marine on St. Croix, Minnesota, USA
> steve@thelake.mn.org umn-cs!thelake!steve

HSC seems likke a real easy to use package, but it's delivered without the source-code, which I find quite annoying. Any luck that this will change at some point?

And what about gemfast? Will it ever become source-code accessible in a contemporary version? Since I have had strange bugs when trying to combine HSC libraries with sozobon 2.0 (disclaimer: I havne't investigated my troubles, it is a mere suspicion) I have searched for the source to gemfast in order to recompile it, but had no luck.

Sozobon (HSC or 2.0) is however getting there. I was very pleased to learn that I can compile the mint libraries and get something useable out in the other end. Makes life easier for us poor and miserable folks with a craving for C programs and just 1 lousy megabyte of storage.

Christian Lynbech

DAIMI office: R0.32 phone: 5034
University of Aarhus,DK-Denmark email: lynbech@daimi.aau.dk

EMACS, The One True Editor

Hit the philistines three times over the head with the Elisp reference manual.

- petonic@hal.com (Michael A. Petonic)

6933. strftime() in gcc library---it works.

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 08:21:21 UTC
From: neuhaus@vier.informatik.uni-kl.de
Message-ID: <neuhaus.709892481@vier>
Source record: 220281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi.

I have recently posted an announcement for my port of ash, a
Bourne-compatibe shell from 4.4BSD, for MiNT. In my blurb, I
apparently said several things which may be easily misunderstood.

* strftime() isn't standard

That's not true, and I said so. I said that strftime() was ANSI, but
that the GNU date manpage mentioned several POSIX extensions. When I
wrote this, I had the relevant section of the ISO C Standard before
me, and either I'm blind, or there are really some formats featured by
POSIX, but not by ANSI. :-)

* strftime() can't be kicked out of the library

This can't really be true, because the only entry point that the
strftime() module defines is---strftime itself! The linker gave me
errors when I tried to compile GNU date, and I remember it choking on
strftime(). Must have been a weird setup, then.

* strftime() behaves illegitimately on undefined formats

This is not true, because the Standard itself says that the bahaviour
is undefined in such cases.

I would like to thank Michal Jaegermann for pointing out these errors
to me.

--
+------- No .sig? OH, COME ON! --------+-"The derivative snuggles close to-+
email: neuhaus@informatik.uni-kl.de	the function---whatever to snuggle
snail mail: Stephan Neuhaus/Hilgard-	means; I'm too old for that"
ring 32/6750 Kaiserslautern/Germany	-- Math Prof

6934. Re: rom -> ram ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 08:35:00 UTC
From: cstdxas@warwick.ac.uk
Message-ID: <hj5lb8sz@csv.warwick.ac.uk>
Source record: 220279

In article <1992Jun29.180633.12984@klaava.Helsinki.FI> mluoto@klaava.Helsinki.FI (Markku Luoto) writes:
>
> Where to get this genious TOS -speeder for TT ?
> (is it PD or shareware... not commercial I suppose ?)
>
>
>ps. anyone know of a good .cpx and other TT -stuff site ?

I have written 3 shareware CPXs:

PRNTSTYL - Sends user defined codes to your printer to set the style and font.
EVAL - Evaluate mathmatical expressions, with built it conversions.
LOCK - Locks the computer until the correct password is entered.

They are all much better than they sound when described in one line :-)
and should all be fully compatable with any ST. They all come with full
documentation.
If you are interested then email be with the subject line "CPXs" before the
end of the week and I will email you copies of each. They are not current
available elsewhere.

- Leo Hendry

6935. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 10:37:15 UTC
From: hmallat@niksula.hut.fi
Message-ID: <HMALLAT.92Jun30123715@batgirl.hut.fi>
Source record: 220282

>>>>> On Tue, 30 Jun 1992 06:14:13 GMT, sheppard_r@kosmos.wcc.govt.nz said:

:> In article <lombardo.709881297@odin>, lombardo@odin.unomaha.edu (Obiwan Kenobi) writes:
:>>Hello once again!
:>>
:>>I just recently downloaded AN Cool's M Demo 3, and would like to know

:> Were did you get this Demo from....^^^^^^^^^^...???

Can be found at least in ftp.uni-kl.de

--
****** Hannu Mallat / JMT 5C 333 / 02150 Espoo, Finland / +358-0-4682004 ******
Joo, menn{{n !
Now, I'm gonna love you till the heavens stop the rain
I'm gonna love you till the stars fall from the sky for you and I

6936. ATARI-Compatible Computer HERMES I

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 10:59:44 UTC
From: rdjeline@cip.informatik.uni-erlangen.de
Message-ID: <BqnnvK.Lqp@immd4.informatik.uni-erlangen.de>
Source record: 220284

Who is interested to take Part at this Project ?
Who has suggestions, ideas or else ?

Mail me !!

Ciao
Atarico

6937. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 12:36:37 UTC
From: glens@natinst.com
Message-ID: <1992Jun30.123637.18058@natinst.com>
Source record: 220286

Has anybody had any luck getting the AN Cool M 3 demo to run on an STe? And for that matter has anybody got the Delirious 3 demo to run on an STE? (This one blatently states it is for the STE but it crashes in various places every time I try to run it).

Thanks.

"Now You're Playing With Power Without The Price!" Glen Sescila |||
/ | \
My opinions do not necessarily reflect those of my employer and probably are exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA

6938. help! What to do with these damn .Z extenders

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 12:49:00 UTC
From: ugafence@ubvmsb.cc.buffalo.edu
Message-ID: <Bqnq61.7yL@acsu.buffalo.edu>
Source record: 220285

Subject lines are really wonderful. I mean, what else is there to say?

Ok, I could say that I'm ftp'ing from a.a to a VAX. I could then continue to say that its compress utility is unhappy with these damnable .Z's. And I could finish by saying that a tap on the infinite knowledge of the net would be most cool at this point in time..

.Philip

Just still without a .sig file, no matter how you look at it.

6939. no update for WordPerfect 4.1

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 13:09:22 UTC
From: kruel@wpcst1.phys-chemie.uni-wuerzburg.dbp.de
Message-ID: <H.fJD7ha1ds1c@wpcst1.phys-chemie.uni-wuerzburg.dbp.de>
Source record: 220289

Two weeks ago we have had a discussion about if WordPerfect would
upgrade the ST version to 5.1.

I phoned WordPerfect/Germany in Frankfurt and they _definitely_
declared that they will drop further developments on the ST platform.

Consequently, they offer switching to the DOS- or MAC-version at
reduced price when sending back the ST version.

As a result, I'm going to sell my version, asking for $60 (DM 90),
if anybody is (still) interested.

Thomas.

--
Thomas-Martin Kruel Institut f. Physikalische Chemie / Universitaet Wuerzburg
Marcusstr. 9-11, D-8700 Wuerzburg, Tel. +49 931 31579

6940. Re: Apple/Acorn

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 13:43:01 UTC
From: oddjob@oz.plymouth.edu
Message-ID: <1992Jun30.134301.7161@oz.plymouth.edu>
Source record: 220330

In article <BqLrpM.EM9@newcastle.ac.uk> D.M.Johnson@newcastle.ac.uk (Dave Johnson) writes:

>Apple aredeveloping a notebook computer, the Apple Newton that uses the ARM
>chips set developed by Apple, VLSI and Acorn
>
>Dave Johnson

Well..... if anyone REALLY wants to know about the Newton they can
read Byte. The most recent issue (subscription not newstand) has a bit
in there about it. Also, one of the mac magazines has info on it (more
than Byte actually - except Byte describes the ARM 610 used in the
Newton in more detail)

It's not a "true" notebook computer. It seems to be a combination
address book/DayTimer/notepad that is computerized, including
recognizing handwriting.

It's not a replacement for a "real" computer & is geared towards a
completely different market.

-Andy-
--
"The Snark WAS a Boojum, you see!"	
"Reality !?! Isn't that something	andys@psc.plymouth.edu
you sprinkle on ice ??"	oddjob@oz.plymouth.edu

6941. Re: 1st word -> ascii

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 14:10:39 UTC
From: rgoseweh@digi.lonestar.org
Message-ID: <1992Jun30.141039.13619@digi.lonestar.org>
Source record: 220287

>>In article <1992Jun29.162150@cs.utwente.nl> fokkinga@cs.utwente.nl (Maarten Fokkinga)
writes:
>>I want to convert a file produced by Atari's First Word word processor
>>into ASCII (keeping as much as possible the print lay-out).
>>
>In article <1992Jun30.013947.29972@beaver.cs.washington.edu> bgilbert@cs.washington.edu
(Benjamin Gilbert) writes:
>Doesn't First Word itself have this feature? Something like turning of WP
>Mode or Save as ASCII.

You got it! Turn word processing off by clicking on the "WP MODE" (under
the "Edit" menu, I believe) so that there is no mark next to it. Then
use "Save As" under the File menu and .... ASCII!

Roy C. Gosewehr

6942. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 15:18:44 UTC
From: steve@thelake.mn.org
Message-ID: <A1381374174@thelake.mn.org>
Source record: 220308

[In article <1992Jun29.193453.25296@cs.unca.edu>,
mcmahan@cs.unca.edu (Scott McMahan -- Genesis mailing list owner) writes ...]

> I'm not objecting to H&S sozo, which is a fantastic free C
> compiler, but...will the limit on identifiers be fixed in this
> release? (At least make it > 32 chars or so! :))
>
> That's one reason I'm using 2.0 instead of H&S

Not in this release, which concentrates on a major GEMFAST upgrade,
but Ian has said it's on his to-do list.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6943. Re: Sozobon-C

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 15:22:44 UTC
From: steve@thelake.mn.org
Message-ID: <A1389762782@thelake.mn.org>
Source record: 220309

[In article <1992Jun30.081054.19760@daimi.aau.dk>,
lynbech@daimi.aau.dk (Christian Lynbech) writes ...]

> HSC seems likke a real easy to use package, but it's delivered without the
> source-code, which I find quite annoying. Any luck that this will change at
> some point?

I think so. I can't speak for Ian, but he did include sources in the beta
copy that went out last week.

> And what about gemfast? Will it ever become source-code accessible in a
> contemporary version? Since I have had strange bugs when trying to combine HSC
> libraries with sozobon 2.0 (disclaimer: I havne't investigated my troubles, it
> is a mere suspicion) I have searched for the source to gemfast in order to
> recompile it, but had no luck.

I think this is very likely. But as I recall, the basic sources are mostly in
Atari's MadMac asm dialect, so you would need that assembler (from the
developer kit). There are C versions of most of the extensions, such as
the evnx_ library. I haven't had a chance to look at the new stuff yet,
so I'm not entirely sure what shape it's in.

Steve Yelvington Marine on St. Croix, Minnesota, USA
steve@thelake.mn.org umn-cs!thelake!steve

6944. Accelerators and compatibility - Looking for advice

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 15:26:20 UTC
From: djs@jet.uk
Message-ID: <1992Jun30.152620.3927@jet.uk>
Source record: 220313

I am looking for a processor upgrade for my STE to speed my programming work, but still need to be able to run 'timing sensitive' programs such as Steinberg Cubase.

Does anyone have experience using accelerators with Real Time programs? Are the 8MHz modes offered by some accelerators TOTALLY compatible with a standard machine (eg does an 8Mhz 68020 perform exactly as per a 8Mhz 68000, given that the program does not use priviledged intructions in user mode?)

Thanks for any advice

--

+--+
| David Stevenson djs@jet.uk Tel: +44 235 465028 |
+--+
- Disclaimer: Please note that the above is a personal view and should not be construed as an official comment from the JET project.

6945. Re: help! What to do with these damn .Z extenders

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 15:32:27 UTC
From: monnier@disuns2.epfl.ch
Message-ID: <1992Jun30.173227@disuns2.epfl.ch>
Source record: 220291

In article <Bqnq61.7yL@acsu.buffalo.edu>, ugafence@ubvmsb.cc.buffalo.edu (UB FENCING CLUB) writes:
:
: Subject lines are really wonderful. I mean, what else is there to say?
:
: Ok, I could say that I'm ftp'ing from a.a to a VAX. I could then continue
: to say that its compress utility is unhappy with these damnable .Z's. And
: I could finish by saying that a tap on the infinite knowledge of the net
: would be most cool at this point in time..
:
: .Philip
:
: Just still without a .sig file, no matter how you look at it.

Some more precisions wanted !!

If you want to down-load to Atari (through VAX) just let it compressed
and use COMPRESS.TTP on your ST: it is easier to transport in compressed
form !
Else, I don't know much about compress on VAX !

-- Stefan Monnier --

----- Alors voila, Clyde a une p'tite amie ! -----
----- Elle est belle et son prenom c'est .. Bonnie ! -----
----- ... -----

6946. Re: no support

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 15:34:55 UTC
From: hartlenk@newton.ccs.tuns.ca
Message-ID: <1992Jun30.153455.22252@newton.ccs.tuns.ca>
Source record: 220292

In article <61326@cup.portal.com> Bob_BobR_Retelle@cup.portal.com writes:
>For a free sample copy of Atari Interface magazine, send your
>name and address to:
>
>Unicorn Publications
>3487 Braeburn Circle
>Ann Arbor, MI 48108
>
>They have ads from most of the remaining Atari suppliers in the
>USA..
>
>BobR

I hope this isn't a sign of trouble at Atari Interface magazine. Our
users group just sent for a club subscription.

==========
Kenneth Hartlen (hartlenk@newton.ccs.tuns.ca)
School of Computer Science
Technical University of Nova Scotia
Halifax, Nova Scotia Canada

6947. GEMulator contact needed

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 15:44:55 UTC
From: dhbutler@magnus.acs.ohio-state.edu
Message-ID: <9206301544.AA03908@photon.magnus.acs.ohio-state.edu>
Source record: 220288

One again I need to get in touch with DEREK? of Branch Always software.

Derek, I think we should talk about the possibility of my doing some beta-testing of your device here in the MicroConsultation Lab at The Ohio State University. I look forward to hearing from you on this.

I also have some basic questions about GEMulator and how it functions.

I assume it supports standard DOS hard drive partitions? That is, I guess I just setup an ATARI directory and a bunch of subdirectiories or something?

We would need to get GEMulator with roms, as I have no source in Columbus any longer.

That's right, Columbus recently lost our LAST Atari dealer :-(((((
-->
:-! -David Butler- dhbutler@magnus.acs.ohio-state.edu

- "Never wipe your ass with a stick!" - Chico

||| - There's a statue in the city square
/ | \ Images of heroes that were never there
We rally strong around the statue's base
There is a storm on the way - Willie Phoenix, 1986

6948. *>>*>>*>>*>>* Atari ST Computers FORSALE

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 15:59:28 UTC
From: keithr@vice.ICO.TEK.COM
Message-ID: <9854@vice.ICO.TEK.COM>
Source record: 220290
Cross-posted to: comp.sys.atari.st,pdx.forsale,or.forsale,misc.forsale.computers

```
==========================

Atari Mega2 ST
2 Meg RAM
3 1/2 DS/DD Drive
Monochrome monitor
Mouse
*** Asking $475 ***

Atari 520ST (old style)
1 DS/DD Future Systems 3 1/2 drive
1 SS/DD Atari 3 1/2 drive
with Monochrome Monitor and Mouse
*** asking $200 ***

Also available:
Future Systems 360K 5 1/4 drive
for the ST.
*** asking $65 ***

Everything comes with cords and cables.
In excellent working condition.

Shipping costs are negotiable

keithr@icogem3.ICO.TEK.COM
```

6949. Background in MINT.CNF and symbolic links

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 16:16:41 UTC
From: vince@sci.kun.nl
Message-ID: <1992Jun30.161641.9282@sci.kun.nl>
Source record: 220296

Recently there was a thread about the subjects mentioned, but as they were of no interest to me at the time, I skipped them. Of cause, as it's allways the case, I need the answers now.

How did you say you could run LPD in the background?

And about the links, I hoped I could lay links from all my execs all over my harddisk to /bin/usr. It didn't work. I can't mkdir on u: and after I link c:\bin\usr to u: it seems that I can add nothing to its contents since MiNT apparently tries to interpret the link in the process and thus put it on c:\bin\usr.

For example; I want c:\bin\usr\elvis.ttp to be accessible through u:/bin/usr/vi.ttp and .../ex.ttp, and d:\archiver\zoo.ttp as u:/bin/usr/zoo.ttp (and arc, and xlharc, etc...)

Any help appreciated.

BTW, are there any manpages about the MiNTutils? I have to just guess what all the options do after I manage to get a "usage:..." msg. What options can I give LPD?

Thanks,

Sander STOks
vince@sci.kun.nl

6950. spectre roms

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 16:40:19 UTC
From: ken@isgtec.com
Message-ID: <2769@isgtec.isgtec.com>
Source record: 220319

Can anyone suggest a good source for Spectre ROMs at a decent price.
Anyone selling some?

--

"Things should be as simple as possible, but no simpler." - Albert Einstein

ken@isgtec.com [...!uunet.ca!isgtec!ken] Ken Newman

6951. Welcome to comp.sys.atari.st!

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 16:57:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.709923433@vincent1.iastate.edu>
Source record: 220293
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part1

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
*EMILY Hints from Emily Postnews
BOOKS What books are available for the Atari ST?
DEV How do I become a developer for the Atari ST?
ERR What does TOS ERROR nn mean?
FREE What is Free-Net and how can I get access?
*MAGS What magazines are available for the Atari ST?
TIPS TIPS AND HINTS from other users
*ZNET Where can I get copies of ZNET?
*EXPLOR Where can I get copies of Atari Explorer Online?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
*COMP Companies Mentioned
*CREDIT Who has contributed to the FAQ?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources
```

:EMILY:
Hints from Emily Postnews
==========

(Thanks to John Henders (jhenders@jonh.wimsey.bc.ca) for this bit of _humor_.)

Emily Postnews Visits comp.sys.atari.st

(Due to popular demand, (well at least one persone asked anyways), Emily has taken time out of her busy schedule to answer a few commonly asked questions specific to c.s.a.st.)

Dear Emily.
Some Amiga user is raving on c.s.a.st about how wonderful
his computer is, and how awful mine is. What should I do?
signed My Computer is NOT a Toy.

Dear My Computer, etc,etc.
Many people's egos are so tied to their possessions, they
have to affirm their existance by raving about the superiority
of their machine to anyone who will listen. You should immediately
flame these people into cinders, using every rumour or misconception
you've ever heard about their brand of computer, as this will cause
lots of posts, and develop into a massive flame war, which is one
of the main reasons most people read c.s.a.st. If this didn't happen
every six months, everybody would unsubscibe to this newsgroups from
boredom.
Or, you could put comp.sys.amiga.advocacy in the Followup to:
line, and any article replying to yours would go to the newsgroup
designed for this discussion.
Or, if your newsreader supports it, you could build a KILL FILE,
which eliminates any post that has the word Amiga in it.

Kill files can be created in rn and trn by hitting the 'K' key.
This will make a kill file based on the article you were reading
at the time. Then control K will put that file in the editor for you
to play with. You use the same regexp commands here that are in rn.
For example. /[Ff]oo/h:j would search all headers of unread articles
for both Foo and foo, and junk them. Check the docs for your newsreader
for further details.

Dear Emily.
I like flame wars, and want to start one of my own, so my name
will be as famous as Richard Covert's.
Signed, Too much Time on My Hands.

Dear Too much time.
Sorry it took so long to reply, but Richard's in my kill file
and someone had to forward your post to me, or I'd never have seen it.
Flame wars are fun. They're the main reason people creted Usenet,
and should be encouraged at every opertunity.
Some of the most common tricks for starting flame wars are as
follows.

1: Post a note in another newsgroup telling all the users there that they own a piece of junk, and if they had a half a brain, they'd have the same computer you do, as it's obviously the best.
2: Toss a bit of slander against another computer in a totally unrelated post. This guarantees a follow up, even if your original post wasn't of any interest.
3: Create a signature file that has a put down of another computer in it. This will get flame wars going in threads that have completely unrelated Subject: lines, thus slipping through all but he most exacting kill files.
I hope you find these tips handy in creating your next flame war.
And just remember, your computer MUST be the best, after all, it's yours.

:BOOKS:
What books are available for the Atari ST?
==========

The (Almost) Complete Guide to Atari Reference Books

Atari Coropration
1196 Borregas Avenue
Sunnyvale, CA 94089

Atari TOS Developer's Kit

Atari has now make the developer's documentation public. See DEV above for more information.

Atari UK Software Support
Atari
Atari House
Railway Terrace
Slough, BERKS
United Kingdom
SL2 5BZ
Tel 0753 53344

"A few people have asked for more info on the release by Atari UK of the programming docs. They have been released as 5 books."

Programming Guides GEMDOS/BIOS & general programming. 238 pages. #29.99. (# = the British pound). Still Another Line A Doc (SALAD), Intelligent keyboard protocol, chkdsk3 docs, midi assoc address sheet.

Programming Guides New machines. 184 pages. #29.99.
Rainbow TOS release notes, STE developers addendum, STE TOS release notes, TT030 TOS release notes, TT030 hardware ref manual, VMS expansion for TT & MegaSTe. Includes 2 disks of utilities, examples, xcontrol & docs.

Programming Guides - GEM VDI
Programming Guides - GEM AES - combined books. 514 pages. #49.99

All the above together #99.99

Hardware and Chip Specs. 228 pages. #29.99
Engineering hardware spec, ACSI, MC6850, 68901, ay3-8910, wd1770, blitter
Monitor & cartridge port. Also schematics.

[Info from a posting by Iain Laskey dated 30 Nov 1991]

Compute! Publications,Inc.
PO Box 5406,Greensboro NC
27403(919-275-9809)

Computes Technical Refence Guide Volume One. VDI
Sheldon Leeman
ISBN 0-87455-093-9

Computes Technical Refence Guide Volume Two. AES
Sheldon Leeman
ISBN 0-87455-114-5

Computes Technical Refence Guide Volume Three. TOS
Sheldon Leeman
ISBN 0-87455-149-8

Learning C. Programming Graphics on the Amiga and Atari ST.
Marc B. Sugiyama and Christopher D. Metcalf
ISBN 0-87455-064-5

Compute's ST Applications Guide. Programming in C
Simon Feild,Kathleen Mandis and Dave Myers
ISBN 0-87455-078-5

Scott,Foresman and Company.
Professional Publishing Group
1900 East Lake Avenue,Glenville IL
600025

Learning C on the Atari ST
Joseph Boyle Wikert
ISBN 0-673-18738-1

Sybex Inc.
2344 Sixth St.
Berkely,CA
94710

Programmers Guide To GEM
Phillip Balma and William Fitler
ISBN 0-553-34397-1

Taylor Ridge Books
PO Box 48
Manchester, Connecticut (no zip listed) usa
(203)643-9673

C-manship Complete, $19.95
Calyton Walnum

No ISBN

"a decent book on programming your st gem/aes/vdi plus other stuff that is
based on the 31 articles that Clayton Walnum wrote for Analog. It was written
on a mega 4 with Calamus."

Addison-Wesley Pub.

68000 Assembly Language
Donal Kantz & James Stanley
ISBN 0-201-11659-6

"An interesting book on 68000 for the Atari (and amiga too, but both in
the abstract)"

atari.archive.umich.edu

Assembly Language Programming
Robert Arp
Disk archives, not published in paper at this time.

"It is an excellent guide to assembly languuage programming. It is very
large and takes quite a while to make a hard copy if you desire to do so.
The file names are arp68k-book.tar (the text) and arp68k-pix.Z.tar
(.img files to go along with the text)."

****
*
* THE FOLLOWING BOOKS ARE CURRENTLY OUT OF PRINT
*

Abacus Software,Inc.
5370 52nd Street,S.E.
Grand Rapids,MI
49508

Atari ST Internals
K Gerits,L. Englisch and R. Bruckmann
ISBN 0-916439-46-1

Atari ST GEM Programmers Reference
Norbert Szczepanowski and Bernt Gunther
ISBN 0-916439-52-6

Atari ST 3d Graphics Programming
Uwe Braun
ISBN 0-916439-69-0

Atari ST Disk Drives Inside and Out
Uwe Brawn,Stephan Dittrich and Axel Schramm
ISBN 0-916439-84

Atari ST Machine Language
B.Grohmann,P.eidler and H.Slibar
ISBN 0-916439-48-8

Atari ST Introduction to MIDI Programming
Len Dorfman and Dennis Young
ISBN 0-916439-77-1

Bantam Books,Inc.
666 5th Avenue
New York,New York
10103

Atari ST Application Programming
Lawrence J. Pollack and Eric J.T.Weber
ISBN 0-553-34397-1

```
*************************************************************
*
* This List can be freely distributed and added to
* All I ask is that people identify the added information as
* their own
* John Henders
* Vancouver,BC
* On Usenet uunet!ubc-cs!van-bc!jhenders
* On ForumST John henders@448
* On GEnie c/o D.LEMAY2
*
* C-Manship & 68000 Assembley Language suggested by Joe Gaudreau [DPZ]
* Robert Arp's Assembley Language book suggested by David P. Forrai [DPZ]
```

:DEV:
How do I become a developer for the Atari ST?
==========

Contact Gail Bacani, Atari Rep Person, (408)745-2022

[UNITED STATES ONLY. IF YOU LIVE OUTSIDE THE UNITED STATES, CONTACT
YOUR COUNTRY'S ATARI HEADQUARTERS FOR MORE INFORMATION.]

Gail can explain the program to you, and send an information packet if you
desire.

Atari has gone to a 2-tier developer membership. The 'higher quality'
developer support goes to commercial developers, and costs $250. The
'no-hand-holding, no announcement of company future products, no access
to discounted hardware' goes to noncommercial developers, at an initial cost
of $125, plus $50 renewal fee each year.

Both tiers receive the ST/TT Developer Kit and all developers have to fill
in an application form and a non-disclosure agreement. Contact Gail for
more information.

Atari is now selling the developer's kit (or parts of it) seperately. No
project-in-development or non-disclosure agreement is necessary.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?

==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========

OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17
Invalid function number.....-32.....1
File not found.....-33.....2
Path not found.....-34.....3
No handles left.....-35.....4
Access denied.....-36.....5
Invalid handle.....-37.....6
Insufficient memory.....-39.....8
Invalid memory block address...-40.....9
Invalid drive specified.....-46.....15

No more files.....-49.....18
Range error.....-64.....33

Internal error.................-65...........34
Invalid program load format....-66...........35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
==
Reset: Initial PC2..............1
Bus Error.....................2
Address Error.................3
Illegal Instruction............4
Zero Divide...................5
CHK Instruction...............6
TRAPV Instruction.............7
Privilege Violation............8
Trace.........................9
Line 1010 Emulator............10
Line 1111 Emulator............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error..................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:FREE:
What is Free-Net and how can I get access?
==

A "Remodeled" Atari S.I.G. Opens

By now many of you have heard of the Cleveland Freenet, or more
specifically the Atari S.I.G. on the Cleveland Freenet. For those who

haven't, the Cleveland Freenet is an experimental computer system providing free public community telecomputing. Basically, it's a lot like a public library of the future. Many of these systems are popping up all over the country. Don't be surprised if one pops up in your neighborhood in the future.

Recently the Atari SIG has undergone a significant face-lift. All the regular areas are intact including its news sections, user group newsletter, online magazine sections, general as well as specific computer discussion boards (8 bit, 16/32 bit, Lynx, Portfolio), and our weekly Sunday night multi-chat conference.

The conference starts at 8pm EST sharp and is on channel "+Ataricon". What the staff at the Atari SIG has added, has given the Atari SIG the potential to cover all grounds of Atari and its related products.

The most noticeable addition to the Atari SIG is the Programming and Development Forum. This forum is intended to be used by developers, professional programmers, and Atari hackers (the old definition of "hacker") as a means to share ideas, help each other out, and find out the latest technical information on Atari's products. This board is ran by newly acquired SIG Operator, Peter Haller, a professional programmer who is running developer sections on hardware and software development, programming, MIDI applications development, Graphics Design, plus many other sections that can definitely become a programmer and developer's dream come true!

Last, but definitely not least, the Atari SIG has a restructured Product Info and Support Board and a new Special Applications Board. The Support Board includes a vast library of support lists. These lists range anywhere from phone numbers of Atari dealers and producers, to software reviews for 8 bit, 16/32 bit, Lynx, and Portfolio software. To sum it all up this area covers what's out there, who makes it, and how to get it for all Atari products. The Special Applications Board is just starting out. Currently there is an area for users of MIDI on the ST. MIDI users are encouraged to use this as a means to discuss MIDI related topics. This section is expected to expand in the future.

Accessing the Atari SIG has never been easier. One can access it via Internet by telenet'ing to 129.22.8.75 or "Freenet-in-b.cwru.edu" or by calling (216) 368-3888 300/1200/2400 bps. Once on the system, a user can apply for an account application and logon as a visitor. Once here, simply type "Go Atari" to get to the Atari SIG. A visitor can go anywhere on the Freenet and can read anything. They can't post messages until they get their permanent accounts, however.

For additional information on obtaining access to Freenet write to myself via the e-mail addresses above or by writing the SIG at its US mail address:
The Atari SIG
P.O. Box 21815

Cleveland, OH 44121 USA

Lastly, a freenet application is available in the mail by writing a
request to the above address if you rather not download it from Freenet.

The Atari SIG is ready to serve the thousands of Atarians throughout
the world. We look forward to seeing you all real soon! Remember the
staff of the Atari SIG are volunteering their time for no pay and the
Cleveland Freenet, as well as the Atari S.I.G., is a non-profit organization
existing for the free exchange of information.

--

Mark Leair
Atari SIG Public Relations

Internet e-mail: aa338@Cleveland.Freenet.edu
CIS e-mail : internet>aa338@Cleveland.Freenet.edu

:MAGS:
What magazines are available for the Atari ST?
==========

The information here is preliminary. If you've got updates, mini-reviews,
or more information on other magazines, please send them to me via e-mail.
As always, WRITE to a company before sending them money for a subscription.

US mags:

AtariUser, published by Quill Publishing Company

Cover Price: US $1.00 Canada $1.45 UK 1.50 (AtariUser is available for free
[$6.00/50 magazine shipping charge] from participating computer dealers,
bookstores & user groups!)

Subcription Rate: $21.30 US Bulkrate, $41.30 US First Class.
Address: AtariUser, 113 W. College Street, Covina, CA 91723 USA

Current Notes, published by Current Notes Inc.

Cover Price: US $3.95

Subscription Rate: $27.00/year (Atari clubs registered with Current Notes may
subscribe at $23.00/year) US, $35.00/year (Canadian club members at $31/year)
Canadian, Foreign rate $44/year.

Address: Current Notes Inc., 122 N. Johnson Rd., Sterling, VA 22170 USA

Atari Interface:

Write for a free sample copy of the Atari Interface magazine
(Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108)

AIM is soon to be available in Canada, Europe and Mexico, and should be in all local WaldenSoftware stores and many bookstores. If your "local" Atari dealer doesn't have it, he should be able to get it for you...

UK Mags:
(Thanks to Sam Marshall <samm@castle.edinburgh.ac.uk> for some info here.)

ST Applications:
---

formerly the ST Club Newsletter, this is now the only non-games mag in the UK (although see ST World below). Approx. 4,500 copies per issue sold. News, reviews, interviews, tech tips, general forum, programmers' forum, PD catalogue. DTP'd on an ST. Retains a 'user-driven' feel. Recommended. The associated ST Club runs a PD distribution service and distributes a couple of commercial programs too (Fontkit Plus, UIS III, Molgraph, CRL Virus Killer, etc.).

Subscription costs: UK - 15 pounds; Europe - 18 pounds (Air Mail); worldwide - 28 pounds (Air Mail)

Address: ST Club, 2 Broadway, Nottingham, NG7 1PS, UK.

ST World:
---

formerly the leading UK non-games mag. Became a quarterly 'buyer's guide' in Autumn 90. Now, allegedly, about to be revived as a monthly (under the stewardship of Jean Gollner, mother of ex-editor Hugh) in the wake of Atari UK's new push into the 'serious' market.

ST Format:
---

all-purpose 150-page monthly, mainly aimed at young people. Lively, but of uneven quality. Big leisure section, but other areas covered too. Includes cover disk - mix of games demos and (usually out of date) PD utilities. Probably the biggest-selling UK ST mag. Has had several public rows with Atari UK.

Atari ST User:
---

like ST Format. Generally (amongst online users) thought to be not quite as good.

ST Action:
---

games, games and more games. And games.

Atari ST Review:

Lots of info, more mature editorial style than Format, but not so polished. 2 cover disks per issue.

There are ST sections in New Computer Express (weekly) (this magazine ceased publication in February 1992), Computer Shopper (monthly) and some general-purpose games mags whose names I forget.

There are also, I think, some MIDI mags with strong ST content. I don't have their names.

German Mags:

Atari PD Journal:

Reviewed in the May '91 issue of Current Notes [from which I'm cribbing this information, DP-Z]. Hardware and Software reviews, some commercial software reviewed. Typical issue runs around 90 pages. Special "Katalog" section.

Subscription: DM 70 (normal mail), DM 100 (air mail). Prices may be for domestic distribution -- write first!

Address: Heim Verlag, PD Abonnement, Heidleberger Landstrasse 194, 6100 Darmstadt 13 GERMANY

ST-Magazin (formerly 68000er):

(monthly) Typical issue: around 150 pages. Includes DTP-magazine CICERO.

Subscription: DM 77 (domestic distribution); foreign - write for information

Address: ST-Magazin, Markt & Technik Verlag AG, Hans-Pinsel-Strasse 2, D-8013 Haar bei Muenchen GERMANY

ST Computer:
---

11 issues/year, typical around 180 pages

Subscription: DM 80 (domestic), DM 100 (normal mail), DM 130 (air mail)

Address: Heim Verlag, Heidelberger Landstr. 194, D-6100 Darmstadt 13 GERMANY

:TIPS:
TIPS AND HINTS from other users
==========

Any 'multisync' monitor which handles 70 video fields a second can be used with the ST; the custom cable involves no tricks, or commercial ones are available. The original NEC multisync does NOT handle 70 fields a sec.

More than 3 bombs often means more than 1 error, so interpretations are tricky.

An ST-formatted disk which is not readable by a PC can be made readable by putting the 3 bytes EB 34 90 (those were 3 bytes of hex) at the beginning of the boot sector (sector 1 of track 0, I believe). This can be done with either an ST or PC absolute sector editor. The Desktop of TOS 1.4 and higher does this automatically. Note that the only format of disk that will

work between both the PC and ST is 9 sectors, 80 tracks.

Some (older) PC-3.5"-drives cannot deal with the short track-header produced by ST formatters. On those drives, ST-formatted disks are not readable, independent of their boot sector contents. The other way, however, does always work: format on the PC.

When using disks formatted on a PC in an ST, make sure to insert and access a disk with a different serial number in between disk changes.

For those with the 'inaccessible' mouse and joystick ports, a joystick extender cable will make life easier. The Y-cable joystick extenders make it extremely easy to keep mouse and joystick connected to port 0, and a joystick extender cable in port 1 makes for easy hookup after you've moved the machine.

BARREL is a program which can redirect printer-data to a file. It comes in handy when your printer is unavailable, and the program does not already have an option to 'print-to-a-file'. (It is available on the atari.archive server.)

DBLEFEAT is a program which can redirect disk access from, say, drive A to drive B. Handy when a program 'hard-codes' the data drive, and you wish to use your hard drive instead. (It is available on the atari.archive server.)

On the Desktop of TOS 1.4 or higher, holding the right mouse button allows you to manipulate files in other windows. This is useful for a number of reasons. An example is this: say D:\BLAH.ARC is a file you would like to extract to D:\, but ARC.TTP is on C:\. Top D:\'s window, then hold the right button while double-clicking ARC.TTP in an inactive window.

:ZNET:
Where can I get copies of ZNET?
==========

ZNET is now Atari Explorer Online. Please see EXPLOR for more info.

:EXPLOR:
Where can I get copies of Atari Explorer Online?
==========
Atari Explorer Online magazine is available on CompuServe and GEnie. You can also get copies mailed to you by sending an e-mail message to

stzmagazine-request@virginia.edu

indicating you wish to subscribe.

They won't get to you on Friday (which is when they're posted), but Greg Lindahl provides an excellent service to the networking community by sending these out.

Atari Explorer Online and some information from the Current Notes user magazine are also available from the atari.archive server under

/atari/magazines.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@ftp.Informatik.Uni-dortmund.DE:

This is a german public domain archive.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
----
send the following message

begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE
ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your
message. If this is the first time you use our mail server, we suggest you
first issue the request:
send HELP

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information
and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions
to INFO-A16 are also available on this server. INFO-A16 is a digest of
messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm
to 8-9 am LOCAL time. LOCAL time means local to the computer
you are accessing! For example, 4 P.M. in Minneapolis, Minnesota
is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New
York.

2. Once you connect, issue the following commands at your FTP
prompt:

user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>

3. Limit downloads, especially across the ocean. Remember, there are
other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
----

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

user pdsoft
pdsoft (at the Password prompt)

ftp.Informatik.Uni-dortmund.DE [129.217.64.63]

cs.uni-sb.de [134.96.7.254]

archive.cs.ruu.nl [131.211.80.5]

:COMP:
Companies Mentioned
==========

This is an attempt (a very poor one, as you can see) to put all the names
and addresses of some important Atari-related companies together. PLEASE
send me addresses and phone numbers for the blank ones below!

BMS

CodeHead

Dover Research

Fast Tech

Gadgets by Small
40 W. Littleton Blvd
#210-211
Littleton, CO 80120

GengTec

ICD
1220 Rock Street
Rockford, IL 61101
(815) 968-2228

JRI

Marvin AG

Matrix Datensystem

Supra

TKR

Wittich Computer

:CREDIT:
Who has contributed to the FAQ?
==========

If you've contributed to this FAQ but aren't mentioned here, tell me!

David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) compiled the bulk
of the FAQ.
Steven Ourada (sourada@iastate.edu) is the current maintainer.

Ben Gilbert
John Henders (jhenders@jonh.wimsey.bc.ca)
Graham Higgins
Mark Leair (aa338@Cleveland.Freenet.edu)
John Langner
J.J. Lehett (JJL101@psuvm.psu.edu)
Jari Lehto
Darryl May
Alan Pratt
Eric Smith (eric.smith@uwo.ca)
Andy Tanenbaum (ast@cs.vu.nl)
Shoou-yu Tang (sytang@lamar.colostate.edu)
Wayne (?) (trek@ihlpb.att.com)
John Townsend
Roland Waldi

==========

Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6952. Welcome to comp.sys.atari.st! (Software)

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:00:13 UTC
From: sourada@iastate.edu
Message-ID: <sourada.709923613@vincent1.iastate.edu>
Source record: 220294
Cross-posted to: comp.sys.atari.st,news.answers

Archive-name: csas-faq/part2

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
ARCS How do I deal with Archived files (.ZOO, .ARC, .LZH)?
CLI What Command Line Interpreters are available?
ERR What does TOS ERROR nn mean?
GDOS What is GDOS, and where can I get it?
GNU What GNU software is available for the ST?
HAM Where can I find Ham Radio software for the ST?
LANG Public Domain/Shareware languages...
MINIX Is MINIX available on the Atari ST?
*MINT What is MiNT?
*DEMOS Why won't demo x run on my machine?
PAINT What is the format for [x] paint program data?
PD Where can I get Public Domain/Shareware software?
MAIL E-Mail file servers
FTP Anonymous FTP servers
TEX Is TeX/LaTeX available on the Atari ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics

comp.sources.atari.st ! uuencoded/shar sources

:ARCS:
How do I deal with Archived files (.ZOO, .ARC, .LZH)?
==========

Files ending with suffixes .ZOO, .ARC and .LZH are archive files. They are
binary files which may contain one or more other files in a compressed format.
Archive files usually take up less disk space, and for this reason have
become quite popular for transferring large files via modem.

In order to extract the files from an archive file, one must use an archive
program. Here are the correspondences:

ARC Use ARC.TTP
LZH Use LHARC.TTP
ZOO Use ZOO.TTP

ARCHIVERS
These programs are all available via FTP from the atari.archive server, in the
/atari/archivers directory. Recommended files are:

arc602.ttp - version 6.02 of ARC, includes features to archive
subdirectories and also include comments with files.

arc602.arc - contains documentation. UnArc using arc602.ttp.

arc521e.arc - older version of ARC. Used mostly by those who want
speed, better compression, and don't care about
archiving subdirectories. UnArc using arc602.ttp.

lharc.ttp - version 2.0 of LHARC.

lzh201i.lzh - Thomas Questors lzh utility. German documentation.
UnArc using lharc.ttp

zoo21.ttp - version 2.1 of ZOO

zoo21bin.zoo - ZOO archive includes documentation. UnArc using
zoo21.ttp.

:CLI:
What Command Line Interpreters are available?
==========

There are a large number of Command Line Interpreters for the Atari ST.
Some of the more popular ones include:

gulam the 'classic' cli, somewhat UNIX in flavor

BASH GNU Bourne Again Shell - available under MINT

ksh Korn Shell - available under MINT

gemini MUPFEL is the shell used by the gemini environment

okami a German shell with many useful utilities built in

pcommand an MS-DOS-like shell

csh C-shell, standard on Unix

tcsh Enchanced C-shell - available under MiNT

Check atari.archive under /atari/cli or /atari/mint, or check one of the other FTP sites for files.

:ERR:
What does TOS ERROR nn mean?
What do the bombs on my screen mean?
==========

The information below was written, in part, by Darryl May, and posted on GEnie in January (of ????) by John Townsend. The original also appeared in the June 1988 issue of _Current Notes_ (122 N. Johnson Rd., Sterling, VA 22170). It has since found its way to me, and is being posted to comp.sys.atari.st as a service to readers.

Alan Pratt wrote to tell me that the basic information may be correct, but that it cannot be dubbed "official" unless it originates, on paper, from Atari. This makes sense, as electronic communications are easily modified, even accidentally.

Roland Waldi provided information regarding the difference between TOS and GEM return codes which appears to be correct. The tables have been modified to reflect his information.

The following is an unofficial list of the errors that can appear while you are operating your ST computer.

Error description return code alert box #
==========
OK (no error).....0
Fundamental error.....-1
Drive not ready.....-2
Unknown command.....-3
CRC error.....-4
Bad request.....-5
Seek error.....-6
Unknown media.....-7
Sector not found.....-8
No paper.....-9
Write fault.....-10
Read fault.....-11
General error.....-12
Write protect.....-13
Media change.....-14
Unknown device.....-15
Bad sectors on format.....-16
Insert other disk.....-17

```
Invalid function number.........-32.............1
File not found..................-33.............2
Path not found..................-34.............3
No handles left.................-35.............4
Access denied...................-36.............5
Invalid handle..................-37.............6
Insufficient memory.............-39.............8
Invalid memory block address...-40.............9
Invalid drive specified.........-46............15

No more files...................-49............18
Range error.....................-64............33
Internal error..................-65............34
Invalid program load format....-66............35

The last code is the infamous "TOS error 35"!

Also, some unofficial information via Alan Pratt:

Notably, you should add -48: ENSAME (not the same drive, occurs when
you call Frename and the two names you give aren't on the same drive),
and -67: EGSBF: you can't use Mshrink to GROW a block of memory.

Those bombs that appear on your screen are error messages from
the 68000 micro-processor.

Number
Description of bombs
=========================================
Reset: Initial PC2..............1
Bus Error.......................2
Address Error...................3
Illegal Instruction.............4
Zero Divide.....................5
CHK Instruction.................6
TRAPV Instruction...............7
Privilege Violation.............8
Trace...........................9
Line 1010 Emulator.............10
Line 1111 Emulator.............11
[unassigned, reserved].........12
[unassigned, reserved].........13
Format Error...................14
Uninitialized Interrupt Vector..15
[unassigned, reserved].......16-23
Spurious Interrupt.............24
Level 1 Interrupt Autovector....25
Level 2 Interrupt Autovector....26
Level 3 Interrupt Autovector....27
Level 4 Interrupt Autovector....28
Level 5 Interrupt Autovector....29
Level 6 Interrupt Autovector....30
```

Level 7 Interrupt Autovector....31
Trap Instruction Vectors.....32-47
[unassigned, reserved].......48-63
User Interrupt Vectors......64-255

:GDOS:
What is GDOS, and where can I get it?
====================================

GDOS stands for Graphic Device Output System (at least that's what my copy of STart, volume 1 number 1 said...)

There is a newer version, called FSMGDOS, which should be available commercially from Atari. It is currently included with WordFlair II. FSMGDOS uses scaleable fonts - you do not need to create a font file for every point size. Current word is that the street price for FSMGDOS will be about $50. The Lucida font family comes with FSMGDOS, and the output is very nice, even on a 9-pin Epson printer. There are desk accessories which allow you to manipulate available fonts, and also CPX programs for the newer Atari Control Panel. For those who only have limited memory, a newer version of GDOS is also included with the distribution. For those with investments in older bit-mapped GDOS fonts, they may be used with the new version of GDOS or used as bit-mapped (ie. non-scaleable) fonts within FSMGDOS.

You can get a copy of "Everything You Ever Wanted to Know About GDOS (and more)" by Douglas N. Wheeler from the atari.archive server. The file is /atari/programming/gdos.arc.

There is a German version of GDOS available from the atari.archive server. The file is /atari/utilities/amcgdos.arc.

Currently, there are no truly public domain sources for the GDOS system files or font files (at least those supplied by Atari). You can get these files with many commercial programs, such as Degas Elite, WordFlair, etc. You might also want to check your local user group to see if they received a copy of the WordFlair demo program (also available on GEnie). The demo program appears to have the GDOS system and font files.

:GNU:
What GNU software is available for the ST?
===

The Free Software Foundation C compiler, commonly known as GNU C (or gcc) is avaiable for the Atari ST. The minimal memory required to do any useful (i.e. beyond 'hello world') programming is 2.5 megabytes. A 4 megabyte system is recommended.

There is an extensive archive of the latest GNU C programs via anonymous FTP on atari.archive. GNU C is also available at cs.uni-sb.de and most other European FTP sites. The latest version of GCC available for the ST is 2.1, this version includes built-in support for C++.

The following can be found in the /atari/gnustuff/tos directory of
atari.archive: (Note: all of these have Unixmode and MiNT support)

BASH Bourne-again shell
BISON Yet another YACC (Yet Another Compiler Compiler)
COMPRESS Compatible with Unix compress
DIFF Compares files; PATCH does the inverse
EMACS Extreme editor :-)
Fileutils Unix file utilities
FLEX Lexical analyzer, like Unix lex
GAWK AWK report generation language
GCC 2.1 C, C++ compiler
GDB GNU debugger, with source level C support
Ghostscript Postscript clone
GROFF Text formatting system
GREP Regular expression search, like Unix grep
MAKE Like Unix make
MAKEINFO Stand-alone system to process .info files
PATCH Changes files from diffs; DIFF does the inverse
PROF Profiles executable code
RCS Revision Control System
SED Stream editor
Smalltalk Smalltalk; object oriented language
TAR Tape archiver like Unix tar

:HAM:
Where can I find Ham Radio software for the ST?
==========

Plenty of Ham Radio software is available for the Atari ST:

Morse code
Radio Teletype (RTTY)
Packet Radio (W0RLI BBS and K9AQ TCP/IP)
Satellite Tracking
WEFAX
Color Slow Scan TV (SSTV)
etc.

For more information contact the Atari Microcomputer Network:

Newsletter Editor - Gil Frederick, VE4AG
130 Maureen Street
Winnipeg, Manitoba
R3K 1M2 Canada
or
Program Librarian - John Adams, KC5FW
17106 Happy Hollow
San Antonio, TX 78232
U.S.A.
or
Tune into the weekly net Sundays 16:00 UTC on 14.325 MHz.

73,
John Langner, WB2OSZ

:LANG:
Public Domain/Shareware languages...
==========

There are a large number of programming languages available for use with the Atari ST. Programmers seem to flock to the Atari ST, and if you know of a language, you can probably find it, or an equivalent, for the ST.

68000 assembler/disassembler
abc
APL
AWK
BASIC
C
C++
cross assemblers (z80, 6502, 68xx,8031/80xx)
Elan
FORTRAN
FORTH
ICON
LISP
Modula2
OPS5
perl
PROLOG
SCHEME
Smalltalk
XLisp
XProlog
XScheme

Check the atari.archive server under /atari/languages. Most other archive sites will have a language directory which you can also check.

:MINIX:
Is MINIX available on the Atari ST?
==========

MINIX is a UNIX-like operating system for the IBM PC, XT, AT, 386, and PS/2, as well as the Apple Macintosh, Commodore Amiga, Atari ST, and later in 1991, Sun SPARC. It is available with all the source code for the entire operating system, the libraries, and nearly 200 UNIX-like utilities.

Demonstration disks for the IBM PC line and Atari ST are available for free via anonymous FTP for people on the Internet. A Macintosh version will be online soon. (If you can't wait, see below.)

To get a free demo disk and the manual, use ftp to connect to ftp.cs.vu.nl (192.31.231.42) and look in pub/minix/demo. The READ_ME file describes the contents of the directory and how to use it. Be sure to

fetch and read this first. It contains important information.

If you don't have FTP access, you can buy the demo disk package from Prentice-Hall for $10 by calling (201) 767-5969 or FAX (201) 767-5625. Please DON'T ask me to send it by email. I have quite enough work already thank you. The ordering numbers for Prentice-Hall are:

- MINIX 1.5 IBM demo disk (0-13-582768-x) (in stock now)
- MINIX 1.5 Atari demo disk (0-13-582792-2) (in stock now)
- MINIX 1.5 Macintosh demo disk (0-13-582784-1) (in stock now)

Please note that although the demo disks are available for free on line, MINIX itself is copyrighted software and is not available on line. The demo disks are also copyrighted, but permission is hereby granted to upload and use them for evaluation purposes. The READ_ME file tells how MINIX can be ordered.

AS A COURTESY TO US, PLEASE DO NOT FTP DURING BUSINESS HOURS (EUROPEAN TIME). PLEASE FTP AFTER 11 A.M. EASTERN STANDARD TIME.
If you want to follow the MINIX discussion, read the comp.os.minix newsgroup, which is quite active and has almost 50,000 subscribers.

Have fun!

Andy Tanenbaum (ast@cs.vu.nl)

:MINT:
What is MiNT?
=============
MiNT is a free multitasking operating system extension for TOS. It is somewhat like BSD Unix from the programmer's perspective. MiNT can run up to 1 GEM program along with a lot of character-based programs simultaneously. MGR and MW2 can both put multiple terminal windows on screen, and bgacc can put a number of terminal windows on a GEM screen. MiNT and lots of stuff to go with it can be found at atari.archive.umich.edu:/atari/mint.

A somewhat interesting note: MiNT is now the kernel of Atari's multitasking OS, MultiTOS. Originially MiNT stood for 'MiNT is Not TOS', but it's now 'MiNT is Now TOS'. :-)

:DEMOS:
Why won't demo x run on my machine?
===================================

90% of the time, if a demo does not run on your American ST, you probably need to be in 50Hz mode to use it. Get a program like 50hzboot.prg from atari.archive to allow this.

:PAINT:
What is the format for [x] paint program data?
==

There is a periodic posting of ST Picture Formats, edited by David Baggett. The file is on the atari.archive server under /atari/graphics/picfmts.doc.

:PD:
Where can I get Public Domain/Shareware software?
==========

There are FTP sources and a comp.sources.atari.st/comp.binaries.atari.st
mail server. You can also try the commercial on-line services such as
GEnie, CompuServe, Delphi and Bix.

Using FTP, most files should be retrieved in BINARY format (at least those
ending with the suffix of .ARC, .LZH, .ZOO, .PRG, .TTP, .TOS)

Mail servers encode files. You will need a program called 'uudecode' in
order to change files ending with the suffix .UUE (or .UAB, .UAC, etc.)
into their original form.

:MAIL:
E-Mail file servers

archive-server@twitterpater.Eng.Sun.COM:

Twitterpater holds all of the comp.sources.atari.st / comp.binaries.atari.st
postings. If you aren't reading these two newsgroups, you should consider
doing so. You may obtain uuencoded files as e-mail. You can obtain a
help file by mailing a message to archive-server@twitterpater.eng.sun.com, with
the main body of the message being the word 'help'.

atari@atari.archive.umich.edu:

The atari.archive server is mentioned many times in this article. It contains
a multitude of Atari ST PD and shareware programs. If you don't have access
via FTP you can obtain many of the files via e-mail. You should first obtain a
help file by mailing a message to atari@atari.archive.umich.edu, with the main
body of the message being the word 'help.'. If you are from a uucp site,
please enclose this statement also 'path host1!host2!....', where
host1!host2!... is your path. Please read the help file completely before you
ask questions, and then send any you may have to jon@atari.archive.umich.edu.
Any questions about the archive or specific files go to
weiner@atari.archive.umich.edu

archive-server@lancs.pdsoft:

This is a UK public domain archive, available to sites within the UK via
via JANET.

info-server@ftp.Informatik.Uni-dortmund.DE:

This is a german public domain archive.

mail-server@cs.ruu.nl (or uunet!mcsun!hp4nl!ruuinf!mail-server):
---
send the following message

```
begin
path john@highbrow.edu (PLEASE SUBSTITUTE *YOUR* ADDRESS)
send ATARI-ST/index
end
```

NOTE: *** PLEASE USE VALID INTERNET ADDRESSES IF POSSIBLE. DO NOT USE ADDRESSES WITH ! and @ MIXED !!!! BITNETTERS USE USER@HOST.BITNET ***

The path command can be deleted if we receive a valid from address in your message. If this is the first time you use our mail server, we suggest you first issue the request:

```
send HELP
```

LISTSERV@UOGUELPH.BITNET:

Mail messages with the contents HELP will bring you some usage information and GET PROG-A16 FILELIST will provide you with a list of files. Subscriptions to INFO-A16 are also available on this server. INFO-A16 is a digest of messages from comp.sys.atari.st.

:FTP:
Anonymous FTP servers

Note: The generally accepted practice for FTP use is as follows:

1. Limit access times to non-working hours. This is usually 6-8 pm to 8-9 am LOCAL time. LOCAL time means local to the computer you are accessing! For example, 4 P.M. in Minneapolis, Minnesota is 10 P.M. in England, and 10 A.M. in Germany is 4 A.M. in New York.

2. Once you connect, issue the following commands at your FTP prompt:

```
user anonymous
<YOUR e-mail address should be entered at the Password: prompt)
ls
cd <to the appropriate directory>
```

3. Limit downloads, especially across the ocean. Remember, there are other people who are using the same lines as you.

Atari FTP sites (the list is -not- exhaustive)
---

atari.archive.umich.edu [141.211.164.8]

uk.ac.lancs.pdsoft (available to UK users via JANET)

Note: Access is a bit different for this archive site, use the following:

```
user pdsoft
pdsoft (at the Password prompt)
```

ftp.Informatik.Uni-dortmund.DE [129.217.64.63]

cs.uni-sb.de [134.96.7.254]

archive.cs.ruu.nl [131.211.80.5]

:TEX:
Is TeX/LaTeX available on the Atari ST?
=======================================

The TeX/LaTeX typesetting programs are available on the Atari ST. Check the
atari.archive server under /atari/tex. Fonts and device drivers
(including one for the Epson 9-pin printers) are available on the
atari.archive server.

The latest version of TeX (3.1) has recently been made available on the
atari.archive server. The files are in a subdirectory of their own.

Graham Higgins recently wrote a message in comp.sys.atari.st indicating the
minimum files needed to get a working TeX/LaTeX system up and running on the
Atari ST. He said:

You'll need, at minimum:

The binaries for LaTeX/TeX :StTeXBin
The style files :StTeXSty
The font macros :StTeXTfm

If you want to screen-preview, you'll need screen font files (showdvi)
If you want to print locally, you'll need printer font files (dvifont)

Allow 5Mb.

For a step-by-step article on setting up Tex and LaTeX, send an e-mail request
to davidli@simvax.labmed.umn.edu. Be sure to mention 'tex.setup'.

There is also a complete, ready-to-install distribution called CS-TeX. The
latest version, 4.0, is available at atari.archive: /atari/tex/cs-tex-4.0.
This consists of 8 disks full of TeX stuff, plus an installation program
that takes care of the details for you.

==
Hope you liked the comp.sys.atari.st FAQ. If you have comments,
suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6953. Re: notators great...but...???

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:00:13 UTC
From: joeg@praven.gsf.dec.com
Message-ID: <JOEG.92Jun30120013@praven.gsf.dec.com>
Source record: 220318

Notator 3.1 SL can be purchased from Nadine's Music for $489 (US).
They are in Hollywood, CA and be reached at 800-525-5149.

If anyone knows of a better price, I would be more than happy to
hear about it :)

Joe
-=-

6954. Welcome to comp.sys.atari.st! (Hardware)

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:02:31 UTC
From: sourada@iastate.edu
Message-ID: <sourada.709923751@vincent1.iastate.edu>
Source record: 220295
Cross-posted to: comp.sys.atari.st,news.answers

```
Archive-name: csas-faq/part3

Welcome to comp.sys.atari.st! Please read this FAQ before posting a question
to comp.sys.atari.st, since a lot of common questions are answered here.

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for
compiling most of this FAQ.

The following is an index of the questions answered in this part of the FAQ.
For easy access to a particular question, search for the tag surrounded by
colons (i. e. :GNU:). Questions marked with '*' are new or changed.

WEL Welcome to comp.sys.atari.st
*ACCEL Hardware Accelerators
*DRIVES What should I know about hard drives and the ST?
*FLOPPY Can I use 1.44 meg floppy disks?
GRAPHIC How can I enjoy enhanced graphics on my ST?
JOY What joysticks work best with the Atari ST?
MODEM What modems work with the Atari ST?
MONITOR What should I know about monitors and the ST?
*PCEM How can I turn my Atari ST into a PC emulator?
*SPECTRE How can I turn my Atari ST into a Macintosh emulator?
UPGRADE Can/should I upgrade my ST?

:WEL:
Welcome to comp.sys.atari.st
============================

This newsgroup is devoted to discussion about 16 and 32 bit Atari micros. At
present that includes the Atari 520ST, 1040ST, Mega ST, STe, STacy, Mega STe,
and the Atari TT. There are also emulators for the Apple Macintosh and IBM
PC/XT/AT available.

Most of the people who read this newsgroup are technically oriented.
The newsgroup serves as a resource for Atari users ... feel free to
contribute to the discussions.

Associated newsgroups include:

comp.binaries.atari.st ! uuencoded binary programs
comp.sys.atari.st.tech ! technical programming/hardware topics
comp.sources.atari.st ! uuencoded/shar sources

:ACCEL:
Hardware Accelerators
=====================
```

(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

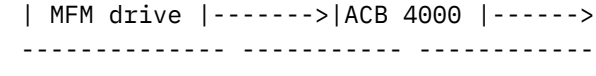
68000 based: ICD adspeed ST/STe
Fast Tech Turbo T-16 (16MHz)
T-20 (20MHz)
T-25 (25MHz)
68030 based: Gadget by Small SST (16MHz to 40MHz user changeable, 8 SIMM slot
68882 FPU socket, 1 expansion slot, TOS 2.0x).
Fast Tech : Tiny Turbo
Full size version

:DRIVES:
What should I know about hard drives and the ST?
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

To get a hard drive for ST, STe, Mega, Mega STe or TT(using DMA port):
1. Host adapter (convert the ST's DMA to SCSI standard):
ICD, Supra, BMS are the three major manufature. ICD has very good
software updating support and updates very often.
2. SCSI hard drive or MFM/RLL drive with SCSI adapter:
i). SCSI drive:
Like Quantum Pro80LPS, Seagate ST-xxxN series, they have a 50 pins IDC
connector, and usually say SCSI hard drive or Mac drive. (Any Mac except
Mac128, Mac512, FatMac has SCSI built in, so a drive that works with Mac
usually has SCSI interface).
No other adapter needed, just connect to the host adapter in 1.

ii). MFM/RLL drive:
These types of drive is older and used in older IBM machines. To use
them you need an adapter to convert them to SCSI. Adaptec 4000/4000A
is for MFM, 4070 for RLL drive, Emulex and OMTI also has similar cards
availible. Adaptec has stopped production for quite sometime so look for
these in used/liquidation place. (usually goes $40 to $75 each).

Connect the drive to the adapter (said Adaptec 4000) then connect the
adapter to the host adapter. (said ICD). It looks like following:



3. Case, power supply and cabels for the drive system:
Unless you have Mega, Mega STe, TT and the drive is 3.5" so you will put
the drive internally, you will need a case with power supply to house the
adapter and hard drive. IBM case is very easy to get and has a lot of space
for expansion.
For older drive you need about 40 watts each drive, for newer 3.5" drive
they use about 20 watts or less, Quantum LPS drive use about 10 watts each,
make sure your power supply has more than the drives need. Again if you
use IBM case, the 150 watts power supply for that type case can drive at
least 3 drives without problwm.
Cables: DMA cable usually comes with the host adapter.
power cable from power supply to drive usually comes with power sup

SCSI cable from host adapter to SCSI drive or adapter(for MFM/RLL),
it's 50pins IDC female connector on each end with 50 conductors
cable. Should be availible at place you get the drive.
For MFM/RLL drive you will need the usual MFM/RLL drive cable:
(a 34 conductors cable and a 20pins connector, again should be
available at the place you get the drive).

Now, connect them all together. Before power up, check the connection again. And check the jumper setting on the drive (consult the drive's manual). If you are using more than one drive with the system, make sure only the last drive has the terminator (either a DIP or a signle inline package of resistor, which usually is socketed and close to the SCSI connector on the drive circle board. Remove the terminator from other drives. [only the last drive should have the terminator]

Software usually comes with the host adapter, or you can FTP atari's AHDX5 from ftp sites.

:FLOPPY:
Can I use 1.44 meg floppy disks?

1.4 megabyte floppy drives will soon be available from Atari for MegaSTe and TT machines. If you own an older Atari ST, there is a company which offers a $199 kit (including floppy) to install and use the drive. (I will supply the name next month, sorry...)

Note that Tos versions prior to 2.05 will not format a 1.4 meg floppy from the desktop.

:GRAPHIC:
How can I enjoy enhanced graphics on my ST?

For stock STs, JRI makes a chip which allows a 4096 color palette.
There is also a public domain enhancement that allows 32768 colors on
older STs. This can be found as 32kcolor.lzh on some archives.

There are a number of graphics boards on the market. Here is a first pass at listing some of them. The information is based on postings by Ben Gilbert and Jari Lehto.

C32 board by Matrix Datensystem (Germany)
* 800x608, 256 colors
* all ST/TT models
* 256k, 512k and 1meg versions

C75Z board by Matrix Datensystem (Germany)
* 1024x768, 256 colors
* Mega ST or STe, TT VME Buss

(Matrix GmbH has over 15, maybe over 20 with all versions, different graphics boards available, from hobbyist to professional, from CAD to GenLock and digitizing.)

ISAC board by Dover Research Company (U.S.)
* 1024x768, 16 colors from palette of 4096
* makes hi-res look like ST low res, just with a huge window
* Mega ST buss
* Dover Research Co. (612) 492-3913

The Imagine by Wittich Computer GmbH (Germany)
* 1024x768, 256 colors
* Mega ST only

(Versions available for all ST/TT models. Several possible resolutions.
Reasonable price, but slow and not very compatible..)

Crazy Dots by TKR (Germany)
* 1024x768, 256 colors
* Mega ST only

(1280x800, 256 colors out of 16.7 million color palette. 1664x1200 for
both 16 color and monochrome. True color option available. Mega ST,
Mega STe and TT.)

reSOLUTION SuperVGA by GengTec (Germany)
* 8 resolutions, 320x200 through 1600x1200
* 16 colors without driver, 256 out of 256,000 with driver
* 1 mb RAM
* uses a standard VGA monitor
* Mega ST or regular ST
* available in U.S. from Rio Datel, 1-800-782-9110, (702) 454-700

(1024x768 is the highest resolution with 256 colors. Driver is called
Multicolor VGA option. Compatible with NVDI and Blitter. Multisync
monitor recommended.)

AlberTT
* like ISAC card, but specific for TT VME buss

MegaScreen
* 832x624 monochrome
* connects to MegaBus
* works with Spectre

Reflex
*1024x1024 with SM124 monitor
*2048x2048 possible with expansion
*usable with most big-screen displays

ODIN by Marvin AG (Switzerland)
* external expansion
* gives TT-resolutions to a regular ST

Cyrel
* RISC-based card
* extremely costly

Graphics cards for which information is sought:

OmniChrome board by Omnimon Peripherals

JRI GenLock

Atari/Lexicor 24 bit color card

Jari Lehto proposed the following recommendations:

Low budget SVGA - reSOLUTION
Professional high-end use Cyrel (or is it Cyrix?)
Hobby or semi-pro DTP Reflex
Hobby DTP MegaScreen
To obtain TT resolution ODIN

:JOY:
What joysticks work best with the Atari ST?

The Atari ST works with joysticks with a 'standard' D-Socket. IBM-style joysticks, Apple joysticks, and Nintendo joysticks will -not- work.

Some recommended joysticks:

Konix Navigator - "best .. if you want to use it for any length of time"
Gravis - "responsive ... great for games like MidiMaze"
WICO - "strong reed switches, hard plastic and metal components"
Atari - "FAR more controllable and responsive than other, more durable units"

:MODEM:
What modems work with the Atari ST?

Any external modem should work fine with the Atari ST-series of computers. You will need to purchase or build an RS-232 cable. Be sure the cable is capable of establishing DTR with your modem, as many telecommunications packages check the status of the DTR line. (Ask your local hardware guru if you don't know what DTR is...)

The ST can connect to modems at up to 19,200 baud. Practically, you will purchase either a 2400-baud or 9600-baud modem. The cost of 2400-baud modems has dropped so much in the past few years that you should not even consider a slower modem. Believe me, modem speeds under 2400-baud are going to seem SLOOOOOOOW to you!

:MONITOR:
What should I know about monitors and the ST?

The monitor is your connection to the ST. Without a monitor, you're typing blind. (Unless, of course, you have an RF modulator on your ST and attach it to your TV set. This is discouraged, as the bandwidth and resolution are pretty terrible for anything other than arcade games.)

There are three monitor choices for those of us owning Atari ST/STe equipment:

1. Monochrome monitors - these include the venerable SM124, one of the sharpest monochrome monitors on the market. Street price is about $150,

used monitors should run around $80-90. You can also purchase a 19" monochrome monitor. This gives you a 'big screen' to play around in, and is best for work with DTP and CAD systems. The price is a bit high at $1500+, and you'll need a plug-in board, which is generally set up for the Mega ST machine.

2. Color monitors - including the SC1224 in all of its incarnations (JVC and Goldstar being the primary vendors). The newer monitor, the SC1435, has a 14" screen and stereo sound.

3. Multisync monitors - these monitors provide monochrome and color access in one monitor. The street price is around $450, about $100 more than a standard Atari color monitor. You need to reset your computer to change resolutions. In many cases, a nice little switch box is provided (or you can build one) which does this for you. Examples of multisync monitors include the OMNIMON RAINBOW MONITOR.

There are any number of monitor choices for those owning Atari TT equipment, although they all boil down to 'multisync VGA'. There 14" color VGA monitor from Atari is quite nice, as is the 19" monochrome monitor. Any standard 14" multisync VGA monitor will do as well. Forget moving your SM124 or SC1224 monitor to your new system, the cabling and electronics is just not going to work.

:PCEM:
How can I turn my Atari ST into a PC emulator?
==========
(Thanks to Shoou-yu Tang sytang@lamar.colostate.edu for this info.)

Supercharger is the only external PC emulator with 8MHz V30 and 1MB RAM in a nice lunch box. It connects to ST's DMA port and defaults as device 3. It's powered by external power supply. Has 8087 socket and one expansion slot. The 1MB RAM can be used as RAM drive by ST when the IBM side not used.

:SPECTRE:
How can I turn my Atari ST into a Macintosh emulator?
==========
(Thanks to Wayne (trek@ihlpb.att.com) for this info.)

Product: Spectre GCR from Gadgets by Small, Inc
40 W. Littleton Blvd
#210-211
Littleton, CO 80120
Retail: $299.95

Description:
The Spectre GCR is a combination of software and hardware that allows the Atari Mega/ST/STe/TT line of computers to emulate an Apple MacIntosh Plus(tm) Computer. The emulation is so good that most Apple software runs out of the package using your Atari Disk drives to read in the Mac software. It does all of this while running 20% faster than the program would on a MacIntosh Plus and provides you a 30% larger screen area.

The Spectre GCR is a combination of software (written by Gadgets by Small, Inc), a cartridge (also from Gadgets), and a pair of 128K Apple ROMs (from either a MAC 512kE(tm) or Mac Plus - part numbers 342-0341 and 342-0342 which you purchase separately from an Apple source.) The Apple ROMs can currently be purchased for around $150. MacIntosh documentation and software, including the operating system (referred to as System/Finder), are also required to round out the package.

The Spectre software is currently at release Version 3.0. Gadgets supplies fairly frequent updates to allow you to keep up with the Apple OS releases. The Version 3.0 update retails for $20. Version 3.0 supports 15 of the 128K OS releases up to, but not yet including System 7 releases.

Spectre software supports Mac formatted disks (including formatting your own) with your Atari drives, Mac sound, large screen displays (1280x960) Mac harddisks via SCSI through a Megatalk board (retail $299.95 from Gadgets) or through an ACSI-SCSI host adapter (my Syquest works beautifully- and the excessive use of disk accesses in Mac software will have you wanting a hard drive). Spectre 3.0 also supports DOS Mounter and Apple File Exchange if you are needing MS-DOS data disks for Mac work. Language configuration support, keyboard support, A4 paper size support for Lasers have also been added to 3.0.

Running Spectre:
The feeling you will get when you see your Atari transformed into a MacIntosh with a decent screen is indescribable. The extra flexibility that you get will also make you feel more confident in the greatness of your Atari. You will also get to see some of the frustrations with one of the other sides of the fence - frustrations like excessive disk access, remembering not to remove/change a disk unless the OS tells you to, etc.

Speaking of changing disks, there are major differences in the operating philosophies of an ST and of a MacIntosh. You really must read the documentation that comes with the Spectre GCR (and I for one found that a real delight. Dave and Sandy have a very different approach to software documentation that makes it enjoyable reading.) You should also read the Mac Operating System docs. One other reference you may need if you are going to do much with Mac software is one of the reference manuals referred to as the MacIntosh Bible.

If you ask an Apple dealer if a particular piece of software runs on a GCR, don't figure you will get a straight answer. They won't know. The current compatibility list from Gadgets lists about 450 programs and their release numbers that have been tried and found to work with Spectre GCR. In general, if a piece of software won't work with the GCR, it is probably becuase of copy protection. Most serious Mac software is not copy protected.

One last note - earlier versions of the emulator exist that were not capable of reading Mac disks directly. It's a capability you will want.

(Thanks to Shoou-yu Tang (sytang@lamar.colostate.edu) for this info.)

Spectre GCR is the best availible, you need to obtain a set of 128KB ROM from Apple (they are used in Mac 512KE and Mac Plus, noted that Mac512 use older 64 KB ROM which is not good) to fully utilize the device. Also it's recommanded to use it with MONO monitor and at least 2MB RAM. The Spectre software takes about 300 some KB of memory, so on a 1040 there is not very much left for Mac, especially after the Mac system is loaded. 4MB memory and MONO is best.
It can read/write Mac disk direct using ST's drive (double side drive, as most Mac drive is double side). With DOS mounter or software like that you can read /write ST, IBM disk from the Mac desktop as well (don't try to run the ST, IBM binary. It's only for file transfer). Or you can use Apple File Exchange to read/write ST, IBM disk.
Syatem 6.0.5 runs fine, system 6.0.6, 6.0.7 runs also. But system 7 will not run with it.

:UPGRADE:
Can/should I upgrade my ST?

The answer depends on the type of ST you currently have, and what you want to do in the future. Be aware that there are a large number of modifications one can perform on the venerable 1040ST, and that newer machines are coming down in cost so much that to obtain a certain feature it may be cheaper to purchase new than to upgrade.

1. Memory - most ST machines may be upgraded to 4 megabytes. The newer STe machines use either SIP or SIMM

2. TOS - for those still running TOS 1.0, now is the time to consider an upgrade. TOS 1.4 has been around for at least 2 years now, and is -much- faster (and safer) for those using hard drives. TOS 2.06 is available as a hardware upgrade to ST and MegaST machines for about $150 from CodeHead

==========
Hope you liked the comp.sys.atari.st FAQ. If you have comments, suggestions, more material, etc., mail me at sourada@iastate.edu

Thanks to David Paschall-Zimbel (davidli@simvax.labmed.umn.edu) for compiling most of this FAQ.

Later,
Steven Ourada

--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6955. More meta-FAQ...

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:16:18 UTC
From: sourada@iastate.edu
Message-ID: <sourada.709924578@vincent1.iastate.edu>
Source record: 220297

Well, I put back the '*'s to indicate changed or new questions. Too lazy
to do it last time, but I'll do it now...

I added a 'Companies mentioned' and a 'Credits' list to the general FAQ.
These are incomplete; please send me more info.

Do you think I should shorten up the FAQ by cutting down some on the detail
in the answers? I noticed it seems to be getting a bit big...

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6956. Re: rom -> ram ???

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:28:40 UTC
From: ekrimen@wet.UUCP
Message-ID: <4070@wet.UUCP>
Source record: 220307

In article <1992Jun29.180633.12984@klaava.Helsinki.FI> mluoto@klaava.Helsinki.FI (Markku Luoto) writes:
>
> Where to get this genious TOS -speeder for TT ?
> (is it PD or shareware... not commercial I suppose ?)
>
>
>ps. anyone know of a good .cpx and other TT -stuff site ?

ROMRAM is at atari.archive.umich.edu I think. The filename is something like RR_11H. Look in the TT directory.

Dieter Fiebelkorn wrote a collection of CPXs. I don't remember the filename, but it's at atari.archive too. Just search for CPX in the filename.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6957. WANTED: used Atari software

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:35:08 UTC
From: (unknown)
Message-ID: <1992Jun30.173508.387@news.larc.nasa.gov>
Source record: 220302

Hi fellow Atarians,
I have been coveting the following list of software titles for some
time. The list also includes the price I would like to pay (roughly half
of street price). Please contact me if you feel me could strike a deal.

```
---------------------------------------------
Tile Price (dollars)
---- ---------------
Arena Earth 8
Bloodwych 10
Bloodwych Data Disk Vol.1 10
Cadaver 15
Cadaver - the Payoff 10
Drafix 1 w/Dot Plotter 50
Driller 8
Golden Axe 15
Hard Driven II 15
HeroQuest 15
HeroQuest:Return of the Witch Lord 15
Infestation 8
Jimmy White's Snooker 15
Knightmare 20
Kight's of the Sky 20
Populous 2 (1Mbyte version) 20
Powerdrome 8
Robocop 3 20
Sliders 15
TCB Tracker 20
Team Yankee 15
Technocop 8
Tower Toppler 8
Pure C for Atari ST 150
Turrican 8

Collections
-----------
Quest and Glory 25
includes Cadaver, Midwinter,
Bloodwych, and Iron Lord
Virtual Worlds
includes Driller, Total Eclipse, 15
Castle Master, and The Crypt
Winning Team 20
includes APB, Klax, Escape from
the Planet of the Robot Monsters,
```

Vindicators, Cyberball

Book

Chaos Strikes Back Maps/Lists 8

That's the list and thanks for reading it.
Daniel Koppen
dmk@air31.larc.nasa.gov

6958. Help on installing EMACS

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:38:59 UTC
From: raycole@matt.ksu.ksu.edu
Message-ID: <12q67jlNNhm@matt.ksu.ksu.edu>
Source record: 220299

HELP! I'm trying to install the binaries to EMACS 18.57 and am having trouble. I'm using EMACS 18.57 with the 8 bit patches applied from a.a. and have uncompressed it fine. As a shell I'm using Gulam and my computer is a 1040ST with no memory upgrade (I know, 1 meg isn't really enough to run EMACS, but its become a point of honor to get this installed.) I have plenty of space on my hard drive, >20meg, so I don't think that's the problem.

What it does is when I run the dump program it all appears to go fine until it tries to make the second xemacs file. When it attempts to do this it reports that its unable to rename xemacs.2. Any ideas on this? I'm at a loss over what to try.

On a side note, I seem to remember seeing Bash 1.12 ported to the ST, but I can't find it now. Where can I get a hold of this? Or was I dreaming when I saw this?

Thanx in advance

--
Ray Cole | raycole@matt.ksu.ksu.edu
Computer Consultant | This space for rent or hire
Manhattan KS USA | Make an offer

6959. Re: New version of QD Play (PLAY.PRG) available from atari.archive

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:40:39 UTC
From: ekrimen@wet.UUCP
Message-ID: <4071@wet.UUCP>
Source record: 220305

In article <9183@uqcspe.cs.uq.oz.au> warwick@cs.uq.oz.au writes:
>
>Why not just give us the source?
>
>Not kidding folks, not kidding.
>
>
>Playing samples is very interesting, but soon ceases to amuse. Sampled
>sounds in programs, however...

I won't touch the issue of getting the source code from Dave, :^) but I would like to see more (some!) sampled sounds in programs. I mentioned this to the Gribnif guys, and wanted them to have some sampled sounds in NeoDesk.

When I saw and heard the Lotus Improv demo on the NeXT, I was truly amazed with the digitized sound, and yet I thought the ST and STE could do this just as well. But why not incorporate small sampled sounds into programs? For example, in NeoDesk, when a disk is finished formatting, a well-digitized voice could say, "Formatting complete," or something similar.

Or course, this would have to be an option because I know that some people out there won't want their computers talking to them. :^) In this case, the program must be modular so that the digitized sounds don't take up more RAM than they have to, for users who don't want that feature.

Moreover, I touched on this in a previous paragraph, the voices and sounds must be well-digitized. If the sounds are scratchy, hissing, and just don't sound good, I'm going to turn off the feature, or not use the program. I don't expect shareware and freeware developers to have professional talent recorded with high-quality equipment to get the good samples, but it's certainly something to strive for. :^)

We now leave comp.sys.human-factor and return you to comp.sys.atari.st. :^)

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6960. Re: New Randplay Version Is Here (long)

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 17:58:06 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun30.175806.4549@wam.umd.edu>
Source record: 220301

In article <1992Jun30.081754@lssec.bt.co.uk> msmith@lssec.bt.co.uk (Martin Smith) writes:
>In article <1992Jun29.144932.21268@wam.umd.edu>, dmb@wam.umd.edu (David M. Baggett) writes:
>|> Just out of curiosity, why did you post this in comp.sys.atari.st as
>|> well as in the binaries group? UUencoded posts cost a lot of money;
>|> see news.lists for the staggering statistics.
>
>Oh dear, the bandwidth police are back. I shall plead guilty, but insane, and
>beg forgiveness from the net.

Sorry if it seemed fascist. It's not a question of bandwidth, but etiquette. Posting binaries in this group is totally inappropriate and while it may seem stupid to complain about small offenses, the general reason for the rule (as I see it) is that clueless new users may get the idea that posting binaries is OK and will then post Nethack here or something. Why not just send it to atari.archive, or, if you don't have FTP access to the States, lancs pdsoft archive?

Now that many of the archive sites have mail robots, there's really no reason for the binaries group anymore either. It's a tremendous waste of resources to send bits all around the planet when you can send them to an archive once and retrieve them on-demand.

>|> Oh really? Then how come you can't play STe stereo samples at
>|> arbitrary sample rates? Nyah-nyah! :-P :)
>
>I wasn't intending to start a war...

:) above = "parody"

Jeez; I never thought I'd see the day when we'd have a contest over whose cheesy AUTO folder/command line sample playing program was best. You'd think these were demos or something with real value. :-|

>but have you worked out how to calculate
>accurate frequencies yet :-) ?

Come on; is there any real basis for this comment? There are many possible criticisms of QD Play, but I don't see "inaccurate playback frequencies" as one of them, unless you're talking about speeds below 600Hz or something. (Samples that slow are useless anyway.) Seriously, rather than reinventing the wheel you could have mentioned your criticisms to me and I could have changed QD Play to accomodate your needs. That's what Ed Krimen did, and he got a new version of QD Play the next day.

Dave Baggett
dmb@wam.umd.edu

6961. Re: Tired of mindless flaming (FLAME ON!)

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 18:04:19 UTC
From: dmb@wam.umd.edu
Message-ID: <1992Jun30.180419.4827@wam.umd.edu>
Source record: 220300

In article <1992Jun29.090036.8954@unix.brighton.ac.uk> mm68@unix.brighton.ac.uk (Dalamar) writes:
>Here here! Bravo that man!

What? Tired of mindless flaming means tired of Usenet! Love it or leave it, you malcontent! And isn't that supposed to be "Hear, hear?" Learn to write English before you post, you ignorant cretin! And while you're at it, pare down that absurd .signature file!

For the massively humor-disabled:

:-)

Dave Baggett
dmb@wam.umd.edu

6962. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 18:17:58 UTC
From: ekrimen@wet.UUCP
Message-ID: <4072@wet.UUCP>
Source record: 220306

In article <1992Jun30.123637.18058@natinst.com> glens@natinst.com (Glen Sescila) writes:
>
> Has anybody had any luck getting the AN Cool M 3 demo to run on an
>STe? And for that matter has anybody got the Delirious 3 demo to run on an
>STE? (This one blatently states it is for the STE but it crashes in various
>places every time I try to run it).

I think I've gotten the Delirious demo to work once and that was it. Don't
worry because you're not missing anything. There's better demos.

--
||| Ed Krimen
||| ekrimen@wet.com or ekrimen@wet.UUCP or hoptoad!wet!ekrimen
/ | \ E.KRIMEN (GEnie)

6963. Z-modem for MiNT

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 19:10:20 UTC
From: terjeve@ifi.uio.no
Message-ID: <TERJEVE.92Jun30201020@kolsaas.ifi.uio.no>
Source record: 220303

Can someone please tell me where I can get hold of source for a
MiNT-friendly Z-modem package? The one I have uses GEM and is
therefore not very usefull (as I very rarely use GEM).

--
Terje Vernly----------------
InterNet: terjeve@ifi.uio.no

6964. Re: AN COOL

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 19:46:27 UTC
From: sourada@iastate.edu
Message-ID: <sourada.709933587@vincent1.iastate.edu>
Source record: 220310

In <1992Jun30.123637.18058@natinst.com> glens@natinst.com (Glen Sescila) writes:

> Has anybody had any luck getting the AN Cool M 3 demo to run on an
>STe? And for that matter has anybody got the Delirious 3 demo to run on an
>STE? (This one blatently states it is for the STE but it crashes in various
>places every time I try to run it).

I've added this question to the FAQ, since I've seen this type of question
many times lately. These two, like a bunch of European ones, assume that
the system is in 50Hz mode, but American systems default to 60Hz. Try
50hzboot.prg, they'll probably work.

>--
>"Now You're Playing With Power Without The Price!" Glen Sescila |||
> / | \
>My opinions do not necessarily reflect those of my employer and probably are
>exact opposites. InterNet: glens@natinst.com GEnie: G.SESCILA
>--

Later,
Steven Ourada
--

Steven Ourada Member of the Students for Electronic Freedom
Ask me how Iowa State University is censoring my Usenet access!
sourada@iastate.edu "can't casts no shadow" -- cummings

6965. Re: TT prices

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 20:44:23 UTC
From: chuj@horton.Colorado.EDU
Message-ID: <1992Jun30.204423.7131@ucsu.Colorado.EDU>
Source record: 220312

>
>
>Umm, well as far as comparitive application tests go, my TT seems quite
>capable of holding its own against ye average 486 - that's TOS/DOS
>comparisons - I don't have ASV so I can't make ASV/ESIX (or whatever)
>comparisons.

Actually a 386-33 with similar features could hold as well as a 486 too.
So whats the point in comparing the TT to a 486 when the TT cpu alone is
close to the performance as a 386DX-33 cpu.

6966. TT system wanted ....

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 20:49:44 UTC
From: baffoni@aludra.usc.edu
Message-ID: <l51i78INN42q@aludra.usc.edu>
Source record: 220311

Hello,

I must apologize for posting this world-distribution, but I was unable to figure out the distribution needed for both USA and Canada at the same time. For those who are not in the USA or Canada, you might as well skip this article.

I am looking for a used TT system. Preferably a TT/4/50MBHD system with color monitor, 3.06, and 1.44MB drive - however I am willing to go with an older model if the price is right. Also if your system is slightly different (ie 8/6 MB) then don't be shy - I'll let you know if it is a problem.

Warranty is not an issue for me as I wish to use the system to do some hardware development (and the warranty will be the first to go :).

If you have trouble "r"eplying to this message, I can be reached at:

baffoni@aludra.usc.edu
or
mbaffoni@skat.usc.edu
or (if all else fails)
(213)747-6804

Thank you.

Mike Baffoni

6967. Mega 4 system for sale!!!

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 22:28:31 UTC
From: c-nims@nwu.edu
Message-ID: <1992Jun30.222831.20484@news.acns.nwu.edu>
Source record: 220315

System includes:

Hardware:
* Atari MEGA ST4 (4 meg ram) (w/kbd & mouse)
* Atari MEGAFILE 30 30meg Hard Disk
* Atari SM124 12" Monochrome monitor
* Atari SC1224 12" Color monitor
* Monitor master monitor switch
* Six switch power center (fits monitor footprint)
* Two Quickshot (I/II) joysticks
* Packard Bell 2400bps modem w/cable

Software:
Midi:
* Master Tracks Pro (Passport)

Programming:
* Mark Williams C 3.0.1
* Mark Williams csd (C source debugger)

Games:
* Lemmings
* War in Middle Earth
* Their Finest Hour
* Dragon's Lair
* Dungeon Master
* Chaos Strikes back
* The Immortal
* Gauntlet II
* Starglider
* Heros of the lance
* Thunder Blade
* L.E.D. Storm
* Blasteroids
* Impossible Mission II
* Menace

Word processors:
* 1st Word & STwriter
* JetExpress HP Deskjet GDOS drivers

Public Domain:
(Gnu C, TeX, graphics/sound demos, etc...too many to list.)

Price:

I'm asking $1195.00 or best offer for the entire package (Shipping included).

Please contact me via email (c-nims@nwu.edu) or call me at (708) 948-7915.

Chris Nims

--
--
Christopher D. Nims c-nims@nwu.edu
Academic Computing and Network Services Northwestern University

6968. Re: More meta-FAQ...

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 22:30:04 UTC
From: cummins@a.cs.okstate.edu
Message-ID: <1992Jun30.223004.28180@a.cs.okstate.edu>
Source record: 220316

In article <sourada.709924578@vincent1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>
>Do you think I should shorten up the FAQ by cutting down some on the detail
>in the answers? I noticed it seems to be getting a bit big...
>

NO!!!! Keep expanding it, and maybe update it on an archive site
if it gets to unwieldly! It's turning into a treasure trove of info
but lacks enough detail in some places to get by w/o posting a
popular question to get more info!

It's an excellent start... but lacks flesh in spots!

jc

6969. Spectre CGR for sale

Newsgroup: comp.sys.atari.st
Date: 1992-06-30 22:32:45 UTC
From: c-nims@nwu.edu
Message-ID: <1992Jun30.223245.20608@news.acns.nwu.edu>
Source record: 220317

For sale:

Spectre CGR with 128K roms, disk cable, system software.
Works like a charm...I bought a real mac so this has to go.

$100 or best offer, shipping included!

Send mail to c-nims@nwu.edu, or call Chris at (708) 948-7915.

Chris Nims

--
--
Christopher D. Nims c-nims@nwu.edu
Academic Computing and Network Services Northwestern University